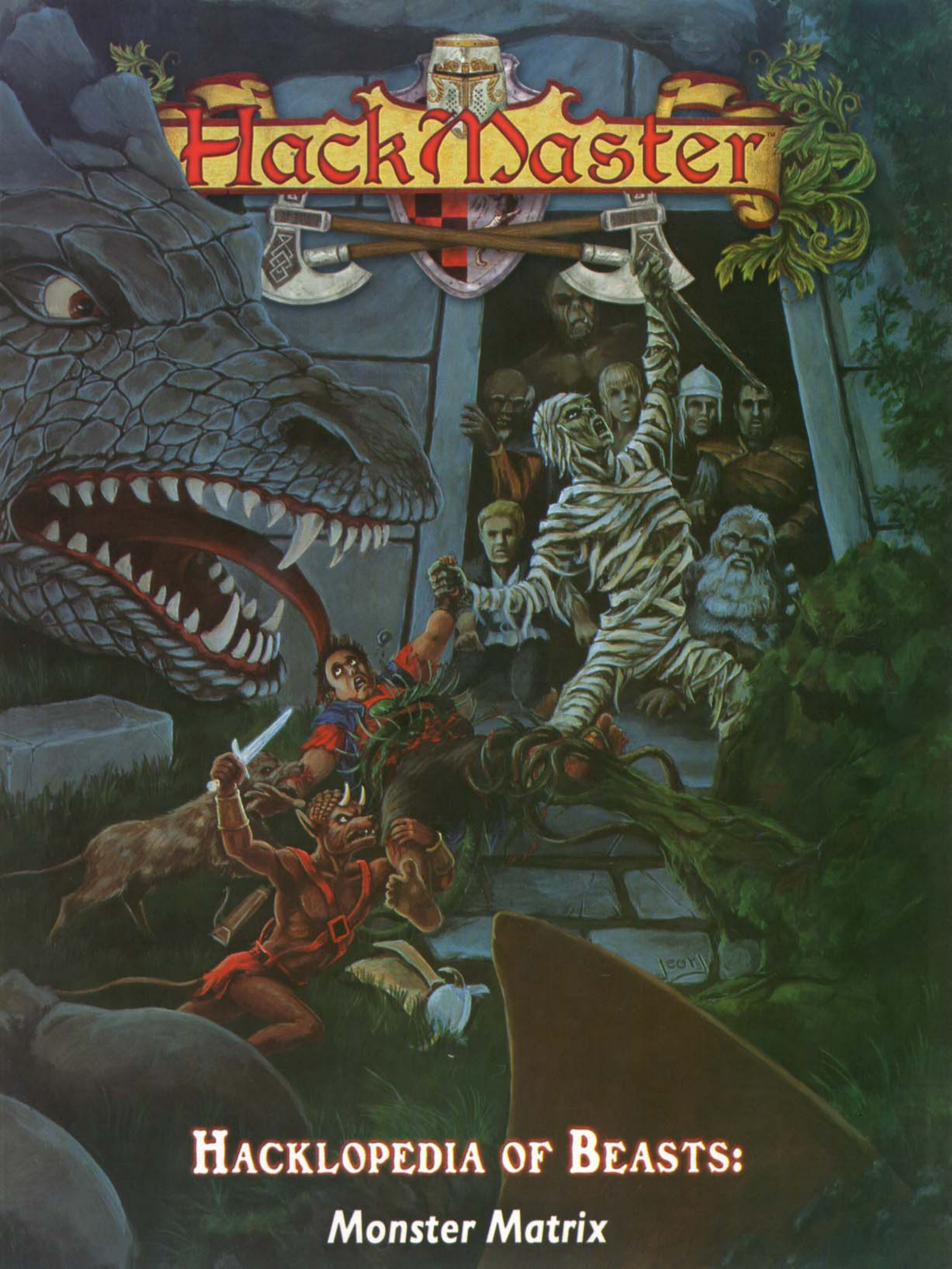


Hacklopedia of Beasts:

Monster Matrix

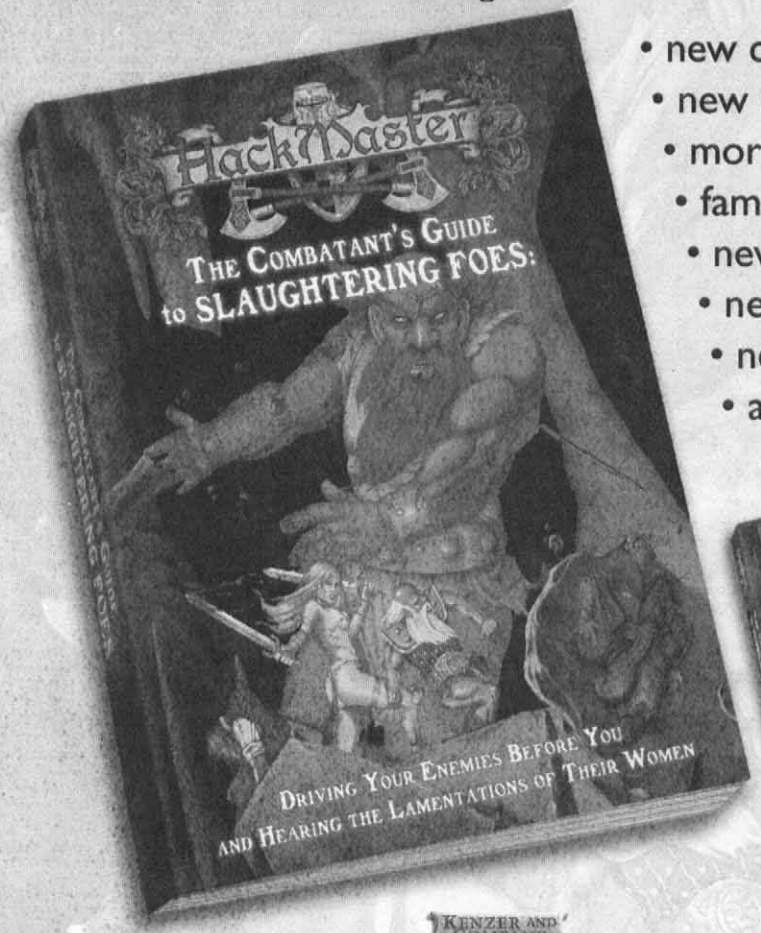
You aren't as smart as your fellow adventurers.
You've been appointed leader.
You begin play with no spells and don't really understand magic anyway.
You're always setting off traps.
Your expensive armor gets chewed up faster than you can say "roll for init."
You suck down more crits than the practice dummies back at hack school.
Sure you're big and strong.
But the monsters are nasty. Really nasty.
Your GM's pissed; you need all the help you can get.

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Hacklopædia of Beasts
Monster Matrix

Special Reference Work

Dedicated to the memory of
Timothy Garrett "Gary" Jackson, Sr.

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* FOR GAMEMASTER'S EYES ONLY! *

A Compiled Volume of Information for GameMasters of HackMaster: The Role-Playing Game 4th Edition

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Hard 8 Enterprises®
What do you want to Hack today?™

Foreword

If only Gary Jackson™ (rest his soul) could see us now. He would be so proud. You see, it was in the summer of 2000 when he called his meeting about the expanded content of the HackMaster™ 4th Edition Hacklopedia of Beasts. "Give 'em more monsters!" he demanded. "The fans have come to expect bigger and better each time out." he counseled. "I want 8 volumes! I want 1,600 monsters!"

When I heard those words I couldn't believe it. He wanted us to increase the monster count 60% over what we had already prepared. I thought he was crazy. But I trusted Gary. I trusted him like I trusted no one else. So I set out to do it. Just like he said, we put the Gristle Golem back in, we put the Land Squids back in, we added more dinosaurs and demons, we researched creature after creature and crammed 'em in wherever we could.

The result? We have over 1,700 monsters in the 4th Edition Hacklopedia of Beasts Volumes 1–8! That's over a hundred more than Gary demanded. The Man asked and our fine team at Hard Eight and Kenzer & Company delivered. That's the kind of man Gary Jackson was. He was a leader who inspired a generation. Unfortunately, he passed away under unexpected circumstances in the Spring of 2001. But he left a legacy that will live forever in the hearts and minds of fans like you!

"OK Jo Jo, so you published a lot of monsters in volumes 1–8," you say. "Then what the heck am I holding in my hands?" you ask. "I thought I was done. Are there even more monsters?" Let me explain.

Unfortunately for the civilized folk of Garweeze Wurld, yes, there are even more monsters. Heck, when you count all the different planes of existence, there's really no limit. But that's not what this book is about. Not entirely, anyway. In this book you'll find useful information on the monsters described in the previous eight volumes. We've tabulated and categorized them for you in helpful ways. We've given you more information based on their vital statistics including susceptibility to fatigue, critical hit information, encounter tables and more.

Finally, we'll give you the information you need to develop the monster list in volumes 1–8 into over a million monsters! That's right, more than a million! You see, volumes 1–8 typically describe the standard version of the creatures listed. Even with the incredible variety in those books, when your players begin to lose character after character to the same monsters, they might start to figure things out and know what to expect. And we can't have that can we? This book gives you a method for expanding the monster list to include special versions of standard monsters (e.g. dire, Jurassic, feral, etc.).

If this book still doesn't satisfy your need for monsters to throw at your players, then keep looking for our Rustlers of the Night™ creature features in finer periodicals and publications. Now, Gary's watching from that great GM Shield in the sky, so go out and get your game on!

Jo Jo Zeke

Jo Jo Zeke
Director of HackMaster™ Development
Hard Eight Enterprises

Reality Check: A Disclaimer

The fictional works collectively known as "HackMaster" are what is known as a fantasy role-playing game. Some of the material may not be suitable for children and/or young readers, which is why we strongly suggest parental discretion. HackMaster is a game and as such, the creators have tried to imbue it with a bit of ambiance that reflects a mysterious world fraught with danger, magic and wondrous creatures. We want to emphasize the term 'game'. HackMaster has very little to do with reality. It's an escape mechanism designed to entertain players for a few hours, after which the game is shelved and everyone returns to their 'real lives.'

As a game, HackMaster throws players into situations (conflict) which must be resolved using wit and/or any skills, weapons or other means the players' in-game personas may possess. All of this action, of course, exists only in the mind of those playing the game. Such make-believe conflicts are resolved with equally make-believe solutions. Some conflicts are resolved peacefully through negotiation, parley and other non-violent means. Sometimes they're resolved with magic. Oft times, however, such conflicts are resolved through force (i.e. violence). Again, all the action in HackMaster takes place in the minds of the players and the GameMaster.

HackMaster has nothing to do with advocating the occult, drug use, teen suicide or random acts of violence. The writers absolutely do not condone violence to solve 'real life' situations. In fact, we frown upon it. Again — this book is a work of fantasy and the reader should remind himself of that. If you can't separate reality from fantasy you should put this book down and seek professional help. [Or at the very least make a photocopy of this disclaimer and review it before and after EVERY session of HackMaster.]

Just so we're clear on this — attempting to worship the demons presented in Hacklopedia will result in nothing but ridicule from your peers. Our demons are 'made-up'. Likewise with the 'magic spells' presented in HackMaster. They're fake. Made up. Not real. No matter how hard you try to cast Invisibility on yourself, it just ain't going to happen. Are we on the same sheet of music here? Good. 'Nuff said.

Disclaimer Addendum: The views expressed in this work are solely those of Hard Eight Enterprises and its staff and NOT those of KenzerCo or its employees. Remember this work is a parody of games and the people who play them (as well as make them).

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Introduction

What you hold in your hands is a supplement to the first eight volumes of the Hacklopedia of Beasts. It does not contain new monster descriptions of the kind you are used to seeing in the other volumes. Think of it more as a tool for the GM to use for corralling all the 1600+ monsters in the previous volumes. The title of this book reflects this concept, Hacklopedia of beasts: Monster Matrix. This book contains numerous charts to help you organize how you will use the monsters in your campaign and new information for previously published monsters. Among these are encounter tables, threshold of pain, fatigue factor, critical hit base severity level, edibility, HackFactor to EP ratios and more. You will also find some incredibly useful sections on ways to customize monsters for your campaign including how to apply quirks, flaw, skills and talents and even new monster variant tables that give the HackMaster Fourth Edition game a variety of well over one million monsters!

That's right, over one million monsters! Now you can really throw your players off guard by introducing a Dire Speckled Horned Anthraxian or a Giant Gibbering Jurrasic Gagwaller. We give you the formulas and guidance to show you how. With the information on calculating HackFactors you can use these new creature types to create your own adventures and dungeons that will fill your campaign with surprises.

Common Combat Problems for Monsters

Ever since the core rulebooks for HackMaster Fourth Edition came out there has been wild speculation on the part of both players and GameMasters (GMs) about how to handle some of the often overlooked rules that are critical to the realism of HackMaster. From our extensive research at conventions, random home game audits and wading through the noise on the internet message boards, we here at Hard Eight have identified some of the more common problem areas regarding combat rules and how to use them for monsters. The purpose of this section in the Hacklopedia: Monster Matrix is to shed some light on how to use threshold of pain (TOP), fatigue factor (FF), critical hit base severity level (Crit BSL) and weapon proficiencies for monsters.



Know your threshold of pain.

Threshold of Pain

The rules for threshold of pain, also known as trauma damage, are succinctly described on page 105 of the GameMaster's Guide (GMG). These rules represent the propensity for a victim of traumatic injury to go into shock. The general rule is that any time a character (including most monsters) suffers damage in a single round equal to half or more of its maximum hit point total, that character must make a threshold of pain check. This is represented in our HackMaster adventures under the statistic TOP for most NPCs and monsters. Keep in mind that some monsters by the very nature of their physiology do not have an applicable threshold of pain. Examples include undead, golems, slimes, most insects and similar creatures that just don't respond to pain in the same way you and I do. These monsters that are immune to trauma damage are defined in this tome.

Now figuring out half the hit points for most monsters is quite easy, but because most monsters must be classified by Hit Dice rather than hit points, we cannot define the threshold of pain on a generic basis for each monster. Thus, the exact TOP is usually specified for each individual monster in the adventure in which it appears. When a character reaches its threshold of pain, it must save versus death [magic] adding any applicable Wisdom modifier (magical defense adjustment). Some of you naysayers out there might have the nerve to point out that saving versus death [magic] and applying a Wisdom modifier that is normally reserved for magical attacks doesn't seem to make sense because we are dealing with real non-magical damage. To that I say firstly, let me remind you that Wisdom is a measure of willpower and in this case, the ability to shrug off pain. It makes perfect sense. And secondly, who's writing this game? You, with that saucy mouth and a constant urge to hear your own voice? Or me, the guy with years of experience and uncountable published HackMaster works? OK, that's what I thought. So that's the way it is and if you want to start talking such nonsense again I'll roll on the HackMaster Smartass Smackdown table.

You might think you've found an actual flaw in the game, as monsters generally have no Wisdom scores. Hah! The solution to this is simple, but that doesn't mean you'd find it on your own. Use the creature's morale rating (from 1-20) as the creature's Wisdom, BUT ONLY FOR THE PURPOSE OF DETERMINING this bonus. If standard monsters really had Wisdom scores, we'd have assigned them already! Look up the monster's morale and check Table PHB 1E on page 19 (of the PHB). See? A creature with Average morale (11) has no modifier to its save. A Fearless (19) creature has a +4 modifier to its save. Did you think morale was thrown in as an afterthought, that it was not critical to the finely tuned integrated system of checks and balances, that it wasn't a crucial part of the uncannily accurate simulation that is HackMaster?! For shame.

Perhaps the greater problem that novice GMs complain about lies in the situation in which the creature fails his saving throw. If this is the case, then the trauma damage rules tell us that the character will go into shock if he fails his saving throw by 4 or more. While in shock or unconscious as a result of trauma damage a character must make periodic Constitution checks or suffer further penalties. Once again, monsters generally have no Constitution score, once again you are shamed for your lack of faith. Once again, you use the morale rating of the creature in place of a Constitution score.

Now, we can't explain this too many times: these are NOT actual Ability Scores! They simply seem to take the place of certain abilities as you understand the rules now. Roll a d20 against the morale rating, if the result is that number or less the monster has made its check and suffers no further penalties (until its next check, of course).

Why must we present the rules this way? Well, frankly some of your fellow GMs out there can't handle it all at once, so we must parse them out into smaller chunks. Some things we thought were obvious have proven to not be entirely clear to some of the less competent types out there. Surely YOU could understand all of it without help and YOU'VE been doing things properly all along, but those other GMs...they just don't get it. HackMaster separates the wheat from the chaff, the men from the boys, but eventually even the weakest GMs will be shown the light.

What's that? You think you've caught another "mistake"? Go ahead, look at the generically defined Fatigue Factor for each monster provided in this book (See Page 33, Table 1: Fatigue Factor/Threshold of Pain). Page 107 of the GMG explains that the Fatigue Factor is defined as 1/2 of a character's Constitution modified by his current encumbrance modifier. Obviously, these values must assume that the monster is unencumbered, so that the encumbrance modifier to Fatigue Factor is 1.

For a character, a Fatigue Factor is equal to half his Constitution. However, you, as an alert reader, will notice that this simply doesn't work with the empirical Fatigue Factors provided. Certain monsters have more or less propensity to resist fatigue than an unnecessary and extraneous Constitution score would otherwise indicate. Based on our extensive research and probability studies at the Center for Monster Studies, we have assigned Fatigue Factors for each monster (when applicable) that reflect actual observed performance in the field. So if you tried doubling a monster's Fatigue Factor, you'd often obtain a resulting estimated Constitution that was out of line with its hit points.

Fatigue Factor

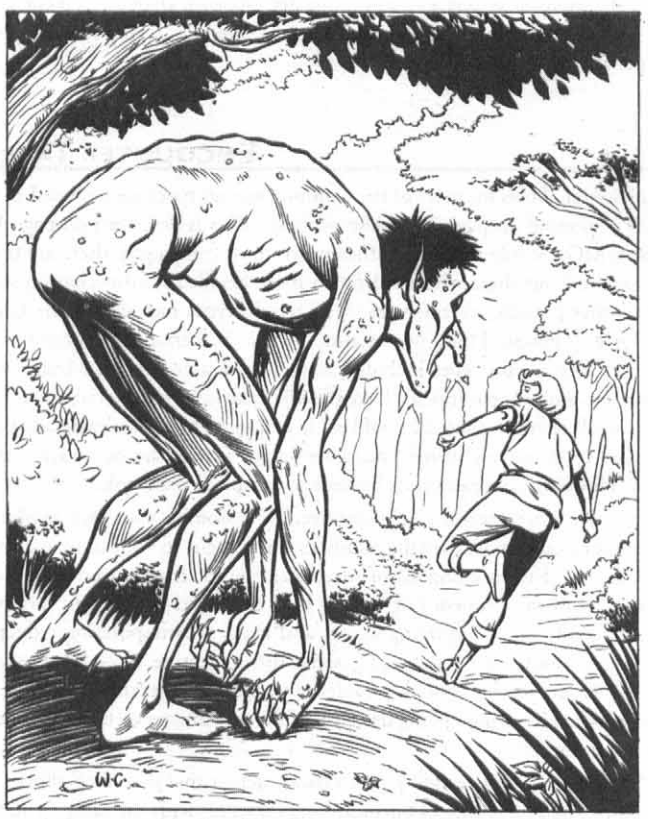
Now this is all well and good for dealing with trauma damage and gets us part of the way there on Fatigue Factor but let's delve further into how one handles fatigue for monsters. Research shows that exhaustion on the battlefield hugely influences combats, so listen up!

As explained in the GMG, once a character exerts himself for a number of rounds equal to its Fatigue Factor, it must make a save versus fatigue. The fatigue save is an ability check calculated by combining the Wisdom and Constitution scores (including fractional scores), dividing the result by two and then truncating the result to an integer. Let's see if you've been paying attention. If the morale rating can serve as an equivalent to the Wisdom and the Constitution score (for fatigue purposes), then what serves as the average of the two? If you said something other than the morale rating, you fail. For the purposes of trauma damage and fatigue, a monster's morale rating serves as its Wisdom, Constitution and Fatigue save scores.

The difficulty arises when one looks at the effects of failing a fatigue check. Characters who fail this roll lose one point of Strength and one point of Dexterity. A much simpler, and preferred method, is to use the fatigue rules for monsters defined in this tome.

When a monster becomes subject to fatigue effects (fails its fatigue save) it begins to think about doing something other than what is causing it to become fatigued. If it is fighting, it will think about fleeing. If it is fleeing, it may think about stopping to face the music. This is represented by (what else?) a morale check. A monster who fails a fatigue save is automatically forced to make an immediate morale check. Morale checks are described on page 106 of the GMG. Note that this is the first true morale check in the process, the earlier checks were based on the numerical morale listed in the Hacklopedias. If the morale check is successful the monster may continue to engage in the strenuous activity, but each round it must continue to make a fatigue save in order to avoid an additional (true) morale check. Monsters recover from fatigue in the same way as characters. Each round of exertion requires two rounds of rest. Two rounds of rest removes one round of strenuous activity counting towards the monster's Fatigue Factor.

If the morale check fails, then consult Table 8BB in the GMG to determine the monster's actions. Depending on the magnitude of the morale failure, the fatigued monster(s) will either flee (with varying levels of defense) or surrender completely and stop to rest off their fatigue. If a monster fails a morale check as a result of fatigue and flees, it is still engaging in strenuous activity, which necessitates a further save versus fatigue. If a fleeing monster makes its morale check, it continues to flee until it has reached apparent safety or until it fails a morale check as a result of fatigue. If a monster is fleeing because it failed a fatigue save and it fails another fatigue save and a morale check during the retreat, it will stop fleeing and attempt to rest off its fatigue. If it is threatened again prior to reducing its fatigue level below its Fatigue Factor, it must make another morale check and act according to Table 8BB in the GMG.



A Common Troll suffers from fatigue during a long chase.

Critical Hit Base Severity Level

The procedure for resolving critical hit effects and calculating base severity level is given on page 110 of the GMG. As recommended in that discussion, in order to speed play most characters and monsters should have their critical hit base severity level partially calculated, using as much information as is known at the time. This is usually represented as "Defender's AC -X" or "Defender's AC +X" (or abbreviated as "Def AC - X") where X is the number resulting from the attacker's current to-hit modifiers and the attacker's chance to hit AC 15. This is usually as far as the interim calculation of base severity level goes because while the attacker's chance to hit AC 15 and the attacker's current to-hit modifiers are usually known (and fixed most of the time), the defender's AC can vary from +15 to -20. However, in the interest of making life easier for the GM, we have created an easy to use chart for every creature listed in the Hacklopedia of Beasts giving its critical hit base severity level (Crit BSL) as a function of defender's AC. These numbers are based on standard to-hit modifiers as specified in the HOBs. If you have your monsters fighting with magic weapons or they have some other special modifier, remember to adjust the numbers in the appropriate table (See Tables 2 through 9: Monster Critical Hit Base Severity Levels on pages 43-72) up or down accordingly.

Weapon Proficiency

The process for allocating weapon proficiencies for characters is described on page 101 of the Player's Handbook. Monsters that have a character class follow the same proficiency slot progression and use the same penalties shown on Table 7A of the PHB, however, they need not expend Building Points (BPs) on their initial weapon proficiencies. They get them for free.

For monsters that do not have a defined character class, one must carefully review their Hacklopedia of Beasts description. If the HOB description or other official HackMaster supplement mentions weapons that the creature tends to use, assume it is proficient with them unless otherwise stated. If a creature that uses weapons tries to use one with which it is not proficient, or a creature that normally does not even use weapons picks one up and tries to

use it, the monster suffers a -2 to-hit penalty. As with characters, if the creature is proficient with a weapon similar to the one he is trying to use, reduce this penalty to -1.

Encounter Tables

Encounter Tables for most of the common terrain types are included in the GMG beginning on page 287. Use of these tables is described on page 174 of the GMG. While these are sufficient for most campaigns, there are many "completists" out there who need much more detailed information on some of the other possible terrain types. The terrain types included in the GMG are: Desert, Forest, Hills, Mountains, Plains, Subterranean/Dungeon and Swamp. The terrain types included in this book are: Glacier, Marsh (salt), Ocean (coastal), Ocean (open), Lake (fresh), Lake (salt) and Aerial. Note that these are all daytime encounter tables. If you want to get really detailed you can start to create nighttime encounter tables for all the necessary terrain types. However, that exercise is beyond the scope of this book.

There are other reasons you might need to customize your own encounter tables. For example, let's say the Southern Orc League in your campaign is on the march and threatening all of Garweeze Wurld. In this case you would want to adjust the frequency of Orcs in your encounter tables. Just bump up the probability of encountering an orc and make a corresponding reduction in the probability of encountering some other creature (such as dwarves). This represents the orcs rise to prevalence in the region at the expense of the dwarves who are perhaps being driven to different climates or underground or wiped out entirely.

Unless there is an overriding plot reason such as that described above, just make sure the probability of encountering creatures with the same frequency is about the same. That is, a very rare creature should have about the same chance of being encountered as another very rare creature and so on. The relative frequencies (very rare, rare, uncommon and common) are related to one another by giving the very rare creatures a weighting factor of 1 and doubling the weighting factor for each subsequent frequency. Thus, the numerical weight of each frequency type should fall along the lines of common equaling 8, uncommon 4, rare 2, very rare 1, and unique 0. If the frequency weights are then added together and the result is divided by 10,000 minus the number of unique monsters in the list this gives a real weight modifier. To find the real weight of any monster, multiply the frequency weight by the real weight modifier. In the case of a unique monster, the real weight is not multiplied out, but rather assigned as 1 (thus yielding a 1 in 10,000 chance of encountering any specific unique encounter). A cumulative summation of each monster's real weight modifier truncated to the nearest integer will give the high value for each monster in the encounter list. For the low value, just add one to the previous monster's high value, with the first monster having a low value of "1". It is assumed at this point that each list contains monsters of a specific terrain and climate type, sorted by HackFactor. Failure to do this will eliminate the ability to use a "sliding scale" to help scale encounters, as well as make the table more cumbersome to use.

A Note About D10,000 Tables

Some inexperienced players have asked us why we here at Hard Eight choose to make encounter tables based on a d10,000 instead of one of the more convenient but lesser dice such as d100 or even d20. Our logic is simple. A guy out in the wilderness shouldn't have the same chance of encountering an orc as he would a dragon or a storm giant. By using only a d20 to create your encounter tables, the probability of each encounter is roughly equal. Using a higher die roll like d1,000 or even d10,000 lets you have the rare and very rare creatures on the chart yet keep the probability of meeting one much less than the probability of meeting the common creatures. Heck, if Gary thought you would buy it, he would have made the encounter tables d1,000,000! There was a lot of debate on this in the early days of Hard Eight and HackMaster but we eventually settled on the d10,000 standard that GMs and players alike have come to know and love.

In order to use the d10,000 encounter tables first determine the applicable climate and terrain and select the corresponding encounter table. The encounter tables are set up with the lower HackFactor monsters corresponding to low numbers on the tables and higher HackFactor monsters corresponding to high numbers on the tables. Thus, one should not use the full d10,000 range for lower level characters unless you want to slaughter them like frogs in a wildfire. For beginning characters, roll a d3,000 (0-3 for the thousands digit: use 1d4-1, and 3 ten-siders for each of the other digits). For second level PCs, use a d5,000. As PCs advance in level, they need tougher encounters to challenge them. Eventually you will need to use a d10,000 and simply add 5,000 (or whatever is appropriate) to any result lower than that in order to challenge your PCs. Use the HackFactors to guide the fundamental test of your GameMastering skill.

What is HackFactor?

HackFactor (HF) is a scientific way to determine the relative "hackworthiness " of characters and monsters in the HackMaster RPG. It is a measure of the individual's ability to take damage, deal damage and perform special abilities that relate to dealing or withstanding damage. The exact formula for determining monster HackFactors is proprietary information. However, an experienced GM can estimate the relative HF of a creature by comparing its power to others in the Hacklopedia of Beasts. Now, this might be fine for monsters but a question often arises as to what HF should be assigned to people with a character class in the HackMaster game. Players always want to compare themselves to each other and a GM might want this information in order to adjust experience point awards to account for the relative strength of the parties involved.

The HackFactor of a HackMaster character (either PC or NPC) can be estimated using the following formula. Note that determining the relative weight for the factors involved is often subjective. That is why I use the term "estimate," as the weighting of certain factors can be incorrectly assigned different values by different GMs.

HF = [KF*((HD type/8)*#HD)][(10-AC)2 + Sum(Dam) + 50*Sum(SA+SD)]/100

Where:

HD type = number of sides to character's HD (Fighter = 10, Magic User = 4, etc.)

#HD = total number of character's hit dice. Note that when a character stops receiving additional hit dice (e.g., a 10th level thief), count additional hit points gained per level as a fraction of a hit die. An 11th level thief has "10+2 hit dice" meaning 10 6-sided hit dice plus 2 hit points. Since 2 hit points is 1/3 of a 6-sided hit die, for purposes of this equation his hit dice are 10.33.

AC = armor class of character (for those with variable AC, use the AC with which they are most often encountered.)

KF (Kicker Factor) = character's HP kicker/20 (e.g., battle mage KF = 0.8, pixie fairy KF = 0.5, etc.)

Sum(Dam) = the sum of the average damage from normal attacks the creature can deal in one round. For example, a person with average Strength and one attack per round using a long sword (1d8 points of damage against a man-sized opponent) would deal an average of 4.5 points of damage each round he hits. The average damage is calculated by adding the maximum and minimum damage and dividing by two. If that person gets two attacks in a round, the average damage would be doubled to 9. If the character is capable of using a variety of attacks or a variety of weapons, use the average damage from the attack he most often uses.

Sum(SA+SD) = the sum of the weighting factors assigned to represent a character's special abilities and special defenses. This is where the subjective nature of HackFactor comes into play and is further discussed below.

To determine whether or not to account for a particular special ability, one should consider if it has anything to do with dealing out or withstanding damage. If it does not, it should not be considered in the HackFactor formula. Special attack and special defense weighting factors generally range from one to three, with one being relatively minor such as a special attack that might do 1d8 points of damage. A level three special attack/defense would be something like a major breath weapon or petrification. For those abilities that are even less significant, a lower value (such as 0.1) could be assigned. Note that quirks and flaws that hamper one's ability to fight can be weighted negatively in calculating HackFactor, but proceed with caution! Non-professionals can easily make mistakes.

For spell casters, count "spell casting" as a single SA with a value equal to the spell caster's level (or the sum total of all spell casting levels for multi-class spell casters) divided by six. For example, a 5th level magic-user would have a spell casting SA of .83 and a 3rd/3rd level magic-user/cleric would have a spell casting SA of 1.0.

Consider the example of Bilamaroo the first level gnome titan fighter. Bilamaroo has a 19 Strength. He has great Honor, wears plate mail and is specialized in the use of the broad sword. He has no quirks or flaws and his skills, talents and racial abilities include defensive bonus, potion identification, less sleep, armor maintenance, haggle, first aid, cricket in the peapod, wuss slap, infravision, +2 to save vs. spell, +1 to hit Kobolds and Goblins, large size creatures get –4 to hit him, attack as one level higher, detect unsafe walls and groin stomp.

Being a first level fighter, he has one Hit Die and with plate mail, his AC is 3. His Strength gives him +7 to damage and weapon specialization adds another +2. However, because he uses a broad sword, his maximum damage bonus is +8 (range of broad sword damage is 2-8). The average damage of a broad sword is 5 points and adding his damage bonus this becomes 13. His weapon specialization allows him three attacks every two rounds so we multiply his average damage in a round by 1.5 to get 18.5 for the Sum(Dam) factor in the HF formula.

Regarding his special attacks and defenses, potion identification, less sleep, armor maintenance, haggle, first aid, wuss slap, infravision and detect unsafe walls will be ruled out as they do not significantly relate to his ability to withstand or inflict damage in the middle of a fight. The remaining abilities: weapon specialization (+1 to hit), defensive bonus, cricket in a peapod, +2 save vs. spell, +1 to hit Kobolds and Goblins, large size creatures get –4 to hit him, attack as one level higher and groin stomp will be assigned a weighting factor of 0.1 each. His +3 "to hit" bonus from Strength is weighted at 0.3. If he were higher level or had studied some of his skills to raise them to 50% mastery or more, they would have a greater weighting factor, such as 0.2. Because he has great Honor, Bilamaroo also gets +1 to all die rolls and we can count this at a 0.1 weighted special defense/attack. The sum of the weighting factors for all of his special abilities is 1.2

Finally, we can plug in the values above to calculate Bilamaroo's HackFactor.

HF = [1.0*((10/8)*1)][(10-3)2 + 18.5 + 50*1.2]/100 = 1.594

Fractions are generally rounded to the nearest integer so his final HackFactor would be 2, which is reasonable for a first level character.

Note that one can apply this same formula to new home-brewed monsters to get a general idea of the appropriate HackFactor rating. Just remember to compare the calculated result to existing monsters defined in official HackMaster products and adjust accordingly based on relative hackworthiness. One might notice that it is difficult to reproduce all of the HackFactor results in the Hacklopedias using this formula. That is because each and every monster in the Hacklopedias underwent a careful review by our trained team of experts to determine the final HackFactor rating. Thus, some results have been adjusted outside the formulas to reflect many years of field experience, playtesting and the wisdom of Gary Jackson himself.

Extreme Monsters

Looking for something really nasty to smack down those uppity PCs? Do these characters have legions of henchmen and so much magic it won't all fit in their three Bags of Holding (Type II) and eight Portable Holes? Well, look out, here are some of the nastiest, most powerful creatures in HackMaster. Properly dispatched, they should be able to challenge, or mercilessly liquefy, any group of PCs.

Need a monster than can outrun any PC? The lowly Brownie called a Quickling (Hacklopedia Volume 1, page 94) has a whopping 96" move. Running unencumbered, that's 192". No PC is catching up with these guys, even with some serious magic. Or how about the Ziz? It's a flyer with 120" movement! (Hacklopedia Volume 8 page 121)

Of course, if you need sheer toughness, look first at the Tarrasque (Hacklopedia Volume 7, page 130). This beast is immune to heat, fire and psionics just for starters. But that's not how it reaches its stratospheric HackFactor of 577. This is the highest HackFactor in the Hacklopedia for any creature who is not actually a god. If a party is going to get those 107,000 EP, they'll really have to earn it. With 70 Hit Dice, even if that crafty battle mage finds a spell that works, chances are it will have limited effect; this thing is not going to fail many saving throws. Its AC isn't the best, so by the time PCs can take it on they'll probably hit a fair amount of the time, but without the secret of lowering it to less than 30 hit points and casting a Wish spell, they cannot finish it off. Even though it will take some hits, it is capable of dealing out 118 points of physical damage (not including penetration potential) each round. Full plate might last a while, but anything less is toast fast (on 11 dice per round).

For something with gobs of hit dice, you'll find that the Leviathan (Hacklopedia Volume 4 page 84) has 200 and weighs in with a HackFactor of 575, just a tad under the mighty Tarrasque.

While having 300 hit points (like the Tarrasque) or even a thousand (like the Leviathan) is fairly tough, even that pales before the mighty Bahamut (Hacklopedia Volume 2, page 93), with a mind-boggling 4,640 hit points. Of course, Tiamat the Chromatic Dragon is not too far behind at 4,128 hit points. Even the Tarrasque, dealing its non-penetration damage maximum each round, would take almost 35 rounds to finish her off. Now, she technically has only 16 Hit Dice, so she needs a 4 or better to hit (AC 5) and her physical max damage isn't bad either, at a potential 114 per round. Of course, she'd probably make full use of breath weapons and magic first, like any intelligent monster. But Tiamat's mighty Armor Class checks in at –20, so even the Tarrasque needs a 17 or better on his to-hit roll!

The best thing about Tiamat is that she can't be permanently slain on the Prime Material Plane. Just imagine, even if your PCs somehow pull this one out, she's going to recover. During that time she can plot, strike bargains and correct any tactical errors from the first combat. One trick up the sleeve of many powerful monsters is to use fairly powerful minions: those creatures that can acquire such minions will soften up an adventuring party before they face the final conflict. Not only could Tiamat (or some other archenemy) note styles and tactics, the PCs will probably use up a fair amount of resources getting past the minions, as opposed to low-powered arrow fodder. This leaves them depleted for the final battle, which no self-respecting mega-monster is going to accept early on, against a fully charged group of PCs.

Tiamat and the Tarrasque are unique monsters and you may find it difficult to use them repeatedly. If you fear you may forget some power, consider the oldest and grandest of the great wyrms. Typical ACs lie in the –10 range, many have 24 die breath weapons and 50+% magic resistance. They also have spells, which is good since, frankly, their melee combat skills may not be up to snuff for the 15th level parties they'll face. Luckily, strafing runs with breath weapons remain a favorite tactic. Some great wyrms are capable of up to 300 points of damage with a single breath weapon (excluding penetration). Great wyrms are also highly intelligent, experienced and wily. Even if you fail

to finish off a party with one, you can find a connection to another great wyrm to correct your mistakes. And don't assume that lawful good dragons will never fight lawful good parties. Draconic minds do not function in the same manner as those of bipeds, and maybe that Gold Dragon won't fall for the knight errant's excuses....

If your party is loaded with too many magic-users and magic items, you may need to find some magic resistant beasts. While dragons and nefarians are a good place to start (the Type XI Demon leads the pack at 100%), there are many other choices in this arena. Demogorgon and MezzoDaemons come in a close second with 95% magic resistance. Other good choices are Time or Radiation Elementals (immune to most magic) or even the lowly Triton. While most Tritons are not exceedingly tough in other respects, they do have 90% magic resistance. Standard magic resistance is adjusted by 5% for every level or Hit Die difference between caster and intended target. This means that the 20th level wild mage trying to fight An'Gnarl, Lord of the Gnolls (Hacklopedia Volume 5, page 76) actually faces a mere 75% magic resistance. Okay, that's still pretty tough. And chances are PCs won't be much higher in level than their opponents are in Hit Dice, if you're looking at the game's most powerful creatures. But watch out for those monsters in the 35-50% range; typically they don't have the Hit Dice to maintain that kind of resistance against upstart PC magic-users.

So look to the Common Rakshasa (Hacklopedia Volume 6, page 109). Even he is immune to any spell or spell effect of 8th level or lower. If your party is running around with lots of 9th level spells and magic items that imitate such things, you've got characters who are more than overpowered, they're super-freaks and it might be time for the Circle of Sequestered Magics to step in with a little visit from the Shriek (Hacklopedia Volume 7 page 58).

For sheer numbers of attacks from a single monster, look to the Tenta-kill, the Black Willow or the 9-tentacled Carrion Walker. The Tenta-kill has a whopping 11 attacks (with paralysis) and the Black Willow can attack 7 to 12 times depending on the size of the specimen. The Carrion Walker gets 9 attacks (with paralysis) just as a standard Carrion Crawler but because it walks upright, it can also use its arms to wield weapons for an additional two attacks.

Now the amount of experience points awarded for defeating a monster surely has a factor on which ones the PCs decide to pursue and which ones they blow off. If you are looking for the monster worth the most EPs, look to Asmodeus, Arch-Devil. He is worth an incredible 1,000,000 EPs! Just don't forget about the legions of loyal and nasty devils under his command when the PCs try to waltz into Hell and take him out.

Experience Points for Special Monsters

As many GMs may have noticed, monsters can take advantage of the benefits of the quirks and flaws system and even gain many of the same skills and talents as player characters can. In general, unless specifically restricted, a GM should assume that monsters may take all the same quirks, flaws, skills and talents that a player character can. Special monsters have skills, talents, quirks and flaws that make them more or less difficult to defeat. This means that you must adjust the Experience Point (EP) award for the PCs according to these special qualities. At least, you do if you're going to play a game as realistic and carefully researched as HackMaster, so pay attention! Thus, a monster with the amputee flaw would likely be worth fewer EPs than one without. Similarly, a monster with lots of Talents and Skills should be worth more EPs.

If you have any doubts about your ability to custom design monsters for specific encounters, stick to the basics: the Hacklopedia monsters are standard versions of creatures in Garweeze Wurld. A GM who has not achieved at least Level 2 in the HMA probably should not attempt such delicate manipulation. At the very least, don't use special monsters until you've written an adventure or two with standard creatures!

Unlike character creation, creating a special monster often has a reason. You might want to design a specific type of encounter or throw a little surprise at the players. You may simply choose skills, quirks, flaws and even talents for



A Rabid Pixie Fairy reveals her true nature through her actions.

these beasts. These characteristics can also be assigned randomly: a base 3% of monsters are special in some way.

Monsters can have features from any or all of these four categories. They must have prerequisites for skills, as characters would, and a competent GM will also justify a monster having a given skill (at a given mastery level). How many Kobold master armorers do you think there are in Garweeze Wurld? Here's a hint: it's a number between negative 1 and positive 2.

The procedure for adjusting EP values for individual creatures that vary from the standard form follows a strict order:

1. Skills
2. Quirks and Flaws
3. Talents
4. Variants

After you have completed the EP adjustment for each of the first three categories, figure the interim EP value for the special individual. Note that these modifiers are the result of years of careful double-blind studies at the Hard Eight labs. You may attempt to assign EP adjustments to similar skills, quirks, flaws and talents if they are not listed, but only until the official HackMaster adjustments are released.

When you have completed the modifier for variant creature types if applicable, apply that to the interim EP value. Once you make the final adjustment for the monster's skill, quirks, flaws, talents and variants you have the total EP value of your special monster. Round this final value to the nearest integer before awarding it to the party.

Stage I

On Table 10: EP Adjustments for Monster Skills, "XXX" indicates the monster's mastery level (percentage) in that skill. The first "X" indicates hundreds, the second tens and the last ones. Thus an Orc with administration skill at 105% would be worth 1.0105 times as much EP as a normal Orc. An administration skill at 90% would be worth a 1.009 modifier, and 9% would be worth 1.0009.

However, most creatures have more than one skill. That is why each modifier is listed as "0." something. You must add all the modifiers together, then add one, to get the final modifier. Multiply this modifier by the standard EP value for the monster to get the first interim EP value.

You can use Table 10: EP Adjustments for Monster Skills to roll skills randomly, if you wish. If you roll a skill that has a prerequisite, assign the creature a 50% mastery in each necessary prerequisite. Add this to the randomly determined skill mastery (1d100, plus base Ability Scores when known and one roll of the mastery die), if you roll up that prerequisite randomly for the creature.

We'll take the example of Osbad the Orc Slaver Chieftain. He has the following skills (listing skills with extra zeroes to ease things for beginners):

basic leadership (102%)	0.0102
military: battle sense (091%)	0.0091
military: small unit tactics (090%)	0.0090
basic leadership (075%)	0.0075
torture (070%)	0.0070
weather sense (040%)	0.00040
Sub-total:	0.0432

We add one to the sub-total to make the next calculation simple:

Total modifier: 1.0432

A standard Orc Slaver Chieftain is worth 175 EP. Multiple 175 EP by 1.0432 and we get 182.56 EP. That is our stage 1 interim EP value for this creature.

Note that EP awards are not adjusted for skills for humans and demi-humans, whose EP values are calculated according to the rules in the GMG. These adjustments apply only to Hacklopedia monsters.

Stage 2

In the second stage, you'll find more significant variations as monsters acquire quirks and flaws. These modifiers are listed on Table 11: EP Adjustment for Monster Quirks/Flaws. Astute GMs will notice that most of these reduce a monster's EP value (HackFrenzy and HackLust being the

Table 10: EP Adjustments for Monster Skills

Roll d1,000	Skill Name	Category	EP Multiplier
1-4	Administration	Acad	0.0XXX
5-9	Agriculture	Acad	0.00XXX
10-13	Alchemy	Acad	0.0XXX
14-17	Anatomy, Basic	Acad	0.00XXX
18-21	Anatomy, Vital (specific animal)	Acad	0.0XXX
22-25	Ancient History	Acad	0.00XXX
26-29	Angawa Battle Cry	Combat	0.0XXX
30-34	Animal Handling	Soph.	0.00XXX
35-40	Animal Lore	Acad	0.0XXX
41-45	Animal Training	Soph.	0.0XXX
46-50	Appraisal: Gemstone	Acad	0.00XXX
51-55	Appraising	Acad	0.0XXX
56-59	Arcane Lore	Arcane	0.0XXX
60-65	Armor Maintenance	Mundane	0.00XXX
66-70	Armor Repair, Advanced	Soph.	0.0XXX
71-76	Armor Repair, Basic	Soph.	0.00XXX
77-81	Armor Repair, Expert	Soph.	0.0XXX
82-86	Armorer	Soph.	0.0XXX
87-90	Art Appraisal: Subset: Painting	Acad	0.00XXX
91-94	Art Appraisal: Subset: Sculpture	Acad	0.00XXX
95-97	Art Appreciation: Subset: Painting	Acad	0.000XXX
98-100	Art Appreciation: Subset: Sculpture	Acad	0.000XXX
101-106	Art of Beating	Combat	0.00XXX
107-110	Artistic Ability	Artisan	0.000XXX
111-114	Assaying/Surveying Tools	Tools	0.000XXX
115-118	Astrology	Acad	0.000XXX
119-124	Attitude Adjustment	Combat	0.00XXX
125-130	Bargain Sense	Soph.	0.00XXX
131-135	Bartering	Soph.	0.00XXX
136-140	Berate	Social	0.00XXX
141-145	Blacksmith Tools	Tools	0.000XXX
146-149	Blacksmithing	Soph.	0.00XXX
150-154	Botany	Acad	0.000XXX
155-158	Bowyer/Fletcher	Soph.	0.0XXX
159-162	Brass Instruments	Music	0.000XXX
163-168	Brawler	Combat	0.0XXX
169-172	Brewing	Soph.	0.00XXX
173-176	Calling Dibs	Social	0.00XXX
177-180	Campaign Logistics	Acad	0.0XXX
181-184	Carpentry	Soph.	0.00XXX
185-188	Carpentry Tools (Wood Working)	Tools	0.000XXX
189-192	Cartography: Dungeon	Soph.	0.00XXX
193-196	Cartography: Hasty Mapping	Soph.	0.00XXX
197-200	Cartography: Overland	Soph.	0.00XXX
201-204	Charioteering	Soph.	0.00XXX
205-208	Civil Administration	Acad	0.00XXX
209-213	Clever Packer	Soph.	0.00XXX
214-217	Cobbling	Soph.	0.000XXX
218-221	Coin Pile Numerical Approximation	Soph.	0.000XXX
222-225	Complex Geometric Estimation	Soph.	0.00XXX
226-229	Construction Tools	Tools	0.000XXX
230-233	Construction: Defense Works	Soph.	0.0XXX
234-237	Construction: Fortifications	Soph.	0.0XXX
238-241	Construction: Hasty Defense Works	Soph.	0.0XXX
242-245	Construction: Siege Works	Soph.	0.0XXX
246-249	Cooking	Soph.	0.000XXX
250-253	Crane	Combat	0.0XXX
254-257	Cricket-in-the-Pea Pod	Combat	0.00XXX
258-261	Culinary Arts	Acad	0.000XXX
262-265	Culture (race specific)	Acad	0.00XXX
266-269	Current Affairs	Acad	0.0XXX
270-273	Customs and Etiquette (culture specific)	Acad	0.00XXX
274-277	Dancing (Ballroom)	Artisan	0.000XXX
278-282	Dig Hasty Grave	Soph.	0.00XXX
283-286	Dig Proper Grave	Soph.	0.00XXX
287-290	Dimple Runes (Braille)	Lang	0.00XXX
291-294	Diplomacy	Social	0.000XXX
295-300	Dirty Fighting	Combat	0.0XXX
301-304	Divine Lore	Arcane	0.0XXX
305-308	Drafting Tools	Tools	0.000XXX
309-312	Dragon Speak	Lang	0.0XXX
313-317	Endurance	Soph.	0.0XXX
318-321	Engineering	Acad	0.00XXX
322-325	Engineering, Fortifications	Acad	0.0XXX
326-329	Engineering, Public Works	Acad	0.00XXX
330-333	Entrenchment Construction	Combat	0.0XXX
334-337	Establish Ambush Zone	Combat	0.0XXX
338-341	Evil Speak	Lang	0.0XXX
342-345	Exotic Instruments	Music	0.000XXX
346-350	Eye Gouge	Combat	0.0XXX
351-355	Eye of the Tiger Advantage	Combat	0.0XXX
356-359	Farming	Soph.	0.000XXX
360-365	Feign Toughness	Social	0.0XXX
366-369	Fire-building	Soph.	0.00XXX
370-373	First Aid Skill Suite	Soph.	0.0XXX
374-377	First Aid: Cauterize Wound	Soph.	0.0XXX
378-381	First Aid: Sew Own Wounds	Soph.	0.0XXX
382-385	First Aid: Sew Wounds	Soph.	0.0XXX
386-390	Fishing	Soph.	0.00XXX
391-394	Flex Muscle	Social	0.00XXX
395-398	Fondling (Covert Appraisal Technique)	Soph.	0.000XXX
399-404	Forage for Food (By Climate)	Soph.	0.00XXX
405-408	Forestry	Acad	0.00XXX
409-412	Forgery	Soph.	0.0XXX
413-416	Gaming	Soph.	0.000XXX
417-420	Gem Cutting	Soph.	0.000XXX
421-424	Geology	Acad	0.00XXX
425-428	Glean Information	Soph.	0.00XXX
429-432	Glersee (Trail Markers)	Lang	0.0XXX
433-436	Graceful Entrance/Exit	Social	0.00XXX
437-441	Groin Punch	Combat	0.00XXX
442-445	Haggle	Soph.	0.000XXX
446-449	Healing	Soph.	0.0XXX
450-453	Heraldry	Acad	0.00XXX
454-457	Herbalism (Prepare Poison)	Acad	0.0XXX
458-461	History, Local	Acad	0.0XXX
462-465	History, World	Acad	0.00XXX
466-471	Hunting	Soph.	0.00XXX
472-477	Identify Animal by Tracks	Soph.	0.00XXX
478-481	Idle Gossip	Social	0.00XXX
482-485	Intelligence Gathering	Soph.	0.0XXX
486-489	Interpret/Perform Mime (secondary language)	Artisan	0.000XXX
490-493	Interrogation	Soph.	0.0XXX
494-499	Intimidation	Social	0.0XXX
500-503	Jeweler	Soph.	0.000XXX
504-507	Jeweler Tools	Tools	0.000XXX
508-511	Joke Telling	Social	0.0XXX
512-515	Juggling	Artisan	0.00XXX
516-521	Jugular Swipe	Combat	0.0XXX
522-527	Jumping	Soph.	0.0XXX

Roll d1,000	Skill Name	Category	EP Multiplier
528-531	Kidney Bruiser	Combat	0.00XXX
532-535	Knowledge of Courtly Affairs	Social	0.000XXX
536-539	Languages, Ancient/Dead	Lang	0.00XXX
540-544	Languages, Modern	Lang	0.00XXX
545-548	Languages, Undead	Lang	0.0XXX
549-552	Leadership, Basic	Acad	0.0XXX
553-556	Leadership, Committee	Acad	0.0XXX
557-560	Leather Working Tools	Tools	0.000XXX
561-567	Leatherworking	Soph.	0.00XXX
568-573	Liar, Skilled	Soph.	0.0XXX
574-579	Looting, Advanced	Soph.	0.00XXX
580-586	Looting, Basic	Soph.	0.00XXX
587-590	Maintain Self-Discipline	Soph.	0.00XXX
591-594	Maintenance /Upkeep (General)	Mundane	0.00XXX
595-599	Manu Weasel Dance	Artisan	0.00XXX
600-604	Map Sense (was direction sense)	Soph.	0.00XXX
605-609	Mapless Travel	Soph.	0.00XXX
610-613	Metalworking	Soph.	0.00XXX
614-618	Military: Battle Sense	Acad	0.0XXX
619-623	Military: Leadership	Acad	0.0XXX
624-627	Military: Operations	Acad	0.0XXX
628-631	Military: Small Unit Tactics	Acad	0.0XXX
632-635	Mimic Dialect	Soph.	0.0XXX
636-639	Mingling (Balls, Parties)	Social	0.000XXX
640-643	Mining	Soph.	0.00XXX
644-647	Mining Tools (stone working)	Tools	0.000XXX
648-653	Mocking Jig	Artisan	0.00XXX
654-660	Mortal Combat	Combat	0.00XXX
661-664	Mountaineering	Soph.	0.00XXX
665-670	Muster Resolve	Combat	0.0XXX
671-674	Navigation, Nautical	Soph.	0.00XXX
675-678	Oration	Social	0.00XXX
679-682	Orchestrate Task	Soph.	0.00XXX
683-686	Parley	Social	0.0XXX
687-690	Peg Leg (per leg - left/right)	Tools	0.00XXX
691-694	Percussion Instruments	Music	0.000XXX
695-699	Pimp Slap (Wuss Slap)	Combat	0.0XXX
700-703	Pinch (Pocket/Lift - variant of Pick Pocket)	Soph.	0.00XXX
704-709	Plant Identification: Holistic	Acad	0.00XXX
710-713	Poetry, Writing and Comprehension/Interpretation	Artisan	0.000XXX
714-718	Poker Face	Social	0.00XXX
719-722	Pottery	Soph.	0.000XXX
723-727	Pugilism	Combat	0.0XXX
728-731	Reading Lips	Soph.	0.00XXX
732-735	Reading/Writing	Soph.	0.00XXX
736-739	Recruit Army	Soph.	0.0XXX
740-743	Religion (general)	Acad	0.0XXX
744-747	Religion (specific)	Acad	0.0XXX
748-752	Resist Persuasion	Social	0.00XXX
753-756	Riding, Airborne	Soph.	0.0XXX
757-762	Riding, Land-based	Soph.	0.0XXX
763-764	Riding, Warhorse (Dwarven)	Soph.	0.0XXX
765-768	Rope Use	Soph.	0.00XXX
769-772	Round House Groin Kick	Combat	0.0XXX
773-776	Rousing Speech	Social	0.00XXX
777-780	Rules of Fair Play	Social	0.00XXX
781-786	Running	Soph.	0.00XXX
787-790	Seamanship	Soph.	0.00XXX
791-794	Seamstress/Tailor	Soph.	0.000XXX
795-798	Secret Persona	Social	0.0XXX
799-802	Seduction, Art of	Soph.	0.0XXX
803-808	Set Snares	Soph.	0.00XXX
809-811	Shaving/Grooming	Mundane	0.000XXX
812-815	Shield Repair, Metal	Soph.	0.0XXX
816-820	Shield Repair, Wood	Soph.	0.00XXX
821-824	Singing	Artisan	0.000XXX
825-830	Skinning	Soph.	0.00XXX
831-836	Slaughter: Game Animal	Soph.	0.000XXX
837-842	Slaughter: Livestock	Soph.	0.000XXX
843-847	Slip Away into Shadows	Soph.	0.0XXX
848-850	Social Etiquette	Social	0.000XXX
851-854	Spellcraft	Arcane	0.0XXX
855-860	Stealthy Movement	Soph.	0.0XXX
861-864	Stonemasonry	Soph.	0.00XX
865-869	Street Cred	Social	0.00XXX
870-873	Stringed Instruments	Music	0.000XXX
874-877	Surgery Tools/Suture Kit	Tools	0.00XXX
878-881	Survival Skill Suite	Soph.	0.0XXX
882-885	Survival, Desert	Soph.	0.0XXX
886-889	Survival, Jungle	Soph.	0.0XXX
890-893	Survival, Underground	Soph.	0.0XXX
894-897	Survival, Winter	Soph.	0.0XXX
898-901	Swimming	Soph.	0.00XXX
902-906	Swimming: Dog Paddle	Soph.	0.00XXX
907-913	Taunting, Major	Social	0.0XXX
914-919	Taunting: Minor	Social	0.00XXX
920-923	Threat Gesture (Nonverbal gestures - body and hand)	Social	0.0XXX
924-927	Tightrope Walking	Soph.	0.0XXX
928-933	Torture	Soph.	0.0XXX
934-937	Track Game	Soph.	0.00XXX
938-944	Tracking	Soph.	0.00XXX
945-948	Trap Sweep (Full Sweep)	Soph.	0.0XXX
949-954	Tumbling	Soph.	0.0XXX
955-958	Ulterior Motive	Social	0.0XXX
959-964	Vandalism/Desecration	Soph.	0.00XXX
965-968	Ventriloquism	Soph.	0.00XXX
969-973	Weapon Maintenance	Mundane	0.00XXX
974-977	Weaponsmithing	Soph.	0.0XXX
978-981	Weather Sense	Acad	0.00XXX
982-985	Weaving	Soph.	0.000XXX
986-990	Who's Yer Mamma Ankle Wrench	Combat	0.0XXX
991-994	Wind Instruments	Music	0.000XXX
995-1000	Woodland Lore	Acad	0.0XXX

exceptions) and some actually don't affect monsters at all. Consider them flavor flaws.

You can cherry pick quirks and flaws (though monsters don't get building points) or roll them randomly using the same tables that characters use.

New Flaw

Variant Transformation [Any]

Variant Transformation: The recipient of this flaw is only affected if it tries to transform into something other than its natural form either through an inherent shapechanging ability or magic such as a Polymorph Self spell. Otherwise, the flaw will never manifest itself. When the flawed creature tries to shapechange into another form, it will actually transform into something unintended. The resulting new form is almost always less powerful than the intended form, or at least more comedic. For example, a doppelganger that tries to change into a human might only be able to change into a human child. Or a vampire that tries to change into a bat might only be able to change into a canary. The exact nature of the variant transformation is left for the GM to decide. Once the flaw manifests, the ability to change to the new creature type is "locked in" and will always be associated with whatever creature the shapechanger tried to change into. Of course the shapechanger may revert to its natural form according to the rules that allow it to change in the first place. This flaw may be taken multiple times. Each time it is associated with a new attempted transformation.

Assigning flaws and quirks can allow you to put a monster that the party normally couldn't handle at all up against them, when you're tired of players losing two or three new PCs every night and the party floundering at 1st level. It allows some variety. Sure, you could put newbies up against a Red Dragon and toast them all, but unless the players are acting really stupid they don't actually deserve that. The challenge is to kill them off more subtly, using their own assumptions and mistakes to the greatest advantage. They'll remember a nefarian with severe depression, especially if he manages to kill them all despite his handicap. And if they kill him, well, it's easier, as reflected in the adjusted EP value.

Osbad the Orc Slaver Chieftain Quirks/Flaws

acute allergies (pollen)	-0.1
jerk	-0.001
tone deaf	-0
sub-total	-.101

To that we add1 to get a new Stage 2 multiplier: 0.899. Multiplying that by the Stage 1 interim EP value we get (0.899 times 183 = 164.517, round to 165). That's the number we take into Stage 3.

Table 11: EP Adjustment for Monster Quirks/Flaws

Monster Flaws, Minor (Physical)	EP Adjustment	Notes
Albino	-0.01	
Animal [type] Apathy	-0.005	
Anosmia	-0.02	
Asthmatic	-0.2	Save vs. breath weapon replaces Con check
Blind, Color	0	Allows save vs. spell to halve effects of Color Spray
Chronic Nose Bleeds	-0.04	
Excessive Drooling	-0.01	Creature may not reach Great Honor category.
Flatulent	-0.01	Creature suffers 50% penalty to hide in shadows, move silently or similar stealth-related abilities. +1 to opponent's surprise rolls.
Hearing Impaired	-0.03	
Lisp	-0.01	Only allowed for creatures that can speak. Creature may not reach Great Honor category.
Loss of Ear	-0.01	Due to self-doubt, creature suffers a -1 morale penalty.
Loss of Eye		Due to self-doubt, creature suffers a -1 morale penalty.
Male Pattern Baldness	-0	
Migraines	-0.09	
Missing Finger(s)	-0.01 (per finger)	
Nervous Tic	-0.02	
Scar, Facial	+0.005	Creature may not suffer from the effects of Bad Karma. Effective Comeliness automatically becomes negative.
Sleep Chatter	-0	
Sound Sleeper	-0.01	
Strange Body Odor	-0.01	Creature may not reach Great Honor category.
Stutter	-0.015	Only allowed for creatures that can speak. Creature may not reach Great Honor category.
Tone Deaf	-0	
Variant Transformation	-0.005	
Vision Impaired, Far Sighted	-0.12	
Vision Impaired, Blind, One Eye	-0.1	Due to self-doubt, creature suffers a -1 morale penalty.
Vision Impaired, Near Sighted	-0.3	
Monster Flaws, Major (Physical)		
Accident Prone	-0.25	
Acute Allergies	-0.1	
Amputee, Arm (tentacle, pseudopod, etc.)	-0.2	
Amputee, Double Arm (tentacle, pseudopod, etc.)	-0.4	
Amputee, Leg	-0.33	
Blind	-0.2	Only if it had some kind of visual sense in the first place!
Deaf	-0.1	Only if it had some kind of auditory sense in the first place!
Hemophiliac	-0.35	Replace Con check with save vs. breath weapon.
Low Threshold of Pain	-0.5	Pass out for 1d20-Hit Dice (minimum one) rounds
Maimed*	-0	
Mute	-0.02	Only if it had the power of speech in the first place!
Narcolepsy	-0.3	During times of stress (e.g. whenever a morale or fatigue is required) creature must save vs. paralyzation or fall asleep for 1d4 turns. Only applies to creatures that sleep.
No Depth Perception	-0.4	
Seizure, Disorders (Epilepsy)	-0.35	
Sleep Walker	-0.05	
Trick Knee	-0.1	
Monster Quirks, Minor (Mental)		
Absent Minded	-0.04	
Acrophobia	-0.03	
Agoraphobia	-0.02	
Alcoholic	-0.1	
Animal Phobia	-0.01	
Chronic Nightmares	-0.06	
Claustrophobia	-0.19	
Delusional (Minor)	-0.24	
Depression (Minor)	-0.4	
Gambling Addiction	-0.03	
Inappropriate Sense of Humor	-0	
Kleptomaniac	-0	
Obsessive Compulsive	-0.09	
Nagging Conscience	-0.02	
Paranoid	-0	
Short Term Memory Loss	-0.13	
Superstitious	-0.09	
Temper	-0.02	
Monster Quirks, Major (Mental)		
Delusional (Major)	-0.39	
Depression (Major)	-0.6	
Enmity towards Class	-0	
Enmity towards Monster	-0	
Enmity towards Race	-0	
HackFrenzy	+0.15	
HackLust	+0.02	
Psychotic Aversion to Class	-0.05	
Psychotic Aversion to Monster	-0.01	
Psychotic Aversion to Race	-0.1	
Pyromaniac	-0.01	
Sadistic	-0.001	
Wuss-of-Heart	-0.12	
Monster Quirks, Minor (Personality)		
Chronic Liar	-0	
Clingy	-0.04	
Glutton	-0.01	
Greedy	-0.001	
Gullible	-0.1	
Jerk	-0.001	Creature may not reach Great Honor category.
Loud Boor	-0.001	Creature may not reach Great Honor category.
Misguided	-0.01	
Obnoxious	-0.001	Creature may not reach Great Honor category.
Pack Rat	-0.02	
Self Absorbed	-0.02	Creature may not reach Great Honor category.
Socially Awkward	-0.0001	Creature may not reach Great Honor category.
Value Privacy (Reclusive)	-0.22	Due to self-doubt, creature suffers a -1 morale penalty.
Monster Quirks, Major (Personality)		
Multiple Personalities	-0.05 (per personality)	
Truthful	-0.4	

Quirks and Flaws from the Spellslinger's Guide to Wurld Domination
Only applies to spell casting monsters

	EP Adjustment	Notes:
Bookworm	-0.11	
Clumsy Fingers	-0.07	
Large Handwriting	-0	
Limited Faculties	-0.03	
Magical Allergy	-0.09	
Scar, Bodily	-0.025	
Sloppy Penmanship	-0.04 (minor), -0.07 (major)	
Taboo School of Magic (was "College Rivalry")	-0.11	Creature's tribe/clan/race forbids practice in a certain school of magic.
Learning Disability	-0.02	
Performance Anxiety	-0.15	
Security Blanket	-0.01	
Superstitious Caster	-0.05	
Wild Gestures	-0.1	
Know-it-all	-0.01	
Chintzy Mentor	-0.02	
Gimp Mentor	-0.044	
Old School Mentor	-0.05	
Pacifist Mentor	-0.033	
Wasteful Mentor	-0.05	
Wuss Mentor	-0.02	

Stage 3

We take the number from Stage 2 to Table 12: EP Adjustments for Monster Talents. You can roll for 1d6 random talents or choose specific ones to enhance a monster for your campaign.

Now we look at some of Osbad's talents. Clearly he's not your average Orc Slaver Chieftain. He's gained three advantages over his standard kin:

endurance	+0.048
balance bonus	+0.009
taunt	+0.04

These talents give him a Stage 3 EP modifier of 0.097 (or 1.097). Using the Stage 2 interim EP value of 164, we get (165 EP x 1.097=181.005), or 181 EP. See, it's all simple arithmetic!

The following descriptions are arranged alphabetically by name. The bold heading for each talent gives the name of the talent and the experience point bonus to be awarded for monsters possessing said talent.

The description text gives a general outline of what a creature with that particular talent knows and can do. Furthermore, some talent descriptions include rules to cover specific uses or restrictions, or exact instructions on the effects of the talent if successfully used.

Acrobatic Skill Suite: (+10.5% EP)

A monster with this talent can tumble, walk a tightrope, and attempt many types of difficult maneuvers with its body. This talent gives the creature an additional +1 AC bonus in melee. When falling, the creature suffers 5 points less damage than anyone without this ability.

Restrictions: The monster must be bipedal and size L or smaller.

Active Sense of Smell: (+3% EP)

An Active Sense of Smell will imbue the creature with a nose sensitive enough to give him a +1 bonus to surprise rolls.

Restrictions: The monster must possess olfactory cells.

Acute (high) Alertness: (+9% EP)

Monsters with this talent are almost impossible to surprise in any situation (they are only surprised on a 1 in 10 chance.). Even when such a creature is asleep, he has an 8 out of 10 chance of knowing when something is amiss in his immediate vicinity.

Note: Should a monster inherently be more difficult to surprise than the chance listed here, obviously its natural ability takes precedence.

Acute Taste: (+2.95% EP)

The creature's sense of taste is so sensitive, thanks to this talent, that it gains a +2 bonus to saving throws vs. imbibed poisons. Such creatures tend to be fussy eaters and demand only the freshest meat, vegetables or other nutrients (depending on their diet).

Ambidextrous: (+5% EP)

A creature with this talent can wield weapons, writing implements, etc. equally well with either his left or right hand. If armed and in combat situations, a creature with this talent can change weapon hands in one action. Because of its manual dexterity, this creature can attack with two weapons with no penalty.

Note: Of course, any idiot knows that a monster's natural claw attacks do not come under the heading **Attacking with Two Weapons** and suffer no penalty.

Animal Companion: (+5% EP)

The creature fortunate enough to have this talent gains the constant, loyal companionship of a 'pet'. The exact species of this pet is left up to the GM.

Note: The advantage of this talent is that the pet in question is favorably disposed towards the monster and will defend its life. This is irrespective of the pet's natural alignment, habits or disposition.

Table 12: EP Adjustments for Monster Talents

Roll 1d100	Talent	EP Adjustment
1-2	Acrobatic Skill Suite	+0.105
3-5	Active Sense of Smell	+0.03
6-7	Acute (high) Alertness	+0.09
8-9	Acute Taste	+0.0295
10-11	Ambidextrous	+0.05
12-13	Animal Companion	+0.05
14-15	Astute Observation	+0.0875
16-17	Attack Bonus	+0.07
18-19	Bad Taste	+0.01
20-21	Balance Bonus	+0.009
	Bright Light Fighting	+0.097
22-23	Close to the Earth	+0.025
24-25	Cold resistance	+0.019
	Cower	+0.005
	Critical Hit Bonus	+0.01
26-27	Damage Bonus	+0.05
28-29	Defensive Bonus	+0.07
	Dense Skin	+0.06
30-31	Detect Good	+0.03
32-34	Detect Poison	+0.033
35-36	Detect Secret Doors	+0.022
37-38	Determine Age	+0.012
39-40	Determine Stability	+0.016
41-42	Endurance	+0.048
43-44	Evaluate Gems	+0.02
45-46	Expert Haggler	+0.031
47-48	Faerie Kind Martial Arts	+0.049
49-50	Forest Movement	+0.06
51-52	Freeze	+0.0475
53-54	Grace Under Pressure	+0.04
55-57	Hide	+0.055
58-59	Hit Point Bonus	+0.1 per extra hit point gained
60-61	Hive Empathy	+0.2
62-63	Illusion Resistant	+0.038
64-65	Keen Sight (Long Distance)	+0.051
66-67	Less Sleep	+0.03
68-69	Light-fighting	+0.097
70-71	Magic Identification	+0.07
72-73	Meld into Stone	+0.056
74-75	Mining Sense	+0.025
76-77	Photographic Memory	+0.047
78-79	Potion Identification	+0.01
80-81	Reaction Bonus	+0.018
82-83	Resistance	+0.04
84-85	Seeking Grasping Hands	+0.04
86-87	Sibling Empathy	+0.033
88-90	Sixth Sense	+0.1
91-92	Speak with Plants	+0.055
93-94	Spell Abilities	+0.12
95-96	Stealth	+0.076
97-98	Stone Tell	+0.053
99-100	Taunt	+0.05

Astute Observation: (+8.75% EP)

Creatures with this talent notice what's going on around them. They are quick to notice details that could be important. Such creatures are surprised only on a 1 in 10 chance. Creatures can use this talent to obtain a 25% chance of noticing something that might help in performing a successful ambush.

Attack Bonus: (+7% EP)

A creature with this talent gets a +1 "to-hit" bonus with any one weapon of the GM's choice. This weapon may be the creature's inherent claw and/or bite attack(s).

Bad Taste: (+1% EP)

The creature's muscles and organs emit a foul tasting and mildly toxic chemical which makes their carcass inedible by even the most desperate scavenger. The creature itself does not [necessarily] reek of this substance, at least to the limits of human olfactory detection. Predatory animals, however, will detect traces of this chemical and refrain from attacking unless in self-defense.

Balance Bonus: (+0.9% EP)

A creature with this talent gets +5% to any check involving balance-related skills including climbing, tumbling, tightrope walking, etc..

Bright Light Fighting: (+9.7% EP)

A creature possessing the bright light-fighting talent is capable of fighting in overly bright conditions that might otherwise cause an attack penalty. In very bright and sunny conditions, the creature suffers no penalty to his attack roll (as compared to a -1 penalty without this skill for Goblins or -2 for Dark Elves). The creature incurs no penalties to his AC because of bright light or inability to see clearly.

Furthermore, the creature retains special abilities that would normally be lost in sunlight, although the effectiveness of these are reduced by one-half (e.g. Drow only lose one point of Dexterity and targets of their spells only receive a +1 bonus to saving throws).

Furthermore, this talent aids the creature when dealing with invisible creatures, reducing the attack penalty to -2. However, it does not enable the creature to discover invisible creatures; it has only a general idea of their location and cannot target them exactly.

Close to the Earth: (+2.5% EP)

Creatures with this ability heal faster in subterranean settings. When this creature is underground, it heals twice as fast as it would on the surface. If the creature merely goes into a cave, he must rest there a full day to gain any significant benefit.

Cold Resistance: (+3% EP)

A creature with this talent gets +1 bonus on all his saving throws vs. cold- and ice-based attacks, as the creature's body is less susceptible to extremely low temperatures.

Cower: (+0.5% EP)

Creatures with this talent know how to recoil exceptionally well in the face adversity. They can throw their arms up to cover their face, bend in odd ways, plead, cry and generally make it more difficult for an opponent to strike them. If a creature with the cower talent chooses to use it, he can improve his effective Armor Class by 1d4 (no penetration) per use of the talent. This bonus lasts for as long as the creature chooses to cower. However, a cowering creature also loses an amount of Honor equal to the AC benefit gained each round (giving it a base 2% chance of dropping into dishonor). Furthermore, the cowering creature may take no other actions while using the talent and may only move at half speed.

Critical Hit Bonus: (+1% EP)

A creature with this talent adds +1 to his base severity level when determining the effects of a critical hit. This does not increase the probability of inflicting a critical hit, but it does increase the magnitude of those hits when they occur. This talent may be taken more than once. Each instance adds another +1 to the creature's critical hit base severity level.

Damage Bonus: (+5% EP)

Creatures with this talent get a +1 bonus to damage with one weapon of the GM's choice. Said weapon may be the creature's natural claw and/or bite attack.

Defensive bonus: (+7% EP)

Creatures with this talent get +1 to Armor Class when in their native underground environment.

Dense Skin: (+6% EP)

If the creature is struck by a crushing weapon, it suffers only half the damage the attack would normally inflict, thanks to this talent.

Detect Good: (+3% EP)

Once a day a creature with this ability can detect good in individual creatures. This talent does not function on items or locations.

Detect Poison: (+3.3% EP)

By sniffing any object, being it arsenic-laced meat snacks left by a party of adventurers or a lock mechanism, the creature with this talent can determine if it has been poisoned. It successfully detects any poison on a result of 1–4 rolled on 1d6.

Detect Secret Doors: (+2.2% EP)

The creature with this talent is quick to spot concealed doors and hidden entranceways. Merely passing within 10 feet of a concealed door allows this creature a one-in-six chance (a 1 on 1d6) to notice it. If actively searching, the monster's chances improve to a two-in-six chance (1 or 2 on 1d6) to find secret doors, and a three-in-six (1, 2, or 3 on 1d6) to notice a concealed door.

Determine Age: (+1.2% EP)

By examining a building or ruins, the creature with this talent stands an excellent chance of determining the approximate age of the structure. The chance of success is 1–5 on 1d6.

Restrictions: Limited to creatures of Low or greater Intelligence

Determine Stability: (+1.6% EP)

The creature with this talent is an expert at determining if the ground is stable. By concentrating for one round, the creature can determine if there will be a dangerous tremor, collapse, rock fall or rock slide when the creature enters an area. The chance of success is 1–4 on 1d6.

Endurance: (+4.8% EP)

A creature with the endurance talent can perform continual strenuous physical activity for twice as long as a normal creature before becoming subject to the effects of fatigue and exhaustion. In those cases where extreme endurance is required, a check against morale must be made.

Note that this talent does not enable a creature to extend the length of time that it can remain unaffected by a lack of food or water.

Evaluate Gems: (+2% EP)

A creature with this ability can determine the value of any given gem within 10%, given a full 1d4 minutes of examination.

Restrictions: Limited to creatures of Low or greater Intelligence.

Expert Haggler: (+3.1% EP)

This talented creature drives a hard bargain. Any transaction it conducts results in a 10% bonus in its favor. For example, a Troll guarding a bridge will be able to extort passersby for 10% more than the price the PCs agree to. Unlike the haggling skill, no check is necessary.

Restrictions: Limited to creatures of Low or greater Intelligence.



A Culvert Troll can often be an Expert Haggler...

Faerie Kind Martial Arts: (+4.9% EP)

A creature with this talent knows the special fighting style of the wee folk. He gets +2 to-hit and damage in any combat situation.

Restrictions: This talent is limited to Size S (or smaller) fey creatures such as Brownies and Sprites.

Forest Movement: (+6% EP)

This talent affords the creature the ability to pass without trace through its native woodlands, as per the druid ability.

Restrictions: Limited to woodland creatures.

Freeze: (+4.75% EP)

This is the ability to "freeze" in place, anytime this monster wishes, in its native environment. This gives such a creature a 60% chance to remain unnoticed by any who pass by.

Grace Under Pressure: (+4% EP)

This talent gives intelligent creatures the ability to perform under even the most stressful of circumstances. Creatures with this talent are less likely to crack under interrogation or torture. This gives the creature a 60% chance to not break and run in battle should the dice indicate he would otherwise, and the same percentage chance to not divulge any information under duress (regardless of the torturer's skill check).

Hide: (+5.5% EP)

This is the ability to hide in the creature's natural environment. The base chance of success is 60%. This is further modified based on creature size.

Tiny +35
Small +20
Medium - no modifier
Large -20%
Huge -35%
Gargantuan - 55%

Hit Point Bonus: (+0.1 EP per hit point gained)

The creature with this talent gains an additional hit point for every Hit Die it possesses.

Hive Empathy: (+20% EP)

Creatures with this ability share a special link within their hive that is beyond the norm. They can actually see, hear and feel what their hivemate is feeling as if they were there. Such empathy is only activated by the conscious will of a hive member. It does not operate passively.

This talent is an immense advantage in coordinating attacks against intruders. Creature with this talent can concentrate for one full round and communicate any single message to a hivemate. Messages may be received without needing to concentrate. This talent works no matter how far away the hivemate is.

Restrictions: Only creatures who organize as a hive may possess this talent. However, every member of the hive will possess the talent.

Illusion Resistant: (+3.8% EP)

The creature with this talent will gain a +2 bonus on any attempts to disbelieve or save against illusions.

Keen Sight (Long Distance): (+5.1% EP)

Creatures who possess this talent have superior eyesight, enabling them to see great distances. These monsters can use ranged weapons at much greater accuracy, giving them +1 to all ranged to-hit rolls.

These creatures notice things many others would miss. They can see 25% farther than normal creatures in any given lighting condition. Naturally, this extends the range of their infravision.

Less Sleep: (+3% EP)

The creature with this talent requires only four hours' worth of sleep to be fully rested. This is especially valuable to large carnivores.

Magic Identification: (+7% EP)

This talent gives a creature a 5% chance per point of Intelligence to identify the general purpose and function of any magical item, reflecting its special interest in knowledge of the arcane.

Meld Into Stone: (+5.6% EP)

Once a day a creature with this ability can Meld Into Stone as a cleric of the of a level equal to its Hit Dice.

Mining Sense: (+2.5% EP)

A creature with this talent is familiar with mining, tunneling and stonework. By concentrating for one round the creature can: determine approximate direction underground (1–3 on 1d6), detect any grade or slope in the passage he is passing through (1-3 on 1d4) and detect new construction in stonework (1–2 on 1d6).

Photographic Memory: (+4.7% EP)

A creature with this talent can remember anything it has seen. This gives spell casting monsters the ability to memorize one additional spell per level.

Potion Identification: (+1% EP)

A creature with this ability has a percentage chance equal to his Intelligence score of identifying a potion by appearance and scent. It can make one attempt per potion.

Reaction Bonus: (+1.8% EP)

This talent grants a +1 bonus to reaction rolls for the creature.

Resistance: (+4% EP)

This talent gives a creature a 30% resistance to Sleep and charm-related spells.

Seeking, Grasping Hands: (+4% EP)

This talent allows a creature to reach out telepathically and give the mind of another person a "push." This allows it to plant one single suggestion into another's mind. The target must save vs. spell or treat the suggestion as favorably as is reasonable. (Suggesting that a paladin murder the humans standing next to him is far more likely to send the paladin to prayer than to get him to mow down his fellow adventurers. The non-grel ones at least.)

Sibling Empathy: (+3.3% EP)

Creatures with this ability share a special link with a brother or sister that is beyond the norm. They can actually feel what their sibling feels as if they were there. Such empathy usually kicks in whenever a sibling is experiencing strong emotions, such as fear or anger.

It can warn of danger. Also, a creature with this talent can concentrate for one full round and communicate any single emotion to a sibling, or read any single emotion from a sibling. This talent works no matter how far away the brother or sister is. However, it is limited to a maximum of 12 siblings.

Sixth Sense: (+10% EP)

This is the ability to "see" things that can't normally be seen. Monsters with this talent can sense invisible or hidden people or items with a fair degree of accuracy. This does not mean that the creature has a detailed picture of that which is invisible or hidden, it only knows that something is there. This sense also helps creatures that happen to be blind, blindfolded or in the dark find their way around safely.

Creatures with this ability can sense only things or people that are in front of them. Objects to the sides or rear are undetectable by means of this talent. The basic chance of success is 50%, though the GM may adjust this (for example, -20% if an object is in a lead-lined box or +25% if the creature holds something strongly linked to the person hiding).

Speak with Plants: (+5.5% EP)

Once a day, the creature who has this talent can use the Speak with Plants ability, as a druid of the same level as it has Hit Dice.

Spell Abilities: (+12% EP)

Once per day a creature with this talent can choose to cast Faerie Fire, Dancing Lights and Darkness as if a cleric or magic-user of a level equal to its

Hit Dice. If the creature has more than 4 Hit Dice, it can add the following spells to its list of possibilities: Levitate, Detect Magic and Know Alignment.

Restrictions: The creature must have an Intelligence greater than 9; must be able to talk; must have arms or analogous appendages.

Stealth: (+7.6% EP)

If the creature with this talent is not in metal armor, a –2 penalty is applied to opponent's surprise rolls. The stealthy creature must be at least 90 feet ahead of a party of creatures without this ability or accompanied only by creatures with equivalent stealth skills. The creature is also difficult to surprise and receives a +2 bonus to his own surprise rolls.

Stone Tell: (+10% EP)

Once a day this creature can use the Stone Tell ability, as a cleric of a level equal to its Hit Dice.

Taunt: (+5% EP)

Once per day the creature with this talent can taunt someone, as per the 1st level magic-user spell.

Restrictions: The taunter must be able to communicate its taunt in order to be effective. Being able to speak is a start and knowing the subject's language is better. Taunts made in the universal language of arm gestures afford the target +2 to his saves.

Stage 4

Osbad is not different enough from his brethren to be considered a variant. Typical variants have more significant changes to their forms and abilities. The same basic process of adjusting EP applies, however.

If your monster is a variant, see the section about Variant Monsters for the appropriate EP adjustments. There should be some logical reason for a variant to exist, such as nearby mad Arch-Mage's laboratory or gate to another plane of existence.

One Last Word of Caution

Pay attention, because we expect you (even a Level 1 GM) to be able to handle this: Do not adjust the EP for a monster if it essentially has a quirk, flaw, talent or skill already. For example, a Blind Wretched Pursuer is normally blind; there is no need to adjust its EP. You will need just a modicum of judgment here for some monsters, however. The Babbling Instigator might be considered a loud boor, but do not adjust its EP value for that quirk.

Variant Monsters

Garweeze Wurld has seen many epochs and eras of climatological, magical and divine change. Creatures have adapted, been designed by mad magic-users and perhaps even come from other places. Many of these beasts still roam the vast stretches of untamed wilderness (or untamed civilized lands), lurking in wait with odd powers and abilities with which to surprise unwary, unprepared and/or complacent adventurer types.

Variations are non-standard subspecies or closely related species of the better-known monsters of Garweeze Wurld. While many of these changes do little than make a monster appear different (which in itself can alarm and disturb players to a GM's amusement), many affect the monsters' combat abilities and tactics. Below we note possible variations and their effects on a creature. Even seasoned, smug PCs don't know what to think when they come across their first Hydrozoic Hydra, let alone a Pleistocene Gelatinous Cube.

Variants may or may not be the beginning of a new type of monster. They rarely breed true; some of those that did so have their own entries listed in the Hacklopedia. Note the differences between the description of each variant below and the individual monsters that may have developed from those variations. Genetic drift and evolutionary pressure, not to mention meddling magic-user types, have adjusted and affected the development of the Hacklopedia monsters. After several generations, the variants may differ from the exact effects listed below. Technically, such variant-descended monsters are new creatures. The offspring of two variant dragons is no longer purely a variant dragon. It may or may not share the exact abilities of its progenitors, but it will differ from standard dragons of its type. Sages across the wurld insist that you not misclassify monsters from the standard, variant and variant-descended categories. Of course, once a variant-descended creature breeds true, it has become a new type of monster.

Table 13–1: Random Monster Variant Generation

(1d100)	Roll On:
1-10	Roll once on Table 13–2: Size Variants
11-20	Roll once on Table 13–3: Demeanor Variants
21-30	Roll once on Table 13–4: Body Variations
31-40	Roll once on Table 13–5: Color
41-50	Roll once on Table 13–6: Element/Climate
51-60	Roll once on Table 13–7: Supernatural
61-70	Roll once on Table 13–8: Markings
71-80	Roll once on Table 13–9: Age
81-100	Choose from Table 13–2: Size Variants to 13–9: Age to roll on

Variations cannot be applied to unique monsters, nor can they be doubled up. Obviously a Gibbering Goblin cannot have a Gibbering variant. Also, a Pit Howler cannot have a Howling variant. Got it? Good. At some point, you need to apply what common sense you have to these modifications.

Most of these variations make a creature tougher, in some cases significantly so. Do not adjust the base HackFactors for the monsters, but the appropriate experience point award adjustment is indicated. As with skills, mutations, quirks and flaws add up all of these adjustments BEFORE applying them to the monster's EP values. If a variant creature also has skills, quirks and so on, apply the total EP adjustment for variations only after calculating the adjusted EP award for those modifiers.

First, roll 1d8 to determine the number of variations for an individual monster. Then, for each variation, roll once on Table 13–1: Random Monster Variant Generation. Re-roll duplicate results. Experienced GMs may choose specific traits for some of their variant monsters. Once you know how many times to roll on each table, proceed to make the noted adjustments for each variation.

Size

Magic-users, gawds and crazed island-dwelling loners have been experimenting with altering the sizes of different creatures for as long as they've had the capability. Almost inevitably, these creatures turn against their creators and either flee or kill their creators and then retreat to live in relative freedom. Once in the wild, many establish lairs and territories, and now larger and smaller versions of well-known monsters can be found anywhere.

Note that if a roll on Table 13–2: Size Variants indicates the creature is of the same size as the standard version, it is NOT actually a size variant. Ignore the adjustments.

However, in most cases the creature's size will change. In that case, apply the changes for each step in size according to Table 13–2a: Increasing Size or Table 13–2b: Decreasing Size. These changes are cumulative. Remember to figure the total EP Adjustment before applying it to the standard creature's EP value. The creature now makes attacks and saves at its new HD value, but no special abilities, qualities or attacks are affected. Thus, if a creature makes saves as a 9th level fighter it continues to do so at whatever size it has achieved.

For example, consider the Porculisk (Hacklopedia Volume 6, page 87). A roll of 92 on 1d100 indicates that this normally Small monster is actually a Mammoth Porculisk. This one must have escaped from some unfortunate transmuter's laboratory. It may not face a good chance of running into creatures taller than itself, but chances are it's going to be hungry and ill-tempered when encountered.

We've got 4 steps of conversion to go from Small to Gargantuan size (over 25 feet long!). Adding together the extra Hit Dice, we must add 7+3 HD to its normal 4, for a total of 11+3. Its Stone Gaze power remains exactly as

Table 13–2: Size Variants

1d100	Creature Variation	New Size
1-15	Lilliputian	Tiny
16-30	Diminutive	Small
31-55	Medium	Man-sized
56-70	Economy-sized	Large
71-85	Jumbo	Huge
86-100	Mammoth	Gargantuan

Table 13–2a: Increasing Size

From	To	Increase Hit Dice by	Increase damage per die by	EP Adjustment
Tiny	Small	7 hit points	--	+10%
Small	Man-sized	1 HD	1	+20%
Man-sized	Large	1+2 HD	1	+33%
Large	Huge	2+1 HD	2	+50%
Huge	Gargantuan	3 HD	2	+100%

Table 13–2b: Decreasing Size

From	To	Decrease Hit Dice by	Decrease damage per die by	EP Adjustment
Small	Tiny	4 hit points	0	-15%
Man-sized	Small	9 hit points	0	-25%
Large	Man-sized	1 HD	1	-40%
Huge	Large	1 HD	1	-33%
Gargantuan	Huge	2 HD	1	-33%

described, but its quills have become significantly more potent: instead of dealing 1d4-1 points of damage each they now each deal 1d4+5 points of damage.

Now for the EP Adjustment: Small to Man-sized (+20%), Man-sized to Large (+33%), Large to Huge (+50%) and Huge to Gargantuan (+100%) adds to +203%. Thus, an individual Mammoth Porculisk is worth 1,970 EP (650 EP x 3.03). Which touches on another point that we include for some of your slower GM brethren: there's no reason that only one Porculisk has become Mammoth. He could have a mate, siblings or the leader of a group of Porculisks all at different sizes. Each of those variant Porculisks would need the adjustments.

Decreasing size works in a similar manner.

Demeanor

Any semi-conscious character can recognize changes in a creature's size, but an altered demeanor may not be quite so obvious. A monster need not go from a friendly, happy-go-lucky type of encounter to a maniacal killer, though that is fun. Some elements of demeanor are not nearly so obvious. For instance, it may take the PCs time to figure out that a Dread Nar Wasp has permanently drained a point of Constitution. No one ever said adventurers had it easy.

To determine a variant monster's new demeanor, consult Table 13–3: Demeanor Variants.

Barbaric

Barbarism is more of a choice than an inescapable condition. Barbaric variations live in wilderness areas and have adapted to the hardships of a more savage lifestyle. While biologically identical to their less barbaric brethren, these variants have a few differences. Barbaric monsters gain the following advantages:

Survival. Barbaric variants can survive in harsher conditions than their standard peers can. So long as any food and water are available, they can remain in whatever territory they have claimed.

Surprise. Barbaric creatures surprise their enemies 1 in 10 times more often than their standard types. Thus, if a creature normally surprises opponents 4 times in 10, it's barbaric equivalent surprises enemies 5 times in 10.

Superior Stamina and Pain Tolerance. Barbaric creatures have double the standard version's Fatigue Factor and Threshold of Pain.

Resistant to Magic. Barbaric creatures gain a +2 to all saving throws against magical effects (paralyzation, death magic, petrification, polymorph, rods, staffs, wands and spells).

Barbaric variants suffer no special disadvantages, though even those monsters capable of speech tend towards reticence.

Civilized

A civilized creature tries to overcome its ignoble heritage by making something better of itself. A creature must have an Intelligence of at least 1 to have a civilized variant, though at any Intelligence under 5, the beast is pretty much just imitating its betters.

Civilized creatures gain academic skills, sophisticated or artisan/performing arts tasks, or social skills. Roll 1d6 to see how many initial skills or tasks the creature gets. Then roll 1d4 (1= academic skills, 2=sophisticated tasks, 3=artisan/performing arts tasks, 4=social skills). Determine the skills the beast has picked up randomly. Assign the following mastery levels to each skill in the order they are determined: 90%, 75%, 60%, 50%, 45%, 40%. The monster gets any prerequisite skills or tasks for any of these at 50% mastery level.

Civilized variants suffer no special disadvantages, but they do get teased a lot by non-civilized monsters.

Dire

A dire monster has a bad attitude. Many were created by magic-users and evil clerics as guards or just to increase the general levels of nervous tension in the wurld. Some were mistreated as pups (or grubs) and all are just plain mean. They like to hurt things, especially PCs, and they are much better than their non-variant kin at doing so.

Dire Animals gain the following advantages:

- They are angry.
- +1 Intelligence category (Low to Average, etc.) (+2 points, if necessary)
- They move towards chaos and evil, gaining 13 Alignment Infraction Points (AIPs) towards chaotic evil.
- Morale rating goes up by 2
- Deals 2 extra points of damage per die
- If they don't have them already, there's a 50% chance that they develop fangs. Such fangs cannot be used in combat, however.
- +2 HD or +25% of normal Hit Dice, whichever is greater.

Dire creatures suffer no special disadvantages.

Table 13–3: Demeanor Variants

1d100 Roll	Demeanor	EP Adjustment
1-6	Barbaric	+4%
7-11	Civilized	As for each skill (see Table 11: EP Adjustments for Monster Skills)
12-17	Dire	+42%
18-23	Doom	+4%
24-28	Dread	See Table 10–3b: Dread Powers
29-34	Feral	+33%
35-39	Gibbering	+8%
40-44	Hissing	+1%
45-49	Howling	+6%
50-55	Insidious	+5%
56-61	Malicious	+8%
62-66	Sinister	+7%
67-72	Spitting	+7.5%
73-77	Urban	+4.7%
78-83	Vengeful	+5%
84-88	Vicious	+2%
89-94	Vile	+8%
95-100	Wretched	+0.77%


FRAIM



A Dire Possum shortens the career of this once-proud fighter.

While many dire animals have escaped into the wild and established considerable names for themselves (meriting their own entries in the Hacklopedia), consider the dire version of the Wench (Hacklopedia Volume 5, page 14).

Unlike your standard Wench, this one is angry (though she has not developed fangs). We determine her base Intelligence normally and get an 11, which would be Very Intelligent, but her dire nature makes her a Highly Intelligent Dire Wench (Int 13). The original Wench would be neutral good but this one has moved along the alignment graph and is actually chaotic good. Whatever weapon she uses deals 2 extra points of damage per die, so watch out for a Dire Wench with a broad sword. Her morale goes from Unsteady (8) to Pliant (10) and she gains 2 Hit Dice. Consider the original 1/2 HD to be equivalent to a +2 Hit Die modifier, once a creature has more than a full Hit Die. So this Dire Wench is now a 2+2 HD monster.

Doom

Doom creatures have touched the darkest sides of their nature. They are unhappy in life and plan to spread their displeasure to the maximum extent. A doom creature not only hurts PCs, it can hinder their objectives for long periods of time. Such beasts usually are the result of magical tapping into dark, forbidden secrets.

The results of this tapping can take different forms. A doom creature gains the ability to make a special attack via sound: the sound of doom. Use Table 13–3a: The Sounds of Doom to determine the exact nature of a given doom creature's sonic assault. A single creature only has one version of the sound of doom; you only roll on Table 13–3a when creating the monster, not each time it uses this ability.

Those subject to this noise (with a 30-foot radius of the creature) must save vs. spell at –4 or suffer the effects of that creature's sound of doom. A creature can use it three times per day. Any of the effects last for 3d6 rounds. A successful save indicates the potential victim has resisted the ability.

Dread

Few things are more feared than dread variants of otherwise innocuous monsters. These beasts damage their victims in dramatic and permanent ways. Consult Table 13–3b: Dread Powers for the specific abilities of a given dread beast. All of these effects occur in addition to the standard monster's melee damage, though a monster can only deliver its dread power with one type of attack determined when you design the beast (bite or claw, but not both).

Feral

Feral creatures developed in the past under very harsh environmental conditions, some were even tinged by cruel gawds' power. They are much like barbaric variants, only even more savage.

- They are angry and unpredictable.
- +1 Intelligence category (Low to Average, etc.) (+2 points, if necessary)
- They move towards chaos and evil, gaining 17 AIPs towards chaotic evil.
- Morale rating goes up by 1
- Deals 2 extra points of damage per die
- If they don't have them already, there's a 90% chance that they develop fangs. Such fangs cannot be used in combat, however.
- +1 HD or +20% of normal Hit Dice, whichever is greater.

EP Adjustment: +33%

Gibbering

Gibbering creatures suffer from peculiar diseases that twist their minds. Roll on Table GMG 7H (GMG page 86) to determine the specific type of insanity that afflicts an individual variant creature. The disease itself may actually be the variant, as many different standard creatures exhibit the same symptoms. At least one scholar (Rufus of Billonia) speculates that the gibbering disease is real and was created by a master cleric of Mangrus as his final masterpiece. Rufus refuses to tender guesses as to what the cleric's name was, the cleric's location, date of death or any other details. He even remains silent on whether he has any leads or guesses as to the answers to such questions.

- Those within 20 feet hear the creature babbling and must save vs. spell or suffer the effects of the Confusion spell.
- Immune to all mental attacks.
- Bite carries 20% chance of infecting a victim with rabies

EP Adjustment: +8%

Hissing

Hissing variants can emit a loud "sssss" noise for a total of 30 minutes every 24 hours. This hissing sound has little direct effect on opponents, but it has

Table 13–3a: The Sounds of Doom

Roll 1d12	Effect	EP Adjustment
1-3	-1 to all attack and damage rolls	+4%
4-6	-1 to all attacks and saving throws	+4%
7-9	-2 to Honor per round	+4%
10-12	-3 to all damage rolls	+4%

Table 13–3b: Dread Powers

Roll 1d100	Permanent Effect	Number	EP Adjustment
1-7	Scarring*	NA	+3%
8-13	Base Honor Drain	2d4 points	+5%
14-22	Hit Points	1d6 per attack	+15%
23-28	Strength	1 point	+12%
29-34		1d3 points	+18%
35-39	Dexterity	1 point	+10%
40-44		1d4 points	+15%
45-49	Constitution	1 point	+9%
50-54		1d4 points	+12%
55-59	Intelligence	1 point	+9%
60-64		1d4 points	+13%
65-69	Wisdom	1 point	+10%
70-74		1d4 points	+15%
75-79	Charisma	1 point	+4%
80-84		1d4 points	+6%
85-89	Comeliness	1 point	+2%
90-92		1d4 points	+3%
93-97	1 Experience Level		+20%
98-100	2 Experience Levels		+40%

*If the scarring attack is to the face, the character will gain the facial scar flaw. 1d12 facial scars will result in the character gaining the maimed flaw.

a 75% chance of drawing the attention of other monsters in the area. Additionally, it has a 30% chance of drawing random wandering monsters. Typical hissing monsters rely on these other creatures to make their escapes, help finish off a meal or generally annoy PCs. Another effect is making ignorant players nervous, wondering what that constant hissing sound will bring down.

EP Adjustment: +1%

Howling

A howling creature gains the ability to howl disturbingly as a form of attack. All those within 50 feet must save vs. spell or suffer the effects of a Fear spell.

EP Adjustment: +6%

Insidious

Insidious creatures developed to thrive on the pain and suffering of others. They may be especially common creations of cruel magic-users, though the variant has been known to crop up among random creatures without explanation. A creature type must have at least a 1 Intelligence to have an insidious variant.

- Gains 1 category of Intelligence (or +2 points).
- Gains pick pockets at 75%, including the ability to manipulate small objects (even if it's a whale or a Gelatinous Cube)

EP Adjustment: +5%

Insidious monsters follow their victims for days or weeks at a time, attempting to cut ropes halfway so that they break in use, loosen backpack straps, bend arrows, singe scrolls and generally annoy adventurers. Usually this does not turn deadly until the third such attempt. Insidious beast like to enjoy the pain and annoyance of their victims, and make every effort to restrict their early "pranks" to the type of thing that could have happened without their help. Still, they rarely pass up an easy opportunity to poison food (they prefer slow poisons) or spike drinks.

Malicious

Like insidious beasts, these monsters play pranks on others but their motivations are slightly different.

- Adds a chaotic element to alignment (if it doesn't already have one)
- +1 Intelligence category (+2 points)
- Gains pick pockets at 75%, including the ability to manipulate small objects (even if it's a whale or a Gelatinous Cube)
- Gains art of beating and dirty fighting combat skills at 50%.

EP Adjustment: +8%

Sinister

A sinister monster could be considered a subset of the insidious type. Sinister creatures gain all the abilities of insidious ones, but they use their pranks to turn parties against one another. They have virtually no interest in lone travelers.

EP Adjustment: +7%

Spitting

A spitting variant gains the ability to spit acid Type B acid (see the GMG pg. 207) up to 20 feet once per round at a single individual. This attack can be used in the same round as any attack that does not require the creature to use its mouth. Creatures without mouths who have spitting variants simply gain an extra attack each round.

As explained in the GMG, the victim suffers 2d4 points of damage per round and for 1d6 rounds thereafter.

EP Adjustment: +7.5%

Urban

Urban creatures, whether by design or happenstance, have adapted to live in cities. They infest nearly any civilized land. Most citizens realize that they will have to put up with a certain amount of such urban filth to maintain all of the other things they like about living in the city. However, urban creatures are more common in cities with poor sanitation practices.

- Always dirty.
- Hide in shadows with 80% effectiveness, in urban environments
- Move silently with 60% effectiveness, in urban environments.
- Gains a thorough understanding of waste disposal systems and schedules in its native city.
- 50% of urban creatures become nocturnal, if not already.
- +4 to all saving throws against poison (20% of urban creatures are actually immune to all poison).

EP Adjustment: +4.7%

Vengeful

A vengeful creature blames others for all its pain and woes. If another creature responds to a vengeful monster in any way, it obsessively follows that creature (unless a more appealing scapegoat comes along). When the creature inevitably cracks and attacks the vengeful thing, it becomes enraged.

When enraged, it gains the following advantages:

- +2 to all attack rolls
- +1 to each die of damage
- +1 on all saving throws
- Fanatic morale (20)
- Immune to fatigue
- +4 on saves against trauma damage (TOP)

Its rage lasts for 4d4 rounds or until it or all those attacking it are felled.

EP Adjustment: +5%

Vicious

Vicious creatures are simply more violent variants of the standard creature type. Usually, they appear at random or are created by accident, as they are too … vicious to make good guards.

- If two of its normal attack forms hit (claws, perhaps), it gains an additional attack (say, a rake) for twice as many dice of damage as its normal (or largest) damage potential. If its normal claws do 1d4 points of damage, its rake does 2d4.

A vicious creature always uses its extra attack because it enjoys the taste and smell of other creatures' blood.

EP Adjustment: +2%

Vile

A vile variant has tapped into the untold horrors of unseen places better left forgotten. They have been exposed to things so mind twisting and dark that their physical forms have come to reflect the horror of secrets to which no creature should ever be exposed. It is impossible for a vile monster to hide what it has seen (or experienced) from others for more than 1 turn (even by magical means), and no vile variant would really want to, anyway.

- Features change to terrifyingly ugly shapes
- All those viewing a vile creature must make a saving throw versus death magic or suffer uncontrollable disgust. Disgusted creatures make all rolls with a penalty of –4. Those with half as many Hit Dice as the vile beast (or less) flee in terror at maximum movement rate.

EP Adjustment: +8%

Wretched

A wretched creature appears to be a pathetic, pitiful example of its standard type. Apparently starving and desperate, the wretched monster actually has exactly the same powers and abilities as a standard beast of its type.

- Targets suffer a –6 penalty to save vs. the apology of a wretched creature.
- Being defeated by or fleeing a wretched creature results in three times the Honor loss for "fleeing a fight with a weaker opponent (see the GMG pg. 58).

EP Adjustment: +0.77%

Body Variations

Common experiments involve adding to or adjusting the limbs and parts of existing beasts, either taking new pieces from other creatures or finding a new purpose for an existing body part. These can range from the minor, such as a flat-footed variant, to an extra head. Some of these body variants occur randomly or as unintended results of arcane experiments; many represent an experimenter's earlier, failed stages in altering a beast in a specific manner.

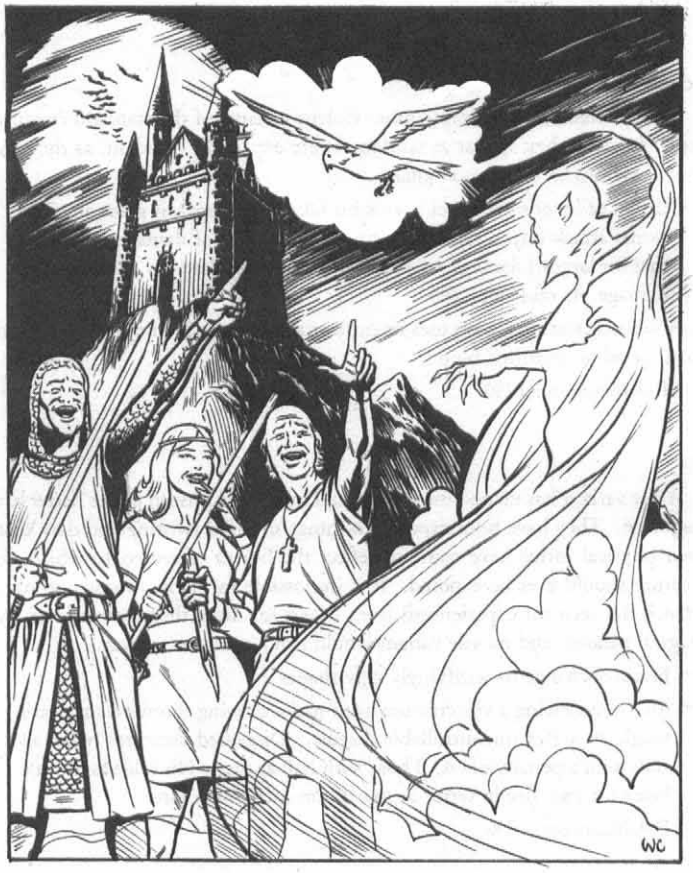
Blood

Blood creatures have developed the ability to metabolize blood. They have also developed a taste for it. Even lawful good creatures see every living thing as a potential meal, thus they will use the slightest excuse to attack and drink the blood of any creature they think they can take.

- Gain a blood drain power. The creature can use its bite to drain 1d4 hit points worth of blood from a victim in a round. The creature gains these hit points for itself.
- This special attack replaces its normal attack routine. No creature can drink more than its own total maximum hit points (a minimum of 1d4 hit points, however). Hit points drained in this manner count as healing for the blood creature. Excess hit points (those above its normal maximum) count as temporary hit points: they last for 1 turn after feeding.
- Creatures without mouths with which to bite can gain a special tube with a sharp end. This may be attached at the finger or even randomly across an oddly shaped being. Injecting this tube into a victim functions in the same manner as the bite attack above.

Blood variants are particularly effective if the standard version of the creature has a paralyzing or sleep-inducing power.

EP Adjustment: +15%



A Blood-variant Were-Canary (i.e. Vampiric Canary).

Table 13–4: Body Variations

Roll 1d100	Body Variations	EP Adjustment
1-5	Blood	+15%
6-10	Burrowing	See Table 13–4a: Burrowing (Br) Speed
11-16	Club-footed	See Table 13–4b: Club-footed Kick Attack Damage
17-21	Crested	+1%
22-25	Doppel	+50%
26-30	Flat-footed	+0%
31-35	Gnarl-toothed	See Table 13–4c: Gnarl-toothed Bite Damage
36-38	Great Horned	See Table 13–4d: Horned & Great Horned Damage
39-43	Horned	See Table 13–4d: Horned & Great Horned Damage
44-47	Iron	+100%
48-52	Long-tailed	+2.3%
53-57	One-eyed	-5%
58-62	Poisonous	See Table 13–4e: Poison Variant Types
63-66	Rightie	+0%
67-72	Sabre-toothed	See Table 13–4f: Sabre-toothed Variant Damage
73-76	Southpaw	+0%
77-80	Spiny-Backed	+4%
81-85	Stench	+9%
86-89	Two-headed	+5%
90-95	Winged	See Table 13–4f: Flying Speed
96-100	Wooly	+30%

Burrowing

- Gain a burrowing movement speed based on its current size according to Table 13–4a: Burrowing (Br) Speed

Club-footed

Usually accidents, club-footed creatures have developed extra tough feet, featuring dense hide, strong bones and powerful leg muscles with which to kick their opponents.

- Gain an extra kick attack each round (which it can use unless it needs the foot to stand). This attack deals damage depending on the creature's current size.

If a creature has no feet, it gains a clubfoot and a leg with which to kick, leading to some bizarre looking variants (for example, the club-footed Undead Beholder).

Crested

A crested variation of a creature gains a spiny ridge topped with feathers that runs from the top of its forehead back across its head and halfway down its back. This is largely a cosmetic variant, though it can occur among creatures that already have crests (unlike most variations). Among such creatures (such as the Crested Troll) a crested variant tends to be a leader or alpha-type.

- Gains +1 AC against attacks from the rear,

EP Adjustment: +1%

Doppel

These variants have developed the ability to imitate other creatures and objects. While they cannot alter their mass, they can alter their shapes in drastic ways. After an hour of observation, they can imitate any other creature or object of the same mass (approximately the same size as the doppel monster)

Table 13–4a: Burrowing (Br) Speed

Size	Burrowing Speed*	EP Adjustment
Tiny	2" (x1.33)	+1%
Small	3" (x1.5)	+1.5%
Man-sized	4" (x1.33)	+2%
Large	3" (x1.33)	+1.75%
Huge	2" (x1.25)	+1.5%
Gargantuan	1" (x1.25)	+1.25%

*If the standard creature already has a burrowing speed, use the number in parentheses as a multiplier instead of the listed speed value.

Table 13–4b: Club-footed Kick Attack Damage

Size	Damage per Kick	EP Adjustment
Tiny	1d4-1 points	+0.6%
Small	1d4 points	+0.8%
Man-sized	1d6 points	+1%
Large	1d8 points	+1%
Huge	2d6 points	+1.5%
Gargantuan	3d4 points	+2%

Table 13–4c: Gnarl-toothed Bite Damage

Size	Additional Bite Damage	Minimum Bite Damage	EP Adjustment
Tiny	+1 point	1d4-2	+0.5%
Small	+2 points	1d4-1	+1%
Man-sized	+2 points	1d4	+1.5%
Large	+3 points	1d6	+2%
Huge	+4 points	2d4	+2.5%
Gargantuan	+5 points	3d4	+3%

Table 13–4d: Horned & Great Horned Damage

Size	Horned Damage	EP Adjustment	Great Horned Damage	EP Adjustment
Tiny	1d4-2	+0.5%	1d6-2	+0.6%
Small	1d4-1	+0.75%	1d6-1	+0.9%
Man-sized	1d4	+1%	1d6	+1.2%
Large	1d4	+1%	1d6	+1.5%
Huge	1d6	+1.75%	2d4	+2%
Gargantuan	1d8	+2.5%	2d6	+3%

with 80% accuracy. Each time they successfully imitate another thing, the chances of success go up by 1% (to a maximum of 95%).

Most doppel variants use this ability to hide and lie in wait for prey, though a few simply seek refuge from obnoxious adventurers always coming by to harass and slay them.

A doppel variant can change its shape in 1d4 rounds, though it only takes 1 round to return to its natural shape.

EP Adjustment: +50%

Flat-footed

Flat-footed variants have somewhat oddly shaped feet. A creature's standard version must have feet in order for the flat-footed variant to be possible. This variant can become a separate species, which is an important matter to certain gawds but does not affect a creature's base power level. (Sometimes the new species resulting from flat-footed variations does have some random differences in power from the base form, but the variant form itself never does.)

EP Adjustment: +0%

Gnarl-toothed

Only creatures that already have teeth have gnarl-toothed variants. A gnarl-toothed creature gains fangs about 20% longer than normal for its species and with a slight twist at the end. These teeth increase the damage of a bite attack, depending on the creature's current size, or provide the beast with an extra bit attack each round at the minimum damage levels listed below on Table 13–4c: Gnarl-toothed Bite Damage.

Horned and Great Horned

Horned variant creatures gain one or two horns useful for attacking foes. As with many body variations, the damage for these horn attacks depends on the current size of the variant creature.

A horned creature can have a great horned variant, it gets the greater damage of that listed in Table 13–4d: Horned & Great Horned Damage or its normal damage (if its normal damage is higher, do not adjust its EP value). A horned variety of a horned creature gains an additional horn with the attack value listed on Table 13–4d: Horned & Great Horned Damage, which it can use once per round.

Great horned variants have more effective attacks. Note that a great horned creature can have a horned variant, some scholars call such creatures a "lesser horned" variety. Such creatures get the lower damage version of their horn attack, whether that's their original or the one listed.

Horned and great horned variants can deal double damage with a successful charge attack. 75% of horned variants gain a single, usually centrally located horn while 25% gain two. Multiple horns can be used to attack separately.

Great horned varieties gain two horns 50% of the time, the other 50% of the time they gain only one.

Iron

This variant creature is made of solid iron. This has several advantages and a few disadvantages.

- Gains +6 to Armor Class.
- Fire and heat attacks actually repair damage rather than harm the creature.
- Only takes half damage from hacking weapons (full if magical hacking weapons).
- Takes no damage from crushing or puncturing weapons (half from magical weapons).



An iron-variant dragon bewilders its opponent.

- Immune to poison.
- Immune to disease.
- Physical melee attacks deal an extra point of damage.
- Immune to gas attacks.
- Does not need to breathe.

Being an iron creature isn't all fun and games. Iron variants also suffer the following disadvantages:

- Iron creatures cannot fly unless there is also an arcane variant (or the standard variety had magical flight capabilities).
- Electrical attacks slow the creature by half for 1d4 rounds.
- Vulnerable to Rust Monsters and similar attacks, but not normal rust.
- Weight increases by a factor of 4.

EP Adjustment: +100%

Long-tailed

Variant long-tailed creatures either gain tails or gain longer tails.

- Gain sweep attack with tail once per round (unless it already has one). This attack can strike up to three creatures in one swing. Each suffers 1d4 points of damage. If the standard creature already has a whipping tail attack, it gains an extra 1d4 to its damage.
- Gains the ability to hang by the tail without significant penalties or discomfort. If hanging from above, say, a doorway, the monster can surprise victims 4 times in 10 by dropping on top of them.

EP Adjustment: +2.3%

One-eyed

This variant has either lost one or more eyes, or actually gained an eye.

A variant one-eyed monster that lost an eye suffers:

- A –2 penalty on all to-hit rolls.
- Can only see (via normal vision, infravision or ultravision) to a distance 25% less than their standard cousins.

A monster without eyes gains a vestigial visual organ. (That means it looks like an eye, incurs a –10 penalty for a called shot like an eye, and squishes like an eye, but it doesn't actually do anything, whether intact or not.) A variant who actually gains an eye has no EP adjustment; 25% of the time the extra single eye resembles that of an insect (which is technically a compound eye and therefore more than one, but it's mainly there to freak out PCs so don't get hung up on that!)

EP Adjustment: -5%

Poisonous

Poisonous variants have developed a special attack to use against victims. A creature that already has a poisonous bite (or other poisonous attack) gains a second type of poison with which to assault its enemies. It can choose which to deliver on a successful strike. Whatever the new poison type, the creature can use it three times in a 24-hour period. The poison is delivered via one single means of attack (usually a bite or stinger, sometimes a claw). Attacks deal normal damage and can deliver poison if the monster chooses to do so (Intelligent beasts might save poison for surprise value or for certain characters). If the standard monster has no appropriate means of physical attack, it gains one.

Note that most monsters will always choose to use any method of attack possible. Poisonous variants with an Intelligence of 0 or 1 always use their poisonous attacks until they run out.

Characters cannot harvest the poison glands of these variants. Eating the meat of a poisonous variant subjects the eater to the effects of its poison unless the creature is thoroughly cooked or 3d4 days have passed since the creature's death. (This effect is in addition to any other effect of eating the flesh of the standard creature.)

Table 13–4e: Poison Variant Types

Roll 1d100	Poison	EP Adjustment
1-5	Class A	+1%
6-25	Class B	+3%
26-50	Class C	+5%
51-70	Class D	+7%
71-80	Class E	+14%
81-85	Class F	+12%
86-90	Class O	+6%
91-95	Class P	+8%
96-100	Class S	+9%

Table 13–4f: Sabre-toothed Variant Damage

Size	Bite Damage	EP Adjustment
Tiny	1d4	+1%
Small	1d6	+2%
Medium	1d8	+3%
Large	2d4	+4%
Huge	2d6	+5%
Gargantuan	2d8	+6%

Table 13–4g: Flying Speed

Size	Fly Speed*	EP Adjustment
Tiny	15" (x1.5)	+10%
Small	12" (x1.5)	+10%
Man-sized	9" (x1.33)	+13%
Large	8" (x1.2)	+16%
Huge	6" (+2")	+18%
Gargantuan	4" (+1")	+20%

* The value in parentheses is the modifier to the flight speed of a creature already capable of wing-assisted flight.

Righttie

A righttie variant has a brain wired in such a way that one side of its body is much more coordinated and adept than the other. This is a more severe difference than merely being right-handed and leads to additional penalties. Righttie variants make all attacks with their right arms at +1 to-hit and deal +1 point of damage. However, all attacks with their left arms are at –1 to-hit and –1 to damage (still a minimum of 1 point for any successful attack).

This variant supersedes a creature's ambidexterity and can only apply to creatures that have arms.

EP Adjustment: +0%

Sabre-toothed

Sabre-toothed variants gain two very long fangs capable of dealing great harm to their opponents. Any type of monster can have a sabre-toothed variant, even those who do not normally have teeth or mouths. Sabre-toothed creatures gain an extra bite attack each round, damage depends on size.

Southpaw

A southpaw variant has a brain wired in such a way that one side of its body is much more coordinated and adept than the other. This is a more severe difference than merely being left-handed and leads to additional penalties. Southpaw variants make all attacks with their left arms at +1 to-hit and deal +1 point of damage. However, all attacks with their right arms are at –1 to-hit and –1 to damage (still a minimum of 1 point for any successful attack). Southpaws prefer to fight other southpaws, when they can find them.

This variant supersedes a creature's ambidexterity and can only apply to creatures that have arms.

EP Adjustment: +0%

Spiny-backed

A spiny-backed creature has a ridge of spines running down its back, attached to its vertebrae. Only a creature with a spine can have a spiny-backed variant. Most spiny-backed variants look pretty cool, too.

- The spiny-creature gains +2 to its Armor Class.

If it chooses to use its spines to attack, it can deal 1d4-1 points of damage to a single creature. This allows it to attack creatures behind the monster, but the spiny-backed monster must forgo other attacks in that round.

EP Adjustment: +4%

Stench

Stench creatures have developed a repellent defense mechanism. A stench creature constantly emits a foul and disgusting odor detectable up to 20 feet away. Within 10 feet, though, the stench is equivalent to a Stinking Cloud spell.

Any creature with a sense of smell that closes to 10 feet or less with a stench variant monster must immediately make a save versus poison or suffer reeling nausea and be unable to attack, cast spells or use special abilities. Victims will also suffer for 1d4+1 rounds after leaving the area. Those who succeed at the save must make a new saving throw every three rounds.

EP Adjustment: +9%

Two-headed, Extra or Bonus Head

These variants can usually be referred to as "two-headed", but virtually any creature can gain an extra ("bonus") head.

- Gains an extra head.
- This head can make a bite attack at the same damage as the original (if it had a bite attack).
- Two-headed variants are only surprised 1 in 10 times.

Note that naturally multi-headed creatures such as Hydra simply gain one more head. The standard monster's description explains the effects of the extra head. Such monsters are not truly variants unless they have more heads than their standard brethren ordinarily have.

With monsters that normally only have one head, the heads may argue with each other. They may simply disagree about where to take the body or they may actually oppose each other's commands. In this case the variant monster suffers an initiative penalty of 1d3 segments every round.

Creatures without heads (jellies, slimes and so on) gain only a head-shaped appendage. It has no bite ability nor any function whatsoever. Intelligent headless (normally) creatures can use this as camouflage, as even the least likely substances will be mistaken for a real head 96% of the time, from a distance of 5 feet or more.

EP Adjustment: +5%

Winged

These variants gain wings and the ability to fly. Most wings are similar to birds, but 10% are similar to those of a bat and 2% are similar to those of insects. The winged creature's flight is at maneuverability class D; flight speed depends on size as indicated on Table 13–4g: Flying Speed. Creatures made of stone, metal or other very dense substances cannot actually fly at all (nor should you adjust their EP values) unless they are also of the arcane variant.

Variant creatures with standard versions that already have wings gain larger, more powerful wings. Winged variants of creatures with purely magical flight capabilities (such as Will-O-(the)-Wisp) gain vestigial wings, though they can fake their use to confuse onlookers. Such vestigial wings are only worth an EP adjustment of +1%.

Wooly

Remnants of the Pleistocene Era, when Garweeze Wurld was considerably colder than it is today, these beasts roam the land in blissful ignorance of the changing eras. Wooly creatures can survive in colder climates, regardless of the preferred habitat of the modern standard version. Sometimes they are called Pleistocene creatures.

- Gain a thick pelt of fur (or an even thicker one, if the modern standard version has one).
- Cold resistance: +4 to all saves against cold-related effects. Half damage even on a failed save against a cold effect, none if successful.
- Their teeth get bigger and often they have fearsome-looking fangs. However, these teeth do not affect their bite attacks (if any) in any way, nor do they provide a bite attack (or teeth or a mouth) to a monsters that does not already have one.
- Wooly (or Pleistocene) creatures are 0-19% bigger than the normal variety.
- Gain +1d8 hit points (but not an official Hit Die).
- Gain +3 to Armor Class.

EP Adjustment: +30%

For example, take the standard Gelatinous Cube. A Gelatinous Cube of the Pleistocene variety has the following characteristics:

It gains a thick coat of fur (which eliminates it chances of going unnoticed in an empty passageway). Gelatinous Cubes are largely immune to cold, but this one still gets +4 to saving throws against cold effects. If it fails, it only suffers 1-4 points of damage (halved) and reduces its movement by 25%. If it succeeds, it takes no damage and suffers no movement penalties. The Cube has a cosmetic mouth on one side, complete with sharp teeth and lips, but has no actual bite attack. This particular Cube is only 1% larger than its standard brethren (121.2 inches along each edge). It still has 4 Hit Dice, but this Wooly Gelatinous Cube as 5 extra hit points. Finally, its Armor Class is 5 rather than 8. Assuming the PCs manage to overcome their fear of the unknown and defeat the beast, it is worth 942 experience points (725 x 1.3 = 942.5, rounded down).

Color Variations

Sages across Garweeze Wurld agree that one of the most common types of creature variation is one of color. Proposed reasons for this vary, but it is known that naturally occurring variations frequently affect coloration.

Now, some of you think that just changing a creature's color is rather boring and even silly. Perhaps you're blaming Timmy Jackson, and it actually was his idea. But the boy's got the genes of a gamer, and you've gotta consider the value of such a basic change. While a variant color monster has no major advantages or abilities, don't underestimate the power of the unexpected. Imagine the threat value of a Red Dragon with green scales, or better yet with gleaming silver scales. Or how about a Green Dragon with red scales? The PCs will set up fire protections or even stride right up if you've been throwing out Rings of Fire Resistance like it's a friggin' parade, but they're just walking right into that chlorine gas. Is that not beautiful?

Table 13–5 Color

Roll 1d100	Color	EP Adjustment
1-6	Albino	None
7-14	Black	None
15-21	Blue	None
22-27	Gold	None
28-35	Green	None
36-42	Gray	None
43-49	Indigo	None
50-56	Orange	None
57-64	Purple	None
65-72	Red	None
73-78	Silver	None
79-84	Transparent	None
85-90	Violet	None
91-96	Yellow	None
97-100	White	None

Table 13–5a: Further Color Variations

Roll 1d100	Variant results	EP Adjustment
1-5	-50% size, -2 to-hit and damage per attack	-2%
6-15	-25% size, -1 to-hit and damage per attack	-1%
16-25	-10% size	None
26-75	Same size as normal	None
76-85	+10% size	None
86-95	+25% size, +1 to-hit and damage per attack	+1%
96-100	+50% size, +2 to-hit and damage per attack	+2%

How about Green Slime that appears gold? Or have you wondered how many times a battle mage will try electricity-based spells on different colors of Black Pudding? Messing with their expectations is one of the best ways to challenge those jaded veteran players, in particular those who continually violate the player/GM boundary that is so vital .

Color variants have only one color for their skin and/or fur. They have no shades, other colors or highlights of any kind (unless the creature is intelligent and has access to cosmetics and a desire to appear more "realistic"). To many observers, they even look unreal. Entire adventuring parties have died mistaking these color variants for illusions, attempting to disbelieve when they should have been reaching for their shields (or fleeing in terror).

Of course, a creature with a transparent hide or skin might be mistaken for undead. Plus, such a thing is just...wrong.

Sometimes a monster of an unusual color varies further. Perhaps smaller versions may find food more easily; larger versions tend to be tougher. There is a 25% chance that a variant color monster rolls on Table 13–5a: Further Color Variations, unless the monster already has a size variation from Table 13–2: Size Variation.

Element/Climate

Garweeze Wurld has seen numerous epochs in which the dominant climate was significantly different from the present day. Some creatures from these unusual times remain.

Aquatic

Deep in the recesses of Garweeze Wurld's vast history was a time when much of the wurld was covered by water. In this era, sometimes called the Hydrozoic, life had to adapt to existing in the water, whatever else its primary habitat was meant to be. While most of these Hydrozoic creatures are now extinct, some of their nature lives on, as evidenced by the aquatic variant.

- Gain the ability to breathe freely in water.
- Gain a swimming speed of 9" (regardless of size).
- +1 to saves against cold effects.

EP Adjustment: +6.5%

Table 13–6: Element/Climate

Roll	Element/Climate	EP Adjustment
1-7	Aquatic/Hydrozoic	+6.5%
8-14	Carrion	+0.9% (or +3%)
15-22	Dark	+5%
23-29	Electric	+25%
30-36	Fire	+30%
37-45	Hill	+9%
46-50	Mountain	+14%
51-57	Muck	+7%
58-64	Polar/Ice/Frost/Snow	+15%
65-71	Rock	+75%
72-78	Sand/Desert	+4.4%
79-85	Subterranean	+2.4%
86-93	Valley/Gully/Lowland	+2.25%
94-100	Wood/Forest	+3.5%

Carrion

Carrion variants have adapted to living off rotting corpses and generally come to enjoy it.

- 25% chance of carrying a random disease.
- 30% chance of gaining the ability to paralyze anything they touch for 1-6 turns. Victims can make a save versus paralysis to avoid this effect.

EP Adjustment: +0.9% (+3% with paralysis power).

Dark

A dark variant creature has not only adapted to fighting without light, it actually prefers to do so. Any dark creature with some degree of Intelligence knows that its enemies probably dislike the darkness and don't fight as well in it.

In darkness, the dark creature gets +2 on attack rolls and +1 on all saving throws. Dark creatures gain 60-foot infravision or extend their existing infravision by 60 feet.

EP Adjustment: +5%

Desert/Sand

Desert variants change color to match the tans and browns of these sand-infested regions.

- Camouflage: In the desert, a sand variant cannot be seen 65% of the time.
- Gain +2 on all saving throws against fire and heat-related effects.
- Suffer –4 on all saves against cold-related effects. In addition, the desert variant suffers +1 point of damage per die from cold attacks (calculate before halving, etc.)
- The creature needs only one-fourth the amount of water its kind normally requires.
- Fear of water: If confronted with a body of water larger than a small pond (oasis), the desert creature must save versus paralyzation or become afraid. If it fails this save, it suffers a –2 on all attack, damage and saving throw rolls and will attempt to leave the area if at all possible.

A creature with a normal variety that dwells in water can become a desert variant. It sprouts two, four or six legs (1d3) and gains a land movement rate of 6", as well as the ability to breathe air. It does not lose its water abilities and does not acquire a fear of water.

EP Adjustment: +4.4%

Electric

An electric variant has the ability to manipulate electricity to attack its enemies.

- It can deliver this attack in the form of a powerful jolt that deals 2-16 points of damage to a single opponent. To deliver this attack, it must touch the target in some way. A target in water suffers double damage (4-32). The electric variant can use this jolt attack four times per day, but at most once per turn.
- Resistant to electricity. Electric variants make saves against electrical and lightning attacks at +5. Even if they fail the save, they take only half damage. They take no damage on a successful save. 10% of electrical variants are actually immune to all electrical attacks (+27% EP adjustment).

EP Adjustment: +25%

Fire

Fire variants come from volcanic regions, arcane laboratories, ancient days when fire covered much of the wurld or have been touched by the Elemental Plane of Fire. They take on a ruddy appearance and their normal body temperatures increase by 10 degrees Fahrenheit.

- Gains fire aura. Three times per day, for one turn each time, a fire creature can ignite its inner flames to create an aura of fire around itself.



An unusual fire-variant equine.

This aura extends for 5 feet (for Tiny and Small creatures) or 10 feet (Man-sized creatures and larger). Any creature caught within this aura suffers 1-10 points of fire damage each round (save versus breath weapon for half).

- Gains +4 to all saves against fire and heat-related effects. They take no damage on a successful saving throw and only half even on a failed save.

EP Adjustment: +30%

Fully a third of fire variants develop an actual breath weapon (obviously if the creature has no mouth it is not truly a breath weapon attack, but it is treated as such). The creature can use this attack three times per day in lieu of other attacks that round. The breath weapon takes the form of a cone 5 feet wide at the point of origin, 20 feet wide at the base and 20 feet long. Any creatures caught in this area suffer 3d6 points of fire damage. (EP Adjustment: +6%, in addition to 30%)

One-third of fire variant creatures are actually immune to all heat and fire effects. (EP Adjustment: +5%, in addition to +30%, which already takes some fire resistance into account).

Hill

Hill variants are adapted to live in the hills. They tend to be tougher than their standard counterparts, but they don't think too much.

- Gain +2 Strength (+1 to attack and damage rolls).
- Gain +1 hit point per Hit Die.
- Gain +4 on saves against trauma damage (TOP)
- Double normal fatigue factor.
- Lose 2 points of Intelligence.
- Hill variants are suspicious of strangers, but once someone earns their trust they make steadfast allies.

EP Adjustment: +9%

Mountain

Mountain variants are like hill variants, only more so. They tend to develop ambush tactics that involve dropping and throwing things on people.

- Gain +4 Strength (or +2 to attack and damage rolls).
- Gain +2 hit points per Hit Die.
- +2 on saving throws against cold.
- Gain +7 on saving throws against trauma damage.
- Immune to fatigue.
- Gain the ability to hurl rocks or boulders. This attack can be made once per round in lieu of other attacks. A successful strike deals the same amount of damage as the creature's claw or punch attack. The range is 30/60/90 yards.
- Lose 4 points of Intelligence.
- Mountain variants dislike company and would always rather fight strangers than parley

EP Adjustment: +14%

Muck

Muck variants live in filth and mud and they enjoy it.

- Immune to gas attacks.
- +1 to all saving throws against fire and heat effects. Take –1 point of damage per die from such effects.
- All muck variants carry a random disease (see GMG pgs. 22-27)
- Disease resistant: 90% of the time a disease will not take in a muck variant creature.
- Suffer a –4 penalty to morale and –2 to all attack, damage and saving throw rolls in sunlight or bright light (not mere torchlight).
- Suffer –3 to Intelligence (minimum 1).

EP Adjustment: +7%

Polar/Ice/Snow/Cold/Frost/Arctic

Rather than adapt to preserve heat as Wooly (or Pleistocene) variants have, these creatures have absorbed the cold into their very nature. These variants roam arctic wastelands, high altitudes and areas where magic has drained much of the heat away for various nefarious purposes.

- Emit a cold aura in a 10-foot radius (regardless of size). Any creature not adapted to cold (less than 0 degrees Fahrenheit) suffers 2-8 points of damage per round while in this radius (save vs. spell for half damage).
- Gain +4 on saving throws against cold effects. Half damage even on a failed save, none on a successful save. (10% are immune to all cold effects. EP Adjustment total: +17%)
- Suffer –2 on saves against heat and fire effects.

EP Adjustment: +15%

Rock

A rock variant has a body turned to stone, though it is still animate and still has all the attacks and abilities of the standard version.

- Gains +4 to AC.
- Each physical melee attack deals an extra point of damage.
- Gains +4 to all saving throws against fire and heat effects.
- Gains +2 to all saving throws against cold and cold-related effects.
- Only takes half damage from non-magical puncturing and crushing weapons.
- Immune to poison.
- Immune to disease.
- Immune to gas attacks.
- Does not need to breathe.

Rock variant creatures can suffer some disadvantages, as well.

- It cannot fly unless it is also an arcane variant (or the standard variety had magical flight capabilities).
- Subject to attacks that affect stone.
- Its weight increases by a factor of three.

EP Adjustment: +75%

Subterranean

Subterranean variants lose some coloration and appear paler than their counterparts.

- Gains underground survival skill (85%).
- Gains 30-foot infravision (or extend the standard variety's infravision by 30 feet)
- Can move silently underground with a 50% chance of success.

EP Adjustment: +2.4%

Valley/Gully/Lowland

Lowland variants are fierce, bloodthirsty cousins of their standard varieties. Though poorly organized, they are always extremely violent and never consider the odds when attacking.

- Morale raises to Fearless (19) (unless it is already 19 or 20).
- First attack is at +3 to-hit and +1d4 points of damage.
- As they are accustomed to dirty conditions, lowland variants are 50% resistant to disease.
- Gain +2 on saving throws against poison of any kind.
- Suffer –2 to Intelligence.

EP Adjustment: +2.25%

Wood/Forest

Forest creature variants have developed the ability to thrive in wooded environments.

- Gains the ability to hide in forests with a 70% chance of success.
- Gain +1 to Intelligence.
- Gain botany (95%), holistic plant identification (80%), identify animals by tracks (75%) and herbalism skills (60%).

EP Adjustment: +3.5%

Supernatural Variants

Table 13–7: Supernatural

Roll	Supernatural Variation	EP Adjustment
1-10	Arcane	+105%
11-22	Blink	+12%
23-32	Draco	+10 to +19%
33-44	Invisible	See Table X.7b: Invisible Creatures
45-55	Nefarian	See Table X.7c: Nefarious Powers
56-66	Phantom	+6%
67-77	Rot	+10%
78-90	Shadow	+11%
91-100	Were-	+100%

Arcane

Creatures touched by the forces arcane have a close relationship to magic. They are more resistant to it and have acquired one or more abilities that simulate spells. Arcane variants acquire some oft-physical characteristic representative of their condition, usually dimly glowing eyes or a very faint aura (not enough to read by or interfere with hiding attempts). Each spell-like power functions as if being used by a caster of a level equal to the arcane variant's Hit Dice.

For creatures with an Intelligence below 8, the spell mishap chance is 50% and the creature will hurl its power around as often as possible. As these are innate abilities, there is no chance of mishap if the creature has an Intelligence of 8 or higher.

Arcane variants gain the following innate abilities:

- Detect Magic at will, as the 1st level magic-user spell.
- Magic Resistance. Arcane variants gain a magic resistance equal to 1% for each Hit Die, or increase existing magic resistance by that amount.
- Only hit by +1 or better weapons.
- Innate spell-like abilities. Each arcane variant has 1-4 innate abilities that duplicate spells. It can use each of these abilities at will twice per day, one at a time. To determine which spells, roll 1d10 for each ability (from one to four) to determine the spell level. On a 10, the creature gains a spell-like ability in addition to its initial 4 (two for one, my best offer!). Determine the specific spell on Table 7D in the GMG or Table 1B in the Spellslinger's Guide to Wurld Domination..
- Absorbing magic. On every successful magic resistance roll, make a second d100 check. If this roll is also below the creature's magic resistance, the arcane variant has absorbed the power of the spell directed at it. It can use this spell energy as it chooses. Calculate the total spell levels (or equivalent) of the magic it resisted. The creature can use this many levels over the next turn to use any of its innate abilities without actually expending their use. Thus, an arcane Troll that absorbs a Lightning Bolt

Table 13–7a: Draconic Spell-like Powers

Roll 1d100	Spell-like Power	Roll 1d100	Spell-like Power	Roll 1d100	Spell-like Power
1-2	Affect Normal Fires (MU 1)	36	Dimension Door (MU 4)	71	Predict Weather (DR 1)
3	Airy Water (MU 5)	37	Dust Devil (CL 2)	72	Pyrotechnics (MU 2)
4	Animal Summoning (DR 1)	38-39	Entangle (DR 1)	73	Quest (CL 5)
5	Anti-Metal Shell (as Anti-Plant Shell DR 5)	40-41	ESP (MU 2)	74	Reverse Gravity (MU 7)
6	Augury (CL 2)	42-43	Feather Fall (MU 1)	75	Shadow Walk (MU 7)
7	Blade Barrier (CL 6)	44	Fire Blades (HoB 2, pg. 76)	76	Shape Change (MU 9)
8-9	Bless (CL 1)	45	Fool's Gold (MU 2)	77	Shape Metal (as Stone Shape DR 3)
10	Call Lightning (DR 3)	46	Forget (MU 2)	78	Shift Color (HoB 2, pg. 76)
11	Charm Monster (MU 4)	47	Freezing Fog (HoB 2, pg. 76)	79-80	Shocking Grasp (MU 1)
12	Charm Person (MU 1)	48	Gust of Wind (MU 3)	81	Solid Fog (MU 4)
13	Charm Person or Mammal (DR 2)	49	Hallucinatory Terrain (MU 4)	82	Soothing Word (HoB 2, pg. 76)
14	Charm Reptiles (a Charm Mammal DR 2)	50-51	Heat Metal (DR 2)	83	Sound Imitation (HoB 2, pg. 76)
15	Cloud Form (HoB 2, pg. 75)	52	Hold Monster (MU 5)	84	Speak With Animals (CL 2/DR 1)
16	Cloud Walk (HoB 2, pg. 75)	53	Hold Person (MU 3)	85	Speak With Elemental Creatures (HoB 2, pg. 76)
17-18	Confusion (MU 4)	54-55	Hypnotism (MU 1)	86	Spider Climb (MU 1)
19	Conjure Earth Elemental (DR 7)	56	Ice Walking (HoB 2, pg. 76)	87-88	Stinking Cloud (MU 2)
20	Conjure Fire Elemental (DR 6)	57-58	Invisibility (MU 2)	89	Stone Shape (DR 3)
21	Control Temperature (DR 4)	59-60	Lava Breathe (HoB 2, pg. 76)	90	Suggestion (MU 3)
22	Control Weather (CL 7/DR 7)	61	Luck Bonus (HoB 2, pg. 76)	91	Summon Djinni (HoB 2, pg. 76, similar to CL 7 Exaction)
23	Control Winds (DR 5)	62	Mass Charm (MU 8)	92	Teleport (MU 5)
24	Corrupt Water (HoB 2, pg. 75)	63-64	Mirror Image (MU 2)	93	Transmute Stone to Mud (MU 5)
25	Create Food and Water (CL 3)	65	Move Earth (MU 6)	94	Throw Voice (MU 1)
26	Create Shadows (HoB 2, pg. 76)	66	Non-detection (MU 3)	95-96	Wall of Fog (MU 1)
27-28	Create/Destroy Water (CL1/DR2)	67	Obscurement (DR 2)	97	Wall of Stone (MU 5)
29-30	Dancing Lights (MU 1)	68	Pass Without a Trace (DR 1)	98	Warp Wood (DR 2)
31-32	Darkness 10' Radius (as MU 2 except for radius)	69	Plant Growth (DR 3)	99	Water Breathe (HoB 2, pg. 76)
33-34	Detect Gems (HoB 2, pg 76)	70	Polymorph Self (MU 4)	100	Weather Summoning (DR 6)
35	Detect Lie (CL 4)				

can use those three levels over the next turn to hurl three Sidewinder Factor 1 Fireballs at its foes. So long as it did not use them in the previous 24 hours, it still has two of those Sidewinder Fireballs left.

EP Adjustment: +105%

Blink

Blink variants have the ability to simulate the 3rd level magic-user spell Blink. After the first round of combat, they can shift position randomly (1d8: 1-right ahead, 2-right, 3-right behind, 4-behind, 5-left behind, 6-left, 7-left ahead, 8-ahead). The creature cannot blink into a solid object, if that would be the case re-roll the position.

The blink occurs on the creature's first normal initiative segment. The next segment it continues with its attack routine.

EP Adjustment: +12%

Draco

A draco variant has some dragon's blood in its makeup. This can be from its ancestry or the disturbing efforts of mad transmuters or magic-users, or bizarre accidents.

- Gain +4 to all saving throws against fear effects.
- Draco variants with flight capabilities can use the flight maneuvers of actual dragons (see Hacklopedia Volume 2, page 73).
- Gain +2 Intelligence.
- Gain +2 Armor Class.
- Gains 1-4 draconic powers from Table 13–7a: Draconic Powers. The powers with spell names duplicate spells, the others are described in the Hacklopedia (Volume 2, page 75-76). The draco variant creature can use each power up to three times per day at a caster level equal to its Hit Dice. The chance of spell mishap depends on its Intelligence. For draco variants with an Intelligence below 8, the chance of spell mishap is 50%. However, creatures that stupid will use their powers every chance they get. This does not mean they toss them around willy-nilly, but in any marginal situation where the power could help it defeat an enemy or get its dinner, it will automatically use the power.

EP Adjustment: +7% plus 3% per draconic spell-like power

Invisible

An invisible variant gains the ability to not be seen. The details are indicated on Table 13–7b: Invisible Creatures. The invisible variant can use its power at will as a caster of a level equal to its Hit Dice (minimum 3rd). It can only use the invisibility power on itself.

Do not apply this variant type to a monster that is already invisible in its natural state. However, a monster that has the power to turn itself invisible can have an invisible variant. Add +30 to the roll on Table 13–7b: Invisible Creatures.

Nefarian

Nefarian variants, also called nefarious creatures, are descended from demons, devils or other true nefarians. Because nefarious genetics work by different rules, it does not matter if the specific ancestor was a demon or a devil, etc. All nefarian variants gain 1-4 abilities from Table 13–7c: Nefarious Powers.

Spell-like abilities on the chart can each be used once per day. The powers are cumulative, so duplication is possible (thus an individual variant may be able to use a spell-like power two, three or four times per day). Use the variant creature's Hit Dice as its caster level, but keep spell mishap modifiers for Intelligence in mind. A creature with an Intelligence below 8 has a 50% chance of spell mishap, but will attempt to use its spell-like powers even in the most marginal of situations. If "half damage" for the same element comes up twice, the nefarious variant is actually immune to that type of attack. But since this ability is innate and not truly a spell, a creature with an Intelligence of 8 or higher has no chance of spell mishap.

Add up all the EP award modifiers from Table 13–7c: Nefarious Powers before applying any of them (and remember not to apply the final EP adjustment for variant types until all the variations are accounted for).

Phantom

A phantom variant can become astral at will, five times per day. It must spend at least a full turn on the Astral Plane, after which it can return to the Prime Material (also at will).

EP Adjustment: +6%

Rot

A rot variant has acquired some very nasty diseases. Though these do not kill it, it can inflict diseases on others through physical contact (bite, claw, even touch).

Table 13–7b: Invisible Creatures

Roll 1d100	Spell	Times Per Day	EP Adjustment
1-19	Invisibility (2nd level)	2	+9.3%
20-42	Invisibility (2nd level)	3	+9.6%
43-65	Invisibility (2nd level)	5	+9.9%
66-80	Improved Invisibility (4th level)	2	+18.4%
81-92	Improved Invisibility (4th level)	3	+18.8%
93-98	Improved Invisibility (4th level)	4	+19.2%
99	Improved Invisibility (4th level)	At will	+23.23%
100+	Improved Invisibility (4th level)	Permanent*	+25%

*This monster can't necessarily even see itself, ever.

Table 13–7c: Nefarious Powers

Roll 1d100	Powers	EP Adjustment
	Spell-like Powers	
1-3	Animate Dead	+5%
4-6	Charm Person	+5%
7-9	Comprehend Languages	+1%
10-12	Darkness 15' Radius	+2.2%
13-15	Detect Invisibility	+1.1%
16-18	Fear	+6.6%
19-20	Gate (nefarians only)	+9%
21-23	Improved Phantasmal Force	+4%
24-27	Infravision	+0.5%
28-30	Invisibility	+25%
31-33	Know Alignment	+0.1%
34-36	Read Magic	+0.2%
37-39	Suggestion	+3.5%
40-41	Teleport Without Error	+5%
42-43	Word of Recall	+3.5%
	Other Powers	
44-47	+4 to Strength (+2 to attack and damage rolls, if creature has no Strength rating)	+11.1%
48-49	Communicate with any living creature (telepathy)	+4%
50-52	Infravision +30 feet	+2%
53-56	Improve AC by 1	+8%
57-59	Improve AC by 2	+12%
60-61	Improve AC by 4	+24%
62-66	Only hit by silver or magical weapons	+30%
67-69	+1 or better weapons to hit	+35%
70	+2 or better weapons to hit	+45%
71-73	Half damage from acid	+15%
74-76	Half damage from fire	+40%
77-79	Half damage from electricity	+30%
80-81	Half damage from gas	+12%
82-84	Half damage from cold (creature is 30-40% heavier than normal)	+19%
85-86	Immune to fire	+75%
87	Immune to poison	+33%
88	Immune to paralysis	+20%
89-91	Magic Resistance +5%	+21%
92-93	Magic Resistance +10%	+28%
94	Magic Resistance +15%	+37%
95	Magic Resistance +20%	+51%
96	Magic Resistance +30%	+66%
97-99	Flight +6"	+13.5%
100	Regeneration 1 hp/round (except fire or acid damage)	+42%

Table 13–7d: Shadow Powers

Hit Dice	Spells
Less than 1	(None)
1 to 2+2	Deepen Shadow (SSG)
2+3 to 6+2	Dancing Shadows (SSG)
6+3 to 7+2	Shadow Monsters
7+3 to 8+2	Shadow Door
8+3 to 9+2	Summon Shadow
9+3 to 11+2	Demi-Shadow Monsters
11+3 to 12+2	Shades
12+3 to 13+2	Shadowcat (SSG)
13+3 to 14+2	Create Shade (SSG)
14+3 to 16+2	Shadow Walk
16+3 and up	Shadow Creep (SSG)

- Cause disease: Any such physical contact with a non-rot creature (or a creature immune to disease) results in the target acquiring a random ailment from Table GMG 1Q: Disease (or Disorder), if it fails a save versus poison with a –6 penalty. Apply a +30 to the Virulence Factor roll.
- Gains +2 to saving throws against poison.
- Immune to disease.

EP Adjustment: +10%

Shadow

Shadow variants draw on the Demi-Plane of Shadow. They may be dark creatures as well, but in point of fact shadow requires both light and darkness.

- Hide in shadows with 90% effectiveness.
- The shadowy touch of such a variant shadow creature (claws, punch, bite) deals 2-5 points of damage in addition to any other effects (including normal damage).
- Shadow variants with an Intelligence of 9 or higher can use certain abilities that imitate spells. Each of these powers can be used once per day, at an equivalent caster level to the creature's Hit Dice (as a variant, not its standard type's HD). They need no material components for these spells, but they cannot perform other actions in the rounds in which they cast.

Look up the creature's Hit Dice on Table 13–7d: Shadow Powers to see which spells the monster can imitate. These powers are cumulative, so a 7 Hit Dice shadow variant could use Shadow Monsters, Dancing Shadows and Deepen Shadows, each once per day. Spells marked (SSG) are described in the Spellslinger's Guide to Wurld Domination.

- Suffer a –5 penalty to morale in total darkness or extremely bright light.
- Suffer a –2 to all attack and damage rolls, as well as to all saving throws in extremely bright light.

EP Adjustment: +11%

Were-

A were-creature variant can transform between a human or demi-human (or even humanoid) form and its standard form. Thus, there can be Were Rot Grubs and Were Elves (they turn into humans; Were Men could turn into dwarves, Orcs or gnomelings). A creature with 0 Intelligence (such as a Were Rot Grub) has no EP adjustment, as it gains no Intelligence in any form. (It is often easy to spot a man acting like a Rot Grub, attempting to burrow into other creature's hearts and so on.) A human or elf with a 2 or 3 Intelligence is a pretty dim bulb and probably also suspicious, but they can at least make an attempt to imitate their apparent race.

Only 15% of were-variants transform involuntarily with the moon, though all 0 Intelligence variants do.

- Gain immunity to disease.
- Gains the ability to function as a normal member of its other form. Thus, Were Trout can walk at normal speed and breathe air when in human form.
- With each transformation, a were-variant heals 10%-60% of any damage it has taken.
- Spells directly specifically at only one type of form do not function against the were-variant, though a spell that could affect either form will. Thus, Charm Person will not work on a Were Dawg, but Charm Monster will.
- Gain 2 Hit Dice.
- Can only be damaged by silver or magical weapons.
- Were-variants that have an alignment shift towards chaotic: A lawful (whether good, evil or neutral) monster's were-variant would change to neutral (obviously "neutral neutral" is actually true neutral). A neutral (good or evil) monster would have a chaotic variant. A true neutral monster (in the standard version) has a 50% chance of becoming chaotic neutral.
- A were-variant's appearance shifts to match its alternate form, but this is only noticeable on close inspection. A Were Dawg would have more human-looking eyes and expression, while a Were Man who transformed into a dwarf would get a thicker beard, become slightly stockier, more stubborn, like rocks, etc.

EP Adjustment: +100%

Markings

Various types of complicated coloring can actually help a creature camouflage itself in its native environment.

Bandy-tailed

The rare bandy-tailed variant gains a tail or alters an existing tail. This tail has multi-colored bands of varying thicknesses running its length. Sometimes, especially in tropical and sub-tropical climes, the tail can be made to look like an odd plant. This may allow the creature to draw potential victims near before striking.

EP Adjustment: +0%

Chameloid

A chameloid variant can change its appearance drastically to match virtually any surroundings, from the bottom of the ocean floor to the complex geometrical patterns of a human-built temple. The monster's coloration changes depending on the light striking it from its immediate surroundings. A simple change, say matching a desert dune, takes but 1-2 rounds, while a complex change such as a checkerboard can take 3-6 rounds.

Once the creature's appearance matches its surroundings, it is 95% unnoticeable from a distance of 5 feet or more, and 75% unnoticeable even on close inspection, unless it is disturbed in some way or chooses to move or attack.

EP Adjustment: +20%

Jelly-banded

A jelly-banded variant creature actually has two layers of skin separated by a jelly-like substance. This substance comes in various colors that for some reason gather in bands around the creature's body. 60% of the time these bands are horizontal (parallel to the ground), but 35% of the time they are slimming vertical stripes. The remaining 5% of the time they form irritating diagonal bands.

The outer skin is easily punctured or broken (AC 15, though the inner skin uses the creature's standard Armor Class). The jelly oozes or spurts on to inculcate passersby and cause them to save versus poison at +3. Any victim who fails immediately suffers 1-4 points of damage and develops an irritating skin rash for 1-4 days or until it is removed with a Cure Disease spell. While suffering from the rash, the victim suffers –2 to its Dexterity and –1 on all attack rolls.

EP Adjustment: +3%

Table 13–8: Markings

Roll	Markings	EP Adjustment
1-16	Bandy-tailed	None
17-26	Chameloid	+20%
27-40	Jelly-banded	+3%
41-55	Mottled	+0.8%
56-70	Speckled	+0.4%
71-85	Spotted	-1%
86-100	Striped	+0%

Mottled

A mottled variant has developed a, well, mottled appearance based on colors common to its normal environment. This coloration serves as camouflage and renders the variant creature undetectable in its normal environment 65% of the time. However, within ten feet this is reduced to 15%.

EP Adjustment: +0.8%

Speckled

The speckled variant appears much like the mottled variant, except that it includes colors not common to the creature's normal environs. Often (55% of the time), speckles even include metallic-colored sparkly points. Theoretically, the speckled variant is more about attracting mates than camouflage, and thus it is less effectively disguised. From more than ten feet away, the speckled variant goes unnoticed 45% of the time, from less than ten feet away it is clearly a creature of some sort. However, there is a 30% chance that a speckled variant has 2-5 mates in its lair or its territory. Scholars speculate that speckled variations are among the most likely to generate new species, particularly Speckled Jim of Angarris, a halfling who is not likely to be found with 2-5 mates at any time.

EP Adjustment: +0.4%

Spotted

Once considered to fall within the mottled category, a spotted variant has considerably less complexity to its colors. Spots are larger and generally uniform in tone, or at least of similar tones (50% are black or dark brown and 50% are darker and lighter variations of the creature's natural markings). They also range from about an inch in diameter to more than four inches.

Spotted variants are actually easier to spot than their standard cousins, thus they suffer a –20% penalty to any camouflage or hiding ability they may have (unless most of their bodies are covered). Many hunters and target shooters seek out spotted variants, leading some to believe that this variation is actually of negative adaptive value.

EP Adjustment: -1%



The feared and despised Gargantuan Spotted Shambling Mound.

Striped

Striped variants have stripes of fairly similar thickness around their bodies, though usually the stripes narrow toward extremities. Stripes are vertical or close to vertical on the body and horizontal or nearly so around the legs. Stripes tend to be darker than the rest of the creature (90% of the time), unless the creature is already quite dark in which case they are whitish (45%) or red (45%). The remaining creatures have stripes of unusual colors (indigo or pink) or many different colors.

While striped variants tend to think they're cool, they gain no special powers nor abilities from these markings.

EP Adjustment: +0%

Age

Elder

Elder versions of monsters have access to ancient wisdom and power that may have been lost to their standard cousins. Some speculate that all creatures have elder variants, though that would mean that the vast majority of elder variants have never been encountered.

- Have x1.5 Hit Dice.
- Gain +4 to Intelligence.
- +2-24% larger than the largest of the standard variation.
- Gain regeneration at 1 hit point per round, or improve existing regeneration by one hit point per round. Only fire and acid damage cannot be regenerated (unless the creature is also resistant to fire or acid damage, in which case it can regenerate damage of that type. If it's immune to one of those types, then it won't ever take that type of damage.) However, they cannot regenerate damage if beheaded (this only applies to variants of creatures that normally have heads.)
- Double the normal life span of standard creatures of its type.
- Gain 30-foot infravision, or extend the range of existing infravision by 30 feet.
- Any target that must make a saving throw against the powers of an elder variant does so with a –4 penalty.
- Elders gain 5% magic resistance. If the standard form has magic resistance, this increases by 5%.

Elder variants often complain about the ways of the younger generations.

EP Adjustment: +81.25%

Jurassic

Jurassic creatures are remnants from or throwbacks to a time when brains were an option and brawn ruled the wurld. They are larger, meaner, hungrier versions of their standard counterparts with brains comparable in size to various nuts and legumes. All Jurassic creatures are savage and appetite-driv-

Table 13–9: Age

Roll	Age	EP Adjustment
1-50	Elder	+81.25%
51-95	Jurassic	+15%
96-100	Venusian	+110%

en, though some only hunt down plants (their diet does not change from their standard varieties'). All Jurassic variants are more interested in food than treasure, thus 3-60% of a Jurassic variant creature's treasure will be found in its stomach.

- Increase movement speed by +3" (though the variant gains no new means of locomotion).
- Increase Hit Dice by +3
- Increase Strength by +3 (or gain +1 to all to-hit and damage rolls if the standard creature has no Strength rating)
- Increase in appetite: the creature must eat two to three times as much as its non-Jurassic counterparts.
- +4 on all saving throws against mind-affecting effects and spells.
- All Jurassic variants lay eggs, even if they actually have some other means of reproduction (in that case, the eggs are empty shells).

Disadvantages:

- Reduce Intelligence by 1/2 (half).
- Creatures with innate abilities that imitate spells can still do so, but they suffer a chance of spell mishap equal to 5% for every point of Intelligence below 9. (If a monster's descriptions lists spells, these are innate abilities.)
- Intelligent creatures with the ability to cast spells can still do so, but they suffer the standard chance of spell mishap according to Table PHB 1D. (Creatures with classes, including humans and demi-humans cast spells in this way.)

EP Adjustment: +15%

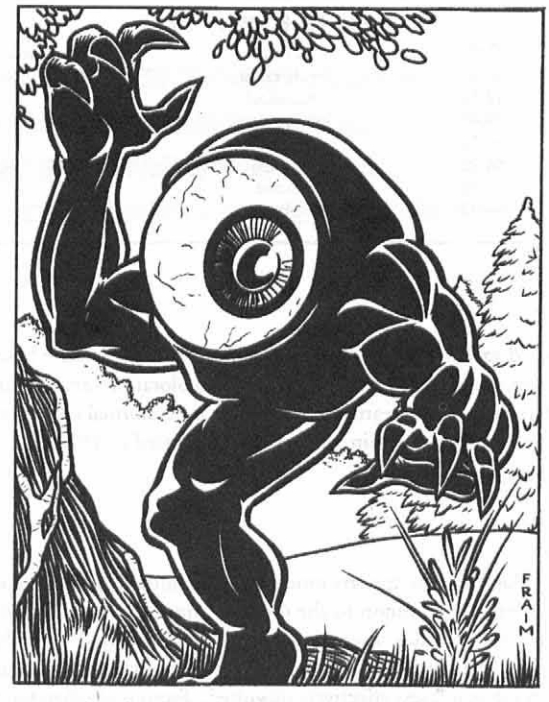
Venusian

Venusian variants may be hideous developments from other wurlds or other planes of existence, or even monstrosities created by angry Wizards with something to prove.

- Double Hit Dice.
- Denser form: +4 to Armor Class.



A Jurassic Cricket surprises this soldier.



This monster has been classified as a Venusian Beholder variant.

- +2 points of damage to physical damage from every melee attack.
- +2 to Strength (or +1 to hit if standard creature has no Strength rating).
- Gain infravision to 60 feet (or extend the range of existing infravision by 60 feet).
- Gain ultravision to 60 feet (or extend the range of existing ultravision by 60 feet).
- No need to breathe. Though neither undead nor a construct (unless the standard creature is such), the Venusian variant need not breathe in any way. This of course renders it immune to gas-based effects.
- Don't think like us. Their brains are simply wired differently, making them difficult to understand or manipulate. Thus, despite their lower Intelligence, Venusian variants gain +4 to saving throws against mind-affecting spells, illusions, psionics and attempts to disbelieve.
- Reduced need for water. Whatever the standard variety's need for water, the Venusian variant needs 1/100 of that. It can gain this by drinking 1% of its normal amount of water on a regular basis or by filling its normal requirements one day out of 100 (as for fish).
- Tendency to explode when killed. Three-quarters (75%) of the time, when struck for a killing blow, a Venusian variant goes out in a blaze of glory and gore. Those within 20 feet of such an explosion must save versus breath weapon or suffer 2-20 points of damage. Those from 20 to thirty feet must save versus breath weapon or suffer 1-10 points of damage. This also renders the variant creature's body parts unsalvageable.
- If it does not already have a means of walking, the monster gains the ability to move across land at a speed of 3".

Disadvantages:

- Constant pounding headaches (migraine flaw).
- Reduce Intelligence by 3 points.
- Reticent. Venusian variants hate to speak, even if they have the capability. They only talk out loud in the most extreme circumstances.

EP Adjustment: +110%

Example

Here, we take a variant from start to finish. You get one example, then you're on your own. We begin with a standard DoppelEwe (Hacklopedia 2, page 64), already a fierce sheep-duplicate, this one is about to get nastier.

In order to determine the number of variations we roll 1d8. The first d8 comes up 3, so this particular variant DoppelEwe gets a few modifications.

The first characteristic to change is its demeanor: this is a vengeful DoppelEwe. Its rage lasts for 4d4 rounds or until it or all those attacking it are felled. The next change is its markings; in its natural form this DoppelEwe is striped. This doesn't affect it too much because it can alter its appearance to walk unnoticed among normal sheep.

Lastly, this DoppelEwe is a rock variant, meaning it is made of stone. DoppelEwes have no flying ability and cannot change shape into a flying form, so the extra weight does not hamper this variant too much, though it is susceptible to Transmute Stone to Mud spells.

Now, before this vengeful, striped, rock DoppelEwe gets enraged, its statistics vary from the standard DoppelEwe in the following ways: AC: -1, Damage: 3-9, +4 to saves against fire and heat, +2 to saves against cold, half damage from non-magical puncturing and crushing weapons, immune to poison, disease, gas attacks and does not need to breathe. When it enraged, as a vengeful variant frequently will be, it gains +2 to-hit, deals 4-10 points of damage per strike, and an additional +1 to all saving throws. Its morale goes from Foolhardy (16) to Fanatic (20). The monster becomes immune to fatigue and gains +4 on saves against trauma damage (threshold of pain).

Should the PCs defeat such a beast, it is worth 80% more than its standard counterpart, or 486 experience points. Doesn't sound like enough? Consider that it is still a 3+1 Hit Die monster, so even though they'll have some trouble damaging it, they only need to do about 35 total points of damage to finish it off.

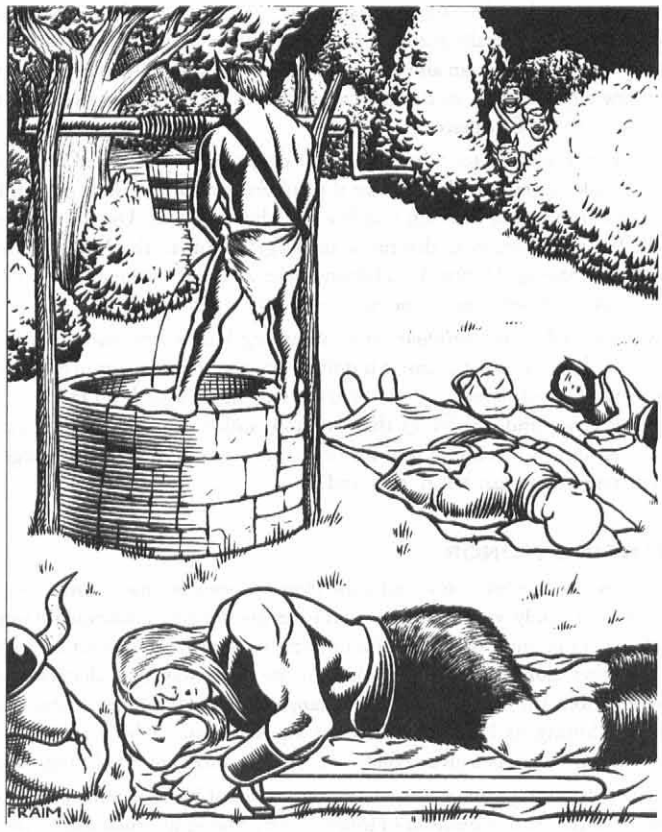
Intelligent Monsters and Honor

Intelligent monsters can have and steal Honor, just as any character can. As GM, you might find it a daunting task to keep track of so many individual Honor totals, but have no fear! HackMaster already provides the framework for applying Honor rules to the PCs' enemies and taking advantage of their folly. You need not track every single point for monsters, they work with the four basic categories: dishonorable, average honor, great honor and too much honor. This section give you tips on how to use the Honor system to the advantage of your monsters.

Many GMs neglect the value of Honor in softening up overconfident characters that have been wading through Kobold lairs and lack the proper respect for their opponents. Consider that much of the time, even an intelligent monster is inferior to his PC foe. This means that they must rely primarily on superiority of numbers to challenge a party. In addition to giving the monsters an edge in combat, superior numbers also allow each monster a chance to challenge a PC to an Honor Duel! While it's unlikely that the inferior opponent will win, you know odds are that the PC party will cheat. The GMG says that if someone cheats in an Honor duel, you should "adjust the amount of Honor stolen accordingly". This gives you free reign to keep those PCs in line. Let them gain a point or two if they're walking the lines, but blatant cheating should lead to zero adjustments or even reductions.

Or consider if a group of PCs is in a hurry; they'll likely refuse Honor Duels and lose Honor that way. Those enemies may fall anyway, but later the monster's allies face PCs who have fallen from their great Honor windows, or even into Dishonorable areas.

Counting coup can be even more fun. When a PC faces six or eight Robolds, chances are that one will get in a lucky hit on the PC once in awhile. That 1d4-1 points of damage probably doesn't scare many PCs, but even the weakest creature can steal Honor. This can sometimes be more devastating to a PC than taking real damage. (Players often make hilarious expressions the first time this happens to them.)



Intelligent monsters can have and steal Honor...

Alas, admonishment doesn't work well for monsters, it's more useful with NPCs. However, most every monster can play by Street Rules. This can be especially effective if the PCs are, say, invading the monsters' home (they rarely call it a "lair" in their own tongue...). Spiking drinks and making fools of invaders can come as a surprise to complacent parties who think to rest in the monster's home.

A very intelligent leader may even send underlings off to spread tales of the character's infamy elsewhere. People are always more willing to believe bad news than good, and they also tend to believe whatever news they hear first. For every day of such rumor-mongering by the PCs' enemy, there is a 10% chance that no audience will believe the characters' tales when they come by later to exercise bragging rights. Furthermore, there is a 1% chance per day that the villagers will actually become angry at lying PCs, who will then actually lose Honor when they attempt to exercise their bragging rights. (Never tell the players this, though if they push it they might figure it out by the NPCs' reactions.)

Honor Purges

Monsters have Honor, thus they have Honor Purges as well. Never, ever forget this! As discussed on page 86 of the HackMaster Player's Handbook, a character, or monster, can purge his Honor to escape any given situation that would otherwise cause his death or succeed at any task, even if there is only a 1% chance of success. Players hate it when the last Orc (or three) get away. They know they'll see them again and that they'll come back with a stronger force. Or imagine their reactions when a Kobold with a light crossbow manages to get a poisoned bolt shot through the paladin's eye slit on his great helm. Remember though that a creature can only purge Honor once per experience level. So if monster doesn't have level advancement available to him, he can only do it once in his life. Also, in order to purge Honor, the creature performing the act must have Great Honor.

Obviously, monsters won't purge their Honor unless they have reached a certain state of desperation. It takes a lot of hatred to accept Dishonor and the risk of bad karma. Purging Honor leaves the monster in the Dishonorable category.

Now you need to determine if the beastie has entered the bad karma zone. Note that this is generally scarier for characters than relatively weak monsters. Having wandering human and demi-human invaders walking into your home every few days or weeks to slaughter your friends could be considered mildly bad karma in the first place....

Just as with a character, when a monster drops into a position of Dishonor, it must make an Honor check to see if it suffers bad karma. This means that the monster must roll a certain number or higher on 1d20. Use the monster's original Honor category to determine the target number. Too Much or Great Honor: 15; Average Honor: 17; Dishonorable: 25 (which is tough). For every Hit Die above 6, add one to the monster's roll.

We have only one cautionary note regarding Honor and monsters: don't overdo it. If every single monster is doing things to the party's waterskins, the players will get suspicious and annoyed. A well-timed assault on Honor is far more effective (and satisfying) than wanton, unfocused and unimaginative attacks against PC Honor. On the other hand, a monster will likely purge its Honor rather than just stand there and die.

Changing Honor

If monsters can lose, steal and gain Honor, they can change their Honor categories. Luckily, you don't need to track every monster's individual Honor. It takes a fair amount of effort for a monster to improve its Honor by a category, as they don't actually get points in the same way that characters do. Consult Table 14: Monster Honor Changes for the percentage chance of a monster shifting its Honor category for a given event. Check immediately once a monster meets a given condition; these chances are NOT cumulative.

Generally, losing Honor involves purges or defeat by PCs, which monsters rarely survive. Also, a monster's Honor doesn't change as much due to use of combat skills.

Table 14: Monster Honor Changes

Chance of Improving Honor by One Category	
Delivering a critical hit	1%
Fulfilling a blood oath	1%
Landing a killing blow on a PC (or henchman, etc.)	1%
Repelling invading PCs	1%
Winning a contest or duel with humans or demi-humans	1%
Killing invading PCs	2%
Perpetrating a humiliating prank on an enemy	2%
Using crane skill	1% (if unsuccessful), 2% (if successful)
Capturing an Honor token	3%
Stealing Honor	(# of points stolen)%
Surviving a critical hit	(severity level)%
Chance of Dropping Honor by One Category	
Allowing a personal slight/insult to go unchallenged	1%
Dirty fighting	1%
Failing a berate check	1%
Losing a contest or duel with humans or demi-humans	1%
50% of group slain	1%
Taken prisoner	2%
75% of group slain	2%
Backing out of an Honor Duel	2%
Surrendering	3%
Having Honor stolen	(# of points stolen)%
Breaking a blood oath	See PHB Table 5B*

*Roll on Table PHB 5B. The indicated percentage is the chance of dropping one full Honor category.

Table 15: Effects of Eating Toxic Creatures

Roll 1d10	Poison
1	Class G
2	Class H
3	Class I
4	Class J
5-8	Class Q
9	Class R
10	GM choice

Other Features of this Book

Beginning on page 73 is Table 16: HackFactor/EP Ratio and Edibility, which includes data on the edibility of each monster and the HackFactor to EP ratio. The edibility information gives you a quick reference system for determining sustenance properties of each monster in the Hacklopedia. Each entry includes one of three code letters: E for Edible, I for Inedible, and T for Toxic; or N/A for those that can not be eaten for various reasons (such as being non-corporeal).

Edible creatures can provide sustenance to most characters that belong to a race described in the Player's Handbook. Items listed as inedible are so foul, tough or otherwise disturbing to one's system that no method of preparation can make it palatable. Most often someone who tries to eat a creature designated as inedible will not even be able to keep it down. In those rare cases when vomiting is miraculously suppressed, passing the ingested material will be a painful ordeal characterized by cramps, bloating, general discomfort and possibly even diarrhea or constipation. Such meals yield no nutritional value and become little more than a study in potential fraternity initiation pranks. Those listed as toxic generally have their effects described in the individual HOB entry. If there is no discussion of what the toxic effect is, roll on Table 15: Effects of Eating Toxic Creatures to determine the equivalent class of poison as described on page 206 of the GMG.

The HackFactor to EP ratio provides a highly useful tool to use when designing adventures. For convenience, each ratio is multiplied by 100 to give more easily comparable results (as opposed to small fractions). One can use this to estimate the risk versus the reward when a PC is fighting a monster. Monsters with a high HackFactor to EP ratio are good for the GM to use when trying to balance a campaign that has gotten out of control, as it maximizes the smack you can lay down on your PCs without awarding them an excessive amount of experience points. Look for monsters with a HackFactor to EP ratio of 2 or greater on the chart if that is your aim.

On the other side of the coin is the low HackFactor to EP ratios, especially useful for so-called "player-loving" GMs (this is no compliment). My friend, guard this information with the utmost secrecy. It would be very dangerous if the players had the information on which monsters provide the lowest HackFactor to EP ratio. They would seek these out preferentially and cause a virtual genocide of the poor bastards. Before long, your PCs would be gawdlike and your campaign would be out of control. Thus, place and use these monsters sparingly. Anything with a HF/EP ratio of 0.5 or less constitutes a low ratio.

This book also contains new critical hit and critical miss (fumble) charts that are applicable specifically to monsters. Use the critical hit chart for monsters that have bite attacks and the fumble chart for monsters that attack with natural body weaponry instead of crafted weapons.

You may also notice that Table 1: Fatigue Factor/Threshold of Pain includes a d10,000 column in order to allow the GM to select a monster on a random basis. This can aid the GM in determining the monster type for the psychotic Aversion to Monster flaw described on page 97 of the PHB. Of course, feel free to just pick an interesting monster type for your campaign if you don't want to roll randomly.

Furthermore, you will find Table 19: Monster List - HackFactor and Frequency, a convenient list of all the Hacklopedia monsters in the basic order of their Hackfactors and frequency of being encountered. And finally, you will find our massive summary chart, Table 21: Hacklopedia of Beasts Standard Creature Summary. This detailed table gives you the basic creature statistics for all the Hacklopedia monsters in one alphabetical list.

Now go rally your troops. The game awaits!

Table 1: Fatigue Factor/Threshold of Pain

Roll (1d10,000)	Name	EP	FF	ToP	Page #
Hacklopedia of Beasts Volume I					
1 – 5	Aarakian Brood Watcher	650	n/a	n/a	8
6 – 10	Aarakian Queen Mother	1400	n/a	n/a	8
11 – 15	Aarakian Warrior	175	n/a	n/a	8
16 – 20	Aarakian Worker	35	n/a	n/a	8
21 – 30	Aardvark, Dire	175	5	y	9
31 – 40	Aardvarkians	65	7	y	10
41 – 45	Aarnz Hound	85	7	y	10
46 – 50	Adapter	variable	variable	n/a	11
51 – 55	Adarupikus	35	n/a	n/a	12
56 – 60	Aerial Servant	10,000	n/a	y	13
61 – 65	Alligator, Giant	16,000	10	y	14
66 – 70	Ameoba, Giant	7,000	n/a	n/a	15
71 – 75	Angel	100,000	12	y	15
76 – 80	Angel: Redeemer	11,000	11	y	17
–	Ankou	7,000	6	y	18
–	Ankou's Skeletal Draught Horses...	420	9	y	19
81 – 85	Ant Hunter	65	6	y	20
86 – 90	Ant Lion, Giant	575+	5	n/a	19
91 – 95	Ant Men, Queen	1400	13	y	21
96 – 100	Ant Men, Enforcer	650	11	y	21
101 – 105	Ant Men, Red Fire	1+	variable	y	21
106 – 110	Ant Men, Shaman	175	8	y	21
111 – 115	Ant Men, Workers	35	6	y	21
116 – 120	Ant, Giant	35+	n/a	n/a	19
121 – 140	Anthraxian	35	4	y	23
141 – 145	Anti-Elemental, Air	2000+	n/a	n/a	24
146 – 150	Anti-Elemental, Earth	2000+	n/a	n/a	24
151 – 155	Anti-Elemental, Fire	2000+	n/a	n/a	24
156 – 160	Anti-Elemental, Water	2000+	n/a	n/a	24
161 – 170	Ape Shaman	175	5	y	27
171 – 180	Ape Shaman Warrior	270	6	y	27
181 – 190	Ape, Carnivorous	275	5	y	25
191 – 200	Ape, Gorilla	175	6	y	26
201 – 210	Ape, Pack (escaped – see Ape, Gorilla)	175	6	y	??
211 – 220	Ape, Shadow	65	6	y	26
221 – 225	Apparition	2,000	n/a	n/a	28
226 – 230	Arcane Merchant	3,000	4	y	29
231 – 235	Argos	26,422	10	y	30
236 – 240	Armadillo, Dire	175	5	y	31
241 – 245	Armored Foliage Creeper	variable	variable	n/a	32
246 – 250	Arvanger, Speckled	2000	n/a	n/a	32
251 – 255	Arvanger, Spotted	2500	n/a	n/a	32
256 – 260	Ashen Prowler	650	7	y	33
261 – 265	Astral Searcher	85	n/a	n/a	34
266 – 270	Attention Grabber	270	6	y	35
271 – 275	Augerlisk	975	5	y	36
276 – 280	Avenging Servant	20,000	n/a	n/a	37
281 – 285	Avianderthal	65	7	y	38
286 – 290	Babbler, Cantakerous	65	4	y	39
291 – 295	Babbler, Incessant	66	4	y	40
296 – 300	Babbler, Incoherent	67	4	y	40
301 – 305	Babbling Instigator	420	4	y	50
306 – 310	Baboon	35	6	y	41
311 – 315	Baboon-Man	65	7	y	42
316 – 320	Badger, Common	15	7	y	43
321 – 325	Badger, Dread	65	9	y	43
326 – 330	Badger, Giant	65	10	y	43
331 – 335	Bandy Tailed Fighting Cock	2700	10	y	44
336 – 340	Bane Lords	5000	n/a	n/a	45
341 – 345	Banshee Lord	7000	n/a	n/a	46
346 – 350	Banshee: Groaning Spirit	4000	n/a	n/a	45
351 – 355	Barbarian, Urban	65	7	y	47
356 – 360	Barbarian, warrior	175	7	y	47
361 – 365	Barracuda	15-65	variable	y	48
366 – 370	Basilisk, Burrowing	270	6	y	49
371 – 375	Basilisk, Greater	7,000	7	y	50
376 – 380	Basilisk, Lesser	975	6	y	50
381 – 385	Basilisk: Dracolisk	2000	8	y	49
386 – 395	Bat, Sinister	2000	9	y	52
396 – 405	Bat, Arcane	975	7	y	51
406 – 415	Bat, Azmyth	650	6	y	52
416 – 425	Bat, Common	15	3	y	52
426 – 435	Bat, Fire	65	6	y	51
436 – 445	Bat, Giant	420	5	y	52
446 – 455	Bat, Huge	270	4	y	52
456 – 465	Bat, Night Hunter	420	7	y	52
466 – 475	Bat, Pack	35	6	y	53
476 – 480	Beaked Horror	1400	5	y	54
481 – 485	Beaked Terror	65	3	y	54
486 – 490	Bear, Black	175	8	y	56
491 – 495	Bear, Blizzard	6000	15	y	56
496 – 500	Bear, Cave	650	11	y	56
501 – 505	Bear, Grizzly	420	10	y	56
506 – 510	Bear, Poisonous	3000	14	y	56
511 – 515	Bear, Polar	2000	13	y	56
516 – 520	Beast of Brd.: Horse, Draft	65	7	y	57
521 – 525	Beast of Brd.: Horse, Heavy War	120	8	y	58
526 – 530	Beast of Brd.: Horse, Light War	35	6	y	58
531 – 535	Beast of Brd.: Horse, Medium War	65	7	y	58
536 – 540	Beast of Brd.: Horse, Pony	35	6	y	57
541 – 545	Beast of Brd.: Horse, Riding	65	5	y	57
546 – 550	Beast of Brd.: Horse, Wild	35	6	y	57
551 – 555	Beast of Brd.: Mule	65	6	y	57
556 – 560	Beast of Brd.: Ox	65	7	y	57
561 – 565	Beast of Burden: Donkey	65	6	y	57
566 – 570	Beast Shaman	variable	variable	y	59
571 – 580	Beaver, Giant	270	7	y	60
581 – 585	Beaver, Great Red Marauding	650	7	y	61
586 – 590	Bee, Giant Bumblebee	420	n/a	n/a	62
591 – 595	Bee, Giant Soldier	270	n/a	n/a	62
596 – 600	Bee, Giant Worker	175	n/a	n/a	62
601 – 605	Bee, Regular	1	n/a	y	62
606 – 610	Beetle, Giant Artillery	270	n/a	y	64
611 – 615	Beetle, Carnage	420	n/a	y	63
616 – 620	Beetle, Common	1	n/a	y	65
621 – 625	Beetle, Death Watch	2000	n/a	y	63
626 – 630	Beetle, Dung	35	n/a	y	67
631 – 635	Beetle, Flesh-Eating Gargantuan	10,000	n/a	y	63
636 – 640	Beetle, Giant Bombardier	120	n/a	y	64
641 – 645	Beetle, Giant Boring	175	n/a	y	67
646 – 650	Beetle, Giant Fire	35	n/a	y	67
651 – 655	Beetle, Giant Rhinoceros	4000	n/a	y	67
656 – 660	Beetle, Giant Stag	975	n/a	y	67
661 – 665	Beetle, Giant Water	120	n/a	y	67
666 – 670	Beetle, Predacious Diving	650	n/a	y	63
671 – 675	Beetle, Predacious Dungeon	6,000	n/a	y	63
676 – 680	Beetle: Goldbug	65	n/a	y	66
681 – 685	Behemoth	3000	10	y	68
686 – 686	Beholder, Blind	2000	8	y	69
687 – 687	Beholder, Common	14,000	9	y	69
688 – 688	Beholder, Death Kiss	8000	7	y	71
689 – 689	Beholder, Elder Orb	47,000	6	y	71
690 – 690	Beholder, Eye of the Deep	4,000	7	y	69
691 – 691	Beholder, Gauth	4000	11	y	71
692 – 692	Beholder, Spectator	4000	9	y	71
693 – 693	Beholder, Undead	13,000	n/a	y	71
694 – 694	Beholder, Voyeur	4000	7	y	71
695 – 695	Beholder-kin, Director	10,000	7	y	73
696 – 696	Beholder-kin, Examiner	6,000	6	y	73
697 – 697	Beholder-kin, Hive Mother	24,000	8	y	73
698 – 698	Beholder-kin, Lensman	175	4	y	73
699 – 699	Beholder-kin, Overseer	15,000	7	y	73
700 – 700	Beholder-kin, Watcher	420	5	y	73
701 – 705	Bird: Collector	500	4	y	76
706 – 710	Bird: Condor	175	8	y	77
711 – 715	Bird: Falcon	65	4	y	77
716 – 720	Bird: Flightless	15+	variable	y	77
721 – 725	Bird: Flightless Aquatic	5	3	y	75
726 – 730	Bird: Hawk, Large	65	4	y	77
731 – 735	Bird: Standard	1/10	4	y	77
736 – 740	Bird: Swan	65	7	y	75
741 – 745	Bison'vyders	270	6	y	78
746 – 750	Black Annis	2000	8	y	79
751 – 755	Black Poppy	15	n/a	n/a	79
756 – 760	Blind Wretched Pursuer	3000	4	n/a	80
761 – 765	Blink Dawg	270	4	y	81
766 – 770	Blood Guzzler	8000	6	y	81
771 – 775	Blood Hawk	35	3	y	82
776 – 780	Blue Throttle	175	n/a	n/a	83
781 – 785	Boar, Giant	420	9	y	85
786 – 790	Boar, Man	175	5	y	83
791 – 795	Boar, Snow	175	6	y	85
796 – 800	Boar, Warthog	65	5	y	85
801 – 805	Boar, Wild	120	8	y	85
806 – 810	Bog Lurker	8000	n/a	n/a	85
811 – 815	Bogels: Trows	650	4	y	87
816 – 820	Boggelman	65	n/a	n/a	86
821 – 825	Bolter	420	11	y	87
826 – 830	Bone Scavenger	15	2	y	89
831 – 835	Boobrie	2000	4	y	89
836 – 840	Boot Mauler	35	n/a	n/a	90
841 – 845	Boring Barnacles	15	n/a	n/a	90
846 – 850	Bovinians	175	4	y	91
851 – 855	Bowler	5+	n/a	y	91
856 – 860	Brain Mite, Carnivorous	120	n/a	n/a	92
861 – 865	Brain Mole	35	2	n/a	93
866 – 885	Brownie, Barbarian	175	7	y	94
886 – 905	Brownie, Greater	35	4	y	94

906 – 925	Brownie, Normal	175	3	y	94
926 – 945	Brownie, Quickling	2000	4	y	94
946 – 950	Buffalo/Bison	420	5	y	96
951 – 960	Bugbear	175	6	y	96
961 – 970	Bugbear, Greater	2000	7	y	96
971 – 975	Bulette	4000	7	y	97
976 – 980	Bulette, Hammerhead	4000	7	y	97
981 – 985	Bull Angler	2000	6	y	99
986 – 990	Bullboon	65	6	y	99
991 – 995	Bullfrog, Giant	270	4	y	100
996 – 1000	Bullfrog, Giant Man-eating	420	5	y	100
1001 – 1010	Bullywug	65	4	y	101
1011 – 1015	Bullywug, Advanced	120	4	y	101
1016 – 1020	Butterfly, Steed/Mount	120	n/a	n/a	102
1021 – 1025	Camel, Carrion	120	5	y	103
1026 – 1030	Camel, Wild	120	6	y	103
1031 – 1035	Camp Moth	7	n/a	n/a	104
1036 – 1040	Carcass Seether	35	n/a	n/a	104
1041 – 1045	Carnagesaur	6000	8	y	105
1046 – 1050	Carnivorous Coral	35	n/a	n/a	106
1051 – 1055	Carrion Crawler	270	6	n/a	106
1056 – 1060	Carrion Crawler, Nine-Tentacled	420	7	n/a	106
1061 – 1065	Carrion Grub	20	4	n/a	107
1066 – 1070	Carrion Pecker	7	3	y	108
1071 – 1075	Cat, Great: Common Lion	650	6	y	110
1076 – 1080	Cat, Great: Mountain Lion	720	6	y	110
1081 – 1085	Cat, Great: Spotted Lion	975	7	y	110
1086 – 1090	Cat, Great: Cheetah	175	4	y	108
1091 – 1095	Cat, Great: Giant Lynx	175	7	y	110
1096 – 1100	Cat, Great: Jaguar	420	6	y	109
1101 – 1105	Cat, Great: Leopard	420	6	y	109
1106 – 1110	Cat, Great: Smilodon	1400	8	y	110
1111 – 1115	Cat, Great: Snow Leopard	270	7	y	109
1116 – 1120	Cat, Great: Wild Tiger	650	10	y	112

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1121 – 1125	Cat, Small: Domestic	7	2	y	8
1126 – 1130	Cat, Small: Elven	650	5	y	8
1131 – 1135	Cat, Small: Wild	35	12	y	8
1136 – 1140	Cataplasm	650	7	n/a	9
1141 – 1145	Catfish, Giant	975	4	y	9
1146 – 1150	Catoblepas	975	8	y	10
1151 – 1155	Cattle, Wild	270	8	y	11
1156 – 1160	Cave Chameleon, Gargantuan	6,000	7	y	12
1161 – 1165	Cave Chameleon, Large	975	7	y	12
1166 – 1170	Cave Cricket, Carnivorous	125	n/a	n/a	13
1171 – 1175	Cave Fisher	175	n/a	n/a	13
1176 – 1180	Cave Moray	300	10	n/a	14
1181 – 1185	Centaur	175+	7	y	15
1186 – 1190	Centaur Ant	270	n/a	n/a	16
1191 – 1195	Centaur, Syntaur	variable	7	y	15
1196 – 1200	Centipede, Giant	35	6	n/a	17
1201 – 1205	Centipede, Huge	35	6	n/a	17
1206 – 1210	Centipede, Megalo-	175	6	n/a	17
1211 – 1215	Centipede, Tunnel	1400	9	n/a	17
1216 – 1220	Centipus	15,000	8	y	18
1221 – 1225	Centisteed	975	9	y	18
1226 – 1230	Cerebral Mauler/Marauder	975	9	y	19
1231 – 1235	Cerebral Parasite	1	n/a	n/a	20
1236 – 1240	Chaos Corpse	100+	n/a	n/a	20
1241 – 1245	Chaos Feeder	650	6	y	21
1246 – 1250	Chimera	5000	8	y	22
1251 – 1255	Chimera: Gorgimera	6000	8	y	22
1256 – 1260	Chimera: Mimera	6000	8	y	22
1261 – 1265	Chimera: Shymera	3000	8	y	22
1266 – 1270	Chimney Mites	1	n/a	n/a	23
1271 – 1275	Chimney Sneak	120	n/a	n/a	24
1276 – 1280	Chimparians	65	8	y	25
1281 – 1285	Cloaker	1400	6	y	26
1286 – 1290	Clubnek	35	7	y	26
1291 – 1295	Cockatrice	650	4	y	27
1296 – 1300	Cockatrice: Cryolisk	1400	8	y	27
1301 – 1305	Cockatrice: Polylisk	650	6	y	27
1306 – 1310	Cockatrice: Pyrolisk	1400	8	y	27
1311 – 1320	Cockroach, Carnivorous Giant	420	6	n/a	28
1321 – 1330	Cockroach, Hair Lipped	120	5	n/a	30
1331 – 1340	Cockroach, Hissing	15	7	n/a	31
1341 – 1350	Cockroach, Lightning	270	7	n/a	31
1351 – 1360	Cockroach, Oriental	65	7	n/a	31
1361 – 1370	Cockroach, Shortwinged	270	5	n/a	31
1371 – 1380	Cockroach: Cheetah	65	8	n/a	29
1381 – 1390	Cockroach: Dire	120	9	n/a	30
1391 – 1395	Coffer Corpse	65	n/a	n/a	32
1396 – 1400	Confusion Beast	650	7	y	33
1401 – 1405	Corby, Dire	35	6	y	33
1406 – 1410	Corpse Crab	15	3	n/a	34
1411 – 1415	Corpse Skink	65	5	y	34
1416 – 1420	Couatl	6000	8	y	35
1421 – 1425	Crab Man	65	5	y	36
1426 – 1430	Crane, Dire	175	8	y	37
1431 – 1435	Crawling Claw	35	n/a	n/a	37
1436 – 1440	Creeper, Purple Howling	65	10	y	38
1441 – 1445	Creeper, Yellow Musk	120	n/a	y	39
1446 – 1450	Creeping Horror	175	5	y	39
1451 – 1455	Cricket, Common	1/100	n/a	n/a	40
1456 – 1460	Criocamp	175	8	y	41
1461 – 1465	Crocodile, Giant	1400	7	y	41
1466 – 1470	Crocodile, Normal	65	6	y	41
1471 – 1475	Crocolisk	1600	7	y	42
1476 – 1480	Crop Lurker	120	7	y	43
1481 – 1485	Crouching Hopper	65	10	y	43
1486 – 1490	Crustacean: Crab, Dire	420	6	y	45
1491 – 1495	Crustacean: Crab, Giant	65	5	y	45
1496 – 1500	Crustacean: Crayfish, Giant	175	10	y	45
1501 – 1505	Crustacean: Lobster, Giant	650	12	y	45
1506 – 1510	Crypt Thing	420	n/a	n/a	46
1511 – 1515	Culvert Fiend	35	4	n/a	46
1516 – 1520	Cyclops, Common	2000	7	y	47
1521 – 1525	Cyclops, True	19,000	8	y	47
1526 – 1530	Dao	3000	9	y	48
1531 – 1535	Dark Folk, Creeper	120	7	y	49
1536 – 1540	Dark Folk, Stalker	270	7	y	49
1541 – 1545	Dark Seether	120	n/a	y	50
1546 – 1550	Dawg, Rottweiler	65	8	y	50
1551 – 1555	Dawg, War	65	8	y	51
1556 – 1560	Dawg, Wild	35	7	y	51
1561 – 1565	Death Dawg	120	7	y	52
–	Death Harvester	10,000	n/a	n/a	52
1566 – 1570	Death Knight	6000	n/a	n/a	53
1571 – 1575	Death Weaver	175+	n/a	n/a	54
–	Death's Minions	120	n/a	n/a	54
1576 – 1580	Deepspawn	12,000	n/a	n/a	55
1581 – 1585	Demilich	6000	n/a	n/a	56
1586 – 1590	Denzelian	900+	n/a	n/a	56
1591 – 1595	Desmodian	35	4	y	57
1596 – 1600	Disenchanter	270	5	y	58
1601 – 1605	Dispatcher	variable	special	y	59
1606 – 1610	Displacer Beast	650	6	y	59
1611 – 1615	Djinni	4000	9	y	60
1616 – 1620	Djinni, Black	5000	10	y	60
1621 – 1625	Djinni, Noble	7000	9	y	60
1626 – 1630	Dolphin	120	8	y	61
1631 – 1635	Doom Harvester	1400	n/a	n/a	62
1636 – 1640	Doombat, Mortal	420	9	y	62
1641 – 1645	Doorant, Spirit	1400	n/a	n/a	63
1646 – 1650	Doorant, Tree	975	n/a	n/a	63
1651 – 1655	DoppleEwe	270	7	y	64
1656 – 1660	Doppleganger	270	6	y	65
1661 – 1665	Doppleganger, Master	1400	6	y	66
1666 – 1670	Doppleganger, Predator	1000	6	y	66
1671 – 1675	Dopplemeister	3000	7	y	66
1676 – 1680	Doppler Croc	650	7	y	68
1681 – 1685	Draat	65	4	y	68
1686 – 1690	Dracolich	1000+	n/a	n/a	69
1691 – 1691	Dragon, Ancient Albino Scoria	variable	variable	y	77
1692 – 1692	Dragon, Black	variable	variable	y	78
1693 – 1693	Dragon, Blue Horny-Ridged	variable	variable	y	80
1694 – 1694	Dragon, Blue Sp.-Bkd Bl.-Ridged	variable	variable	y	79
1695 – 1695	Dragon, Blue Spiny-Horned	1400	8	y	81
1696 – 1696	Dragon, Brass	variable	variable	y	82
1697 – 1697	Dragon, Bronze	variable	variable	y	83
–	Dragon, Chromatic	100,000+	9	y	84
1698 – 1698	Dragon, Cloud	variable	variable	y	85
1699 – 1699	Dragon, Copper	variable	variable	y	86
1700 – 1700	Dragon, Copper Slag-	variable	variable	y	86
1701 – 1701	Dragon, Gold	variable	variable	y	88
1702 – 1702	Dragon, Green	variable	variable	y	89
1703 – 1703	Dragon, Mist	variable	variable	y	90
1704 – 1704	Dragon, Mottled	see entry	variable	y	91
1705 – 1705	Dragon, Onyx	variable	variable	y	92
–	Dragon, Platinum	100,000+	10	y	93
1706 – 1706	Dragon, Red	variable	variable	y	93
1707 – 1707	Dragon, Red-Cr. Amber Bellied	variable	variable	y	95
1708 – 1708	Dragon, Shadow	variable	variable	y	96
1709 – 1709	Dragon, Silver	variable	variable	y	97
1710 – 1710	Dragon, Slag-Scaled Titanium	variable	variable	y	98
1711 – 1711	Dragon, Speckled	variable	variable	y	99
1712 – 1712	Dragon, Spiny	variable	variable	y	100
1713 – 1713	Dragon, Swack Iron	variable	variable	y	101
1714 – 1714	Dragon, Swack Iron Albino	variable	variable	y	101
1715 – 1715	Dragon, White	variable	variable	y	102
1716 – 1720	DragonFaerie	3000	5	y	103
1721 – 1725	Dragonfish	65	3	y	104
1726 – 1730	Dragonfly, Giant	650	7	y	104

1731 – 1735	DragonHorse	1400	8	y	105
1736 – 1740	DragonKomodo	420	5	y	106
1741 – 1745	DragonKomodo, Dire	650	7	y	106
1746 – 1750	DragonKomodo, Giant	2000	6	y	106
1751 – 1755	DragonLord	variable	variable	y	107
1756 – 1760	Dragonne	2000	7	y	108
1761 – 1765	Dragonnel	650	10	y	109
1766 – 1770	Dralch	420	11	y	109
1771 – 1775	Drelb	975	9	n/a	110
1776 – 1785	Drider	3000+	12	y	111
1786 – 1795	Drow	650+	5	y	111
1796 – 1805	Drow, Half-	65	8	y	113
1806 – 1815	Drowtaur	650+	7	y	114
1816 – 1820	Dryad	975	4	y	115
1821 – 1825	Dune Stalker	420	6	y	116
1826 – 1830	Dungeon Anemone	650	4	n/a	116
1831 – 1835	Dungeon Cat	65	3	y	117
1836 – 1840	Dust Digger	275	5	y	118
1841 – 1845	Dwarf, Derro	975+	5	y	118
1846 – 1855	Dwarf, Duergar	975+	8	y	119
1856 – 1865	Dwarf, Gully	270	8	y	122
1866 – 1870	Dwarf, Hill	175	6	y	121
1871 – 1875	Dwarf, Mountain	270	7	y	121
1876 – 1885	Dwarf, Pygmy	175	5	y	122
1886 – 1890	Dwarven Warhorse	270	12	y	124
1891 – 1895	Eagle, Gargantuan	650	6	y	125
1896 – 1900	Eagle, Giant	420	5	y	125
1901 – 1905	Eagle, Wild	175	4	y	125
1906 – 1910	Eblis	650+	10	y	126
1911 – 1915	Eel, Electric	120	5	y	127
1916 – 1920	Eel, Giant	175	6	y	127
1921 – 1925	Eel, Weed	65	5	y	127
1926 – 1930	Efreeti	8000	7	y	127

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1931 – 1935	Elemental, Air	variable	n/a	n/a	8
1936 – 1940	Elemental, Earth	variable	n/a	n/a	8
1941 – 1945	Elemental, Fire	variable	n/a	n/a	8
1946 – 1950	Elemental, Greater Periodic	14,000	n/a	n/a	10
1951 – 1955	Elemental, Water	variable	n/a	n/a	8
1956 – 1960	Elephant, Club Trunked	1500	6	y	11
1961 – 1965	Elephant, SabreToothed	2000	6	y	11
1966 – 1970	Elephant, Small-Eared	1400	5	y	11
1971 – 1975	Elephant, Standard	1400	5	y	11
1976 – 1980	Elf, Aquatic	420	7	y	13
1981 – 1990	Elf, Grel Cleric	975	6	y	15
1991 – 2000	Elf, Grel Mages	975	6	y	15
2001 – 2005	Elf, Grey	420	6	y	13
2006 – 2010	Elf, Grugach	175	7	y	15
2011 – 2015	Elf, Half-	120	6	y	17
2016 – 2020	Elf, High	420	5	y	13
2021 – 2030	Elf, Hunter Grel	420	6	y	15
2031 – 2035	Elf, Shadow	650	7	y	18
2036 – 2045	Elf, Shadow Grel	830	6	y	15
2046 – 2050	Elf, Valley	120	7	y	18
2051 – 2055	Elf, Wood	420	6	y	13
2056 – 2060	Elk, Dire	175	6	y	19
2061 – 2065	Elven Pony	270	5	y	20
2066 – 2070	Elven Wardawg	125	6	y	20
2071 – 2075	Enchanted Doors	variable	n/a	n/a	21
2076 – 2080	Enigma Lice	1+	n/a	n/a	22
2081 – 2085	Enslaver of the Deep	5000	4	y	22
2086 – 2090	Enveloper	420+	5	y	23
2091 – 2095	Ettercap	650	3	y	24
2096 – 2100	Ettin	1400	6	y	24
2101 – 2105	Eye, Floating	35	2	y	25
2106 – 2115	Fairy, Carnivorous, Glitter	65	3	y	26
2116 – 2125	Fairy, Carnivorous, Hardcore	170	6	y	26
2126 – 2135	Fairy, Carnivorous, Hunter	120	7	y	26
2136 – 2145	Fairy, Carnivorous, Seasoned	65	3	y	26
2146 – 2155	Fairy, Carnivorous, Wild	35	4	y	26
2156 – 2165	Fairy, Gorge	35	2	y	29
2166 – 2175	Fairy, Standard	35	2	y	29
2176 – 2185	Fairy, Water Crested	25	2	y	29
2186 – 2190	Felarn	35	4	y	29
2191 – 2195	Ferret, Man-Eating	35	6	y	30
2196 – 2200	Festering Reaver	6000	8	n/a	31
2201 – 2205	Fire Ants	1/10	n/a	n/a	31
2206 – 2210	Fire-Monk	75	9	y	32
2211 – 2215	Firedrake	420	6	y	33
2216 – 2220	Firefly, Dire	300	9	y	33
2221 – 2225	Firenewt, Cleric	270	8	y	35
2226 – 2230	Firenewt, Common	120	7	y	35
2231 – 2235	Firenewt, Elite	170	8	y	35
2236 – 2240	Firenewt, Overlord	720	10	y	35
2241 – 2245	Firenewt, Strider	370	5	y	35
2246 – 2250	Firetoad	270	6	y	35
2251 – 2255	Flail Snail	420+	6	y	36
2256 – 2260	Flailing Wailer	270	4	y	37
2261 – 2265	Flesh Thrasher	2000	5	n/a	37
2266 – 2270	Fleshpecker	15	3	y	38
2271 – 2275	Fly, Giant Horse-	370	5	n/a	39
2276 – 2285	Frog, Chain Reaction	175	3	y	40
2286 – 2295	Frog, Giant	120+	3	y	40
2296 – 2305	Frog, Killer	35	9	y	40
2306 – 2315	Frog, Poisonous	65	3	y	40
2316 – 2325	Frog, Yellow	7	3	y	41
2326 – 2330	Fungi, Violent	420	n/a	n/a	42
2331 – 2335	Fungi, Violet	270	n/a	n/a	42
2336 – 2340	Fungroid	1400	n/a	n/a	43
2341 – 2345	Fungus Rot (Disease/Parasite)	0	n/a	n/a	44
2346 – 2350	Gagwaller	660	4	y	44
2351 – 2355	Galeb Duhr	8-10,000	7	n/a	45
2356 – 2360	Gar, Giant	1300	3	y	46
2361 – 2365	Gargoyle Lord	1500	13	y	47
2366 – 2370	Gargoyle, Common	420	9	y	47
2371 – 2375	Gargoyle, Kapoacinth	425	11	y	47
2376 – 2380	Gas Spore	120	n/a	n/a	48
2381 – 2385	Gelatinous Cube	725	n/a	n/a	49
2386 – 2390	Ghast	650	n/a	n/a	49
2391 – 2395	Ghost	7000	n/a	n/a	50
2396 – 2400	Ghoul, Common	175	n/a	n/a	51
2401 – 2405	Ghoul: Lacedon	175	n/a	n/a	51
2406 – 2410	Giant Desert Beaver	175	5	y	65
2411 – 2415	Giant, Cloud	10,000	7-12	y	52
2416 – 2420	Giant, Firbolg	8000 (9000 Shaman)	12	y	53
2421 – 2425	Giant, Fire	8000	7-10	y	54
2426 – 2430	Giant, Fog	5000	6	y	55
2431 – 2435	Giant, Fomorian	6000	8	y	56
2436 – 2440	Giant, Frost	7000	6-9	y	57
2441 – 2445	Giant, Gorge	8,000+	6	y	58
2446 – 2450	Giant, Hill	3000	6-7	y	59
2451 – 2455	Giant, Mist	4000	6	y	59
2456 – 2460	Giant, Mountain	7000	8	y	60
2461 – 2465	Giant, Prairie	5000	6	y	61
2466 – 2470	Giant, Scorn	4000	6	y	62
2471 – 2475	Giant, Stone	7000	7-8	y	63
2476 – 2480	Giant, Storm	14,000+	7-12	y	64
2481 – 2485	Giant, Verbeeg	650	10	y	65
2486 – 2490	Gibbering Mouther	420	8	y	66
2491 – 2495	Gibbon	15	4	y	67
2496 – 2500	Githyanki	1+	variable	y	67
2501 – 2505	Githzerai	1+	variable	y	69
2506 – 2510	Gloomwing	650	6	n/a	70
2511 – 2515	Glow Worm	7	2	n/a	71
2516 – 2520	Gnarl-rons	120	8	y	72
2521 – 2525	Gnoll, Desert	35	6	y	73
2526 – 2530	Gnoll, Headhunter	35	4	y	73
2531 – 2535	Gnoll, Standard	65+	4	y	73
2536 – 2545	Gnome Titans	65+	5	y	75
2546 – 2555	Gnome, Common	65+	3	y	75
2556 – 2565	Gnome, Feral	120	6	y	75
2566 – 2575	Gnome, Forest	120	4	y	75
2576 – 2585	Gnome, Svirfneblin	420	4	y	75
2586 – 2595	Gnome, Tinker	65	3	y	75
2596 – 2605	Gnomeling	15	3	y	79
2606 – 2615	Gnomish Doom Lord	2000+	6	y	79
2616 – 2625	Goat	35	7	y	80
2626 – 2635	Goat, Giant	270	6	y	80
2636 – 2645	Goblin, Common	15+	4	y	81
2646 – 2655	Goblin, Gibbering	420	8	y	81
2656 – 2660	Gold Bane	125	n/a	n/a	83
2661 – 2665	Golem Master	2000+	5	y	88
2666 – 2670	Golem, Blood	925	n/a	n/a	84
2671 – 2675	Golem, Clay	5000	n/a	n/a	84
2676 – 2680	Golem, Flesh	2000	n/a	n/a	85
2681 – 2685	Golem, Gristle	8000	n/a	n/a	86
2686 – 2690	Golem, Guardian	420	n/a	n/a	87
2691 – 2695	Golem, Iron	14,000	n/a	n/a	88
2696 – 2700	Golem, Muck	650	n/a	n/a	89
2701 – 2705	Golem, Muck, Diseased	975	n/a	n/a	89
2706 – 2710	Golem, Puppet	120	n/a	n/a	90
2711 – 2715	Golem, Stone	8000	n/a	n/a	91
2716 – 2720	Goo, Amber	0	n/a	n/a	92
2721 – 2725	Gopher, Sewer	175	7	y	93
2726 – 2730	Gorangatang	270	4	y	93
2731 – 2735	Gore Monger, Insatiable	1400	4	y	94
2736 – 2740	Gorecupine	650	4	y	95
2741 – 2745	Goregon	1400	6	y	96
2746 – 2750	Gorger, Dire	3000	5	y	96
2751 – 2755	Gorizzla	270	5	y	97
2756 – 2760	Gorphin	180	8	y	98
2761 – 2765	Gouger, Cave	150	3	y	99
2766 – 2770	Gouger, Dark	175	9	y	99

2771 – 2775	Gouger, Fanged	275	4	y	99
2776 – 2780	Gouger, Great	420	5	y	99
2781 – 2785	Grappling Thrasher	980	n/a	n/a	101
2786 – 2790	Grave Scrounger	175	n/a	n/a	102
2791 – 2800	Gremlin	650	3	y	103
2801 – 2805	Gremlin, Galltrit	15	n/a	y	103
2806 – 2810	Grendel	11,000	12	y	104
2811 – 2815	Grieving Herald	420	n/a	n/a	104
2816 – 2820	Griffon	650	6	y	106
2821 – 2825	Grig	65	n/a	y	106
2826 – 2830	Grim	1400	7-12	y	107
2831 – 2835	Grimlock	65+	6	y	108
2836 – 2840	Grippli	65	6	y	109
2841 – 2845	Grizzled Bankrass	650	6	y	110
2846 – 2850	Grizzly Squirrel	35	6	y	111
2851 – 2855	Grynurian Monk	65	7	y	111
2856 – 2860	Guardian Familiar	2000	3	n/a	112
2861 – 2865	Guardian Spirit	4000	n/a	n/a	113
2866 – 2870	Gummy Fiend	2000	6	n/a	114
2871 – 2875	Gut Waller	100+	4	y	115
2876 – 2880	Gut Waller Serpent	270+	4	y	116
2881 – 2885	Hag, Green	2000	5	y	116
2886 – 2890	Hag, Sea	4000	5	y	116
2891 – 2900	Halfling, Hairfoot	35	4	y	118
2901 – 2910	Halfling: Stout	35	4	y	118
2911 – 2920	Halfling: Tallfellow	35	4	y	118
2921 – 2930	Halfling: Thug	35	5	y	118
2931 – 2935	Hangman Tree	4000+	n/a	n/a	120
2936 – 2940	Harpy	975	5	y	121
2941 – 2945	Haunt	2000	n/a	n/a	122
2946 – 2955	HedgeHawg, Giant	270	5	y	123
2956 – 2965	HedgeHawg, Vorpal-Clawed	420	9	y	123
2966 – 2970	Hedley Kow	420	5	y	124
2971 – 2975	Heel Borer	120	n/a	y	124
2976 – 2980	Herd Animals	35+	4	y	125
2981 – 2985	Hippocampus	120	5	y	126
2986 – 2990	Hippogriff	175	8	y	127
2991 – 2995	Hippopotamus	975	6	y	128

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2996 – 3000	Hoar Fox	35	5	y	8
3001 – 3005	Hoar'daa Bull	600	n/a	y	9
3006 – 3010	Hoar'daa Cow	1400	n/a	y	9
3011 – 3015	Hoar'daa Larvae	85	n/a	y	9
3016 – 3020	Hobgoblin	35+	6	y	10
3021 – 3025	Hollyphant	5000	13	y	11
3026 – 3030	Homonculous	270	n/a	y	12
3031 – 3035	Hood Winker	175	7	n/a	13
3036 – 3040	Hook Horror	120	5	y	13
3041 – 3045	Horned Rager	650	5	y	14
3046 – 3050	Horned Simian Bush-Grappler	420	6	y	15
3051 – 3055	Hornet, Carnivorous	1	n/a	n/a	16
3056 – 3060	Hornet, Giant	270	n/a	n/a	16
3061 – 3065	Hound of Ill Omen	0	n/a	n/a	17
3066 – 3070	Hubrisite	2000	n/a	n/a	18
3071 – 3075	Huecuva	270	n/a	n/a	18
3076 – 3080	Hulking Mound	5000	n/a	n/a	19
3081 – 3085	Humanimals, Greater	650	4	y	20
3086 – 3090	Humanimals, Lesser	175	4	y	20
3091 – 3095	Hunched Shocker	650	5	y	21
3096 – 3096	Hydra: common	2000	6	y	22
3097 – 3097	Hydra: Cryo	3000	7	y	22
3098 – 3098	Hydra: Lernaean	3000	7	y	22
3099 – 3099	Hydra: Medusa	5000	9	y	22
3100 – 3100	Hydra: Pyro	3000	8	y	22
3101 – 3105	Hyena	65	3	y	23
3106 – 3110	Hyena, Giant	175	5	y	23
3111 – 3115	Ice Fiend	175	7	n/a	24
3116 – 3120	Ichthyocentaur	275	5	y	25
3121 – 3125	Igneous Walker	420	9	y	26
3126 – 3130	Impaler, Crimson	15	n/a	n/a	27
3131 – 3135	Impaler, Purple	85	n/a	n/a	27
3136 – 3140	Impaler, Rainbow	205	n/a	n/a	27
3141 – 3145	Impeder, Great Lucid	4200	15	y	28
3146 – 3150	Incinerator	420	5	y	29
3151 – 3155	Indigo Ambusher	65	6	y	30
3156 – 3160	Infernal Slayer	2000	11	y	31
3161 – 3165	Insidious Ichor	420	n/a	n/a	31
3166 – 3170	Insidious Stalker	270	6	y	32
3171 – 3175	Intellect Devourer, Adult	6000	11	y	33
3176 – 3180	Intellect Devourer, Larva	650	8	y	33
3181 – 3185	Invisible Heckler	2000	n/a	n/a	34
3186 – 3190	Invisible Horror	270	n/a	n/a	35
3191 – 3195	Invisible Stalker	3000	n/a	n/a	35
3196 – 3200	Iron Cobra	120	5	n/a	36
3201 – 3205	Ixitxachitl: Cleric	120	5	y	37
3206 – 3210	Ixitxachitl: standard	65	5	y	37
3211 – 3215	Ixitxachitl: Vampire	120	6	y	37
3216 – 3220	Jabbervock, Vile	6200	6	y	37
3221 – 3225	Jackal	7	2	y	38
3226 – 3230	Jackalope, Pronghare	30	3	y	39
3231 – 3235	Jackalope, Standard	15	3	y	39
3236 – 3240	Jackalwere	420	5	y	40
3241 – 3245	Jaculi	35	5	y	41
3246 – 3250	Jaded Mannacle	270	n/a	n/a	41
3251 – 3255	Jann	2000+	7	y	42
3256 – 3260	Jarvin-taur	35	5	y	43
3261 – 3265	Jaundiced Grappler	1400	5	y	43
3266 – 3270	Jelly, Grease	650	n/a	n/a	44
3271 – 3275	Jelly, Mustard	2200	n/a	n/a	45
3276 – 3280	Jelly, Ochre	270	n/a	n/a	45
3281 – 3285	Jelly, Symbiotic	65	n/a	n/a	46
3286 – 3290	Jellyfish, Common	7	n/a	n/a	47
3291 – 3295	Jellyfish, Dire Man O' War	975	n/a	n/a	47
3296 – 3300	Jellyfish, Flying Swamp	420	n/a	n/a	47
3301 – 3305	Jellyfish, Giant	270	n/a	n/a	47
3306 – 3310	Jellyfish: Man-O-War	35+	n/a	n/a	47
3311 – 3315	Jellyling	975	n/a	n/a	48
3316 – 3320	Jungle Terror	1400	5	y	49
3321 – 3325	Jungle-Drac	125+	5	y	49
3326 – 3330	Jurassic Cr.: Tyrannosaurus Rex	10,000	7	y	58
3331 – 3335	Jurassic Creatures: Ankylosaurus	1400	5	y	50
3336 – 3340	Jurassic Creatures: Archaeopteryx	35	6	y	51
3341 – 3345	Jurassic Creatures: Brontosaurus	18,000	8	y	51
3346 – 3350	Jurassic Creatures: Camptosaurus	7	3	y	52
3351 – 3355	Jurassic Creatures: Deinonyschus	170	5	y	52
3356 – 3360	Jurassic Creatures: Dimetrodon	120	5	y	53
3361 – 3365	Jurassic Creatures: Diplodocus	16,000	8	y	53
3366 – 3370	Jurassic Creatures: Elasmosaurus	6,000	6	y	53
3371 – 3375	Jurassic Creatures: Icthyosaurus	975	5	y	54
3376 – 3380	Jurassic Creatures: Lambeosaurus	2000	5	y	54
3381 – 3385	Jurassic Creatures: Mamenchisaurus	5000	5	y	55
3386 – 3390	Jurassic Creatures: Nothosaurus	4000	5	y	55
3391 – 3395	Jurassic Creatures: Plesiosaurus	9000	7	y	55
3396 – 3400	Jurassic Creatures: Pteranodon	175	8	y	56
3401 – 3405	Jurassic Creatures: Stegosaurus	7000	5	y	56
3406 – 3410	Jurassic Creatures: Triceratops	7000	5	y	56
3411 – 3415	Jurassic Creatures: Triloblights	375	5	y	57
3416 – 3420	Jurassic Creatures: Velociraptor	975	6	y	58
3421 – 3425	Jurynday, Freshwater	4000	5	y	59
3426 – 3430	Jurynday, Saltwater	7000	5	y	59
3431 – 3435	Kangarai Warrior	120	6	y	60
3436 – 3440	Kangaroo Flea, Giant	35	n/a	n/a	61
3441 – 3445	Kangaroo, common	65	4	y	61
3446 – 3450	Kangaroo, Marauding	65	9	y	61
3451 – 3455	Karkadann	975	10	y	62
3456 – 3460	Kenku	175+	5	y	63
3461 – 3465	Ki-Rin	12,000	5	y	64
3466 – 3470	Killwi	270	5	y	64
3471 – 3510	Kobold, Greater	15+	4	y	66
3511 – 3550	Kobold, Lesser	7+	3	y	66
3551 – 3590	Kobold, Woodland	7+	3	y	66
3591 – 3595	Kraken	18,000	10	y	66
3596 – 3600	Krueller	975	6	y	67
3601 – 3605	Kuo-Toa: common	175+	6	y	69
3606 – 3610	Kuo-Toa: Monitors	2000	8	y	69
3611 – 3615	Kuo-Toa: Shaman	270+	6	y	69
3616 – 3620	Lamia, Common	3000	4	y	70
3621 – 3625	Lamia, Great-Horned	3500	10	y	71
3626 – 3630	Lamia, Noble	4000	6	y	70
3631 – 3635	Lammasu, Common	2000	12	y	72
3636 – 3640	Lammasu, Greater	4000	12	y	72
3641 – 3645	Lamprey, Giant	420	7	y	73
3646 – 3650	Lamprey, Land	65	6	y	73
3651 – 3655	Lamprey, Normal	65	6	y	73
3656 – 3660	Larantula	400	5	y	74
3661 – 3665	Latrine Ambusher	120	5	y	75
3666 – 3670	LavaSpawn: Fighters	450	5	y	76
3671 – 3675	LavaSpawn: Multi-Classed	800+	5	y	76
3676 – 3680	LavaSpawn: Spell Casters	700	4	y	76
3681 – 3690	Leech, Bony-Ridged	45	n/a	n/a	77
3691 – 3700	Leech, Cistern	30	n/a	n/a	77
3701 – 3710	Leech, Giant	15+	n/a	n/a	78
3711 – 3720	Leech, Groin	15	n/a	n/a	79
3721 – 3730	Leech, Level-Draining Muck	35	n/a	n/a	80
3731 – 3740	Leech, Luck-Draining Muck	7	n/a	n/a	80
3741 – 3750	Leech, Sinus	3	n/a	n/a	81
3751 – 3755	LeechMan, Guard	120+	7	y	81
3756 – 3760	LeechMan, Swamp-dwelling	65	7	y	81
3761 – 3765	Lemur, Common	15	5	y	83
3766 – 3770	Lemur, Feces-Flinging	15	5	y	83
3771 – 3775	Lemur, Flying	15	6	y	83
3776 – 3780	Lemur, Pygmy Mouse	7	5	y	83
3781 – 3785	Lemur, Ringtail	15	5	y	83

3786 – 3790	Leucrotta	975	6	y	84
–	Leviathan	150,000	n/a	y	84
3791 – 3791	Lich	8000	n/a	n/a	85
3792 – 3792	Lich Master	12,000	n/a	n/a	85
3793 – 3797	Lime Green Quivering Mass	140+	n/a	n/a	87
3798 – 3802	Liontaur	270	13	y	87
3803 – 3807	Lizard, Fire	1400	5	y	88
3808 – 3812	Lizard, Giant	270	6	y	88
3813 – 3817	Lizard, Ice	975	8	y	89
3818 – 3822	Lizard, Minotaur	650	5	y	88
3823 – 3827	Lizard, Red-Bellied Armored	975	5	y	90
3828 – 3832	Lizard, Subterranean	420	5	y	88
3833 – 3837	Lizard-Newt, Pygmy	15	6	y	91
3838 – 3842	Lizardman, Common	65+	6	y	92
3843 – 3847	Lizardman, King	975	7	y	92
3848 – 3852	Lizardman, Magic-user	65+	6	y	92
3853 – 3857	Lizardman, Thief	65+	7	y	92
3858 – 3862	Lizotaur	175+	7	y	94
3863 – 3867	Llama, Wild	65	8	y	94
3868 – 3872	Loathsome Prowler	35	6	y	95
3873 – 3877	Lobe Footed Marsh Dweller	35	5	y	96
3878 – 3882	Locathah	15+	5	y	96
3883 – 3887	Longtailed Silver Slasher	65	7	y	97
3888 – 3892	Luck Eater	270	n/a	n/a	97
3893 – 3897	Lunger, Crevice	650	5	y	99
3898 – 3902	Lunger, Hedgerow	650	11	y	99
3903 – 3907	Lunger, Rafter	650	9	y	99
3908 – 3912	Lunger, Saw-Backed	650	10	y	99
3913 – 3917	Lurker Above	2000	4	y	101
3918 – 3922	Lurker Below	2000	4	y	101
3923 – 3927	Lurker Within	650	3	y	101
3928 – 3932	Lurker, Cactus	270	8	y	101
3933 – 3937	Lycanthrope: Foxwoman	2000	6	y	103
3938 – 3942	Lycanthrope: Were-Badger	420	11	y	103
3943 – 3947	Lycanthrope: Were-Bear	1400	8	y	105
3948 – 3952	Lycanthrope: Were-Boar	650	7	y	105
3953 – 3957	Lycanthrope: Were-Dwolf	650	17	y	105
3958 – 3962	Lycanthrope: Were-Goat	270	7	y	105
3963 – 3967	Lycanthrope: Were-Lynx	270	7	y	105
3968 – 3972	Lycanthrope: Were-Rat	270	6	y	108
3973 – 3977	Lycanthrope: Were-Shark	2000	8	y	108
3978 – 3982	Lycanthrope: Were-Tiger	975	7	y	108
3983 – 3987	Lycanthrope: Were-Wolf	420	8	y	108
3988 – 3992	Mad Titterling	125	9	y	109
3993 – 3997	Madger	320	4	y	110
3998 – 4012	Magic Mocking Mouth	120	n/a	n/a	112
4013 – 4027	Magic Mouth, Common	120	n/a	n/a	111
4028 – 4042	Magic Mouth, Rogue	120	n/a	n/a	111
4043 – 4057	Magic Mouth, Sassy	120	n/a	n/a	111
4058 – 4062	Mammoth, Ram-Horned	4000	7	y	113
4063 – 4067	Mammoth, Wooly	4000	6	y	113
4068 – 4072	Mandragora	120	n/a	n/a	114
4073 – 4077	Mantari	65	6	y	115
4078 – 4082	Manticore, Common	975	8	y	115
4083 – 4087	Manticore, Womanticore	975	8	y	115
4088 – 4092	Mantis, Deadly Preying	120	n/a	n/a	116
4093 – 4097	Mantis, Dire Field	1400	n/a	n/a	117
4098 – 4102	Mantrap	420	n/a	n/a	118
4103 – 4107	Marble Mugger	35	n/a	n/a	118
4108 – 4112	Margoyle	420	n/a	n/a	119
4113 – 4117	Marid	16,000	n/a	n/a	120
4118 – 4122	Marmoset	15	2	y	121
4123 – 4127	Marrow Mite	0	n/a	n/a	121
4128 – 4132	Marsh Gibberer	170	4	y	122
4133 – 4137	Masticator, Articulated	6000	4	y	123
4138 – 4142	Masticator, Subterranean	4000	4	y	124
4143 – 4147	Mastiff, Shadow	270	n/a	n/a	124
4148 – 4152	Mastodon	2000	5	y	125
4153 – 4157	Maulsquito	120	n/a	n/a	126
4158 – 4162	Mea-Zel	120	4	y	126
4163 – 4163	Medusa, Gorgon	40,000	5	y	127
4164 – 4164	Medusa, Greater	4000	4	y	127
4165 – 4165	Medusa, Lesser	2000	4	y	127

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4166 – 4170	Meenlock	270	4	y	8
4171 – 4180	Men, Beggars	7	3	y	9
–	Men, Partisan	35	4	y	12
–	Men: Aborigine/Caveman	15+	4+	y	9
–	Men: Adventurer	variable	variable	y	9
–	Men: Apprentice	7+	3	y	9
–	Men: Bandit/Brigand	15	4	y	9
–	Men: Bard/Street	15	4	y	9
–	Men: Berserker/Dervish	65	5	y	9
–	Men: Caravan Guard	15	4	y	10
–	Men: Cavalry	15+	5+	y	10
–	Men: Cleric	variable	variable	y	10
4181 – 4190	Men: Farmer, Burly	15+	5+	y	10
–	Men: Farmer/Herder	15	4	y	10
–	Men: Gentry	15	4	y	10
–	Men: Gypsy	15+	4+	y	10
–	Men: Hermit	15	5	y	11
–	Men: Knight	variable	variable	y	11
–	Men: Magic-User	variable	variable	y	11
–	Men: Mercenary	35	5	y	11
–	Men: Merchant Sailor/Fisherman	15	4	y	11
–	Men: Merchant, Dishonest	15	4	y	11
–	Men: Merchant/Trader	15	4	y	11
–	Men: Middle Class Citizen	15	4	y	12
–	Men: Peasant/Serf	7	3	y	12
–	Men: Pilgrim	7	3	y	12
–	Men: Pirate/Buccaneer	15	4	y	12
–	Men: Police/Constable	15	5	y	12
–	Men: Prostitute	15	5	y	12
–	Men: Sailor	15	4	y	13
–	Men: Servant/Torch Bearer	7	4	y	13
–	Men: Slaver	15	4	y	13
–	Men: Soldier	15	5	y	13
–	Men: Thief/Thug	variable	variable	y	13
–	Men: Tradesman/Craftsman	15	4	y	13
–	Men: Trapper/Woodsman	15	4	y	13
–	Men: Tribesman	15	4	y	14
–	Men: Viking	15+	5+	y	14
–	Men: Waitress/Wench	15	4	y	14
–	Men: Wild men	15+	5+	y	14
4191 – 4195	Mer-Folk: Mermaid	65+	6+	y	17
4196 – 4200	Mer-Folk: Merman	65+	6+	y	17
4201 – 4205	Mer-Folk: MerShaman	420	6+	y	17
4206 – 4210	Mimic, Animal	175+	n/a	n/a	18
4211 – 4215	Mimic, Common	975+	n/a	n/a	19
4216 – 4220	Mimic, Killer	2000+	n/a	n/a	19
4221 – 4225	Mimic, Mineral	65+	n/a	n/a	18
4226 – 4230	Mimic, Tasty Beverage	120	n/a	n/a	19
4231 – 4235	Mimic, Vegetable	35	n/a	n/a	18
4236 – 4236	Mind Flayer: Arcane	9000	9	y	20
4237 – 4237	Mind Flayer: Psionic	7000	9	y	20
4238 – 4242	Minotaur, Ami-Dugis Grove	2000	9	y	22
4243 – 4247	Minotaur, Common	1400+	9	y	22
4248 – 4252	Minotaur, Free Range	5000	9	y	22
4253 – 4257	Minotaur, Tauridon/Tarusian	1400	9	y	22
4258 – 4262	Minotox	2000	10	y	23
4263 – 4267	Modron: Cylindeton	20,000	18	y	31
4268 – 4272	Modron: Decaton	24,000	21	y	33
4273 – 4282	Modron: Dodecahedrone	1400	10	y	28
4283 – 4287	Modron: Dodecaton	30,000	22	y	34
4288 – 4297	Modron: Hexahedrone	270	8	y	26
4298 – 4302	Modron: Hexaton	21,000	19	y	32
4303 – 4307	Modron: Icosahedrone	7000	11	y	29
4308 – 4317	Modron: Octahedrone	420	9	y	27
4318 – 4322	Modron: Octaton	23,000	20	y	33
4323 – 4327	Modron: Parallelpipeton	18,000	18	y	31
4328 – 4332	Modron: Primus	83,000	n/a	y	35
4333 – 4337	Modron: Prisaton	10,000	16	y	29
4338 – 4347	Modron: Tetrahedrone	175	7	y	26
4348 – 4352	Modron: Tetraton	14,000	17	y	30
4353 – 4357	Modrons: Icosaton	41,000	23	y	34
4358 – 4362	Mold, Brown	15	n/a	n/a	36
4363 – 4367	Mold, Cling	15	n/a	n/a	36
4368 – 4372	Mold, Russet	35	n/a	n/a	36
4373 – 4377	Mold, Yellow	65	n/a	n/a	36
4378 – 4382	Mole Man	15	6	y	37
4383 – 4387	Mongoose, Common	15	3	y	38
4388 – 4392	Mongoose, Giant	270	4	y	38
4393 – 4397	Mongoose, King	12,000	5	y	38
4398 – 4412	Monkey, Blind	120	6	y	39
4413 – 4427	Monkey, Flying	35	7	y	40
4428 – 4442	Monkey, Ice	35	6	y	40
4443 – 4457	Monkey, Musk	35	3	y	41
4458 – 4472	Monkey, Poison	420	6	y	41
4473 – 4487	Monkey, Six Ribbed Skink	65	4	y	42
4488 – 4492	Monoceros	375	7	y	42
4493 – 4497	Moon Dawg	9000	8	y	43
4498 – 4507	Moose, War	175	9	y	44
4508 – 4512	Morgue Prowler	1400+	n/a	n/a	45
4513 – 4517	Morkoth	1400	4	y	45
4518 – 4522	Morlog	15	4	y	46
4523 – 4527	Mosquitos, Ravenous	1	n/a	n/a	47
4528 – 4532	Moss, Memory	35	n/a	n/a	47
4533 – 4537	Moss, Shimmer	7	n/a	n/a	48
4538 – 4542	Moth, Ginger	35	6	n/a	49
4543 – 4547	Muckdweller	7	3	y	49
4548 – 4552	Mud Man	35	n/a	n/a	50
4553 – 4557	Mugglawump	420	n/a	n/a	51
4558 – 4558	Mummy, Adherer	400	n/a	n/a	54

4559 – 4559	Mummy, Fetid	420	n/a	n/a	52
4560 – 4560	Mummy, Follower	3000	n/a	n/a	52
4561 – 4561	Mummy, Lord	8000+	n/a	n/a	52
4562 – 4562	Mummy, Minion	3000+	n/a	n/a	52
4563 – 4563	Mummy, Warrior	4000+	n/a	n/a	52
4564 – 4568	Murk Slither	65	7	y	55
4569 – 4578	Muskrat, Dire	15	3	y	56
4579 – 4583	Mutable Juggernaut	15,000	variable	y	56
4584 – 4588	Mute-Screecher	270	4	y	57
4589 – 4593	Myconid	15+	n/a	y	58
4594 – 4598	Mynx	270	4	y	59
4599 – 4603	Naga, Guardian	7000	4	y	60
4604 – 4608	Naga, Spirit	5000	4	y	60
4609 – 4613	Naga, Water	3000	4	y	60
4614 – 4618	Nar Wasp, Crimson	420	n/a	n/a	61
4619 – 4623	Nar Wasp, Yellow Jacketed	270	n/a	n/a	61
4624 – 4628	Necrophidius	175	n/a	n/a	62
4629 – 4633	Needle Fiend	2000	7	y	62
–	Nefarian: Daemon Roy.: Anthraxus	29,555	n/a	y	64
–	Nefarian: Daemon Royalty: Charon	24,000	n/a	y	65
4634 – 4637	Nefarian: Dae. Min.: ArcanaDaemon	8,000	n/a	y	65
4638 – 4641	Nef.: Daemon Min.: Charonadaemon	6000	n/a	y	66
4642 – 4645	Nef.: Daemon Min.: Derghodaemon	6000	n/a	y	67
4646 – 4649	Nef.: Dae. Min.: Guardian Daemon	1400	n/a	y	68
4650 – 4653	Nefarian: Dae. Min.: Hydrodaemon	4000	n/a	y	68
4654 – 4657	Nefarian: Dae. Min.: Maenes (Least)	65	n/a	y	69
4658 – 4661	Nefarian: Dae. Min.: MezzoDaemon	8000	n/a	y	69
4662 – 4665	Nefarian: Dae. Min.: NycaDaemon	13,000	n/a	y	70
4666 – 4669	Nefarian: Dae. Min.: Piscodaemon	2000	n/a	y	71
4670 – 4673	Nefarian: Dae. Min.: UltroDaemon	10,000	n/a	y	72
4674 – 4677	Nefarian: Dae. Min.: YagnoDaemon	9000	n/a	y	72
4678 – 4681	Nefarian: Demodand: Farastu	11,500	n/a	y	74
4682 – 4685	Nefarian: Demodand: Kelubar	14,000	n/a	y	74
4686 – 4689	Nefarian: Demodand: Shator	16,500	n/a	y	74
–	Nefarian: Demon Royalty: An'Gnarl	40,000	n/a	y	76
–	Nef.: Dem. Roy.: Arch Demon Kaleb	35,000	n/a	y	77
–	Nefarian: Dem. Roy.: Demogorgon	900,000	n/a	y	77
–	Nefarian: Demon Royalty: Dread	850,000	n/a	y	78
–	Nefarian: Dem. Roy.: Duke of Evil	105,000	n/a	y	79
–	Nefarian: Dem. Roy.: Gar'Rangeeze	27,000	n/a	y	80
–	Nefarian: Demon Royalty: Graagyn	43,000	n/a	y	81
–	Nefarian: Dem. Roy.: Lord Scroud	4000	n/a	y	81
–	Nefarian: Dem. Roy.: Prince Kraas	75,000	n/a	y	82
–	Nefarian: Dem. Roy.: Prince Murgan	60,000	n/a	y	83
–	Nefarian: Demon Royalty: Taur'Raad	45,000	n/a	y	84
–	Nef.: Dem. Royalty: Uthbos Evaar	50,000	n/a	y	84
–	Nefarian: Demon Royalty: Zyandal	12,471	n/a	y	85
4690 – 4693	Nef.: Dem. Min.: Dark Enchantress	13,000+	n/a	y	86
4694 – 4697	Nefarian: Demon Min.: Ebony Death	4000	n/a	y	87
4698 – 4701	Nefarian: Demon Minion: Hordlings	variable	n/a	y	87
4702 – 4705	Nefarian: Demon Minion: Loogey Spit	995	n/a	y	88
4706 – 4709	Nefarian: Demon Minion: Mangy	500	n/a	y	89
4710 – 4713	Nefarian: Demon Minion: Nathraak	770	n/a	y	90
4714 – 4717	Nefarian: Dem. Min.: Nefaryn, Imm.	2000	n/a	y	90
4718 – 4721	Nefarian: Dem. Min.: Nefaryn, Mature	4000	n/a	y	90
4722 – 4725	Nefarian: Demon Minion: Predator	13,000	n/a	y	91
4726 – 4729	Nefarian: Demon Minion: Quasit	2000	n/a	y	92
4730 – 4733	Nefarian: Demon Minion: Spawn	variable	n/a	y	92
4734 – 4737	Nefarian: Demon Minion: Succubus	5000	n/a	y	93
4738 – 4741	Nefarian: Demon Minion: Type I	975	n/a	y	94
4742 – 4745	Nefarian: Demon Minion: Type II	2000	n/a	y	95
4746 – 4749	Nefarian: Demon Minion: Type III	6000	n/a	y	95
4750 – 4753	Nefarian: Demon Minion: Type IV	12,000	n/a	y	96
4754 – 4757	Nefarian: Demon Minion: Type IX	19,000	n/a	y	99
4758 – 4761	Nefarian: Demon Minion: Type V	10,000	n/a	y	97
4762 – 4765	Nefarian: Demon Minion: Type VI	17,000	n/a	y	97
4766 – 4769	Nefarian: Demon Minion: Type VII	14,000	n/a	y	98
4770 – 4773	Nefarian: Demon Minion: Type VIII	17,000	n/a	y	99
4774 – 4777	Nefarian: Demon Minion: Type X	25,000	n/a	y	100
4778 – 4781	Nefarian: Demon Minion: Type XI	35,000	n/a	y	101
–	Nefarian: Devil Royalty: Asmodeus	1,000,000	n/a	y	102
–	Nef.: Dev. Roy.: Burgraad Baydylax	30,000	n/a	y	103
–	Nefarian: Devil Royalty: De'Yin Vay	28,000	n/a	y	104
–	Nef.: Dev. Royalty: Duke Atan'Nyus	32,000	n/a	y	104
–	Nef.: Dev. Roy.: Duke Braax Mourgon	35,000	n/a	y	105
–	Nefarian: Devil Royalty: Evilynn	20,000	n/a	y	105
–	Nefarian: Devil Royalty: Harbinger	29,000	n/a	y	106
–	Nef.: Dev. Roy.: L. Gargruss Vlaadmaar	40,000	n/a	y	107
–	Nefarian: Devil Royalty: Malefane	800,000	n/a	y	107
–	Nefarian: Dev. Roy.: Mephistopheles	49,000	n/a	y	108
–	Nefarian: Dev. Roy.: Saurgaas Baydylax	30,000	n/a	y	109
–	Nefarian: Devil Royalty: Thraar	42,000	n/a	y	109
–	Nefarian: Devil Royalty: Vorgaal'Lad	75,000	n/a	y	110
4782 – 4786	Nefarian: Devil Minion: Bone Devil	5000	n/a	y	111
4787 – 4791	Nefarian: Devil Minion: Dark Minion	70	n/a	y	111
4792 – 4796	Nefarian: Devil Minion: Dark Soultress	1850	n/a	y	112
4797 – 4801	Nefarian: Devil Minion: Devee'yant	1400	n/a	y	112
4802 – 4806	Nefarian: Devil Minion: Hell Sentinel	2000	n/a	y	113
4807 – 4811	Nefarian: Devil Minion: Hell Spawn	4000	n/a	y	114
4812 – 4816	Nefarian: Devil Minion: Horned Devil	1400	n/a	y	114
4817 – 4821	Nefarian: Devil Minion: Ice Devil	7000	n/a	y	115
4822 – 4826	Nefarian: Devil Minion: Lemure Devil	130	n/a	y	115
4827 – 4831	Nefarian: Devil Minion: Pit Fiend	16,000	n/a	y	116
4832 – 4836	Nefarian: Devil Minion: Soul Broker	5000	n/a	y	117
4837 – 4841	Nefarian: Devil Minion: Spiny Devil	270	n/a	y	117
4842 – 4846	Nefarian: Other: Bullweiller	1400	n/a	y	118
4847 – 4851	Nefarian: Other: Devil Dawg	420	n/a	y	119
4852 – 4856	Nefarian: Other: Diakk, Broad	2000	n/a	y	119
4857 – 4861	Nefarian: Other: Diakk, Tall	1400	n/a	y	119
4862 – 4866	Nefarian: Other: Face Seeking Claw	2000	n/a	y	120
4867 – 4871	Nefarian: Other: Frightmare	3600	n/a	y	121
4872 – 4876	Nefarian: Other: HellCat	1400	n/a	y	121
4877 – 4881	Nefarian: Other: Hellephant	15,000	n/a	y	122
4882 – 4886	Nefarian: Other: HellGoat	375	n/a	y	123
4887 – 4891	Nefarian: Other: HellHound	420+	n/a	y	123
4892 – 4896	Nefarian: Other: HellSpider	130	n/a	y	124
4897 – 4901	Nefarian: Other: Imp, Common	1400	n/a	y	125
4902 – 4906	Nefarian: Other: Imp, Limp-Wristed	2000	n/a	y	125
4907 – 4911	Nefarian: Other: Imp, Penster	2000	n/a	y	125
4912 – 4916	Nefarian: Other: Impling	270	n/a	y	126
4917 – 4921	Nefarian: Other: Shadow Demon	1075	n/a	n/a	126
4922 – 4926	Nefarian: Other: Soul Cloaker	175	n/a	n/a	127
4927 – 4931	Nefarian: Other: Soul Flayer, greater	2000	n/a	n/a	128
4932 – 4936	Nefarian: Other: Soul Flayer, lesser	420	n/a	n/a	128
4937 – 4941	Nefarian: Other: Soul Larva	35	n/a	n/a	128

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4942 – 4946	Nefarian: Other: Soul Snatcher	815	n/a	n/a	8
4947 – 4951	Nereid	270	n/a	n/a	8
4952 – 4956	Newt, Jelly-Banded, Common	1	2	y	9
4957 – 4961	Newt, Jelly-Banded, Giant	15	3	y	9
4962 – 4966	Nid'Hogg	4000	7	y	10
4967 – 4971	Nighthag	1400	n/a	n/a	11
4972 – 4976	Nightmare	2000	11	y	12
4977 – 4981	Nixie	270	4	y	12
4982 – 4986	Nizar'fang	65	7	y	13
4987 – 4991	Norker	35	7	y	14
4992 – 4996	Nymph	1400	4	y	15
4997 – 5001	Obsidian Clan Commoner	15	4	y	16
5002 – 5006	Obsidian Clan Shaman	1+	4	y	16
5007 – 5011	Obsidian Clan Warrior	1+	4	y	16
5012 – 5016	Obsidian Lotus	225	n/a	n/a	16
5017 – 5021	Ocean Camel	90,000	n/a	y	17
5022 – 5026	Octogorgon	60,000	10	y	18
5027 – 5031	Octopus, Giant	2000	6	y	19
5032 – 5036	Ogre, Aquatic	420+	9	y	20
5037 – 5056	Ogre, Common	270	4	y	24
5057 – 5066	Ogre, Half	270	6	y	21
5067 – 5071	Ogre, High: Chub-Foot	4000	12	y	22
5072 – 5076	Ogre, High: Flat-Footed	3000	10	y	22
5077 – 5081	Ogre, High: Rogue	3000	10	y	22
5082 – 5086	Ogre, High: Ryngar	3000	10	y	22
5087 – 5091	Ogre, High: Webbed-toe	3000	11	y	22
5092 – 5096	Ogre, Lord	1400	9	y	24
5097 – 5116	Ogre, Low: Hedge	420+	7	y	24
5117 – 5136	Ogre, Low: Trash	270+	4	y	24
5137 – 5141	Ogre, Magi	650+	7	y	26
5142 – 5146	Oliphant, War	975	10	y	27
5147 – 5151	Oliphant, Wild	650	9	y	27
5152 – 5156	Omen Sayer	120+	4	y	28
5157 – 5161	Onerous Carbuncle	1400	4	y	28
5162 – 5166	Ooze, Crystal	420	n/a	n/a	29
5167 – 5171	Ooze, Gray	270	n/a	n/a	30
5172 – 5176	Ooze, Scathing	420	n/a	n/a	30
5177 – 5181	Opinicus	3000	12	y	31
5182 – 5186	Orange Tail Plant Squaller	650	3	y	32
5187 – 5216	Orc, Bottomland	15+	6	y	33
5217 – 5246	Orc, Bounty Hunter	1+	4	y	34
5247 – 5276	Orc, Brigands	15+	7	y	35
5277 – 5306	Orc, Cloven-hoof	120	6	y	35
5307 – 5336	Orc, Common	15+	4	y	33
5337 – 5366	Orc, Gibbering Lord	270	9	y	36
5367 – 5396	Orc, Half-	1+	variable	y	37
5397 – 5426	Orc, High Priest	4000	4	y	38
5427 – 5456	Orc, Highland	15+	6	y	37
5457 – 5486	Orc, Jester	35	4	y	39
5487 – 5516	Orc, Slaver	65	6	y	39
5517 – 5546	Orc, Southern, Tribe	35	7	y	40
5547 – 5576	Orc, Vampire	4000	n/a	n/a	41
5577 – 5606	Orc, Vampire High Priest	8000	n/a	n/a	41
5607 – 5636	Orkin Bandit	35	6	y	42
5637 – 5666	Orkin Lowland Pony	120	8	y	42
5667 – 5696	Orkin Wardawg	125	7	y	43
5697 – 5726	Orkin Witch Doctor	175+	4	y	44

5727 – 5756	Orkin, Org	120	6	y	43
5757 – 5766	Otter, Giant River	175	6	y	45
5767 – 5776	Otter, Giant Sea	270	10	y	45
5777 – 5786	Otter, River	7	4	y	45
5787 – 5796	Otter, Sea	7	5	y	45
5797 – 5806	Ottermen	35	4	y	46
5807 – 5811	Otyugh	650+	5	y	46
5812 – 5816	Otyugh, Neo-	2000+	6	y	46
5817 – 5821	Ouroboros	25,000	4	y	48
5822 – 5826	Overhorde	4000	n/a	n/a	48
5827 – 5831	Owl, Common	65	4	y	49
5832 – 5836	Owl, Giant	270	5	y	49
5837 – 5841	Owl, Talking	975	7	y	49
5842 – 5846	Owlbear, common	900	7	y	51
5847 – 5851	Owlbear, Great Horned	1100	7	y	51
5852 – 5856	Owlbear, Lesser	400	4	y	51
5857 – 5861	Owlbear, Spotted	500	6	y	51
5862 – 5866	Oyster, Giant, River	125	4	y	52
5867 – 5871	Oyster, Giant, Sea	270	5	y	52
5872 – 5876	Packasite	65	3	y	52
5877 – 5881	Pan-Dimensional Rover	975	4	y	53
5882 – 5886	Panda Bear, Common	175	8	y	54
5887 – 5891	Panda Bear, Trans-Planar	650	5	y	54
5892 – 5896	Para-Elementals: Ice	1400+	n/a	n/a	55
5897 – 5901	Para-Elementals: Magma	1400+	n/a	n/a	55
5902 – 5906	Para-Elementals: Ooze	1400+	n/a	n/a	55
5907 – 5911	Para-Elementals: Smoke	1400+	n/a	n/a	55
5912 – 5916	Parasites: Diseased	1/10,000	n/a	n/a	56
5917 – 5921	Parasites: Dreaded Tape Worm	125	n/a	n/a	58
5922 – 5926	Parasites: Magus Ticks	0	n/a	n/a	58
5927 – 5931	Parasites: Paralyzing Fleas	0	n/a	n/a	58
5932 – 5936	Parasites: Pin Worms, Dire	65	n/a	n/a	58
5937 – 5941	Parrot, Greater Psionic	420	11	y	60
5942 – 5946	Parrot, Grey Ghost	270	n/a	n/a	59
5947 – 5951	Parrot, Lesser Psionic	270	7	y	60
5952 – 5956	Pegasus	175	6	y	60
5957 – 5961	Pegasus, Greater	650	7	y	60
5962 – 5966	Pegasus, Obsidian	270	6	y	62
5967 – 5971	Pendulous Filcher	125	3	y	62
5972 – 5976	Penguin, common	15	3	y	63
5977 – 5981	Penguin, Dire	35	6	y	63
5982 – 5986	Penguin, Dire Sand	35	7	y	63
5987 – 5991	Pernicon	7	n/a	n/a	64
5992 – 5996	Peryton	270	4	y	65
5997 – 6001	Phantom	0	n/a	n/a	65
6002 – 6006	Phantom Fog	4000	n/a	n/a	66
6007 – 6011	Phantom Follower	65	n/a	n/a	67
6012 – 6016	Phantom Stalker	450	n/a	n/a	68
6017 – 6021	Phoenix	19,000	n/a	n/a	68
6022 – 6026	Phycomid	420	n/a	n/a	69
6027 – 6031	Pied Viper	125	4	y	70
6032 – 6036	Piercer	15+	n/a	n/a	70
6037 – 6041	Pig, Blood	120	4	y	71
6042 – 6046	Pig, domesticated	65	3	y	71
6047 – 6051	Pig, giant	450	5	y	71
6052 – 6056	Pig, Wild	270	6	y	71
6057 – 6061	Pigdawg, Prancing	120	9	y	72
6062 – 6066	Pigeon, Carrier	7	4	y	73
6067 – 6071	Pigeon, Common	7	4	y	73
6072 – 6076	Pike, Giant	275	4	y	73
6077 – 6081	Pincher	975	n/a	y	74
6082 – 6086	Pinnard	30	4	y	75
6087 – 6091	Piranha, Cold Water	7	4	y	76
6092 – 6096	Piranha, Common	7	4	y	76
6097 – 6101	Piranha, Giant	65	7	y	76
6102 – 6106	Pit Howler	120	4	y	76
6107 – 6111	Pit Mauler	420	4	y	77
6112 – 6116	Pit Maw	270+	n/a	n/a	77
6117 – 6121	Pitbulls	125	10	y	78
6122 – 6141	Pixie, Common	650	4	y	79
6142 – 6151	Pixie, Elder	1400	4	y	79
6152 – 6161	Pixie, Fighter	650+	5	y	79
6162 – 6171	Pixie, Hybrid: Pixie Brownie	270	4	y	81
6172 – 6181	Pixie, Hybrid: Pixie Fairy	variable	variable	y	81
6182 – 6191	Pixie, Hybrid: Pixie Leprechaun	270	4	y	81
6192 – 6201	Pixie, Lich	3000	n/a	n/a	79
6202 – 6211	Pixie, Mage	975+	6	y	79
6212 – 6221	Pixie, Mirror	750	4	y	79
6222 – 6231	Pixie-kin: Leprechaun	270	4	y	83
6232 – 6241	Pixie-kin: Leprosychaun	270	3	y	83
6242 – 6246	Planetar	61,000	n/a	n/a	84
6247 – 6251	Pleistocene Deer	120	4	y	85
6252 – 6256	Pod Plant, Malicious	270	n/a	n/a	86
6257 – 6261	Pod Plant, Podling	125	n/a	n/a	86
6262 – 6266	Poltergeist	35	n/a	n/a	87
6267 – 6271	Polterzeitgeist	270	n/a	n/a	87
6272 – 6276	Porculisk	650	4	y	87
6277 – 6281	Porcupine Warrior	65	8	y	89
6282 – 6286	Porcupine, common	15	4	y	88
6287 – 6291	Porcupine, Giant	120	4	y	88
6292 – 6296	Porcupine, Orcupine	270	4	y	88
6297 – 6301	Porcupine, Poison	120	7	y	88
6302 – 6306	Portal of Devouring	3000	n/a	n/a	90
6307 – 6311	Predacat	420+	7	y	91
6312 – 6316	Predacious Growler	650	4	y	92
6317 – 6321	Predacious Howler	120	4	y	92
6322 – 6326	Provocator	n/a	n/a	n/a	93
6327 – 6331	Prowler Fish	9500	23	y	93
6332 – 6336	Prying Silver Fish	7	3	y	94
6337 – 6356	Pseudo Undead, Ghast	175	4	y	96
6357 – 6376	Pseudo Undead, Ghoul	125	4	y	96
6377 – 6396	Pseudo Undead, Specter	420	8	y	96
6397 – 6416	Pseudo Undead, Wight	125	8	y	96
6417 – 6436	Pseudo Undead, Wraith	175	8	y	96
6437 – 6456	Pseudo Vampire, Greater	1400	6	y	97
6457 – 6476	Pseudo Vampire, Least	420	4	y	97
6477 – 6496	Pseudo Vampire, Lesser	650	6	y	97
6497 – 6516	Pseudo Vampire, Lord	3000	7	y	97
6517 – 6521	Pseudo-Dragon	420	4	y	95
6522 – 6526	Pseudo-Pseudo-Dragon	425	4	y	95
6527 – 6531	Pudding, Black	5000	n/a	n/a	98
6532 – 6536	Pudding, Deadly	1400	n/a	n/a	99
6537 – 6541	Purple Death Bloom	175	n/a	n/a	100
6542 – 6546	Purple Gilly	35	n/a	n/a	100
6547 – 6551	Pyrosnake	120	n/a	n/a	101
6552 – 6556	Quaggoth, Common	175	7	y	102
6557 – 6561	Quaggoth, Jald	270	8	y	102
6562 – 6566	Quaggoth, Thonot	1400	7	y	102
6567 – 6571	Quarrel Mite	1	n/a	n/a	103
6572 – 6576	Quasi-Elemental Lightning	975+	n/a	n/a	103
6577 – 6581	Quay Lurker	125	6	y	104
6582 – 6586	Quickwood	420	n/a	n/a	105
6587 – 6591	Quivering Disembowler	975	n/a	n/a	106
6592 – 6601	Rabbit, common	7	4	y	107
6602 – 6611	Rabbit, giant	35	4	y	107
6612 – 6621	Rabbit, Predator	1,400	4	y	107
6622 – 6631	Rabid Hummingbirds	35	4	y	107
6632 – 6636	Radiation Elemental	6000+	n/a	n/a	
6637 – 6641	Raging Bucentaurus	272	6	y	109
6642 – 6646	Rakshasa, Common	3000	4	y	110
6647 – 6651	Rakshasa, Maharajah	11000	46	y	110
6652 – 6656	Rakshasa, Rajah	7000	26	y	110
6657 – 6661	Rakshasa, Ruhk	7000	26	y	110
6662 – 6666	Ram	35	5	y	111
6667 – 6671	Ram'koaran	125	4	y	112
6672 – 6676	Ram, Battering	650	5	y	111
6677 – 6681	Ram, Giant	270	6	y	111
6682 – 6686	Rambumatta	120	4	y	113
6687 – 6696	Rat	5	8	n/a	114
6697 – 6706	Rat, Carnivorous	7	8	y	116
6707 – 6716	Rat, Dire Albino	15	4	y	115
6717 – 6726	Rat, Giant	9	13	y	114
6727 – 6736	Rat, Large	7	9	n/a	114
6737 – 6746	Rat, Osquip	120	6	y	116
6747 – 6756	Rat, Ravenous	8	9	y	116
6757 – 6766	Rat, Sand	7	9	y	114
6767 – 6776	Rat, Sewer	6	8	y	114
6777 – 6786	Rat, Vapor	65	4	y	116
6787 – 6791	Rath Lord	6000+	n/a	n/a	117
6792 – 6796	Ratweiller	270	4	y	117
6797 – 6801	Ray, Pungi	270	4	y	118
6802 – 6806	Ray: Deathray	975	4	y	118
6807 – 6811	Ray: Mantaray	90+	4	y	118
6812 – 6816	Ray: Stingray	15	4	y	118
6817 – 6821	Reaving Dervishes	175	4	y	119
6822 – 6826	Relic Devourer	25,000	n/a	n/a	120
6827 – 6831	Remorhaz	5000+	4	y	121
6832 – 6836	Repeller	175	4	y	122
6837 – 6841	Repulser	270	4	y	123
6842 – 6846	Retch Plant	270	n/a	n/a	123
6847 – 6851	Retriever, Reckless	2000+	4	y	124
6852 – 6856	Retriever, Relentless	2000+	4	y	124
6857 – 6861	Retriever, Ruthless	2000+	4	y	124
6862 – 6866	Retriever, Skullsplitter	6000	n/a	n/a	125
6867 – 6871	Revenant	3000	n/a	n/a	126
6872 – 6876	Revenger	3000	n/a	n/a	127
6877 – 6881	Rhinoceros, One Horn	975	4	y	128
6882 – 6886	Rhinoceros, Two Horn	1400	4	y	128
6887 – 6891	Rhinoceros, Wooly	2000	4	y	128
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6892 – 6896	Rib Splitter	125	n/a	n/a	8
–	Rift Vortex	n/a	n/a	n/a	8
6897 – 6901	Righteous Avenger	650	n/a	n/a	9

6902 – 6906	Roaring Ghoul	975	n/a	n/a	10
6907 – 6916	Robold	7+	5	y	11
6917 – 6921	Roc, Birch	2000	5	y	12
6922 – 6926	Roc, Common	10,000	5	y	12
6927 – 6931	Roc, Frost	10,000	5	y	13
6932 – 6936	Roc, Marsh	1000	5	y	12
6937 – 6941	Roc: Ruhk	23,000	6	y	12
6942 – 6946	Rock Bear	650	11	y	13
6947 – 6951	Rock Reptile	420+	7	y	14
6952 – 6956	Rock Worm	120	n/a	n/a	15
6957 – 6961	Roof Fiend	120	6	y	15
6962 – 6966	Rook: Horned Raven	15	6	y	16
6967 – 6971	Rook: Raven, Common	15	4	y	17
6972 – 6976	Rook: Raven, Giant	175	7	y	17
6977 – 6981	Rook: Raven, Huge	35	5	y	17
6982 – 6986	Roper, Common	6000+	5	y	18
6987 – 6991	Roper, Storoper	1400	5	y	18
6992 – 6996	Rot Grub, Candy Striped	1	n/a	n/a	19
6997 – 7001	Rot Grub, Common	1	n/a	n/a	19
7002 – 7006	Rot Grub, giant	15	n/a	n/a	19
7007 – 7011	Rothe'	25	8	y	20
7012 – 7016	Rust Monster, Common	270	5	y	21
7017 – 7021	Rust Monster, Magnetic	420	5	y	21
7022 – 7026	Sahuagin, Common	120+	7	y	22
7027 – 7031	Sahuagin, Mutant	150+	7	y	22
7032 – 7036	Salamander	975	12	y	23
7037 – 7041	Samaritan	7+	4	y	24
7042 – 7046	Samurai Jackal	120+	variable	y	24
7047 – 7051	Sandling	120	n/a	n/a	25
7052 – 7056	Satyr, Common	975	5	y	26
7057 – 7061	Satyr, Faun	420	5	y	26
7062 – 7066	Satyr, Korred	1400	6	y	26
7067 – 7071	Satyr, She-, Common	975	4	y	27
7072 – 7076	Satyr, She-, Great Horned	2000	7	y	27
7077 – 7081	Scarab of Seeking	7	n/a	n/a	28
7082 – 7086	Scarab, common	1	n/a	n/a	28
7087 – 7091	Scarab, giant	120	n/a	n/a	28
7092 – 7096	Scarecrow	270	n/a	n/a	29
7097 – 7101	ScareRaven	35	7	y	30
7102 – 7106	Scorpion, common	15	n/a	n/a	31
7107 – 7111	Scorpion, Giant	650	n/a	n/a	31
7112 – 7116	Scorpion, Hell	975	n/a	n/a	31
7117 – 7121	Scorpion, Huge	420	n/a	n/a	31
7122 – 7126	Scorpion, Large	175	n/a	n/a	31
7127 – 7131	Screacher	270	5	y	32
7132 – 7136	Screaming Desert Tortoise	420	5	y	33
7137 – 7141	Screaming Meanies	35	5	y	32
7142 – 7146	Scroll Devourer	7	n/a	n/a	34
7147 – 7151	Scylla	30,000	n/a	n/a	34
7152 – 7156	Scylla: Charybdis	40,000	n/a	n/a	34
7157 – 7161	Sea Harker	5000	6	y	35
7162 – 7166	Sea Lion	420	5	y	36
7167 – 7171	Sea Monster	90,000	12	y	36
7172 – 7176	Sea Stalker	270	5	y	37
7177 – 7181	Seagull	7	4	y	38
7182 – 7186	Seahorse, Giant	65+	5	y	38
7187 – 7191	Seal, Feral	120	5	y	39
7192 – 7196	Seawolf, Greater	1400	7	y	40
7197 – 7201	Seawolf, Lesser	120	7	y	40
7202 – 7206	Sedusa	1400	5	y	40
7207 – 7211	Seeall	420	5	y	41
7212 – 7216	Seeker, Ear	7	n/a	n/a	43
7217 – 7221	Seeker, Eye	7	n/a	n/a	43
7222 – 7226	Seeker, Nose	7	n/a	n/a	42
7227 – 7231	Seeping Gelatinous Seeker	15	n/a	n/a	43
7232 – 7236	Selkie	175+	8	y	44
7237 – 7241	Serpent, Barbed	450	10	y	44
7242 – 7246	Serpent, Cerastes	175	6	y	45
7247 – 7251	Serpentine	65	5	y	45
7252 – 7256	Sewer Grub	1	n/a	n/a	46
7257 – 7261	Sewer Snapper	7	n/a	n/a	47
7262 – 7266	Shade	variable	n/a	n/a	48
7267 – 7271	Shadow Fiend	650	5	y	49
7272 – 7276	Shadow Render	1400	n/a	n/a	48
7277 – 7281	Shadow, Common	420	n/a	n/a	48
7282 – 7286	Shambling Mound	6000+	n/a	n/a	49
7287 – 7291	Shank Shrub	65	n/a	n/a	50
7292 – 7296	Shark, Angel	65	5	y	51
7297 – 7301	Shark, Dawg Fish	120	5	y	51
7302 – 7306	Shark, Giant Megalodon	5000	5	y	51
7307 – 7311	Shark, Goblin	1400	5	y	51
7312 – 7316	Shark, Wobbegong	420	5	y	51
7317 – 7321	Shedu, Greater	15,000	19	y	52
7322 – 7326	Shedu, Lesser	8,000	14	y	52
7327 – 7336	Sheep, Carnivorous	125	8	y	53
7337 – 7346	Sheep, Common	35	4	y	53
7347 – 7356	Sheep, Giant	120	4	y	53
7357 – 7361	Sheet Ghoul	420	n/a	n/a	54
7362 – 7366	Sheet Phantom	275	n/a	n/a	54
7367 – 7371	Shirkmare	650	6	y	55
7372 – 7376	Shocker	120	n/a	n/a	56
7377 – 7381	Shrew Klutcher	270	n/a	n/a	57
7382 – 7386	Shrew Mouse, Common	1	3	y	58
7387 – 7391	Shrew Mouse, Giant	2	5	y	58
–	Shriek, The	5000	n/a	n/a	58
7392 – 7396	Shrieker	120	n/a	n/a	59
7397 – 7401	Shrill Lancer	15	3	y	60
7402 – 7421	Simian Orc	120	5	y	61
7422 – 7426	Simurgh	10,000	5	y	62
7427 – 7431	Sinewy Mugger	65	n/a	n/a	62
7432 – 7436	Sirine	2000+	5	y	63
7437 – 7441	Sivian Banshee	3000	n/a	n/a	64
7442 – 7446	Skankgither	270	9	y	65
7447 – 7456	Skeleton Warrior	4000	n/a	n/a	67
7457 – 7466	Skeleton, Animal	65	n/a	n/a	66
7467 – 7476	Skeleton, Animated	65	n/a	n/a	66
7477 – 7486	Skeleton, Giant	975	n/a	n/a	66
7487 – 7496	Skeleton, Monster	650	n/a	n/a	66
7497 – 7506	Skeleton, Red Eyed	650	n/a	n/a	67
7507 – 7516	Skeleton, Screaming	175	n/a	n/a	66
7517 – 7521	Skin Walker	125+	5	y	68
7522 – 7526	Skink, Blink	15	5	y	69
7527 – 7531	Skink, Clink	1400	5	y	70
7532 – 7536	Skink, Drink	120	5	y	70
7537 – 7541	Skink, Fink	15	5	y	69
7542 – 7546	Skink, Mink	270	5	y	70
7547 – 7551	Skink, Pink	65	5	y	70
7552 – 7556	Skink, Stink	50	5	y	69
7557 – 7561	Skink, Think	65	5	y	69
7562 – 7566	Skithering Yith-Monkey	120+	3	y	71
7567 – 7571	Skraagon	7000	4	y	72
7572 – 7576	Skulking Carcass	270	n/a	n/a	72
7577 – 7581	Skullbreaker	120+	6	y	73
7582 – 7586	Skunk	7	3	y	74
7587 – 7596	Skunk, Giant	270	4	y	74
7597 – 7601	Slaad Lord Stendam	28,695	12	y	77
7602 – 7606	Slaad Lord Ygori	28,950	12	y	77
7607 – 7611	Slaad Lord, Death	15,000	12	y	77
7612 – 7616	Slaad, Blue	2,500	9	y	75
7617 – 7621	Slaad, Gray: Executioner	8500	11	y	75
7622 – 7626	Slaad, Green	5000	8	y	75
7627 – 7631	Slaad, Red	975	8	y	75
7632 – 7636	Slapping Durnkin	35	4	y	77
7637 – 7641	Slaz'Stecek	35	5	y	78
7642 – 7651	Slime, Green	35	n/a	n/a	78
7652 – 7656	Slime, Olive	450	n/a	n/a	79
7657 – 7661	Slime, Olive - Host	275+	7	y	79
7662 – 7666	Slithering Slasher	270	9	y	80
7667 – 7671	Slithering Tracker	270	5	y	81
7672 – 7681	Slobgoblins, Greater	120	6	y	81
7682 – 7691	Slobgoblins, Lesser	35	5	y	81
7692 – 7696	Sloth, Greater Mossback	420	5	y	82
7697 – 7701	Sloth, Prehistoric	975	5	y	82
7702 – 7706	Slug, Giant	5000	5	y	83
7707 – 7726	Snake Man	270+	5	y	87
7727 – 7746	Snake, Amphisbaena	650+	5	y	84
7747 – 7766	Snake, Boalisk	420	6	y	86
7767 – 7786	Snake, Constrictor	175+	7	y	84
7787 – 7806	Snake, Constrictor, Giant	175+	6	y	84
7807 – 7826	Snake, Heway	175+	8	y	84
7827 – 7846	Snake, Humongus	8000+	5	y	84
7847 – 7866	Snake, Sea, Giant	4000+	5	y	85
7867 – 7886	Snake, Snow Serpent	4000+	5	y	85
7887 – 7906	Snake, Spitting	650+	7	y	85
7907 – 7926	Snake, Venomous	175+	6	y	85
7927 – 7946	Snake, Venomous, giant	420+	7	y	85
7947 – 7951	Snapper-Saw	270	n/a	n/a	87
7952 – 7956	Snarl Beast	3000	5	y	88
7957 – 7961	Snatcher, Map	270	5	y	89
7962 – 7966	Snow Beasts	420	5	y	89
7967 – 7971	Snow Strider	4000	5	y	90
7972 – 7976	Snyad	33	4	y	91
7977 – 7981	Solifugid, Giant	450	11	y	91
7982 – 7986	Solifugid, Huge	270	10	y	91
7987 – 7991	Solifugid, Large	125	8	y	91
7992 – 7996	Solifugid, Tempusfugid	270	8	y	91
7997 – 8001	Solitary Wasp	150+	n/a	n/a	92
8002 – 8006	Spasm Master	125	5	y	93
8007 – 8011	Speckle Coated Horned Charger	400	15	y	93
8012 – 8021	Spectre, Bound	4000	n/a	n/a	94
8022 – 8031	Spectre, Standard	3000	n/a	n/a	94
8032 – 8036	Sphinx, Androsphinx	7000	5	y	95
8037 – 8041	Sphinx, Criosphinx	5000	5	y	95
8042 – 8046	Sphinx, Gynosphinx	3000	5	y	95

8047 – 8051	Sphinx, Hieracosphinx	1400	5	y	95
8052 – 8071	Spider, Giant	420	n/a	y	97
8072 – 8091	Spider, Giant: Gargantuan	3000	n/a	y	97
8092 – 8111	Spider, Giant: Huge	270	n/a	y	97
8112 – 8131	Spider, Giant: Large	175	n/a	y	97
8132 – 8151	Spider, Giant: Trapdoor	975	n/a	y	97
8152 – 8171	Spider, Subterranean: Cave	370	n/a	y	98
8172 – 8191	Spider, Subterranean: Crab	420	n/a	y	98
8192 – 8211	Spider, Subterranean: Dire Cave	1600	n/a	y	98
8212 – 8231	Spider, Subterranean: Tarantubat	35	n/a	y	98
8232 – 8251	Spider, Uncommon: Phase	1400	n/a	y	99
8252 – 8271	Spider, Uncommon: Sea	975	n/a	y	99
8272 – 8291	Spider, Uncommon: Water	420	n/a	y	99
8292 – 8296	Spirit Fiend	3000	n/a	n/a	101
8297 – 8301	Spirit, Mass	25,000	n/a	n/a	102
8302 – 8306	Spirit, Demented	120	n/a	n/a	100
8307 – 8311	Spirit, Rogue	120	n/a	n/a	102
8312 – 8316	Spirit, Vexing	120	n/a	n/a	102
8317 – 8321	Spirit, Wild	270+	n/a	n/a	103
8322 – 8326	Spriggan	3000+	9	y	104
8327 – 8341	Sprite, Common	270	5	y	104
8342 – 8356	Sprite, Grig	65	5	y	105
8357 – 8371	Sprite, Spite	270	5	y	104
8372 – 8386	Sprite, Water	270	5	y	104
8387 – 8391	Spry Gecko	65	7	y	106
8392 – 8396	Spry Railer	7	4	y	106
8397 – 8401	Squealer	4000	5	y	107
8402 – 8406	Squid, Giant, Arboreal Land	2000	5	y	108
8407 – 8411	Squid, Giant, Common	5000	5	y	108
8412 – 8416	Squid, Giant, Land	5000	5	y	108
8417 – 8421	Squid, Giant, Sand	5000	5	y	108
8422 – 8426	Squid, Giant, Snow	5000	5	y	108
8427 – 8431	Squirrel, Carnivorous Flying	20	5	y	109
8432 – 8436	Squirrel, Giant Black	35	6	y	109
8437 – 8441	Squirrel, Ordinary	1	5	y	109
8442 – 8446	Stag, Common	120	5	y	110
8447 – 8451	Stag, Giant	420	5	y	110
8452 – 8456	Stegocentipede	2000	n/a	n/a	111
8457 – 8461	Stench Kow	700	8	y	111
8462 – 8476	Stirge, Common	175	n/a	n/a	112
8477 – 8491	Stirge, Humming	15	n/a	n/a	112
8492 – 8506	Stirge, Wingless	35	n/a	n/a	113
8507 – 8511	Stone Guardian	650	n/a	n/a	114
8512 – 8516	Stone Warblers	51	n/a	n/a	114
8517 – 8521	Stork, Dire	270	7	y	115
8522 – 8526	Strangle Plant, Tomato	270+	n/a	n/a	116
8527 – 8531	Strangle Plant, Vine	8000	n/a	n/a	116
8532 – 8536	Strangle Plant, Weed	65+	n/a	n/a	116
8537 – 8541	Straw Mound	125+	n/a	n/a	117
8542 – 8546	Stump Horror	975	n/a	n/a	117
8547 – 8551	Stun Jelly	270	n/a	n/a	118
8552 – 8556	Stygian Face Slapper	1400+	4	y	119
8557 – 8561	Su-Monster	650	10	y	119
8562 – 8566	Subcutaneous Feeder	7	n/a	n/a	120
8567 – 8571	Subterranean Magna-Ferrets	120	6	y	120
8572 – 8576	Sundew, Giant	1400	n/a	n/a	121
8577 – 8581	Surgeon Beetle	5	n/a	n/a	122
8582 – 8586	Sussurus	650	n/a	n/a	122
8587 – 8591	Swamp Terror	10,000	5	y	123
8592 – 8596	Swanmay, Bird Maiden	420+	5	y	124
8597 – 8601	Swanmay	120+	5	y	124
8602 – 8606	Sword, Perpetual Dancing	variable	n/a	n/a	125
8607 – 8611	Swordfish, Bastard	65	7	y	126
8612 – 8616	Swordfish, Long	35	6	y	126
8617 – 8621	Swordfish, Vorpal	270	8	y	126
8622 – 8626	Sylph	420	5	y	126
8627 – 8631	Symbiotic Tapeworm	7	n/a	n/a	127
8632 – 8636	Tainter	270	n/a	n/a	127
8637 – 8641	Tangle web	650+	n/a	n/a	128
8642 – 8646	Tanuki	65+	4	y	129
–	Tarrasque	107,000	7	y	130
8647 – 8651	Tasloi	35+	5	y	131
8652 – 8656	Taunter	650+	n/a	n/a	131
8657 – 8661	Tavern Lice, Canine Mandibled	1	n/a	n/a	132
8662 – 8666	Teether	650	4	y	133
8667 – 8671	Tenta'Kill	975	5	y	133
8672 – 8676	Termite Giant Harvester soldier	65	n/a	n/a	134
8677 – 8681	Termite, Giant Harvester King	650	n/a	n/a	134
8682 – 8686	Termite, Giant Harvester Queen	1400	n/a	n/a	134
8687 – 8691	Termite, Giant Harvester worker	35	n/a	n/a	134
8692 – 8696	Teroth	650	9	y	135
8697 – 8701	Thatcher, Banded Crest	175	3	y	136
8702 – 8706	Thessalhydra	7000	5	y	136
8707 – 8711	Thessilkrat	175	5	y	137
8712 – 8716	Thought Eater	1400	n/a	n/a	138
8717 – 8721	Thought Ghoul	270	n/a	n/a	138
8722 – 8726	Thrasher	420	5	y	139
8727 – 8731	Thri-Kreen	975	8	y	140
8732 – 8736	Throat Grappler	65	8	y	140
8737 – 8741	Throat Leech	1/6	n/a	n/a	141
8742 – 8746	Thunderherder	420	5	y	142
8747 – 8751	Tick, Giant Mottled	120+	n/a	n/a	142
8752 – 8756	Tick, Giant, Common	65+	n/a	n/a	142
8757 – 8761	Tick, Groin	120+	n/a	n/a	142
8762 – 8766	Tiger Fairy	270	5	y	143
8767 – 8771	Tiger Fly, Female	175	n/a	n/a	144
8772 – 8776	Tiger Fly, Larva	35	n/a	n/a	144
8777 – 8781	Tiger Fly, Male	420	n/a	n/a	144

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8782 – 8786	Tiger Horse, Flying Albino	2000	7	y	8
8787 – 8791	Tigertrap, Creeping	270	n/a	n/a	8
8792 – 8796	Time Elemental, Common	3000+	n/a	n/a	9
8797 – 8801	Time Elemental, Noble	5000	n/a	n/a	9
8802 – 8806	Tin Soldier	420	n/a	n/a	10
8807 – 8811	Titan	21,000	13	y	11
8812 – 8816	Titanothere	3000	5	y	12
8817 – 8826	Toad, Doom	650	5	y	13
8827 – 8836	Toad, Giant	120	9	y	13
8837 – 8846	Toad, Giant Coconut	65	6	y	13
8847 – 8856	Toad, Ice	270	5	y	13
8857 – 8866	Toad, Poisonous	175	5	y	13
8867 – 8876	Tongue, Giant Slithering	5000	5	y	14
8877 – 8881	Toucan, Hornbilled Terror	125	6	y	15
8882 – 8886	Toxic Buttercup	1400	5	y	15
8887 – 8891	Transposer	650	5	y	16
8892 – 8896	Trap, Living	975	n/a	n/a	17
8897 – 8901	Trapper	3000	5	y	17
8902 – 8906	Treant, Bonsai Ninja	125	n/a	n/a	18
8907 – 8911	Treant, Common	2000+	n/a	n/a	18
8912 – 8916	Treant, Undead	2000+	n/a	n/a	18
8917 – 8921	Tree Buffalo	175	7	y	20
8922 – 8926	Triceratortoise	6000	5	y	20
8927 – 8931	Triclops	650	11	y	21
8932 – 8936	Triton, Common	270	5	y	22
8937 – 8941	Triton, Exceptional	650+	5	y	22
8942 – 8946	Triton, Leader	4000	5	y	22
8947 – 8951	Triton, Spellcaster	2000+	5	y	22
8952 – 8956	Troglodyte	120+	5	y	23
8957 – 8961	Troll Mage	1400+	5	y	28
8962 – 8966	Troll, Ancient Gnarled-Toothed	4000	16	y	24
8967 – 8971	Troll, Common	1400	11	y	24
8972 – 8976	Troll, Crested	2000	7	y	24
8977 – 8981	Troll, Crested Gutter	3000+	12	y	24
8982 – 8986	Troll, Culvert	6000	5	y	25
8987 – 8991	Troll, Festering	3000	11	y	25
8992 – 8996	Troll, Forest	420	8	y	25
8997 – 9001	Troll, Giant	1400	5	y	27
9002 – 9006	Troll, Giant Two-Headed	3000	5	y	27
9007 – 9011	Troll, Glamour	1400	6	y	27
9012 – 9016	Troll, Gutter	1400	13	y	27
9017 – 9021	Troll, Hill	1400	11	y	28
9022 – 9026	Troll, Ice	175	5	y	28
9027 – 9031	Troll, Iron	10,000	5	y	28
9032 – 9036	Troll, Marine - freshwater	650	10	y	30
9037 – 9041	Troll, Marine - saltwater	1400	19	y	30
9042 – 9046	Troll, Merga	4000	5	y	30
9047 – 9051	Troll, Muck	975	9	y	30
9052 – 9056	Troll, Quorum	270	7	y	31
9057 – 9061	Troll, Rock	1400	12	y	32
9062 – 9066	Troll, Spirit	1400	5	y	32
9067 – 9071	Trollkin Auxiliaries	125+	7	y	32
9072 – 9076	Trolls, Sand	1400	11	y	32
9077 – 9081	Troutman	35+	5	y	33
9082 – 9086	Truculent Terrifier	3,000	n/a	n/a	34
9087 – 9091	Tunnel Squid	650	5	y	34
9092 – 9096	Turtle, Bombadier	270	8	y	35
9097 – 9101	Turtle, Dragon	10,000+	5	y	36
9102 – 9106	Turtle, Gargantuan	11,000	5	y	37
9107 – 9111	Turtle, Giant Snapping	1400	5	y	37
9112 – 9116	Turtle, Humongus Sea	20,000	5	y	37
9117 – 9121	Turtle, Sea	5000	5	y	37
9122 – 9126	Tween	15	n/a	n/a	37
9127 – 9131	Typhon	1400	10	y	38
9132 – 9136	Uarvax	420	10	y	39
9137 – 9141	Umber Hulk, Common	4000	13	y	40
9142 – 9146	Umber Hulk, Under Hulk	2000	5	y	40
9147 – 9151	Unicorn, Anhiram	650	9	y	45
9152 – 9156	Unicorn, Common	650	9	y	44
9157 – 9161	Unicorn, Cortazon	975	11	y	45
9162 – 9166	Unicorn, Licorn	420	6	y	45
9167 – 9171	Unicorn, Rimu	420	10	y	45
9172 – 9176	Unicorn, Tricorn	975	9	y	44
9177 – 9181	Urchin, Black	35	6	y	47

9182 – 9186	Urchin, Cannibal	120	5	y	47
9187 – 9191	Urchin, Green	65	6	y	47
9192 – 9196	Urchin, Land	275	8	y	48
9197 – 9201	Urchin, Red	120	6	y	47
9202 – 9206	Urchin, Silver	420	8	y	48
9207 – 9211	Urchin, Yellow	275	7	y	48
9212 – 9216	Vaargurdian	175	11	y	49
9217 – 9221	Vagabond, Astral	variable	n/a	n/a	49
9222 – 9226	Valkyrie	4000-8000	5	y	50
9227 – 9231	Valkyrie's Steed	*3000	6	y	51
9232 – 9236	Vampire Hordes, The	650	n/a	n/a	55
9237 – 9241	Vampire Hound	270	n/a	n/a	55
9242 – 9246	Vampire Thrall	420+	9	y	55
9247 – 9251	Vampire, Ancient Regal	10,000	n/a	n/a	53
9252 – 9256	Vampire, Asanbosam	7500	n/a	n/a	52
9257 – 9261	Vampire, Chiang-Shi	8000	n/a	n/a	53
9262 – 9266	Vampire, Common	8000	n/a	n/a	53
9267 – 9271	Vampire, Empusas	9000	n/a	n/a	52
9272 – 9276	Vampire, Executioner	9000	n/a	n/a	53
9277 – 9281	Vampire, Headlong	420	n/a	n/a	55
9282 – 9286	Vampire, Mulo	8000	n/a	n/a	52
9287 – 9291	Vampiricat	1400	n/a	n/a	57
9292 – 9296	Vargouille	125	n/a	y	58
9297 – 9301	Vegepygmy Dawg	270	n/a	n/a	59
9302 – 9306	Vegepygmy, Bipedal	65	n/a	n/a	59
9307 – 9311	Vengeful Troubadour	175+	5	y	60
9312 – 9316	Venom Sparrow	7	5	y	60
9317 – 9321	Vent-Squawler	270	6	y	61
9322 – 9326	Ver'Men	7	5	y	62
9327 – 9331	Verminator	65	6	y	62
9332 – 9336	Vicious Beach Mite	1	n/a	n/a	63
9337 – 9341	Vile Double-Crested Crawdad	175	7	y	64
9342 – 9346	Vile Shadow Fiend	1400	n/a	n/a	64
9347 – 9351	Vile Thunder Beast	650	6	y	65
9352 – 9356	Viper, Spit	35	5	y	66
9357 – 9361	Virusentient, Giant	3000	n/a	n/a	67
9362 – 9366	Vision	975	n/a	n/a	67
9367 – 9371	Vodrax	420	6	y	68
9372 – 9376	Vortex	65	n/a	n/a	69
9377 – 9381	Vulchling	15	5	y	70
9382 – 9386	Vulture, Common	65	6	y	69
9387 – 9391	Vulture, Giant	120	7	y	69
9392 – 9396	Vultures, Red Crested Snow	35	5	y	70
9397 – 9401	Walker	65+	n/a	n/a	71
9402 – 9406	Walking Stick, giant	15	n/a	n/a	72
9407 – 9411	Walrus, common	420	5	y	73
9412 – 9416	Walrus, Rabid	650	9	y	73
9417 – 9421	Walrus, Wretched	3000	5	y	73
9422 – 9426	War-Hawg	270	5	y	73
9427 – 9431	Waryur, Lowland	125	5	y	74
9432 – 9436	Wasp, Giant	270	n/a	n/a	75
9437 – 9441	Water Buffalo, Marauding	125	5	y	75
9442 – 9446	Water Weird	120	8	y	76
9447 – 9451	Weasel, Acid	120	5	y	77
9452 – 9456	Weasel, Common	7	5	y	77
9457 – 9461	Weasel, Giant	125	8	y	77
9462 – 9466	Weasel, Extradimensional	650	6	y	78
9467 – 9471	Web Queen	6000	n/a	n/a	79
9472 – 9476	Webbird	7	5	y	80
9477 – 9481	Weeants	120	n/a	n/a	80
9482 – 9486	Weevil, Blood, Adult	1	n/a	n/a	81
9487 – 9491	Weevil, Larva	1/20	n/a	n/a	81
9492 – 9496	Werebird	270	7	y	82
9497 – 9501	WereMimic	variable	variable	y	82
9502 – 9506	Whale, Common	2000+	5	y	84
9507 – 9511	Whale, Giant	8000+	5	y	84
9512 – 9516	Whale, Killer	9/975+	5	y	84
9517 – 9521	Whale, Narwhal	4+4/175+	9-11	y	84
9522 – 9526	Whip Scorpion, Giant	175	n/a	n/a	95
9527 – 9531	Whip Scorpion, Huge	65	n/a	n/a	95
9532 – 9536	Whip Scorpion, Large	35	n/a	n/a	95
9537 – 9541	Whipweed	125	9	y	95
9542 – 9546	Wight	975	n/a	n/a	86
9547 – 9551	Wild Cat O' Nine Tails	3000	4	y	87
9552 – 9556	Will-O-(the)-Wisp	3000	n/a	n/a	87
9557 – 9561	Willow, Black	3000	n/a	n/a	88
9562 – 9566	Wind Walker	1400	8	y	89
9567 – 9571	Witherstench	65	7	y	89
9572 – 9576	Witherweed	90+30+	n/a	n/a	90
9577 – 9586	Wolf, Common	65	4	y	91
9587 – 9596	Wolf, Sturm	700	11	y	92
9597 – 9606	Wolf, Timber	65	6	y	92
9607 – 9616	Wolf, Winter	975	5	y	91
9617 – 9626	Wolf: Dire	120	8	y	91
9627 – 9636	Wolf: Worg	125	9	y	91
9637 – 9641	Wolfwere	2000	6	y	93
9642 – 9646	Wolverine	270	5	y	94
9647 – 9651	Wolverine, Giant	420	9	y	94
9652 – 9656	Wolverwere	2000	9	y	93
9657 – 9661	Wombat, Fiendish Orange	35	5	y	94
9662 – 9666	Woodland Fiend	950	n/a	n/a	95
9667 – 9671	Wooly Mound	650	8	y	96
9672 – 9676	Worm, Banana	1	5	y	97
9677 – 9681	Worm, Belch	975	5	y	97
9682 – 9686	Worm, Bloodworm, Giant	360	5	y	98
9687 – 9691	Worm, Canker	250	5	y	98
9692 – 9696	Worm, Dredger	2000	5	y	97
9697 – 9701	Worm, Purple, Common	13,000	5	y	100
9702 – 9706	Worm, Purple, Mottled	13,000	5	y	100
9707 – 9711	Worm, Purple, Sand	13,000	5	y	100
9712 – 9716	Worm, Spiny Gutter	2000	5	y	97
9717 – 9721	Worm, Tenebrous	5000	5	y	101
9722 – 9726	Worm, Yack	270	5	y	101
9727 – 9731	Wraith Lord	5000	n/a	n/a	101
9732 – 9736	Wraith, Standard	3000	n/a	n/a	101
9737 – 9741	Wraith-Ryder	6000	n/a	n/a	102
9742 – 9742	Wyrm, Amber	6000	5	y	103
9743 – 9743	Wyrm, Bantering Snod	7000	5	y	103
9744 – 9744	Wyrm, Blood	5000	5	y	103
9745 – 9745	Wyrm, Guardian-Sun	8000	5	y	105
9746 – 9746	Wyrm, Skraag	7000	5	y	103
9747 – 9747	Wyrm, Sludge	1400	5	y	105
9748 – 9748	Wyrm, Snow	2000	5	y	105
9749 – 9749	Wyrm, Sun	7000	5	y	105
9750 – 9754	Wyvern	2000	12	y	106
9755 – 9759	Xeblor	15+	7	y	107
9760 – 9764	Xill	1100	4	y	107
9765 – 9769	Xorn	4000	12	y	108
9770 – 9774	Xorn Hunter	650	5	y	109
9775 – 9779	Xorn, Xaren	3000	10	y	108
9780 – 9784	Xyloid	65	n/a	n/a	110
9785 – 9789	Yak, Shadow	975	7	y	111
9790 – 9794	Yakitani	270	6	y	111
9795 – 9799	Yeth Hound	270	8	y	112
9800 – 9804	Yeti, Arctic	420	9	y	112
9805 – 9809	Yeti, Temperate	650	9	y	113
9810 – 9814	Yeti, Tropical	975	9	y	114
9815 – 9819	Yodeling Thrasher	65	7	y	115
9820 – 9824	Yuan-Ti, Abomination	3000	5	y	116
9825 – 9829	Yuan-Ti, Half-Breed	25	5	y	116
9830 – 9834	Yuan-Ti, Pureblood	975	5	y	116
9835 – 9839	Zabaku	11000	n/a	n/a	117
9840 – 9844	Zarnithan	15,000	n/a	n/a	117
9845 – 9845	Zealot	variable	4	y	118
9846 – 9850	Zebotaur	125	7	y	119
9851 – 9855	Zebra, Common	65	5	y	120
9856 – 9860	Zebra, Zebricorn	270	5	y	120
9861 – 9865	Zebra, Zegasus	420	5	y	120
9866 – 9870	Zebra, Zightmare	975	11	y	120
9871 – 9875	Zephyr Beast	35	5	y	121
9876 – 9880	Zephyr Rider	65	5	y	121
9881 – 9885	Ziz	30,000	15	y	121
9886 – 9890	Zombie	65	n/a	n/a	124
9891 – 9900	Zombie, Brain-Eating	270	n/a	n/a	123
9901 – 9910	Zombie, Flesh-Eating	270	n/a	n/a	123
9911 – 9920	Zombie, Giant	975	n/a	n/a	123
9921 – 9930	Zombie, Indentured	65	n/a	n/a	124
9931 – 9940	Zombie, Juju	975	n/a	n/a	124
9941 – 9950	Zombie, Monster	650	n/a	n/a	124
9951 – 9960	Zombie, Talking	175	n/a	n/a	123
9961 – 9970	Zombie, Yellow Musk	35	n/a	n/a	125
9971 – 9975	Zoolem, Dawg/Monkey, etc.	650	n/a	n/a	126
9976 – 9980	Zoolem, Hawk/Eagle	650	n/a	n/a	126
9981 – 9985	Zoolem, Horse/Deer	3000	n/a	n/a	126
9986 – 9990	Zoolem, Lion/Tiger	1400	n/a	n/a	126
9991 – 9995	Zorbo	980	7	y	127
9996 – 10000	Zygom	120	n/a	n/a	127

Table 2: Crit BSL: Hacklopedia of Beasts Volume I

Name	Defender's AC																																					
	15	14	13	12	11	10	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
Aarakian Brood Watcher	18	17	16	15	14	13	12	11	10	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
Aarakian Queen Mother	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Aarakian Warrior	17	16	15	14	13	12	11	10	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
Aarakian Worker	15	14	13	12	11	10	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
Aardvark, Dire	16	15	14	13	12	11	10	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
Aardvarkians	15	14	13	12	11	10	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
Aarnz Hound	15	14	13	12	11	10	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
Adapter (variable)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Adarupikus	11	10	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
Aerial Servant	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
Alligator, Giant	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
Ameoba, Giant	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Angel	40	39	38	37	36	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
Angel: Redeemer	38	37	36	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
Ankou	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Ankou's Skeletal Draught Horses...	18	17	16	15	14	13	12	11	10	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
Ant Hunter	14	13	12	11	10	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
Ant Lion, Giant	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Ant Men Queen	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Ant Men, Enforcer	20	19	18	17	16	15	14	13	12	11	10	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
Ant Men, Red Fire (variable)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Ant Men, Shaman	17	16	15	14	13	12	11	10	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
Ant Men, Workers	14	13	12	11	10	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
Ant, Giant	15	14	13	12	11	10	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
Anthraxian	11	10	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
Anti-Elem.: Air, Earth, Fire, Water (8)	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Anti-Elem.: Air, Earth, Fire, Water (10)	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Anti-Elem.: Air, Earth, Fire, Water (12)	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
Ape Shaman	17	16	15	14	13	12	11	10	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
Ape Shaman Warrior	18	17	16	15	14	13	12	11	10	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
Ape, Carnivorous	18	17	16	15	14	13	12	11	10	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
Ape, Gorilla	17	16	15	14	13	12	11	10	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
Ape, Pack (escaped – see Ape, Gorilla)	17	16	15	14	13	12	11	10	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
Ape, Shadow	14	13	12	11	10	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
Apparition	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Arcane Merchant	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Argos	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
Armadillo, Dire	16	15	14	13	12	11	10	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
Armored Foliage Creeper	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Arvanger, Speckled	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Arvanger, Spotted	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Ashen Prowler *See text	19	18	17	16	15	14	13	12	11	10	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
Astral Searcher	15	14	13	12	11	10	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
Attention Grabber	14	13	12	11	10	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
Augerlisk	19	18	17	16	15	14	13	12	11	10	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
Avenging Servant	34	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1
Avianderthal	14	13	12	11	10	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
Babbler, Cantakerous	11	10	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
Babbler, Incessant	11	10	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
Babbler, Incoherent	11	10	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
Babbling Instigator	11	10	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
Baboon	14	13	12	11	10	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
Baboon-Man	15	14	13	12	11	10	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
Badger, Common	14	13	12	11	10	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
Badger, Dread	15	14	13	12	11	10	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
Badger, Giant	16	15	14	13	12	11	10	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
Bandy Tailed Fighting Cock *Beak bonus	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Bane Lords	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
Banshee Lord	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Banshee: Groaning Spirit	20	19	18	17	16	15	14	13	12	11	10	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
Barbarian, Urban	15	14	13	12	11	10	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

Name	Defender's AC																																							
	15	14	13	12	11	10	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
Barbarian, warrior	18	17	16	15	14	13	12	11	10	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
Barracuda	13	12	11	10	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
Barracuda	15	14	13	12	11	10	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
Barracuda	16	15	14	13	12	11	10	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
Basilisk, Burrowing	14	13	12	11	10	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
Basilisk, Greater	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Basilisk, Lesser	19	18	17	16	15	14	13	12	11	10	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
Basilisk: Dracolisk	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Bat, Sinister	18	17	16	15	14	13	12	11	10	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
Bat, Arcane *Wing Slap	15	14	13	12	11	10	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
Bat, Azmyth	15	14	13	12	11	10	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
Bat, Common	11	10	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
Bat, Fire	15	14	13	12	11	10	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
Bat, Giant	19	18	17	16	15	14	13	12	11	10	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
Bat, Huge	17	16	15	14	13	12	11	10	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
Bat, Night Hunter	15	14	13	12	11	10	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
Bat, Pack	14	13	12	11	10	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
Beaked Horror	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Beaked Terror	16	15	14	13	12	11	10	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
Bear, Black	17	16	15	14	13	12	11	10	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
Bear, Blizzard	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
Bear, Cave	20	19	18	17	16	15	14	13	12	11	10	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
Bear, Grizzly	19	18	17	16	15	14	13	12	11	10	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
Bear, Poisonous	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Bear, Polar	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Beast of Brd.: Horse, Draft	16	15	14	13	12	11	10	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
Beast of Brd.: Horse, Heavy War	16	15	14	13	12	11	10	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
Beast of Brd.: Horse, Light War	16	15	14	13	12	11	10	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
Beast of Brd.: Horse, Medium War	17	16	15	14	13	12	11	10	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
Beast of Brd.: Horse, Pony	15	14	13	12	11	10	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
Beast of Brd.: Horse, Riding	15	14	13	12	11	10	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
Beast of Brd.: Horse, Wild	14	13	12	11	10	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
Beast of Brd.: Mule	15	14	13	12	11	10	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
Beast of Brd.: Ox	16	15	14	13	12	11	10	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
Beast of Burden: Donkey	18	17	16	15	14	13	12	11	10	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
Beast Shaman	18	17	16	15	14	13	12	11	10	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
Beaver, Giant	17	16	15	14	13	12	11	10	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
Beaver, Great Red Marauding	19	18	17	16	15	14	13	12	11	10	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
Bee, Giant Bumblebee	20	19	18	17	16	15	14	13	12	11	10	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
Bee, Giant Soldier	17	16	15	14	13	12	11	10	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
Bee, Giant Worker	16	15	14	13	12	11	10	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
Bee, Regular	11	10	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
Beetle, Giant Artillery	18	17	16	15	14	13	12	11	10	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
Beetle, Carnage	19	18	17	16	15	14	13	12	11	10	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
Beetle, Common	11	10	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
Beetle, Death Watch	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Beetle, Dung	15	14	13	12	11	10	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
Beetle, Flesh-Eating Gargantuan	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7
Beetle, Giant Bombardier	15	14	13	12	11	10	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
Beetle, Giant Boring	18	17	16	15	14	13	12	11	10	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
Beetle, Giant Fire	14	13	12	11	10	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
Beetle, Giant Rhinoceros	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Beetle, Giant Stag	20	19	18	17	16	15	14	13	12	11	10	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
Beetle, Giant Water	17	16	15	14	13	12	11	10	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
Beetle, Predacious Diving	18	17	16	15	14	13	12	11	10	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
Beetle, Predacious Dungeon	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Beetle: Goldbug	11	10	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
Behemoth	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
Beholder, Blind	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Beholder, Common	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Beholder, Death Kiss	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
Beholder, Elder Orb	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
Beholder, Eye of the Deep (10)	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12

Name	Defender's AC																																				
	15	14	13	12	11	10	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
Beholder, Eye of the Deep (11)	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
Beholder, Eye of the Deep (12)	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Beholder, Gauth	20	19	18	17	16	15	14	13	12	11	10	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
Beholder, Gauth	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Beholder, Spectator	18	17	16	15	14	13	12	11	10	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
Beholder, Undead	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Beholder, Voyeur	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Beholder-kin, Director	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Beholder-kin, Examiner	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Beholder-kin, Hive Mother	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
Beholder-kin, Lensman	15	14	13	12	11	10	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
Beholder-kin, Overseer	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
Beholder-kin, Watcher	17	16	15	14	13	12	11	10	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
Bird: Collector	19	18	17	16	15	14	13	12	11	10	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
Bird: Condor	17	16	15	14	13	12	11	10	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
Bird: Falcon	14	13	12	11	10	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
Bird: Flightless (1)	13	12	11	10	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
Bird: Flightless (2)	15	14	13	12	11	10	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
Bird: Flightless (3)	16	15	14	13	12	11	10	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
Bird: Flightless Aquatic	11	10	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
Bird: Hawk, Large	13	12	11	10	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
Bird: Standard	11	10	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
Bird: Swan	11	10	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
Bison'vyders	18	17	16	15	14	13	12	11	10	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
Black Annis	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7
Black Poppy	11	10	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
Blind Wretched Pursuer	16	15	14	13	12	11	10	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
Blink Dawg	17	16	15	14	13	12	11	10	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
Blood Guzzler	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
Blood Hawk	13	12	11	10	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
Blue Throttle	11	10	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
Boar, Giant	20	19	18	17	16	15	14	13	12	11	10	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
Boar, Man	17	16	15	14	13	12	11	10	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
Boar, Snow	17	16	15	14	13	12	11	10	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
Boar, Warthog	16	15	14	13	12	11	10	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
Boar, Wild	17	16	15	14	13	12	11	10	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
Bog Lurker	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Bogels: Trows	15	14	13	12	11	10	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
Boggelman	13	12	11	10	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
Bolter	20	19	18	17	16	15	14	13	12	11	10	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
Bone Scavenger	11	10	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
Boobrie	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Boot Mauler [1]	15	14	13	12	11	10	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
Boring Barnacles	11	10	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
Bovinians	16	15	14	13	12	11	10	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
Bowler	11	10	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
Brain Mite, Carnivorous	11	10	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
Brain Mole	11	10	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
Brownie, Barbarian	15	14	13	12	11	10	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
Brownie, Greater	11	10	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
Brownie, Normal	11	10	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
Brownie, Quickling	13	12	11	10	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
Brownie, Quickling	16	15	14	13	12	11	10	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
Buffalo/Bison	18	17	16	15	14	13	12	11	10	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
Bugbear	16	15	14	13	12	11	10	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
Bugbear, Greater	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
Bulette	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Bulette, Hammerhead	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Bull Angler	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Bullboon	17	16	15	14	13	12	11	10	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
Bullfrog, Giant	17	16	15	14	13	12	11	10	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
Bullfrog, Giant Man-eating	18	17	16	15	14	13	12	11	10	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
Bullywug	14	13	12	11	10	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

Name	Defender's AC 15	14	13	12	11	10	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
Bullywug, Advanced	16	15	14	13	12	11	10	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
Butterfly, Steed/Mount	14	13	12	11	10	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
Camel, Carrion	16	15	14	13	12	11	10	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
Camel, Wild	16	15	14	13	12	11	10	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
Camp Moth	11	10	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
Carcass Seether	15	14	13	12	11	10	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
Carnagesaur	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7
Carnivorous Coral	13	12	11	10	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
Carrion Crawler	16	15	14	13	12	11	10	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
Carrion Crawler, Nine-Tentacled	17	16	15	14	13	12	11	10	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
Carrion Grub	13	12	11	10	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
Carrion Pecker	11	10	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
Cat, Great: Common Lion	18	17	16	15	14	13	12	11	10	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
Cat, Great: Mountain Lion	16	15	14	13	12	11	10	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
Cat, Great: Spotted Lion	19	18	17	16	15	14	13	12	11	10	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
Cat, Great: Cheetah [2]	18	17	16	15	14	13	12	11	10	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
Cat, Great: Giant Lynx	15	14	13	12	11	10	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
Cat, Great: Jaguar	17	16	15	14	13	12	11	10	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
Cat, Great: Leopard	17	16	15	14	13	12	11	10	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
Cat, Great: Smilodon	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Cat, Great: Snow Leopard [3]	19	18	17	16	15	14	13	12	11	10	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
Cat, Great: Wild Tiger	19	18	17	16	15	14	13	12	11	10	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

Note: Numbers in (parentheses) are hit dice. Numbers in [brackets] are footnotes.
[1] - +4 when enraged [2] - +2 only when defending her young [3] - +2 when in snow or a blizzard

Table 3: Crit BSL: Hacklopedia of Beasts Volume II

Name	Defender's AC 15	14	13	12	11	10	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
Cat, Small: Domestic	11	10	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
Cat, Small: Elven	17	16	15	14	13	12	11	10	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
Cat, Small: Wild	11	10	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
Cataplasm	15	14	13	12	11	10	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
Catfish, Giant (variable) (10)	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Catoblepas	19	18	17	16	15	14	13	12	11	10	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
Cattle, Wild	17	16	15	14	13	12	11	10	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
Cave Chameleon, Gargantuan	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Cave Chameleon, Large	19	18	17	16	15	14	13	12	11	10	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
Cave Cricket, Carnivorous	17	16	15	14	13	12	11	10	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
Cave Fisher	16	15	14	13	12	11	10	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
Cave Moray	18	17	16	15	14	13	12	11	10	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
Centaur	17	16	15	14	13	12	11	10	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
Centaur Ant	18	17	16	15	14	13	12	11	10	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
Centaur, Syntaur (5)	18	17	16	15	14	13	12	11	10	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
Centaur, Syntaur (6)	19	18	17	16	15	14	13	12	11	10	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
Centaur, Syntaur (7)	20	19	18	17	16	15	14	13	12	11	10	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
Centipede, Giant	11	10	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
Centipede, Huge	11	10	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
Centipede, Megalo-	16	15	14	13	12	11	10	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
Centipede, Tunnel	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Centipus	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
Centisteed	20	19	18	17	16	15	14	13	12	11	10	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
Cerebral Mauler/Marauder	17	16	15	14	13	12	11	10	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
Cerebral Parasite (N/A)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Chaos Corpse (variable) (10)	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Chaos Feeder	18	17	16	15	14	13	12	11	10	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
Chimera	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Chimera: Gorgimera	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Chimera: Mimera	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13

Name	Defender's AC																																					
	15	14	13	12	11	10	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
Chimera: Shymera	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Chimney Mites (N/A)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Chimney Sneak [1]	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Chimparians	15	14	13	12	11	10	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
Cloaker	19	18	17	16	15	14	13	12	11	10	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
Clubnek	15	14	13	12	11	10	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
Cockatrice	18	17	16	15	14	13	12	11	10	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
Cockatrice: Cryolisk	19	18	17	16	15	14	13	12	11	10	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
Cockatrice: Polylisk	18	17	16	15	14	13	12	11	10	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
Cockatrice: Pyrolisk	19	18	17	16	15	14	13	12	11	10	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
Cockroach, Carnivorous Giant	18	17	16	15	14	13	12	11	10	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
Cockroach, Hair Lipped	15	14	13	12	11	10	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
Cockroach, Hissing	14	13	12	11	10	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
Cockroach, Lightning	16	15	14	13	12	11	10	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
Cockroach, Oriental	15	14	13	12	11	10	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
Cockroach, Shortwinged	17	16	15	14	13	12	11	10	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
Cockroach: Cheetah	14	13	12	11	10	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
Cockroach: Dire	16	15	14	13	12	11	10	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
Coffer Corpse	15	14	13	12	11	10	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
Confusion Beast	19	18	17	16	15	14	13	12	11	10	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
Corby, Dire	15	14	13	12	11	10	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
Corpse Crab	11	10	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
Corpse Skink	15	14	13	12	11	10	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
Couatl	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Crab Man	16	15	14	13	12	11	10	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
Crane, Dire	17	16	15	14	13	12	11	10	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
Crawling Claw	11	10	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
Creeper, Purple Howling	17	16	15	14	13	12	11	10	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
Creeper, Yellow Musk	16	15	14	13	12	11	10	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
Creeping Horror	16	15	14	13	12	11	10	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
Cricket, Common	11	10	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
Criocamp	16	15	14	13	12	11	10	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
Crocodile, Giant	20	19	18	17	16	15	14	13	12	11	10	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
Crocodile, Normal	16	15	14	13	12	11	10	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
Crocolisk	20	19	18	17	16	15	14	13	12	11	10	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
Crop Lurker	15	14	13	12	11	10	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
Crouching Hopper	15	14	13	12	11	10	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
Crustacean: Crab, Dire	18	17	16	15	14	13	12	11	10	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
Crustacean: Crab, Giant	16	15	14	13	12	11	10	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
Crustacean: Crayfish, Giant	18	17	16	15	14	13	12	11	10	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
Crustacean: Lobster, Giant	20	19	18	17	16	15	14	13	12	11	10	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
Crypt Thing	19	18	17	16	15	14	13	12	11	10	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
Culvert Fiend	14	13	12	11	10	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
Cyclops, Common	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
Cyclops, True	38	37	36	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
Dao	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Dark Folk, Creeper	14	13	12	11	10	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
Dark Folk, Stalker	15	14	13	12	11	10	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
Dark Seether	18	17	16	15	14	13	12	11	10	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
Dawg, Rottweiler	16	15	14	13	12	11	10	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
Dawg, War	15	14	13	12	11	10	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
Dawg, Wild	14	13	12	11	10	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
Death Dawg	15	14	13	12	11	10	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
Death Harvester (N/A)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Death Knight [2]	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Death Weaver	20	19	18	17	16	15	14	13	12	11	10	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
Death's Minions	16	15	14	13	12	11	10	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
Deepspawn	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
Demilich	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Denzelian (variable) (10)	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Desmodian	15	14	13	12	11	10	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
Disenchanter	18	17	16	15	14	13	12	11	10	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
Dispatcher (variable)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Name	Defender's AC 15	14	13	12	11	10	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
Displacer Beast	19	18	17	16	15	14	13	12	11	10	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
Djinni	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Djinni, Black	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Djinni, Noble	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Dolphin	15	14	13	12	11	10	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
Doom Harvester	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Doombat, Mortal	20	19	18	17	16	15	14	13	12	11	10	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
Doorant, Spirit	17	16	15	14	13	12	11	10	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
Doorant, Tree	20	19	18	17	16	15	14	13	12	11	10	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
DoppleEwe	16	15	14	13	12	11	10	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
Doppleganger	17	16	15	14	13	12	11	10	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
Doppleganger, Master	19	18	17	16	15	14	13	12	11	10	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
Doppleganger, Predator	18	17	16	15	14	13	12	11	10	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
Dopplemeister	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Doppler Croc	19	18	17	16	15	14	13	12	11	10	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
Draat	15	14	13	12	11	10	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
Dracolich (variable)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Dragon, Ancient Albino Scoria [3]	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
Dragon, Black [3]	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Dragon, Blue Horny-Ridged [3]	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
Dragon, Bl. Spiny-Bkd Blue-Ridged [3]	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
Dragon, Blue Spiny-Horned [3]	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Dragon, Brass [3]	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Dragon, Bronze [3]	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
Dragon, Chromatic [3]	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
Dragon, Cloud [3]	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
Dragon, Cloud - Salamartey [3]	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
Dragon, Copper [3]	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Dragon, Copper Slag- [3]	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Dragon, Gold [3]	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
Dragon, Green [3]	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
Dragon, Mist [3]	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
Dragon, Mottled [3]	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
Dragon, Onyx [3]	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Dragon, Platinum [3]	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
Dragon, Red [3]	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7
Dragon, Red-Crested Amber Bellied [3]	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Dragon, Shadow [3]	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Dragon, Silver [3]	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7
Dragon, Slag-Scaled Titanium [3]	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
Dragon, Speckled [3]	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Dragon, Spiny [3]	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7
Dragon, Swack Iron [3]	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7
Dragon, Swack Iron Albino [3]	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7
Dragon, White [3]	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
DragonFaerie	17	16	15	14	13	12	11	10	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
Dragonfish	11	10	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
Dragonfly, Giant [4]	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
DragonHorse	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
DragonKomodo	16	15	14	13	12	11	10	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
DragonKomodo, Dire	17	16	15	14	13	12	11	10	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
DragonKomodo, Giant	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
DragonLord (variable)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Dragonne	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Dragonnel	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Dralch	20	19	18	17	16	15	14	13	12	11	10	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
Drelb	19	18	17	16	15	14	13	12	11	10	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
Drider	20	19	18	17	16	15	14	13	12	11	10	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
Drow	15	14	13	12	11	10	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
Drow, Half-	15	14	13	12	11	10	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
Drowtaur	17	16	15	14	13	12	11	10	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
Dryad	15	14	13	12	11	10	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
Dune Stalker	17	16	15	14	13	12	11	10	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

Name	Defender's AC 15	14	13	12	11	10	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
Dungeon Anemone	19	18	17	16	15	14	13	12	11	10	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
Dungeon Cat	13	12	11	10	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
Dust Digger	17	16	15	14	13	12	11	10	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
Dwarf, Derro (variable) (3) [5]	16	15	14	13	12	11	10	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
Dwarf, Duergar [5]	14	13	12	11	10	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
Dwarf, Gully [5]	14	13	12	11	10	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
Dwarf, Hill [5]	14	13	12	11	10	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
Dwarf, Mountain [5]	14	13	12	11	10	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
Dwarf, Pygmy [5]	14	13	12	11	10	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
Dwarven Warhorse	19	18	17	16	15	14	13	12	11	10	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
Eagle, Gargantuan	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Eagle, Giant	19	18	17	16	15	14	13	12	11	10	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
Eagle, Wild	13	12	11	10	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
Eblis	18	17	16	15	14	13	12	11	10	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
Eel, Electric	15	14	13	12	11	10	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
Eel, Giant	18	17	16	15	14	13	12	11	10	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
Eel, Weed	14	13	12	11	10	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
Efreeti	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12

Note: Numbers in (parentheses) are hit dice. Numbers in [brackets] are footnotes.
[1] - +2 from above, +6 only if victim surprised
[2] - See HoB 2, page 53 [3] - See HoB 2, page 72
[4] - +4 with bite only when victim has been grabbed and lifted from the ground
[5] - See HoB 2, page 121

Table 4: Crit BSL: Hacklopedia of Beasts Volume III

Name	Defender's AC 15	14	13	12	11	10	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
Elemental, Air, (8)	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Elemental, Earth (8)	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Elemental, Fire (8)	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Elemental, Water (8)	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Elemental, Air (12)	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Elemental, Earth (12)	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Elemental, Fire (12)	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Elemental, Water (12)	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Elemental, Air (16)	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
Elemental, Earth (16)	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
Elemental, Fire (16)	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
Elemental, Water (16)	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
Elemental, Greater Periodic	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
Elephant, Club Trunked	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Elephant, SabreToothed	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Elephant, Small-Eared	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Elephant, Standard	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Elf, Aquatic [1]	18	17	16	15	14	13	12	11	10	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
Elf, Grel Cleric [2]	19	18	17	16	15	14	13	12	11	10	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
Elf, Grel Mages [2]	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Elf, Grey [2]	15	14	13	12	11	10	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
Elf, Grugach [2]	16	15	14	13	12	11	10	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
Elf, Half [2]	15	14	13	12	11	10	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
Elf, High [2]	14	13	12	11	10	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
Elf, Hunter Grel [2]	18	17	16	15	14	13	12	11	10	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
Elf, Shadow [2]	16	15	14	13	12	11	10	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
Elf, Shadow Grel [2]	20	19	18	17	16	15	14	13	12	11	10	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
Elf, Valley [2]	15	14	13	12	11	10	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
Elf, Wood [2]	15	14	13	12	11	10	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
Elk, Dire	17	16	15	14	13	12	11	10	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
Elven Pony	16	15	14	13	12	11	10	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

Name	Defender's AC																																					
	15	14	13	12	11	10	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
Elven Wardawg	16	15	14	13	12	11	10	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
Enchanted Doors (variable) (5)	18	17	16	15	14	13	12	11	10	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
Enigma Lice	11	10	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
Enslaver of the Deep	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Enveloper (variable) (3)	16	15	14	13	12	11	10	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
Ettercap	18	17	16	15	14	13	12	11	10	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
Ettin	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Eye, Floating	11	10	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
Fairy, Carnivorous, Glitter	11	10	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
Fairy, Carnivorous, Hardcore	14	13	12	11	10	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
Fairy, Carnivorous, Hunter	14	13	12	11	10	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
Fairy, Carnivorous, Seasoned	13	12	11	10	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
Fairy, Carnivorous, Wild	11	10	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
Fairy, Gorge	11	10	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
Fairy, Standard	11	10	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
Fairy, Water Crested	11	10	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
Felarn	15	14	13	12	11	10	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
Ferret, Man-Eating	14	13	12	11	10	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
Festering Reaver	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Fire Ants	11	10	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
Fire-Monk	15	14	13	12	11	10	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
Firedrake	17	16	15	14	13	12	11	10	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
Firefly, Dire	15	14	13	12	11	10	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
Firenewt, Cleric	17	16	15	14	13	12	11	10	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
Firenewt, Common	15	14	13	12	11	10	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
Firenewt, Elite	17	16	15	14	13	12	11	10	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
Firenewt, Overlord	20	19	18	17	16	15	14	13	12	11	10	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
Firenewt, Strider	17	16	15	14	13	12	11	10	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
Firetoad	17	16	15	14	13	12	11	10	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
Flail Snail (4)	17	16	15	14	13	12	11	10	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
Flail Snail (5)	18	17	16	15	14	13	12	11	10	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
Flail Snail (6)	19	18	17	16	15	14	13	12	11	10	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
Flailing Wailer	16	15	14	13	12	11	10	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
Flesh Thrasher	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Fleshpecker [3]	15	14	13	12	11	10	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
Fly, Giant Horse-	19	18	17	16	15	14	13	12	11	10	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
Frog, Chain Reaction	15	14	13	12	11	10	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
Frog, Giant (1)	13	12	11	10	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
Frog, Giant (2)	15	14	13	12	11	10	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
Frog, Giant (3)	16	15	14	13	12	11	10	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
Frog, Killer	15	14	13	12	11	10	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
Frog, Poisonous	13	12	11	10	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
Frog, Yellow	11	10	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
Fungi, Violent	17	16	15	14	13	12	11	10	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
Fungi, Violet	16	15	14	13	12	11	10	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
Fungroid	20	19	18	17	16	15	14	13	12	11	10	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
Fungus Rot (Disease/Parasite) (N/A)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Gagwaller	16	15	14	13	12	11	10	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
Galeb Duhr (8)	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Galeb Duhr (9)	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Galeb Duhr (10)	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Gar, Giant	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Gargoyle Lord	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Gargoyle, Common	18	17	16	15	14	13	12	11	10	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
Gargoyle, Kapoacinth	18	17	16	15	14	13	12	11	10	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
Gas Spore	11	10	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
Gelatinous Cube	17	16	15	14	13	12	11	10	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
Ghast	17	16	15	14	13	12	11	10	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
Ghost	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Ghoul, Common	15	14	13	12	11	10	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
Ghoul: Lacedon	15	14	13	12	11	10	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
Giant Desert Beaver	17	16	15	14	13	12	11	10	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
Giant, Cloud	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Name	Defender's AC 15	14	13	12	11	10	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
Giant, Firbolg	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
Giant, Fire	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
Giant, Fog	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
Giant, Fomorian	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
Giant, Frost	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
Giant, Gorge	34	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1
Giant, Hill	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7
Giant, Mist	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
Giant, Mountain	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
Giant, Prairie	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
Giant, Scorn	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
Giant, Stone	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
Giant, Storm	39	38	37	36	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
Giant, Verbeeg	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Gibbering Mouther	18	17	16	15	14	13	12	11	10	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
Gibbon	12	11	10	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
Githyanki (variable) (1) [4]	13	12	11	10	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
Githzerai (variable) (1) [5]	16	15	14	13	12	11	10	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
Gloomwing	18	17	16	15	14	13	12	11	10	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
Glow Worm	13	12	11	10	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
Gnarl-rons	17	16	15	14	13	12	11	10	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
Gnoll, Desert	15	14	13	12	11	10	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
Gnoll, Headhunter	15	14	13	12	11	10	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
Gnoll, Standard	15	14	13	12	11	10	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
Gnome Titans	12	11	10	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
Gnome, Common	13	12	11	10	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
Gnome, Feral	14	13	12	11	10	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
Gnome, Forest	13	12	11	10	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
Gnome, Svirfneblin [6]	15	14	13	12	11	10	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
Gnome, Tinker	13	12	11	10	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
Gnomeling	12	11	10	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
Gnomish Doom Lord	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
Goat	16	15	14	13	12	11	10	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
Goat, Giant	20	19	18	17	16	15	14	13	12	11	10	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
Goblin, Common	12	11	10	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
Goblin, Gibbering	17	16	15	14	13	12	11	10	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
Gold Bane	11	10	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
Golem Master (variable) (9)	15	14	13	12	11	10	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
Golem, Blood	19	18	17	16	15	14	13	12	11	10	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
Golem, Clay	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
Golem, Flesh	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Golem, Gristle	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
Golem, Guardian	18	17	16	15	14	13	12	11	10	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
Golem, Iron	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
Golem, Muck	18	17	16	15	14	13	12	11	10	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
Golem, Muck, Diseased	18	17	16	15	14	13	12	11	10	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
Golem, Puppet	15	14	13	12	11	10	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
Golem, Stone	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
Goo, Amber	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Gopher, Sewer	16	15	14	13	12	11	10	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
Gorangatang	18	17	16	15	14	13	12	11	10	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
Gore Monger, Insatiable	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Gorecupine	19	18	17	16	15	14	13	12	11	10	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
Goregon	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Gorger, Dire	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Gorizzla	17	16	15	14	13	12	11	10	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
Gorphin	17	16	15	14	13	12	11	10	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
Gouger, Cave	15	14	13	12	11	10	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
Gouger, Dark	16	15	14	13	12	11	10	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
Gouger, Fanged	16	15	14	13	12	11	10	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
Gouger, Great	17	16	15	14	13	12	11	10	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
Grappling Thrasher	18	17	16	15	14	13	12	11	10	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
Grave Scrounger	16	15	14	13	12	11	10	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

Name	Defender's AC																																						
	15	14	13	12	11	10	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
Gremlin	17	16	15	14	13	12	11	10	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
Gremlin, Galltrit	11	10	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
Grendel	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Grieving Herald	17	16	15	14	13	12	11	10	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
Griffon	20	19	18	17	16	15	14	13	12	11	10	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
Grig [7]	13	12	11	10	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
Grim	20	19	18	17	16	15	14	13	12	11	10	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
Grimlock	15	14	13	12	11	10	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
Grippli	14	13	12	11	10	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
Grizzled Bankrass	19	18	17	16	15	14	13	12	11	10	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
Grizzly Squirrel	14	13	12	11	10	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
Grynurian Monk [8]	19	18	17	16	15	14	13	12	11	10	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
Guardian Familiar (variable) (9)	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Guardian Spirit	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Gummy Fiend	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
Gut Waller	20	19	18	17	16	15	14	13	12	11	10	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
Gut Waller Serpent (variable) (4)	17	16	15	14	13	12	11	10	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
Hag, Green	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Hag, Sea	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Halfling, Hairfoot [9]	14	13	12	11	10	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
Halfling: Stout [9]	14	13	12	11	10	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
Halfling: Tallfellow [9]	14	13	12	11	10	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
Halfling: Thug [9]	14	13	12	11	10	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
Hangman Tree (variable) (6)	19	18	17	16	15	14	13	12	11	10	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
Harpy	20	19	18	17	16	15	14	13	12	11	10	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
Haunt (variable) (5)	18	17	16	15	14	13	12	11	10	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
HedgeHawg, Giant	17	16	15	14	13	12	11	10	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
HedgeHawg, Vorpal-Clawed	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Hedley Kow	18	17	16	15	14	13	12	11	10	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
Heel Borer	19	18	17	16	15	14	13	12	11	10	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
Herd Animals (variable) (5)	18	17	16	15	14	13	12	11	10	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
Hippocampus	17	16	15	14	13	12	11	10	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
Hippogriff	17	16	15	14	13	12	11	10	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
Hippopotamus	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14

Note: Numbers in (parentheses) are hit dice. Numbers in [brackets] are footnotes.

[1] - +4 from below only

[2] - +1 with short sword, long sword & bows (except crossbow)

[3] - +4 from behind, +2 from the side

[4] - See HoB 3 page 68

[5] - +3 with a silver sword, must be 5th level or greater

[6] - +2 with stun darts, +1 when using their tools (picks & daggers)

[7] - +2 with darts (they carry up to 6)

[8] - +4 from behind only

[9] - +1 with sling and thrown weapons only

Table 5: Crit BSL: Hacklopedia of Beasts Volume IV

Name	Defender's AC																																						
	15	14	13	12	11	10	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
Hoar Fox	15	14	13	12	11	10	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
Hoar'daa Bull [1]	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
Hoar'daa Cow	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Hoar'daa Larvae (variable) (5)	18	17	16	15	14	13	12	11	10	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
Hobgoblin [2]	17	16	15	14	13	12	11	10	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
Hollyphant	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Homonculous	15	14	13	12	11	10	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
Hood Winker	15	14	13	12	11	10	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
Hook Horror	18	17	16	15	14	13	12	11	10	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
Horned Rager	19	18	17	16	15	14	13	12	11	10	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
Horned Simian Bush-Grappler	16	15	14	13	12	11	10	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
Hornet, Carnivorous	11	10	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

Name	Defender's AC																																					
	15	14	13	12	11	10	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
Hornet, Giant	18	17	16	15	14	13	12	11	10	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
Hound of Ill Omen	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Hubrisite	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Huecuva	15	14	13	12	11	10	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
Hulking Mound	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Humanimals, Greater	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Humanimals, Lesser	16	15	14	13	12	11	10	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
Hunched Shocker	19	18	17	16	15	14	13	12	11	10	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
Hydra: common (variable) (12)	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Hydra: Cryo (variable) (8)	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Hydra: Lernaean (variable) (12)	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Hydra: Medusa (variable) (16)	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
Hydra: Pyro (7)	20	19	18	17	16	15	14	13	12	11	10	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
Hydra: Pyro (8)	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Hyena	16	15	14	13	12	11	10	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
Hyena, Giant	18	17	16	15	14	13	12	11	10	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
Ice Fiend	17	16	15	14	13	12	11	10	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
Ichthyocentaur	17	16	15	14	13	12	11	10	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
Igneous Walker	18	17	16	15	14	13	12	11	10	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
Impaler, Crimson	13	12	11	10	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
Impaler, Purple	17	16	15	14	13	12	11	10	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
Impaler, Rainbow	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Impeder, Great Lucid	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
Incinerator	18	17	16	15	14	13	12	11	10	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
Indigo Ambusher	15	14	13	12	11	10	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
Infernal Slayer [3]	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Insidious Ichor (variable) (6)	19	18	17	16	15	14	13	12	11	10	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
Insidious Stalker	15	14	13	12	11	10	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
Intellect Devourer, Adult	20	19	18	17	16	15	14	13	12	11	10	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
Intellect Devourer, Larva	17	16	15	14	13	12	11	10	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
Invisible Heckler	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Invisible Horror (variable)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Invisible Stalker	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Iron Cobra	13	12	11	10	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
Ixitxachitl: Cleric (variable)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Ixitxachitl: standard	14	13	12	11	10	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
Ixitxachitl: Vampire	15	14	13	12	11	10	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
Jabbervock, Vile	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Jackal	11	10	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
Jackalope, Pronghare	13	12	11	10	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
Jackalope, Standard	13	12	11	10	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
Jackalwere	17	16	15	14	13	12	11	10	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
Jaculi [4]	17	16	15	14	13	12	11	10	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
Jaded Mannacle	17	16	15	14	13	12	11	10	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
Jann	19	18	17	16	15	14	13	12	11	10	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
Jarvin-taur	14	13	12	11	10	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
Jaundiced Grappler	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Jelly, Grease	19	18	17	16	15	14	13	12	11	10	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
Jelly, Mustard	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Jelly, Ochre	17	16	15	14	13	12	11	10	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
Jelly, Symbiotic	15	14	13	12	11	10	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
Jellyfish, Common	11	10	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
Jellyfish, Dire Man O' War	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Jellyfish, Flying Swamp	18	17	16	15	14	13	12	11	10	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
Jellyfish, Giant	19	18	17	16	15	14	13	12	11	10	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
Jellyfish: Man-O-War (variable) (4)	17	16	15	14	13	12	11	10	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
Jellyling	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Jungle Terror	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Jungle-Drac (variable) (8)	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Jurassic Creatures: Ankylosaurus	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Jurassic Creatures: Archaeopteryx	14	13	12	11	10	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
Jurassic Creatures: Brontosaurus	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
Jurassic Creatures: Camptosaurus (1)	13	12	11	10	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

Name	Defender's AC																																		
	15	14	13	12	11	10	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
Jurassic Creatures: Camptosaurus (2)	15	14	13	12	11	10	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
Jurassic Creatures: Camptosaurus (3)	16	15	14	13	12	11	10	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
Jurassic Creatures: Deinonyschus [5]	19	18	17	16	15	14	13	12	11	10	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
Jurassic Creatures: Dimetrodon (3)	16	15	14	13	12	11	10	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
Jurassic Creatures: Dimetrodon (4)	17	16	15	14	13	12	11	10	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
Jurassic Creatures: Dimetrodon (5)	18	17	16	15	14	13	12	11	10	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
Jurassic Creatures: Diplodocus	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
Jurassic Creatures: Elasmosaurus	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7
Jurassic Creatures: Icthyosaurus	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Jurassic Creatures: Lambeosaurus	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Jurassic Creatures: Mamenchisaurus	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
Jurassic Creatures: Nothosaurus	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
Jurassic Creatures: Plesiosaurus	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
Jurassic Creatures: Pteranodon	17	16	15	14	13	12	11	10	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
Jurassic Creatures: Stegosaurus	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
Jurassic Creatures: Triceratops	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
Jurassic Creatures: Triloblights	20	19	18	17	16	15	14	13	12	11	10	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
Jurassic Creatures: Tyrannosaurus Rex	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
Jurassic Creatures: Velociraptor	19	18	17	16	15	14	13	12	11	10	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
Juryndy, Freshwater	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Juryndy, Saltwater	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
Kangarai Warrior [6]	20	19	18	17	16	15	14	13	12	11	10	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
Kangaroo Flea, Giant	13	12	11	10	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
Kangaroo, common	13	12	11	10	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
Kangaroo, Marauding	16	15	14	13	12	11	10	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
Karkadann	19	18	17	16	15	14	13	12	11	10	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
Kenku (variable) (5)	18	17	16	15	14	13	12	11	10	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
Ki-Rin [7]	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7
Killwi	17	16	15	14	13	12	11	10	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
Kobold, Greater (variable) (1)	13	12	11	10	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
Kobold, Lesser	11	10	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
Kobold, Woodland	11	10	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
Kraken	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
Krueller	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Kuo-Toa: common (variable) (2)	15	14	13	12	11	10	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
Kuo-Toa: Monitors	18	17	16	15	14	13	12	11	10	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
Kuo-Toa: Shaman (variable) (2)	15	14	13	12	11	10	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
Lamia, Common	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Lamia, Great-Horned	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Lamia, Noble	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Lammasu, Common	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Lammasu, Greater	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Lamprey, Giant	18	17	16	15	14	13	12	11	10	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
Lamprey, Land	14	13	12	11	10	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
Lamprey, Normal	14	13	12	11	10	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
Larantula [8]	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Latrine Ambusher	15	14	13	12	11	10	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
LavaSpawn: Fighters (4)	17	16	15	14	13	12	11	10	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
LavaSpawn: Fighters (5)	19	18	17	16	15	14	13	12	11	10	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
LavaSpawn: Multi-Classed [9]	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
LavaSpawn: Spell Casters	18	17	16	15	14	13	12	11	10	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
Leech, Bony-Ridged	13	12	11	10	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
Leech, Cistern	11	10	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
Leech, Giant (variable) (4)	17	16	15	14	13	12	11	10	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
Leech, Groin	12	11	10	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
Leech, Level-Draining Muck	11	10	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
Leech, Luck-Draining Muck	11	10	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
Leech, Sinus	11	10	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
LeechMan, Guard	16	15	14	13	12	11	10	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
LeechMan, Swamp-dwelling	15	14	13	12	11	10	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
Lemur, Common	13	12	11	10	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
Lemur, Feces-Flinging	13	12	11	10	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
Lemur, Flying	14	13	12	11	10	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

Name	Defender's AC																																							
	15	14	13	12	11	10	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
Lemur, Pygmy Mouse	11	10	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
Lemur, Ringtail	13	12	11	10	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
Leucrotta	19	18	17	16	15	14	13	12	11	10	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
Leviathan	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
Lich (variable) (11)	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
Lich Master (variable) (16)	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
Lime Green Quivering Mass (var.) (10)	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Liontaur [10]	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Lizard, Fire	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Lizard, Giant	16	15	14	13	12	11	10	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
Lizard, Ice	17	16	15	14	13	12	11	10	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
Lizard, Minotaur	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Lizard, Red-Bellied Armored	19	18	17	16	15	14	13	12	11	10	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
Lizard, Subterranean	19	18	17	16	15	14	13	12	11	10	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
Lizard-Newt, Pygmy	14	13	12	11	10	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
Lizardman, Common	15	14	13	12	11	10	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
Lizardman, King	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Lizardman, Magic-user (variable) (2)	15	14	13	12	11	10	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
Lizardman, Thief (variable) (2)	15	14	13	12	11	10	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
Lizotaur	16	15	14	13	12	11	10	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
Llama, Wild	17	16	15	14	13	12	11	10	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
Loathsome Prowler	14	13	12	11	10	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
Lobe Footed Marsh Dweller	13	12	11	10	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
Locathah	13	12	11	10	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
Longtailed Silver Slasher	15	14	13	12	11	10	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
Luck Eater	17	16	15	14	13	12	11	10	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
Lunger, Crevice	18	17	16	15	14	13	12	11	10	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
Lunger, Hedgerow	20	19	18	17	16	15	14	13	12	11	10	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
Lunger, Rafter	18	17	16	15	14	13	12	11	10	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
Lunger, Saw-Backed	19	18	17	16	15	14	13	12	11	10	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
Lurker Above	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Lurker Below	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Lurker Within	19	18	17	16	15	14	13	12	11	10	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
Lurker, Cactus	17	16	15	14	13	12	11	10	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
Lycanthrope: Foxwoman	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Lycanthrope: Were-Badger	20	19	18	17	16	15	14	13	12	11	10	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
Lycanthrope: Were-Bear	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Lycanthrope: Were-Boar	18	17	16	15	14	13	12	11	10	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
Lycanthrope: Were-Dwolf	18	17	16	15	14	13	12	11	10	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
Lycanthrope: Were-Goat [11]	18	17	16	15	14	13	12	11	10	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
Lycanthrope: Were-Lynx	15	14	13	12	11	10	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
Lycanthrope: Were-Rat	16	15	14	13	12	11	10	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
Lycanthrope: Were-Shark	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
Lycanthrope: Were-Tiger	19	18	17	16	15	14	13	12	11	10	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
Lycanthrope: Were-Wolf [12]	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Mad Titterling	15	14	13	12	11	10	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
Madger [13]	19	18	17	16	15	14	13	12	11	10	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
Magic Mocking Mouth	11	10	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
Magic Mouth, Common	11	10	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
Magic Mouth, Rogue	11	10	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
Magic Mouth, Sassy	11	10	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
Mammoth, Ram-Horned	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Mammoth, Wooly	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Mandragora	15	14	13	12	11	10	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
Mantari	14	13	12	11	10	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
Manticore, Common	20	19	18	17	16	15	14	13	12	11	10	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
Manticore, Womanticore	19	18	17	16	15	14	13	12	11	10	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
Mantis, Deadly Preying	16	15	14	13	12	11	10	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
Mantis, Dire Field	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Mantrap (variable) (9)	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Marble Mugger	11	10	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
Margoyle	19	18	17	16	15	14	13	12	11	10	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
Marid	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9

Name	Defender's AC 15	14	13	12	11	10	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
Marmoset	11	10	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
Marrow Mite (N/A)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Marsh Gibberer	18	17	16	15	14	13	12	11	10	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
Masticator, Articulated	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
Masticator, Subterranean	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Mastiff, Shadow	17	16	15	14	13	12	11	10	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
Mastodon	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Maulsquito	17	16	15	14	13	12	11	10	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
Mea-Zel	17	16	15	14	13	12	11	10	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
Medusa, Gorgon	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
Medusa, Greater	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Medusa, Lesser	19	18	17	16	15	14	13	12	11	10	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

Note: Numbers in (parentheses) are hit dice. Numbers in [brackets] are footnotes.

[1] - Adding a +1 every other round until the maximum of +5
[2] - +2 if a sub-chief, +3 if a chief
[3] - +1 for each additional slayer above the number in the opposing party
[4] - +4 from above only
[5] - +2 in the first round only, thereafter no bonus
[6] - +2 from above, +4 with one chosen weapon
[7] - +3 with hooves only
[8] - +4 with victim caught in web only
[9] - +3 if triple classes - this will be a leader in the lair only
[10] - +2 if female
[11] - +2 if rabid only
[12] - +2 for males, if female mate attacked, +3 for females if young cubs attacked
[13] - +2 only if beserk

Table 6: Crit BSL: Hacklopedia of Beasts Volume V

Name	Defender's AC 15	14	13	12	11	10	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
Meenlock	17	16	15	14	13	12	11	10	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
Men, Beggars	10	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
Men, Partisan	12	11	10	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
Men: Aborigine/Caveman	13	12	11	10	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
Men: Adventurer (variable)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Men: Apprentice	10	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
Men: Bandit/Brigand	12	11	10	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
Men: Bard/Street	12	11	10	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
Men: Berserker/Dervish (variable) (1)	12	11	10	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
Men: Caravan Guard	12	11	10	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
Men: Cavalry (variable) (1)	12	11	10	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
Men: Cleric (variable) (1)	11	10	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
Men: Farmer, Burly (variable) (1)	12	11	10	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
Men: Farmer/Herder	10	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
Men: Gentry	10	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
Men: Gypsy (1)	12	11	10	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
Men: Gypsy (2)	13	12	11	10	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
Men: Gypsy (3)	14	13	12	11	10	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
Men: Hermit	10	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
Men: Knight (variable) (2)	13	12	11	10	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
Men: Magic-User (variable) (1)	10	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
Men: Mercenary	12	11	10	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
Men: Merchant Sailor/Fisherman	10	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
Men: Merchant, Dishonest	10	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
Men: Merchant/Trader	10	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
Men: Middle Class Citizen	10	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
Men: Peasant/Serf	10	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
Men: Pilgrim	10	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
Men: Pirate/Buccaneer	12	11	10	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
Men: Police/Constable	12	11	10	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

Name	Defender's AC																																						
	15	14	13	12	11	10	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
Men: Prostitute	10	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
Men: Sailor	10	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
Men: Servant/Torch Bearer	10	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
Men: Slaver	10	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
Men: Soldier	12	11	10	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
Men: Thief/Thug (1)	10	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
Men: Thief/Thug (2)	11	10	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
Men: Thief/Thug (3)	12	11	10	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
Men: Tradesman/Craftsman	10	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
Men: Trapper/Woodsman	10	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
Men: Tribesman	10	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
Men: Viking (variable) (1)	12	11	10	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
Men: Waitress/Wench	10	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
Men: Wild men	10	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
Mer-Folk: Mermaid (variable) (5)	18	17	16	15	14	13	12	11	10	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
Mer-Folk: Merman (variable) (6)	19	18	17	16	15	14	13	12	11	10	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
Mer-Folk: MerShaman	16	15	14	13	12	11	10	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
Mimic, Animal (5)	18	17	16	15	14	13	12	11	10	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
Mimic, Animal (6)	19	18	17	16	15	14	13	12	11	10	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
Mimic, Common (7)	20	19	18	17	16	15	14	13	12	11	10	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
Mimic, Common (8)	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Mimic, Killer (9)	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Mimic, Killer (10)	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Mimic, Mineral (3)	16	15	14	13	12	11	10	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
Mimic, Mineral (4)	17	16	15	14	13	12	11	10	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
Mimic, Tasty Beverage	13	12	11	10	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
Mimic, Vegetable	15	14	13	12	11	10	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
Mind Flayer: Arcane	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Mind Flayer: Psionic	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Minotaur, Ami-Dugis Grove	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Minotaur, Common	20	19	18	17	16	15	14	13	12	11	10	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
Minotaur, Free Range	20	19	18	17	16	15	14	13	12	11	10	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
Minotaur, Tauridon/Tarusian	20	19	18	17	16	15	14	13	12	11	10	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
Minotox	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Modron: Cylindeton	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Modron: Decaton	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
Modron: Dodecahedrone	18	17	16	15	14	13	12	11	10	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
Modron: Dodecaton	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
Modron: Hexahedrone	15	14	13	12	11	10	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
Modron: Hexaton	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7
Modron: Icosahedrone	19	18	17	16	15	14	13	12	11	10	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
Modron: Octahedrone	17	16	15	14	13	12	11	10	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
Modron: Octaton	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
Modron: Parallelpipeton	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Modron: Primus	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
Modron: Prisaton	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
Modron: Tetrahedrone (1+1)	14	13	12	11	10	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
Modron: Tetrahedrone (1-1)	12	11	10	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
Modron: Tetraton	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Modrons: Icosaton	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
Mold, Brown	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Mold, Cling	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Mold, Russet	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Mold, Yellow	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Mole Man	14	13	12	11	10	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
Mongoose, Common [1]	13	12	11	10	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
Mongoose, Giant [2]	19	18	17	16	15	14	13	12	11	10	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
Mongoose, King [3]	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
Monkey, Blind	14	13	12	11	10	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
Monkey, Flying	15	14	13	12	11	10	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
Monkey, Ice	14	13	12	11	10	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
Monkey, Musk	15	14	13	12	11	10	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
Monkey, Poison	16	15	14	13	12	11	10	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

Name	Defender's AC																																					
	15	14	13	12	11	10	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
Monkey, Six Ribbed Skink [4]	16	15	14	13	12	11	10	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
Monoceros	18	17	16	15	14	13	12	11	10	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
Moon Dawg	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Moose, War	17	16	15	14	13	12	11	10	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
Morgue Prowler	20	19	18	17	16	15	14	13	12	11	10	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
Morkoth	20	19	18	17	16	15	14	13	12	11	10	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
Morlog	14	13	12	11	10	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
Mosquitos, Ravenous	11	10	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
Moss, Memory	11	10	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
Moss, Shimmer	11	10	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
Moth, Ginger	14	13	12	11	10	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
Muckdweller	11	10	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
Mud Man	15	14	13	12	11	10	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
Mugglawump	18	17	16	15	14	13	12	11	10	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
Mummy, Adherer [5]	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Mummy, Fetid	17	16	15	14	13	12	11	10	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
Mummy, Follower	20	19	18	17	16	15	14	13	12	11	10	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
Mummy, Lord	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Mummy, Minion	18	17	16	15	14	13	12	11	10	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
Mummy, Warrior	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
Murk Slither	14	13	12	11	10	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
Muskrat, Dire	11	10	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
Mutable Juggernaut (variable) (25) [6]	40	39	38	37	36	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
Mute-Screecher	18	17	16	15	14	13	12	11	10	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
Myconid (variable) (6)	19	18	17	16	15	14	13	12	11	10	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
Mynx	17	16	15	14	13	12	11	10	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
Naga, Guardian	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Naga, Spirit	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
Naga, Water	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Nar Wasp, Crimson	16	15	14	13	12	11	10	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
Nar Wasp, Yellow Jacketed	15	14	13	12	11	10	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
Necrophidius	15	14	13	12	11	10	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
Needle Fiend	20	19	18	17	16	15	14	13	12	11	10	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
Nefarian: Daem. Min.: ArcanaDaemon	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
Nefarian: Daemon Min.: Charonadaemon	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
Nefarian: Daemon Min.: Derghodaemon	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Nefarian: Daem. Min.: Guardian Daemon	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Nefarian: Daemon Min.: Hydrodaemon	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Nefarian: Daemon Min.: Maenes (Least)	13	12	11	10	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
Nefarian: Daemon Min.: MezzoDaemon	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
Nefarian: Daemon Min.: NycaDaemon	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
Nefarian: Daemon Minion: Piscodaemon	19	18	17	16	15	14	13	12	11	10	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
Nefarian: Daemon Minion: UltroDaemon	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7
Nefarian: Daemon Minion: YagnoDaemon	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
Nefarian: Daemon Royalty: Anthraxus	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
Nefarian: Daemon Royalty: Charon	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
Nefarian: Demodand: Farastu	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
Nefarian: Demodand: Kelubar	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Nefarian: Demodand: Shator	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
Nefarian: Dem. Min.: Dark Enchantress	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Nefarian: Dem. Min.: Ebony Death	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
Nefarian: Dem. Min.: Hordlings (var.) (9)	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Nefarian: Demon Minion: Loogey Spit	19	18	17	16	15	14	13	12	11	10	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
Nefarian: Demon Minion: Mangy	17	16	15	14	13	12	11	10	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
Nefarian: Demon Minion: Nathraak	18	17	16	15	14	13	12	11	10	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
Nefarian: Demon Min.: Nefaryn, Imm.	19	18	17	16	15	14	13	12	11	10	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
Nefarian: Demon Min.: Nefaryn, Mature	19	18	17	16	15	14	13	12	11	10	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
Nefarian: Demon Minion: Predator	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7
Nefarian: Demon Minion: Quasit	16	15	14	13	12	11	10	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
Nefarian: Demon Min.: Spawn (var.)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Nefarian: Demon Minion: Succubus	19	18	17	16	15	14	13	12	11	10	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
Nefarian: Demon Minion: Type I	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Nefarian: Demon Minion: Type II	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13

Name	Defender's AC																																					
	15	14	13	12	11	10	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
Nefarian: Demon Minion: Type III	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Nefarian: Demon Minion: Type IV	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
Nefarian: Demon Minion: Type V	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Nefarian: Demon Minion: Type VI	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Nefarian: Demon Minion: Type VII	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Nefarian: Demon Minion: Type VIII	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
Nefarian: Demon Minion: Type IX	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Nefarian: Demon Minion: Type X	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Nefarian: Demon Minion: Type XI	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
Nefarian: Demon Royalty: An'Gnarl	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
Nefarian: Dem. Roy.: Arch Demon Kaleb	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
Nefarian: Demon Royalty: Demogorgon	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
Nefarian: Demon Royalty: Dread [7]	39	38	37	36	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
Nefarian: Demon Royalty: Duke of Evil	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
Nefarian: Demon Royalty: Gar'Rangeeze	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
Nefarian: Demon Royalty: Graagyn	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
Nefarian: Dem. Roy.: Lord Scroud [8]	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
Nefarian: Demon Royalty: Prince Kraas	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
Nefarian: Demon Royalty: Prince Murgan	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
Nefarian: Demon Royalty: Taur'Raad	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
Nefarian: Demon Royalty: Uthbos Evaar	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
Nefarian: Demon Royalty: Zyandal	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
Nefarian: Devil Minion: Bone Devil	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Nefarian: Devil Minion: Dark Minion	13	12	11	10	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
Nefarian: Devil Minion: Dark Soultress	20	19	18	17	16	15	14	13	12	11	10	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
Nefarian: Devil Minion: Devee'yant	20	19	18	17	16	15	14	13	12	11	10	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
Nefarian: Devil Minion: Hell Sentinel	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Nefarian: Devil Minion: Hell Spawn	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
Nefarian: Devil Minion: Horned Devil	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Nefarian: Devil Minion: Ice Devil	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
Nefarian: Devil Minion: Lemure Devil	16	15	14	13	12	11	10	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
Nefarian: Devil Minion: Pit Fiend	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
Nefarian: Devil Minion: Soul Broker	19	18	17	16	15	14	13	12	11	10	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
Nefarian: Devil Minion: Spiny Devil	17	16	15	14	13	12	11	10	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
Nefarian: Devil Royalty: Asmodeus	36	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Nefarian: Dev. Roy.: Burgraad Baydylax	37	36	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
Nefarian: Devil Royalty: De'Yin Vay	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
Nefarian: Devil Royalty: Duke Atan'Nyus	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
Nefarian: Dev. Roy.: Dk. Braax Mourgon	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Nefarian: Devil Royalty: Evilynn	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
Nefarian: Devil Royalty: Harbinger	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
Nef.: Dev. Roy.: Lord Gargruss Vlaadmaar	39	38	37	36	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
Nefarian: Devil Royalty: Malefane	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
Nefarian: Devil Royalty: Mephistopheles	36	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Nefarian: Dev. Roy.: Saurgaas Baydylax	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Nefarian: Devil Royalty: Thraar	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
Nefarian: Devil Royalty: Vorgaal'Lad	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
Nefarian: Other: Bullweiller	18	17	16	15	14	13	12	11	10	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
Nefarian: Other: Devil Dawg	19	18	17	16	15	14	13	12	11	10	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
Nefarian: Other: Diakk, Broad	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Nefarian: Other: Diakk, Tall	20	19	18	17	16	15	14	13	12	11	10	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
Nefarian: Other: Face Seeking Claw	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Nefarian: Other: Frightmare	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Nefarian: Other: HellCat	20	19	18	17	16	15	14	13	12	11	10	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
Nefarian: Other: Hellephant	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
Nefarian: Other: HellGoat	15	14	13	12	11	10	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
Nefarian: Other: HellHound (var.) (7)	20	19	18	17	16	15	14	13	12	11	10	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
Nefarian: Other: HellSpider	15	14	13	12	11	10	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
Nefarian: Other: Imp, Common	15	14	13	12	11	10	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
Nefarian: Other: Imp, Limp-Wristed	15	14	13	12	11	10	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
Nefarian: Other: Imp, Penster	15	14	13	12	11	10	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
Nefarian: Other: Impling	14	13	12	11	10	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
Nefarian: Other: Shadow Demon	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14

Name	Defender's AC: 15	14	13	12	11	10	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
Nefarian: Other: Soul Cloaker	18	17	16	15	14	13	12	11	10	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
Nefarian: Other: Soul Flayer, greater	19	18	17	16	15	14	13	12	11	10	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
Nefarian: Other: Soul Flayer, lesser	16	15	14	13	12	11	10	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
Nefarian: Other: Soul Larva	13	12	11	10	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

Note: Numbers in (parentheses) are hit dice. Numbers in [brackets] are footnotes.
[1] - +2 vs. reptiles
[2] - +2 vs reptiles
[3] - +2 vs reptiles, +4 vs dragon
[4] - +1 with tongue attack only
[5] - +4 from above only
[6] - +1 for each increment of 7 feet - maximum height 49 ft
[7] - +6 with weapon
[8] - +3, +5 vs creatures or characters of good alignment

Table 7: Crit BSL: Hacklopedia of Beasts Volume VI

Name	Defender's AC: 15	14	13	12	11	10	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
Nefarian: Other: Soul Snatcher	17	16	15	14	13	12	11	10	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
Nereid	17	16	15	14	13	12	11	10	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
Newt, Jelly-Banded, Common	11	10	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
Newt, Jelly-Banded, Giant	12	11	10	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
Nid'Hogg	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Nighthag	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Nightmare	20	19	18	17	16	15	14	13	12	11	10	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
Nixies	13	12	11	10	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
Nizar'fang	15	14	13	12	11	10	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
Norker	15	14	13	12	11	10	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
Nymph	16	15	14	13	12	11	10	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
Obsidian Clan Commoner	13	12	11	10	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
Obsidian Clan Shaman (variable) (1)	13	12	11	10	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
Obsidian Clan Warrior (variable) (2)	13	12	11	10	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
Obsidian Lotus	16	15	14	13	12	11	10	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
Ocean Camel	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
Octogorgon	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
Octopus, Giant	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
Ogre, Aquatic	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Ogre, Common	20	19	18	17	16	15	14	13	12	11	10	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
Ogre, Half	17	16	15	14	13	12	11	10	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
Ogre, High: Chub-Foot	36	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Ogre, High: Flat-Footed	36	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Ogre, High: Rogue	36	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Ogre, High: Ryngar	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
Ogre, High: Webbed-toe	36	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Ogre, Lord	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Ogre, Low: Hedge	20	19	18	17	16	15	14	13	12	11	10	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
Ogre, Low: Trash	20	19	18	17	16	15	14	13	12	11	10	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
Ogre, Magi	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Oliphant, War	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
Oliphant, Wild	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Omen Sayer (variable) (1)	13	12	11	10	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
Onerous Carbuncle	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Ooze, Crystal	17	16	15	14	13	12	11	10	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
Ooze, Gray	17	16	15	14	13	12	11	10	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
Ooze, Scathing	18	17	16	15	14	13	12	11	10	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
Opinicus	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Orange Tail Plant Squaller	16	15	14	13	12	11	10	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
Orc, Bottomland	14	13	12	11	10	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

Name	Defender's AC																																							
	15	14	13	12	11	10	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
Orc, Bounty Hunter (variable) (1)	13	12	11	10	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		
Orc, Brigands	14	13	12	11	10	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		
Orc, Cloven-hoof	16	15	14	13	12	11	10	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		
Orc, Common	13	12	11	10	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		
Orc, Gibbering Lord	18	17	16	15	14	13	12	11	10	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		
Orc, Half- (variable) (1)	13	12	11	10	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		
Orc, High Priest	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7		
Orc, Highland	14	13	12	11	10	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		
Orc, Jester	13	12	11	10	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		
Orc, Slaver	15	14	13	12	11	10	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		
Orc, Southern, Tribe	14	13	12	11	10	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		
Orc, Vampire	18	17	16	15	14	13	12	11	10	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		
Orc, Vampire High Priest	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12		
Orkin Bandit	14	13	12	11	10	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		
Orkin Lowland Pony	15	14	13	12	11	10	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		
Orkin Wardawg	15	14	13	12	11	10	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		
Orkin Witch Doctor	17	16	15	14	13	12	11	10	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		
Orkin, Org	17	16	15	14	13	12	11	10	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		
Otter, Giant River	18	17	16	15	14	13	12	11	10	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		
Otter, Giant Sea	14	13	12	11	10	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		
Otter, River	11	10	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		
Otter, Sea	11	10	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		
Ottermen	15	14	13	12	11	10	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		
Otyugh (6) [1]	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14		
Otyugh (7) [1]	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13		
Otyugh (8) [1]	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12		
Otyugh, Neo- (variable) (12)	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10		
Ouroboros	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4		
Overhorde	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12		
Owl, Common	11	10	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		
Owl, Giant	17	16	15	14	13	12	11	10	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		
Owl, Talking	15	14	13	12	11	10	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		
Owlbear, common	18	17	16	15	14	13	12	11	10	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		
Owlbear, Great Horned	18	17	16	15	14	13	12	11	10	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		
Owlbear, Lesser	15	14	13	12	11	10	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		
Owlbear, Spotted	17	16	15	14	13	12	11	10	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		
Oyster, Giant, River	17	16	15	14	13	12	11	10	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		
Oyster, Giant, Sea	18	17	16	15	14	13	12	11	10	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		
Packasite	13	12	11	10	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		
Pan-Dimensional Rover	19	18	17	16	15	14	13	12	11	10	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		
Panda Bear, Common	17	16	15	14	13	12	11	10	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		
Panda Bear, Trans-Planar	19	18	17	16	15	14	13	12	11	10	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		
Para-Elem.: Ice, Magma, Ooze, Smoke (8)	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14		
Para-Elem.: Ice, Magma, Ooze, Smoke (12)	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10		
Para-Elem.: Ice, Magma, Ooze, Smoke (16)	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6		
Parasites: Diseased (N/A)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-		
Parasites: Dreaded Tape Worm	18	17	16	15	14	13	12	11	10	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		
Parasites: Magus Ticks (N/A)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-		
Parasites: Paralyzing Fleas (N/A)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-		
Parasites: Pin Worms, Dire	16	15	14	13	12	11	10	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		
Parrot, Greater Psionic	17	16	15	14	13	12	11	10	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		
Parrot, Grey Ghost	15	14	13	12	11	10	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		
Parrot, Lesser Psionic	15	14	13	12	11	10	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		
Pegasus	19	18	17	16	15	14	13	12	11	10	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		
Pegasus, Greater	18	17	16	15	14	13	12	11	10	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		
Pegasus, Obsidian [2]	19	18	17	16	15	14	13	12	11	10	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		
Pendulous Filcher	16	15	14	13	12	11	10	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		
Penguin, common	13	12	11	10	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		
Penguin, Dire	14	13	12	11	10	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		
Penguin, Dire Sand	14	13	12	11	10	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		
Pernicon	11	10	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		
Peryton	19	18	17	16	15	14	13	12	11	10	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		
Phantom (N/A)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-		

| Name | Defender's AC | | |

Name	Defender's AC 15	14	13	12	11	10	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
Pseudo-Dragon [4]	19	18	17	16	15	14	13	12	11	10	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
Pseudo-Pseudo-Dragon [4]	19	18	17	16	15	14	13	12	11	10	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
Pudding, Black	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Pudding, Deadly	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Purple Death Bloom	17	16	15	14	13	12	11	10	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
Purple Gilly	15	14	13	12	11	10	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
Pyrosnake	15	14	13	12	11	10	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
Quaggoth, Common [5]	17	16	15	14	13	12	11	10	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
Quaggoth, Jald	18	17	16	15	14	13	12	11	10	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
Quaggoth, Thonot	15	14	13	12	11	10	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
Quarrel Mite (N/A)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Quasi-Elemental Lightning (6)	19	18	17	16	15	14	13	12	11	10	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
Quasi-Elemental Lightning (9)	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Quasi-Elemental Lightning (12)	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Quay Lurker	15	14	13	12	11	10	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
Quickwood (variable) (10)	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Quivering Disembowler	18	17	16	15	14	13	12	11	10	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
Rabbit, common	11	10	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
Rabbit, giant	16	15	14	13	12	11	10	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
Rabbit, Predator	18	17	16	15	14	13	12	11	10	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
Rabid Hummingbirds	17	16	15	14	13	12	11	10	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
Radiation Elemental (8)	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Radiation Elemental (12)	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Radiation Elemental (16)	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
Raging Bucentaurus	17	16	15	14	13	12	11	10	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
Rakshasa, Common	20	19	18	17	16	15	14	13	12	11	10	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
Rakshasa, Maharajah	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
Rakshasa, Rajah	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Rakshasa, Ruhk	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Ram	15	14	13	12	11	10	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
Ram'koaran	16	15	14	13	12	11	10	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
Ram, Battering	19	18	17	16	15	14	13	12	11	10	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
Ram, Giant	19	18	17	16	15	14	13	12	11	10	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
Rambumatta	19	18	17	16	15	14	13	12	11	10	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
Rat	11	10	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
Rat, Carnivorous	11	10	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
Rat, Dire Albino	13	12	11	10	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
Rat, Giant	11	10	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
Rat, Large	11	10	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
Rat, Osquip	16	15	14	13	12	11	10	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
Rat, Ravenous	11	10	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
Rat, Sand	11	10	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
Rat, Sewer	11	10	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
Rat, Vapor	15	14	13	12	11	10	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
Rath Lord (variable) (9)	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Ratweiller	17	16	15	14	13	12	11	10	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
Ray, Pungi	17	16	15	14	13	12	11	10	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
Ray: Deathray	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Ray: Giant, Mantaray (variable) (11)	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
Ray: Stingray	13	12	11	10	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
Reaving Dervishes	15	14	13	12	11	10	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
Relic Devourer	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Remorhaz (variable) (14)	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
Repeller, Electric	15	14	13	12	11	10	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
Repulser	17	16	15	14	13	12	11	10	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
Retch Plant (variable) (8)	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Retriever, Reckless (variable) (9)	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Retriever, Relentless (variable) (9)	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Retriever, Ruthless (variable) (9)	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Retriever, Skullsplitter	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Revenant	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Revenger	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Rhinoceros, One Horn (white)	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14

Name	Defender's AC																																					
	15	14	13	12	11	10	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
Rhinoceros, Two Horn (black)	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Rhinoceros, Wooly	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12

Note: Numbers in (parentheses) are hit dice. Numbers in [brackets] are footnotes.
[1] - +2 if victim is grappled
[2] - +2 when diving at least 50 ft
[3] - +3 only when in blood lust
[4] - +4 when attacking with tail
[5] - +2 if below 25% of normal hit point total

Table 8: Crit BSL: Hacklopedia of Beasts Volume VII

Name	Defender's AC																																					
	15	14	13	12	11	10	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
Rib Splitter	15	14	13	12	11	10	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
Rift Vortex (N/A)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Righteous Avenger	19	18	17	16	15	14	13	12	11	10	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
Roaring Ghoul	19	18	17	16	15	14	13	12	11	10	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
Robolds	12	11	10	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
Roc, Birch	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Roc, Common	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
Roc, Frost	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
Roc, Marsh	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Roc: Ruhk	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
Rock Bear	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Rock Reptile (variable) (5)	18	17	16	15	14	13	12	11	10	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
Rock Worm	16	15	14	13	12	11	10	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
Roof Fiend	15	14	13	12	11	10	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
Rook: Horned Raven	14	13	12	11	10	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
Rook: Raven, Common	11	10	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
Rook: Raven, Giant	16	15	14	13	12	11	10	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
Rook: Raven, Huge	12	11	10	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
Roper (10)	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Roper (11)	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
Roper (12)	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Roper, Storoper	19	18	17	16	15	14	13	12	11	10	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
Rot Grub, Candy Striped	11	10	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
Rot Grub, Common	11	10	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
Rot Grub, giant	13	12	11	10	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
Rothe'	15	14	13	12	11	10	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
Rust Monster, Common	18	17	16	15	14	13	12	11	10	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
Rust Monster, Magnetic [1]	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Sahuagin, Common	15	14	13	12	11	10	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
Sahuagin, Mutant	15	14	13	12	11	10	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
Salamander	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Samaritans (variable) (1)	13	12	11	10	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
Samurai Jackal (variable) (7)	18	17	16	15	14	13	12	11	10	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
Sandling	17	16	15	14	13	12	11	10	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
Satyr, Common	18	17	16	15	14	13	12	11	10	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
Satyr, Faun	16	15	14	13	12	11	10	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
Satyr, Korred	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Satyr, She-, Common [2]	20	19	18	17	16	15	14	13	12	11	10	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
Satyr, She-, Great Horned [2]	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Scarab of Seeking	18	17	16	15	14	13	12	11	10	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
Scarab, common	11	10	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
Scarab, giant	16	15	14	13	12	11	10	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
Scarecrow	18	17	16	15	14	13	12	11	10	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
ScareRaven [3]	18	17	16	15	14	13	12	11	10	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
Scorpion, common	11	10	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
Scorpion, Giant	19	18	17	16	15	14	13	12	11	10	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
Scorpion, Hell	19	18	17	16	15	14	13	12	11	10	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

Name	Defender's AC																																							
	15	14	13	12	11	10	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
Scorpion, Huge	18	17	16	15	14	13	12	11	10	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
Scorpion, Large	15	14	13	12	11	10	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
Screacher	17	16	15	14	13	12	11	10	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
Screaming Desert Tortoise	19	18	17	16	15	14	13	12	11	10	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
Screaming Meanies	13	12	11	10	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
Scroll Devourer	11	10	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
Scylla	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
Scylla: Charybdis	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
Sea Harker	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7
Sea Lion	19	18	17	16	15	14	13	12	11	10	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
Sea Monster	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
Sea Stalker	20	19	18	17	16	15	14	13	12	11	10	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
Seagull	11	10	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
Seahorse, Giant (2)	15	14	13	12	11	10	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
Seahorse, Giant (3)	16	15	14	13	12	11	10	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
Seahorse, Giant (4)	17	16	15	14	13	12	11	10	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
Seal, Feral	18	17	16	15	14	13	12	11	10	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
Seawolf, Greater	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Seawolf, Lesser	15	14	13	12	11	10	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
Sedusa	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Seeall	16	15	14	13	12	11	10	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
Seeker, Ear	11	10	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
Seeker, Eye	11	10	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
Seeker, Nose	11	10	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
Seeping Gelatinous Seeker	11	10	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
Selkie	17	16	15	14	13	12	11	10	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
Serpent, Barbed	19	18	17	16	15	14	13	12	11	10	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
Serpent, Cerastes	15	14	13	12	11	10	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
Serpentine	15	14	13	12	11	10	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
Sewer Grub	11	10	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
Sewer Snapper	11	10	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
Shade (variable)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Shadow Fiend (variable) (5)	18	17	16	15	14	13	12	11	10	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
Shadow Render	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Shadow, Common	17	16	15	14	13	12	11	10	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
Shambling Mound (variable) (11)	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
Shank Shrub	15	14	13	12	11	10	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
Shark, Angel	15	14	13	12	11	10	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
Shark, Dawg Fish	17	16	15	14	13	12	11	10	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
Shark, Giant Megalodon	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7
Shark, Goblin	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Shark, Wobbegong	19	18	17	16	15	14	13	12	11	10	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
Shedu, Greater	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7
Shedu, Lesser	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Sheep, Carnivorous	16	15	14	13	12	11	10	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
Sheep, Common	11	10	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
Sheep, Giant	17	16	15	14	13	12	11	10	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
Sheet Ghoul	17	16	15	14	13	12	11	10	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
Sheet Phantom	16	15	14	13	12	11	10	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
Shirkmare	19	18	17	16	15	14	13	12	11	10	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
Shocker	14	13	12	11	10	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
Shrew Klutcher	11	10	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
Shrew Mouse, Common	11	10	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
Shrew Mouse, Giant	11	10	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
Shriek, The	20	19	18	17	16	15	14	13	12	11	10	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
Shrieker	16	15	14	13	12	11	10	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
Shrill Lancer	11	10	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
Simian Orc	19	18	17	16	15	14	13	12	11	10	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
Simurgh	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
Sinewy Mugger	15	14	13	12	11	10	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
Sirine (variable) (7)	20	19	18	17	16	15	14	13	12	11	10	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
Sivian Banshee	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Skankgither	18	17	16	15	14	13	12	11	10	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

Name	Defender's AC																																						
	15	14	13	12	11	10	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
Skeleton Warrior (variable) (10)	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Skeleton, Animal	12	11	10	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
Skeleton, Animated	13	12	11	10	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
Skeleton, Giant	18	17	16	15	14	13	12	11	10	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
Skeleton, Monster	19	18	17	16	15	14	13	12	11	10	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
Skeleton, Red Eyed	19	18	17	16	15	14	13	12	11	10	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
Skeleton, Screaming	14	13	12	11	10	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
Skin Walker	14	13	12	11	10	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
Skink, Blink	13	12	11	10	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
Skink, Clink	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Skink, Drink	16	15	14	13	12	11	10	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
Skink, Fink	13	12	11	10	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
Skink, Mink	17	16	15	14	13	12	11	10	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
Skink, Pink	14	13	12	11	10	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
Skink, Stink	13	12	11	10	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
Skink, Think	13	12	11	10	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
Skithering Yith-Monkey (variable) (4)	17	16	15	14	13	12	11	10	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
Skraagon	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Skulking Carcass	15	14	13	12	11	10	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
Skullbreaker	15	14	13	12	11	10	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
Skunk	11	10	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
Skunk, Giant	18	17	16	15	14	13	12	11	10	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
Slaad Lord Stendam	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
Slaad Lord Ygori	38	37	36	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
Slaad Lord, Death	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
Slaad, Blue	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Slaad, Gray: Executioner	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
Slaad, Green	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Slaad, Red	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Slapping Durnkin	18	17	16	15	14	13	12	11	10	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
Slaz'Stecek	13	12	11	10	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
Slime, Green (N/A)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Slime, Olive (N/A)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Slime, Olive - Host (3)	16	15	14	13	12	11	10	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
Slime, Olive - Host (5)	18	17	16	15	14	13	12	11	10	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
Slime, Olive - Host (8)	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Slithering Slasher	16	15	14	13	12	11	10	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
Slithering Tracker	18	17	16	15	14	13	12	11	10	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
Slobgoblins, Greater	16	15	14	13	12	11	10	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
Slobgoblins, Lesser	14	13	12	11	10	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
Sloth, Greater Mossback	19	18	17	16	15	14	13	12	11	10	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
Sloth, Prehistoric	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Slug, Giant	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Snake Man (3)	16	15	14	13	12	11	10	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
Snake Man (4)	17	16	15	14	13	12	11	10	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
Snake, Amphisbaena	19	18	17	16	15	14	13	12	11	10	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
Snake, Boalisk	18	17	16	15	14	13	12	11	10	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
Snake, Constrictor	16	15	14	13	12	11	10	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
Snake, Constrictor, Giant	19	18	17	16	15	14	13	12	11	10	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
Snake, Heway	15	14	13	12	11	10	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
Snake, Humongus	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
Snake, Sea, Giant	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Snake, Snow Serpent	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
Snake, Spitting	17	16	15	14	13	12	11	10	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
Snake, Venomous	15	14	13	12	11	10	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
Snake, Venomous, giant	17	16	15	14	13	12	11	10	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
Snapper-Saw	18	17	16	15	14	13	12	11	10	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
Snarl Beast	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Snatcher, Map	12	11	10	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
Snow Beasts	19	18	17	16	15	14	13	12	11	10	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
Snow Strider	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Snyad	12	11	10	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
Solifugid, Giant	20	19	18	17	16	15	14	13	12	11	10	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

Name	Defender's AC																																							
	15	14	13	12	11	10	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
Solifugid, Huge	19	18	17	16	15	14	13	12	11	10	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
Solifugid, Large	17	16	15	14	13	12	11	10	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
Solifugid, Tempusfugid	17	16	15	14	13	12	11	10	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
Solitary Wasp	17	16	15	14	13	12	11	10	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
Spasm Master	15	14	13	12	11	10	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
Speckle Coated Horned Charger	19	18	17	16	15	14	13	12	11	10	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
Spectre, Bound	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Spectre, Standard	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Sphinx, Androsphinx	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Sphinx, Criosphinx	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Sphinx, Gynosphinx	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Sphinx, Hieracosphinx	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Spider, Giant	17	16	15	14	13	12	11	10	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
Spider, Giant: Gargantuan	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Spider, Giant: Huge	15	14	13	12	11	10	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
Spider, Giant: Large	14	13	12	11	10	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
Spider, Giant: Trapdoor	18	17	16	15	14	13	12	11	10	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
Spider, Subterranean: Cave	18	17	16	15	14	13	12	11	10	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
Spider, Subterranean: Crab	18	17	16	15	14	13	12	11	10	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
Spider, Subterranean: Dire Cave	20	19	18	17	16	15	14	13	12	11	10	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
Spider, Subterranean: Tarantubat	11	10	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
Spider, Uncommon: Phase	19	18	17	16	15	14	13	12	11	10	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
Spider, Uncommon: Sea	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Spider, Uncommon: Water	17	16	15	14	13	12	11	10	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
Spirit Fiend	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Spirit Mass	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
Spirit, Demented	15	14	13	12	11	10	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
Spirit, Rogue	16	15	14	13	12	11	10	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
Spirit, Vexing	16	15	14	13	12	11	10	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
Spirit, Wild	16	15	14	13	12	11	10	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
Spriggan (4)	17	16	15	14	13	12	11	10	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
Spriggan (9)	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Sprite, Common [4]	15	14	13	12	11	10	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
Sprite, Grig	11	10	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
Sprite, Spite [4]	15	14	13	12	11	10	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
Sprite, Water [4]	15	14	13	12	11	10	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
Spry Gecko	15	14	13	12	11	10	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
Spry Railer [5]	14	13	12	11	10	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
Squealer	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7
Squid, Giant, Arboreal Land	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Squid, Giant, Common	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Squid, Giant, Land	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Squid, Giant, Sand	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Squid, Giant, Snow	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Squirrel, Carnivorous Flying	12	11	10	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
Squirrel, Giant Black	14	13	12	11	10	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
Squirrel, Ordinary	11	10	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
Stag, Common	16	15	14	13	12	11	10	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
Stag, Giant	18	17	16	15	14	13	12	11	10	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
Stegocentipede	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Stench Kow	17	16	15	14	13	12	11	10	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
Stirge, Common	14	13	12	11	10	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
Stirge, Humming	13	12	11	10	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
Stirge, wingless	14	13	12	11	10	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
Stone Guardian	18	17	16	15	14	13	12	11	10	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
Stone Warblers	13	12	11	10	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
Stork, Dire	17	16	15	14	13	12	11	10	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
Strangle Plant, Tomato (variable) (8)	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Strangle Plant, Vine	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
Strangle Plant, Weed (2)	15	14	13	12	11	10	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
Strangle Plant, Weed (3)	16	15	14	13	12	11	10	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
Strangle Plant, Weed (4)	17	16	15	14	13	12	11	10	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
Straw Mound (variable) (12)	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10

Name	Defender's AC																																				
	15	14	13	12	11	10	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
Stump Horror	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Stun Jelly	17	16	15	14	13	12	11	10	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
Stygian Face Slapper (variable) (9)	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Su-Monster	19	18	17	16	15	14	13	12	11	10	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
Subcutaneous Feeder	13	12	11	10	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
Subterranean Magna-Ferrets	15	14	13	12	11	10	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
Sundew, Giant	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Surgeon Beetle	18	17	16	15	14	13	12	11	10	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
Sussurus	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Swamp Terror [6]	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
Swanmay, Bird Maiden (variable) (8)	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Swanmay (variable) (12)	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Sword, Perpetual Swinging	16	15	14	13	12	11	10	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
Swordfish, Bastard	15	14	13	12	11	10	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
Swordfish, Long	14	13	12	11	10	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
Swordfish, Vorpal	17	16	15	14	13	12	11	10	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
Sylph	16	15	14	13	12	11	10	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
Symbiotic Tapeworm	13	12	11	10	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
Tainter	17	16	15	14	13	12	11	10	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
Tangle web (variable) (14)	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
Tanuki	15	14	13	12	11	10	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
Tarrasque	43	42	41	40	39	38	37	36	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8
Tasloi	13	12	11	10	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
Taunter (variable) (6)	19	18	17	16	15	14	13	12	11	10	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
Tavern Lice, Giant	13	12	11	10	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
Teether	19	18	17	16	15	14	13	12	11	10	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
Tenta'Kill	18	17	16	15	14	13	12	11	10	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
Termite Giant Harvester soldier	15	14	13	12	11	10	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
Termite, Giant Harvester King	20	19	18	17	16	15	14	13	12	11	10	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
Termite, Giant Harvester Queen	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Termite, Giant Harvester worker	11	10	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
Teroth	18	17	16	15	14	13	12	11	10	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
Thatcher, Banded Crest	18	17	16	15	14	13	12	11	10	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
Thessalhydra	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
Thessilkrat [7]	19	18	17	16	15	14	13	12	11	10	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
Thought Eater	16	15	14	13	12	11	10	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
Thought Ghoul	16	15	14	13	12	11	10	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
Thrasher	19	18	17	16	15	14	13	12	11	10	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
Thri-Kreen	20	19	18	17	16	15	14	13	12	11	10	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
Throat Grappler [8]	20	19	18	17	16	15	14	13	12	11	10	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
Throat Leech	13	12	11	10	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
Thunderherder	20	19	18	17	16	15	14	13	12	11	10	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
Tick, Giant Mottled (3)	16	15	14	13	12	11	10	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
Tick, Giant Mottled (4)	17	16	15	14	13	12	11	10	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
Tick, Giant Mottled (5)	18	17	16	15	14	13	12	11	10	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
Tick, Giant, Common (2)	15	14	13	12	11	10	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
Tick, Giant, Common (3)	16	15	14	13	12	11	10	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
Tick, Giant, Common (4)	17	16	15	14	13	12	11	10	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
Tick, Groin (2)	15	14	13	12	11	10	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
Tick, Groin (3)	16	15	14	13	12	11	10	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
Tick, Groin (4)	17	16	15	14	13	12	11	10	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
Tiger Fairy [9]	19	18	17	16	15	14	13	12	11	10	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
Tiger Fly, Female	17	16	15	14	13	12	11	10	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
Tiger Fly, Larva	12	11	10	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
Tiger Fly, Male	19	18	17	16	15	14	13	12	11	10	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

Note: Numbers in (parentheses) are hit dice. Numbers in [brackets] are footnotes.

[1] - +4 only when magnetically attached to victim

[2] - +2 only vs females caught with she-satyr's mate

[3] - +2, +4 only when affected by scare raven's special scare ability

[4] - +2 only when invisible

[5] - +3 only when in swarm

[6] - +3 with tongue

[7] - +4 only with tail

[8] - +4 once grappled

[9] - +4 with back claws when raking after successful strikes with both front paws

Table 9: Crit BSL: Hacklopedia of Beasts Volume VIII

Defender's AC

Name	15	14	13	12	11	10	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
Tiger Horse, Flying Albino	20	19	18	17	16	15	14	13	12	11	10	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
Tigertrap, Creeping	17	16	15	14	13	12	11	10	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
Time Elemental, Common (12)	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Time Elemental, Common (16)	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
Time Elemental, Noble	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
Tin Soldier	18	17	16	15	14	13	12	11	10	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
Titan	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
Titanothere	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Toad, Doom	20	19	18	17	16	15	14	13	12	11	10	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
Toad, Giant	16	15	14	13	12	11	10	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
Toad, Giant Coconut [1]	19	18	17	16	15	14	13	12	11	10	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
Toad, Ice	18	17	16	15	14	13	12	11	10	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
Toad, Poisonous	15	14	13	12	11	10	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
Tongue, Giant Slithering	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
Toucan, Hornbilled Terror	15	14	13	12	11	10	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
Toxic Buttercup	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Transposer	19	18	17	16	15	14	13	12	11	10	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
Trap, Living	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Trapper	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Treant, Bonsai Ninja	15	14	13	12	11	10	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
Treant, Common (variable) (12)	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Treant, Undead (variable) (12)	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Tree Buffalo [2]	19	18	17	16	15	14	13	12	11	10	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
Triceratortoise	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
Triclops	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Triton, Common	16	15	14	13	12	11	10	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
Triton, Exceptional (variable) (8)	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Triton, Leader (variable) (9)	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Triton, Spellcaster (variable) (7)	20	19	18	17	16	15	14	13	12	11	10	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
Troglodyte	18	17	16	15	14	13	12	11	10	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
Troll Mage	20	19	18	17	16	15	14	13	12	11	10	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
Troll, Ancient Gnarled-Toothed	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Troll, Common	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Troll, Crested	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Troll, Crested Gutter	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Troll, Culvert	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Troll, Festering	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Troll, Forest	17	16	15	14	13	12	11	10	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
Troll, Giant	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
Troll, Giant Two-Headed	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Troll, Glamour	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Troll, Gutter	20	19	18	17	16	15	14	13	12	11	10	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
Troll, Hill	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Troll, Ice	15	14	13	12	11	10	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
Troll, Iron	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Troll, Marine - freshwater	19	18	17	16	15	14	13	12	11	10	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
Troll, Marine - saltwater	20	19	18	17	16	15	14	13	12	11	10	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
Troll, Merga	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Troll, Muck	18	17	16	15	14	13	12	11	10	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
Troll, Quarum	17	16	15	14	13	12	11	10	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
Troll, Rock	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Troll, Spirit	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Trollkin Auxiliaries (variable) (3)	16	15	14	13	12	11	10	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
Trolls, Sand	20	19	18	17	16	15	14	13	12	11	10	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
Troutman [3]	17	16	15	14	13	12	11	10	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
Truculent Terrifier	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Tunnel Squid	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Turtle, Bombadier	17	16	15	14	13	12	11	10	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
Turtle, Dragon (12)	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Turtle, Dragon (13)	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Turtle, Dragon (14)	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8

Name	Defender's AC																																				
	15	14	13	12	11	10	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
Turtle, Gargantuan Snapping	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
Turtle, Giant Snapping	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Turtle, Humongus Sea	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
Turtle, Sea	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7
Tween	13	12	11	10	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
Typhon	20	19	18	17	16	15	14	13	12	11	10	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
Uarvax	19	18	17	16	15	14	13	12	11	10	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
Umber Hulk, Common	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Umber Hulk, Under Hulk	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Unicorn, Anhiram	18	17	16	15	14	13	12	11	10	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
Unicorn, Common	20	19	18	17	16	15	14	13	12	11	10	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
Unicorn, Cortazon	16	15	14	13	12	11	10	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
Unicorn, Licorn	16	15	14	13	12	11	10	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
Unicorn, Rimu	17	16	15	14	13	12	11	10	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
Unicorn, Tricorn	20	19	18	17	16	15	14	13	12	11	10	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
Urchin, Giant Black	15	14	13	12	11	10	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
Urchin, Cannibal Street	15	14	13	12	11	10	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
Urchin, Giant Green	17	16	15	14	13	12	11	10	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
Urchin, Giant Land	17	16	15	14	13	12	11	10	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
Urchin, Giant Red	19	18	17	16	15	14	13	12	11	10	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
Urchin, Giant Silver	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
Urchin, Giant Yellow	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Vaargurdian	18	17	16	15	14	13	12	11	10	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
Vagabond, Astral (variable)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Valkyrie (variable) (13)	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
Valkyrie's Steed	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Vampire Hordes, The	18	17	16	15	14	13	12	11	10	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
Vampire Hound	17	16	15	14	13	12	11	10	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
Vampire Thrall (variable) (5)	18	17	16	15	14	13	12	11	10	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
Vampire, Ancient Regal	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Vampire, Asanbosam	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
Vampire, Chiang-Shi	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
Vampire, Common	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
Vampire, Empusas	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
Vampire, Executioner	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Vampire, Headlong	19	18	17	16	15	14	13	12	11	10	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
Vampire, Mulo	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
Vampiricat	20	19	18	17	16	15	14	13	12	11	10	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
Vargouille	14	13	12	11	10	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
Vegepygmy Dawg	17	16	15	14	13	12	11	10	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
Vegepygmy, Bipedal (varible) (6)	19	18	17	16	15	14	13	12	11	10	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
Vengeful Troubadour (variable) (4)	17	16	15	14	13	12	11	10	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
Venom Sparrow	11	10	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
Vent-Squawler	16	15	14	13	12	11	10	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
Ver'Men	18	17	16	15	14	13	12	11	10	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
Verminator	15	14	13	12	11	10	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
Vicious Beach Mite	13	12	11	10	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
Vile Double-Crested Crawdad	17	16	15	14	13	12	11	10	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
Vile Shadow Fiend	20	19	18	17	16	15	14	13	12	11	10	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
Vile Thunder Beast (variable) (4)	17	16	15	14	13	12	11	10	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
Viper, Spit	13	12	11	10	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
Virusentient, Giant	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Vision	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Vodrax	18	17	16	15	14	13	12	11	10	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
Vortex	15	14	13	12	11	10	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
Vulchling	15	14	13	12	11	10	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
Vulture, Common	14	13	12	11	10	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
Vulture, Giant	15	14	13	12	11	10	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
Vultures, Red Crested Snow	15	14	13	12	11	10	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
Walker	15	14	13	12	11	10	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
Walking Stick, giant	14	13	12	11	10	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
Walrus, common	19	18	17	16	15	14	13	12	11	10	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
Walrus, Rabid	20	19	18	17	16	15	14	13	12	11	10	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

Name	Defender's AC																																							
	15	14	13	12	11	10	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
Walrus, Wretched	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
War-Hawg	18	17	16	15	14	13	12	11	10	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
Waryur, Lowland	15	14	13	12	11	10	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
Wasp, Giant	17	16	15	14	13	12	11	10	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
Water Buffalo, Marauding	17	16	15	14	13	12	11	10	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
Water Weird	17	16	15	14	13	12	11	10	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
Weasel, Acid	15	14	13	12	11	10	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
Weasel, Common	11	10	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
Weasel, Giant	17	16	15	14	13	12	11	10	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
Weasel, Extradimensional	18	17	16	15	14	13	12	11	10	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
Web Queen	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Webbird	18	17	16	15	14	13	12	11	10	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
Weeants	15	14	13	12	11	10	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
Weevil, Blood, Adult (N/A)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Weevil, Larva (N/A)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Werebird	17	16	15	14	13	12	11	10	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
WereMimic (variable)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Whale, Common (variable) (12)	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Whale, Giant (variable) (18)	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
Whale, Killer (variable) (12)	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Whale, Narwhal (5)	18	17	16	15	14	13	12	11	10	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
Whale, Narwhal (6)	19	18	17	16	15	14	13	12	11	10	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
Whale, Narwhal (7)	20	19	18	17	16	15	14	13	12	11	10	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
Whip Scorpion, Giant	18	17	16	15	14	13	12	11	10	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
Whip Scorpion, Huge	15	14	13	12	11	10	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
Whip Scorpion, Large	14	13	12	11	10	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
Whipweed	16	15	14	13	12	11	10	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
Wight	18	17	16	15	14	13	12	11	10	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
Wild Cat O' Nine Tails	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Will-O-(the)-Wisp	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Willow, Black (variable) (19)	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
Wind Walker	20	19	18	17	16	15	14	13	12	11	10	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
Witherstench	15	14	13	12	11	10	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
Witherweed (variable) (6)	19	18	17	16	15	14	13	12	11	10	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
Wolf, Common	16	15	14	13	12	11	10	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
Wolf, Sturm	20	19	18	17	16	15	14	13	12	11	10	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
Wolf, Timber	15	14	13	12	11	10	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
Wolf, Winter	19	18	17	16	15	14	13	12	11	10	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
Wolf: Dire	18	17	16	15	14	13	12	11	10	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
Wolf: Worg	17	16	15	14	13	12	11	10	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
Wolfwere	18	17	16	15	14	13	12	11	10	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
Wolverine	16	15	14	13	12	11	10	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
Wolverine, Giant	18	17	16	15	14	13	12	11	10	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
Wolverwere	20	19	18	17	16	15	14	13	12	11	10	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
Wombat, Fiendish Orange	14	13	12	11	10	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
Woodland Fiend	19	18	17	16	15	14	13	12	11	10	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
Wooly Mound	20	19	18	17	16	15	14	13	12	11	10	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
Worm, Banana	11	10	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
Worm, Belch	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Worm, Giant Blood	19	18	17	16	15	14	13	12	11	10	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
Worm, Giant Canker	13	12	11	10	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
Worm, Dredger	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Worm, Purple, Common	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7
Worm, Purple, Mottled	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7
Worm, Purple, Sand	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
Worm, Purple, Thunderherder	20	19	18	17	16	15	14	13	12	11	10	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
Worm, Spiny Gutter	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Worm, Tenebrous	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Worm, Yack	16	15	14	13	12	11	10	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
Wraith Lord	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Wraith, Standard	19	18	17	16	15	14	13	12	11	10	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
Wraith-Ryder	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7
Wyrm, Amber	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8

Name	Defender's AC																																							
	15	14	13	12	11	10	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
Wyrm, Bantering Snod	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Wyrm, Blood	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Wyrm, Guardian-Sun	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
Wyrm, Skraag	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
Wyrm, Sludge	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Wyrm, Snow	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
Wyvern	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Xeblor [4]	15	14	13	12	11	10	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
Xill	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Xorn	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Xorn Hunter	18	17	16	15	14	13	12	11	10	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
Xorn, Xaren	19	18	17	16	15	14	13	12	11	10	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
Xyloid	15	14	13	12	11	10	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
Yak, Shadow	17	16	15	14	13	12	11	10	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
Yakitani	18	17	16	15	14	13	12	11	10	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
Yeth Hound	17	16	15	14	13	12	11	10	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
Yeti, Arctic	18	17	16	15	14	13	12	11	10	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
Yeti, Temperate	18	17	16	15	14	13	12	11	10	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
Yeti, Tropical	18	17	16	15	14	13	12	11	10	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
Yodeling Thrasher	14	13	12	11	10	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
Yuan-Ti, Abomination	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Yuan-Ti, Half-Breed (7)	20	19	18	17	16	15	14	13	12	11	10	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
Yuan-Ti, Half-Breed (8)	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Yuan-Ti, Pureblood	19	18	17	16	15	14	13	12	11	10	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
Zarnithan	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
Zealot (variable) (1)	13	12	11	10	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
Zebotaur [5]	19	18	17	16	15	14	13	12	11	10	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
Zebra, Common	16	15	14	13	12	11	10	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
Zebra, Zebricorn	17	16	15	14	13	12	11	10	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
Zebra, Zegasus	18	17	16	15	14	13	12	11	10	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
Zebra, Zightmare	20	19	18	17	16	15	14	13	12	11	10	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
Zephyr Beast	15	14	13	12	11	10	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
Zephyr Rider	13	12	11	10	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
Ziz	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
Zombie	15	14	13	12	11	10	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
Zombie, Brain-Eating	15	14	13	12	11	10	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
Zombie, Flesh-Eating	15	14	13	12	11	10	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
Zombie, Giant	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Zombie, Indentured	15	14	13	12	11	10	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
Zombie, Ju Ju	17	16	15	14	13	12	11	10	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
Zombie, Monster	19	18	17	16	15	14	13	12	11	10	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
Zombie, Talking	15	14	13	12	11	10	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
Zombie, Yellow Musk	15	14	13	12	11	10	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
Zoolem, Dawg/Monkey, etc.	17	16	15	14	13	12	11	10	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
Zoolem, Hawk/Eagle	17	16	15	14	13	12	11	10	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
Zoolem, Horse/Deer	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Zoolem, Lion/Tiger	19	18	17	16	15	14	13	12	11	10	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
Zorbo	17	16	15	14	13	12	11	10	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
Zygom	16	15	14	13	12	11	10	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

Note: Numbers in (parentheses) are hit dice. Numbers in [brackets] are footnotes.
[1] - +4 with tongue only
[2] - +2 when charging only
[3] - +2 only when underwater
[4] - +1 only vs non-lawful creatures or characters
[5] - +4 with missile weapons

Table 16: HackFactor/EP Ratio and Edibility

Name	HF/EP ratio x100	Edibility
Aarakian Brood Watcher	0.31	E
Aarakian Queen Mother	0.21	E
Aarakian Warrior	1.14	E
Aarakian Worker	2.86	E
Aardvark, Dire	1.14	E
Aardvarkians	1.54	E
Aarnz Hound	1.18	E
Adapter	Variable	N/A
Adarupikus	0.00	I
Aerial Servant	0.29	N/A
Alligator, Giant	0.18	E
Ameoba, Giant	0.29	E
Angel	0.16	N/A
Angel: Redeemer	0.17	N/A
Ankou	0.46	N/A
Ankou's Skeletal Draught Horses of Doom	0.95	N/A
Ant Hunter	3.08	E
Ant Lion, Giant (average)	0.88	E
Ant Men Queen	1.07	E
Ant Men, Enforcer	1.69	E
Ant Men, Red Fire (6 HD)	1.69	I
Ant Men, Shaman	3.43	E
Ant Men, Workers	2.86	E
Ant, Giant (warrior)	2.50	E
Ant, Giant (worker)	2.86	E
Anthraxian	2.86	E
Anti-Elemental, Air (variable) (8 HD)	0.30	N/A
Anti-Elemental, Earth (variable) (8 HD)	0.25	N/A
Anti-Elemental, Fire (variable) (8 HD)	0.30	N/A
Anti-Elemental, Water (variable) (8 HD)	0.25	N/A
Ape Shaman	1.14	E
Ape Shaman Warrior	1.11	E
Ape, Carnivorous	1.45	E
Ape, Gorilla	1.71	E
Ape, Pack (escaped - see Ape, Gorilla)	1.71	E
Ape, Shadow	1.54	E
Apparition	1.25	N/A
Arcane Merchant	0.53	I
Argos	0.49	T
Armadillo, Dire	2.86	T
Armored Foliage Creeper (variable) (2 HD)	3.33	I
Armored Foliage Creeper (variable) (8 HD)	0.57	I
Arvanger, Speckled	0.75	E
Arvanger, Spotted	0.72	E
Ashen Prowler	1.23	N/A
Astral Searcher	2.35	N/A
Attention Getter	0.37	I
Augerlisk	0.72	E
Avenging Servant	0.18	N/A
Avianderthal	1.54	E
Babbler, Cantakerous	1.54	E
Babbler, Incessant	3.03	E
Babbler, Incoherent	2.99	E
Babbling Instigator	0.48	I
Baboon	2.86	E
Baboon-Man	1.54	E
Badger, Common	0.00	E
Badger, Dread	1.54	E
Badger, Giant	4.62	E
Bandy Tailed Fighting Cock	0.15	E
Bane Lords	0.78	T
Banshee Lord	0.56	N/A
Banshee: Groaning Spirit	0.55	N/A
Barbarian, Urban	0.00	E
Barbarian, warrior	1.71	E
Barracuda (variable) (1 HD)	6.67	E
Basilisk, Burrowing	0.74	I
Basilisk, Greater	0.63	I
Basilisk, Lesser	1.23	I
Basilisk: Dracolisk	1.50	I
Bat, Sinister	0.40	E
Bat, Arcane	0.72	E
Bat, Azmyth	0.62	E
Bat, Common	0.00	E
Bat, Fire	1.54	E
Bat, Giant	0.24	E
Bat, Huge	1.11	E
Bat, Night Hunter	0.48	E
Bat, Pack	0.00	E
Beaked Horror	0.43	E
Beaked Terror	1.54	E
Bear, Black	0.57	E
Bear, Blizzard	0.23	E
Bear, Cave	0.31	E
Bear, Grizzly	1.19	E
Bear, Poisonous	0.47	T
Bear, Polar	0.50	E
Beast of Burden, Horse, Riding	0.00	E
Beast of Burden: Donkey	0.00	E
Beast of Burden: Horse, Draft	0.00	E
Beast of Burden: Horse, Heavy War	0.83	E
Beast of Burden: Horse, Light War	0.00	E
Beast of Burden: Horse, Medium War	0.00	E
Beast of Burden: Horse, Pony	0.00	E
Beast of Burden: Horse, Wild	0.00	E
Beast of Burden: Mule	0.00	E
Beast of Burden: Ox	3.08	E
Beast Shaman	0.46	E
Beaver, Giant	2.22	E
Beaver, Great Red Marauding	0.46	E
Bee, Giant Bumblebee	1.19	E
Bee, Giant Soldier	1.11	E
Bee, Giant Worker	1.14	E
Bee, Regular	0.00	E
Beetle, Giant Artillery	2.22	E
Beetle, Carnage	0.95	E
Beetle, Common	0.00	E
Beetle, Death Watch	0.70	E
Beetle, Dung	2.86	E
Beetle, Flesh-Eating Gargantuan	0.25	E
Beetle, Giant Bombardier	1.67	E
Beetle, Giant Boring	1.71	E
Beetle, Giant Fire	0.00	E
Beetle, Giant Rhinoceros	0.25	E
Beetle, Giant Stag	0.51	E
Beetle, Giant Water	1.67	E
Beetle, Predacious Diving	0.46	E
Beetle, Predacious Dungeon	0.18	E
Beetle: Goldbug	1.54	E
Behemoth	0.17	E
Beholder, Blind	1.70	I
Beholder, Common	0.56	I
Beholder, Death Kiss	0.96	I
Beholder, Elder Orb	0.50	I
Beholder, Eye of the Deep	0.40	I
Beholder, Gauth	0.55	I
Beholder, Spectator	0.20	I
Beholder, Undead	0.26	I
Beholder, Voyeur	0.33	I
Beholder-kin, Director	0.28	E
Beholder-kin, Examiner	0.32	E
Beholder-kin, Hive Mother	0.44	E
Beholder-kin, Lensman	2.29	E
Beholder-kin, Overseer	0.45	E
Beholder-kin, Watcher	0.95	E
Bird: Collector	0.60	E
Bird: Condor	0.00	E
Bird: Falcon	0.00	E
Bird: Flightless (variable)	0.00	E
Bird: Flightless, Aquatic	0.00	E
Bird: Hawk, Large	0.00	E
Bird: Standard	0.00	E
Bird: Swan	0.00	E
Bison'vyders	1.48	E
Black Annis	0.70	I
Black Poppy	6.67	T
Blind Wretched Pursuer	0.50	I
Blink Dawg	0.74	E
Blood Guzzler	0.29	E
Blood Hawk	2.86	E
Blue Throttle	0.57	E
Boar, Giant	0.48	E
Boar, Man	0.57	E
Boar, Snow	1.71	E
Boar, Warthog	1.54	E
Boar, Wild	0.83	E
Bog Lurker	0.70	N/A
Bogels: Trows	0.77	I
Boggelman	1.54	N/A
Bolter	1.67	I
Bone Scavenger	6.67	E
Boobrie	0.20	I
Boot Mauler	0.00	I
Boring Barnacles	13.33	E
Bovinians	1.14	E
Bowler	4.76	I
Brain Mite, Carnivorous	0.67	I
Brain Mole	0.00	I

Name	HF/EP ratio x100	Edibility
Brownie, Barbarian	1.71	E
Brownie, Greater	2.86	E
Brownie, Normal	0.57	E
Brownie, Quickling	0.15	E
Buffalo/Bison	0.71	E
Bugbear	1.14	I
Bugbear, Greater	0.45	I
Bulette	0.55	E
Bulette, Hammerhead	0.55	E
Bull Angler	0.75	I
Bullboon	1.54	E
Bullfrog, Giant	0.74	E
Bullfrog, Giant Man-eating	0.71	E
Bullywug	1.54	E
Bullywug, Advanced	3.33	E
Butterfly, Steed/Mount	0.83	E
Camel, Carrion	1.67	E
Camel, Wild	1.67	E
Camp Moth	14.29	E
Carcass Seether	5.71	E
Carnagesaur	0.18	E
Carnivorous Coral	5.71	I
Carrion Crawler	1.11	E
Carrion Crawler, Nine-Tentacled	0.71	E
Carrion Grub	5.00	I
Carrion Pecker	14.29	E
Cat, Great: Common Lion	1.08	E
Cat, Great: Mountain Lion	0.56	E
Cat, Great: Spotted Lion	0.82	E
Cat, Great: Cheetah	2.29	E
Cat, Great: Giant Lynx	1.14	E
Cat, Great: Jaguar	1.19	E
Cat, Great: Leopard	0.95	E
Cat, Great: Smilodon	0.64	E
Cat, Great: Snow Leopard	1.85	E
Cat, Great: Wild Tiger	1.08	E
Cat, Small: Domestic	0.00	E
Cat, Small: Elven	0.92	E
Cat, Small: Wild	2.86	E
Cataplasm	0.77	N/A
Catfish, Giant (variable) (7 HD)	0.82	E
Catoblepas	1.33	E
Cattle, Wild	1.11	E
Cave Chameleon, Gargantuan	0.43	I
Cave Chameleon, Large	1.23	I
Cave Cricket, Carnivorous	2.40	E
Cave Fisher	2.86	E
Cave Moray	2.67	E
Centaur (variable)	1.14	E
Centaur Ant	2.59	E
Centaur, Syntaur (variable) (5 HD)	0.74	E
Centipede, Giant	0.00	E
Centipede, Huge	0.00	E
Centipede, Megalo-	2.29	E
Centipede, Tunnel	1.00	E
Centipus	0.27	E
Centisteed	0.92	E
Cerebral Mauler/Marauder	1.23	E
Cerebral Parasite	0.00	I
Chaos Corpse (variable) (1 HD)	2.00	N/A
Chaos Feeder	1.69	T
Chimera	0.26	E
Chimera: Gorgimera	0.48	E
Chimera: Mimera	0.45	E
Chimera: Shymera	0.50	E
Chimney Mites	0.00	I
Chimney Sneak	2.50	I
Chimparians	1.54	E
Cloaker	1.29	E
Clubnek	0.00	E
Cockatrice	1.69	I
Cockatrice: Cryolisk	1.21	I
Cockatrice: Polylisk	1.38	I
Cockatrice: Pyrolisk	1.21	I
Cockroach, Carnivorous Giant	1.43	E
Cockroach, Hair Lipped	2.50	E
Cockroach, Hissing	6.67	E
Cockroach, Lightning	2.22	E
Cockroach, Oriental	1.54	E
Cockroach, Shortwinged	1.48	E
Cockroach: Cheetah	1.54	E
Cockroach: Dire	3.33	E
Coffer Corpse	4.62	I
Confusion Beast	1.85	E
Corby, Dire	2.86	E

Name	HF/EP ratio x100	Edibility
Corpse Crab	6.67	E
Corpse Skink	0.00	E
Couatl	0.58	E
Crab Man	1.54	E
Crane, Dire	2.86	E
Crawling Claw	2.86	I
Creeper, Purple Howling	4.62	T
Creeper, Yellow Musk	3.33	I
Creeping Horror	1.14	I
Cricket, Common	0.00	E
Criocamp	1.14	E
Crocodile, Giant	0.79	E
Crocodile, Normal	4.62	E
Crocolisk	0.69	E
Crop Lurker	2.50	T
Crouching Hopper	3.08	E
Crustacean: Crab, Dire	1.43	E
Crustacean: Crab, Giant	4.62	E
Crustacean: Crayfish, Giant	2.86	E
Crustacean: Lobster, Giant	1.23	E
Crypt Thing	3.10	I
Culvert Fiend	2.86	E
Cyclops, Common	0.55	E
Cyclops, True	0.32	E
Dao	0.80	I
Dark Folk, Creeper	1.67	N/A
Dark Folk, Stalker	1.11	N/A
Dark Seether	2.50	E
Dawg, Rottweiler	1.54	E
Dawg, War	0.00	E
Dawg, Wild	0.00	E
Death Dawg	1.67	I
Death Harvester	0.71	N/A
Death Knight	0.87	T
Death Weaver (variable)	3.43	I
Death's Minions	2.50	I
Deepspawn	0.60	T
Demilich	1.90	I
Denzelian (variable) (4 HD)	0.78	I
Desmodian	2.86	I
Disenchanter	1.48	E
Dispatcher	Variable	N/A
Displacer Beast	0.92	E
Djinni	0.30	N/A
Djinni, Black	0.26	N/A
Djinni, Noble	0.24	N/A
Dolphin	0.83	E
Doom Harvester	1.36	I
Doombat, Mortal	0.71	T
Doorant, Spirit	0.36	I
Doorant, Tree	1.44	I
DoppleEwe	1.85	I
Doppleganger	1.85	I
Doppleganger, Master	0.57	I
Doppleganger, Predator	1.00	I
Dopplemeister	0.43	I
Doppler Croc	0.92	E
Draat	1.54	E
Dracolich	3.13	I
Dragon, Ancient Albino Scoria (Age cat. 1)	0.24	E
Dragon, Ancient Albino Scoria (Age cat. 2)	0.27	E
Dragon, Ancient Albino Scoria (Age cat. 3)	0.31	E
Dragon, Ancient Albino Scoria (Age cat. 4)	0.36	E
Dragon, Ancient Albino Scoria (Age cat. 5)	0.40	E
Dragon, Ancient Albino Scoria (Age cat. 6)	0.45	E
Dragon, Ancient Albino Scoria (Age cat. 7)	0.56	E
Dragon, Ancient Albino Scoria (Age cat. 8)	0.60	E
Dragon, Ancient Albino Scoria (Age cat. 9)	0.61	E
Dragon, Ancient Albino Scoria (Age cat. 10)	0.72	E
Dragon, Ancient Albino Scoria (Age cat. 11)	0.77	E
Dragon, Ancient Albino Scoria (Age cat. 12)	0.88	E
Dragon, Black (Age cat. 1)	0.40	E
Dragon, Black (Age cat. 2)	0.44	E
Dragon, Black (Age cat. 3)	0.50	E
Dragon, Black (Age cat. 4)	0.63	E
Dragon, Black (Age cat. 5)	0.59	E
Dragon, Black (Age cat. 6)	0.67	E
Dragon, Black (Age cat. 7)	0.70	E
Dragon, Black (Age cat. 8)	0.73	E
Dragon, Black (Age cat. 9)	0.71	E
Dragon, Black (Age cat. 10)	0.84	E
Dragon, Black (Age cat. 11)	0.93	E
Dragon, Black (Age cat. 12)	1.02	E
Dragon, Blue Horny-Ridged (Age cat. 1)	0.57	E
Dragon, Blue Horny-Ridged (Age cat. 2)	0.63	E

Name	HF/EP ratio x100	Edibility
Dragon, Blue Horny-Ridged (Age cat. 3)	0.63	E
Dragon, Blue Horny-Ridged (Age cat. 4)	0.78	E
Dragon, Blue Horny-Ridged (Age cat. 5)	0.93	E
Dragon, Blue Horny-Ridged (Age cat. 6)	0.83	E
Dragon, Blue Horny-Ridged (Age cat. 7)	0.99	E
Dragon, Blue Horny-Ridged (Age cat. 8)	0.92	E
Dragon, Blue Horny-Ridged (Age cat. 9)	0.91	E
Dragon, Blue Horny-Ridged (Age cat. 10)	1.00	E
Dragon, Blue Horny-Ridged (Age cat. 11)	1.04	E
Dragon, Blue Horny-Ridged (Age cat. 12)	1.09	E
Dragon, Blue Spiny-Backed Blue-Ridged (Age cat. 1)	0.45	E
Dragon, Blue Spiny-Backed Blue-Ridged (Age cat. 2)	0.45	E
Dragon, Blue Spiny-Backed Blue-Ridged (Age cat. 3)	0.45	E
Dragon, Blue Spiny-Backed Blue-Ridged (Age cat. 4)	0.55	E
Dragon, Blue Spiny-Backed Blue-Ridged (Age cat. 5)	0.53	E
Dragon, Blue Spiny-Backed Blue-Ridged (Age cat. 6)	0.61	E
Dragon, Blue Spiny-Backed Blue-Ridged (Age cat. 7)	0.64	E
Dragon, Blue Spiny-Backed Blue-Ridged (Age cat. 8)	0.67	E
Dragon, Blue Spiny-Backed Blue-Ridged (Age cat. 9)	0.67	E
Dragon, Blue Spiny-Backed Blue-Ridged (Age cat. 10)	0.75	E
Dragon, Blue Spiny-Backed Blue-Ridged (Age cat. 11)	0.79	E
Dragon, Blue Spiny-Backed Blue-Ridged (Age cat. 12)	0.83	E
Dragon, Blue Spiny-Horned	2.14	E
Dragon, Brass (Age cat. 1)	0.50	E
Dragon, Brass (Age cat. 2)	0.47	E
Dragon, Brass (Age cat. 3)	0.46	E
Dragon, Brass (Age cat. 4)	0.43	E
Dragon, Brass (Age cat. 5)	0.47	E
Dragon, Brass (Age cat. 6)	0.59	E
Dragon, Brass (Age cat. 7)	0.63	E
Dragon, Brass (Age cat. 8)	0.62	E
Dragon, Brass (Age cat. 9)	0.65	E
Dragon, Brass (Age cat. 10)	0.68	E
Dragon, Brass (Age cat. 11)	0.77	E
Dragon, Brass (Age cat. 12)	0.81	E
Dragon, Bronze (Age cat 1)	0.37	E
Dragon, Bronze (Age cat 2)	0.36	E
Dragon, Bronze (Age cat 3)	0.44	E
Dragon, Bronze (Age cat 4)	0.52	E
Dragon, Bronze (Age cat 5)	0.56	E
Dragon, Bronze (Age cat 6)	0.65	E
Dragon, Bronze (Age cat 7)	0.68	E
Dragon, Bronze (Age cat 8)	0.61	E
Dragon, Bronze (Age cat 9)	0.66	E
Dragon, Bronze (Age cat 10)	0.74	E
Dragon, Bronze (Age cat 11)	0.78	E
Dragon, Bronze (Age cat 12)	0.82	E
Dragon, Chromatic (Tiamat)	0.31	E
Dragon, Cloud (Age cat 1)	0.63	E
Dragon, Cloud (Age cat 2)	0.43	E
Dragon, Cloud (Age cat 3)	0.41	E
Dragon, Cloud (Age cat 4)	0.45	E
Dragon, Cloud (Age cat 5)	0.55	E
Dragon, Cloud (Age cat 6)	0.58	E
Dragon, Cloud (Age cat 7)	0.61	E
Dragon, Cloud (Age cat 8)	0.65	E
Dragon, Cloud (Age cat 9)	0.79	E
Dragon, Cloud (Age cat 10)	0.83	E
Dragon, Cloud (Age cat 11)	0.87	E
Dragon, Cloud (Age cat 12)	0.96	E
Dragon, Copper/Slag-Copper (Age cat 1)	0.42	E
Dragon, Copper/Slag-Copper (Age cat 2)	0.40	E
Dragon, Copper/Slag-Copper (Age cat 3)	0.41	E
Dragon, Copper/Slag-Copper (Age cat 4)	0.55	E
Dragon, Copper/Slag-Copper (Age cat 5)	0.59	E
Dragon, Copper/Slag-Copper (Age cat 6)	0.63	E
Dragon, Copper/Slag-Copper (Age cat 7)	0.71	E
Dragon, Copper/Slag-Copper (Age cat 8)	0.74	E
Dragon, Copper/Slag-Copper (Age cat 9)	0.73	E
Dragon, Copper/Slag-Copper (Age cat 10)	0.73	E
Dragon, Copper/Slag-Copper (Age cat 11)	0.82	E
Dragon, Copper/Slag-Copper (Age cat 12)	0.86	E
Dragon, Gold (Age cat 1)	0.53	E
Dragon, Gold (Age cat 2)	0.59	E
Dragon, Gold (Age cat 3)	0.60	E
Dragon, Gold (Age cat 4)	0.68	E
Dragon, Gold (Age cat 5)	0.79	E
Dragon, Gold (Age cat 6)	0.78	E
Dragon, Gold (Age cat 7)	0.82	E
Dragon, Gold (Age cat 8)	0.86	E
Dragon, Gold (Age cat 9)	0.90	E
Dragon, Gold (Age cat 10)	1.00	E
Dragon, Gold (Age cat 11)	1.04	E
Dragon, Gold (Age cat 12)	1.09	E
Dragon, Green (Age cat 1)	0.40	T
Dragon, Green (Age cat 2)	0.46	T
Dragon, Green (Age cat 3)	0.51	T
Dragon, Green (Age cat 4)	0.53	T
Dragon, Green (Age cat 5)	0.56	T
Dragon, Green (Age cat 6)	0.64	T
Dragon, Green (Age cat 7)	0.67	T
Dragon, Green (Age cat 8)	0.76	T
Dragon, Green (Age cat 9)	0.79	T
Dragon, Green (Age cat 10)	0.83	T
Dragon, Green (Age cat 11)	0.83	T
Dragon, Green (Age cat 12)	0.86	T
Dragon, Mist (Age cat 1)	0.27	E
Dragon, Mist (Age cat 2)	0.26	E
Dragon, Mist (Age cat 3)	0.26	E
Dragon, Mist (Age cat 4)	0.30	E
Dragon, Mist (Age cat 5)	0.34	E
Dragon, Mist (Age cat 6)	0.37	E
Dragon, Mist (Age cat 7)	0.45	E
Dragon, Mist (Age cat 8)	0.54	E
Dragon, Mist (Age cat 9)	0.58	E
Dragon, Mist (Age cat 10)	0.61	E
Dragon, Mist (Age cat 11)	0.64	E
Dragon, Mist (Age cat 12	0.73	E
Dragon, Mottled (Age cat 1)	0.24	E
Dragon, Mottled (Age cat 2)	0.23	E
Dragon, Mottled (Age cat 3)	0.20	E
Dragon, Mottled (Age cat 4)	0.18	E
Dragon, Mottled (Age cat 5)	0.18	E
Dragon, Mottled (Age cat 6)	0.20	E
Dragon, Mottled (Age cat 7)	0.21	E
Dragon, Mottled (Age cat 8)	0.21	E
Dragon, Mottled (Age cat 9)	0.20	E
Dragon, Mottled (Age cat 10)	0.21	E
Dragon, Mottled (Age cat 11)	0.23	E
Dragon, Mottled (Age cat 12)	0.23	E
Dragon, Onyx (Age cat 1)	0.58	E
Dragon, Onyx (Age cat 2)	0.53	E
Dragon, Onyx (Age cat 3)	0.53	E
Dragon, Onyx (Age cat 4)	0.54	E
Dragon, Onyx (Age cat 5)	0.52	E
Dragon, Onyx (Age cat 6)	0.59	E
Dragon, Onyx (Age cat 7)	0.63	E
Dragon, Onyx (Age cat 8)	0.62	E
Dragon, Onyx (Age cat 9)	0.65	E
Dragon, Onyx (Age cat 10)	0.68	E
Dragon, Onyx (Age cat 11)	0.72	E
Dragon, Onyx (Age cat 12)	0.76	E
Dragon, Platinum (Bahamut)	0.30	E
Dragon, Red (Age cat 1)	0.50	E
Dragon, Red (Age cat 2)	0.58	E
Dragon, Red (Age cat 3)	0.58	E
Dragon, Red (Age cat 4)	0.65	E
Dragon, Red (Age cat 5)	0.75	E
Dragon, Red (Age cat 6)	0.78	E
Dragon, Red (Age cat 7)	0.88	E
Dragon, Red (Age cat 8)	0.82	E
Dragon, Red (Age cat 9)	0.81	E
Dragon, Red (Age cat 10)	0.85	E
Dragon, Red (Age cat 11)	0.94	E
Dragon, Red (Age cat 12)	0.99	E
Dragon, Red-Crested Amber Bellied (Age cat 1)	0.46	E
Dragon, Red-Crested Amber Bellied (Age cat 2)	0.46	E
Dragon, Red-Crested Amber Bellied (Age cat 3)	0.51	E
Dragon, Red-Crested Amber Bellied (Age cat 4)	0.59	E
Dragon, Red-Crested Amber Bellied (Age cat 5)	0.62	E
Dragon, Red-Crested Amber Bellied (Age cat 6)	0.64	E
Dragon, Red-Crested Amber Bellied (Age cat 7)	0.67	E
Dragon, Red-Crested Amber Bellied (Age cat 8)	0.70	E
Dragon, Red-Crested Amber Bellied (Age cat 9)	0.79	E
Dragon, Red-Crested Amber Bellied (Age cat 10)	0.83	E
Dragon, Red-Crested Amber Bellied (Age cat 11)	0.83	E
Dragon, Red-Crested Amber Bellied (Age cat 12)	0.87	E
Dragon, Shadow (Age cat 1)	0.60	E
Dragon, Shadow (Age cat 2)	0.57	E
Dragon, Shadow (Age cat 3)	0.58	E
Dragon, Shadow (Age cat 4)	0.65	E
Dragon, Shadow (Age cat 5)	0.68	E
Dragon, Shadow (Age cat 6)	0.65	E
Dragon, Shadow (Age cat 7)	0.70	E
Dragon, Shadow (Age cat 8)	0.69	E
Dragon, Shadow (Age cat 9)	0.69	E
Dragon, Shadow (Age cat 10)	0.74	E
Dragon, Shadow (Age cat 11)	0.79	E
Dragon, Shadow (Age cat 12)	0.88	E
Dragon, Silver (Age cat 1)	0.44	E

Name	HF/EP ratio x100	Edibility
Dragon, Silver (Age cat 2)	0.50	E
Dragon, Silver (Age cat 3)	0.51	E
Dragon, Silver (Age cat 4)	0.59	E
Dragon, Silver (Age cat 5)	0.63	E
Dragon, Silver (Age cat 6)	0.67	E
Dragon, Silver (Age cat 7)	0.76	E
Dragon, Silver (Age cat 8)	0.71	E
Dragon, Silver (Age cat 9)	0.71	E
Dragon, Silver (Age cat 10)	0.75	E
Dragon, Silver (Age cat 11)	0.85	E
Dragon, Silver (Age cat 12)	0.89	E
Dragon, Slag-Scaled Titanium (Age cat 1)	0.53	E
Dragon, Slag-Scaled Titanium (Age cat 2)	0.61	E
Dragon, Slag-Scaled Titanium (Age cat 3)	0.63	E
Dragon, Slag-Scaled Titanium (Age cat 4)	0.65	E
Dragon, Slag-Scaled Titanium (Age cat 5)	0.77	E
Dragon, Slag-Scaled Titanium (Age cat 6)	0.77	E
Dragon, Slag-Scaled Titanium (Age cat 7)	0.82	E
Dragon, Slag-Scaled Titanium (Age cat 8)	0.87	E
Dragon, Slag-Scaled Titanium (Age cat 9)	0.87	E
Dragon, Slag-Scaled Titanium (Age cat 10)	0.97	E
Dragon, Slag-Scaled Titanium (Age cat 11)	1.03	E
Dragon, Slag-Scaled Titanium (Age cat 12)	1.08	E
Dragon, Speckled (Age cat 1)	0.60	E
Dragon, Speckled (Age cat 2)	0.58	E
Dragon, Speckled (Age cat 3)	0.58	E
Dragon, Speckled (Age cat 4)	0.66	E
Dragon, Speckled (Age cat 5)	0.68	E
Dragon, Speckled (Age cat 6)	0.66	E
Dragon, Speckled (Age cat 7)	0.65	E
Dragon, Speckled (Age cat 8)	0.70	E
Dragon, Speckled (Age cat 9)	0.70	E
Dragon, Speckled (Age cat 10)	0.75	E
Dragon, Speckled (Age cat 11)	0.79	E
Dragon, Speckled (Age cat 12)	0.88	E
Dragon, Spiny (Age cat 1)	0.37	E
Dragon, Spiny (Age cat 2)	0.44	E
Dragon, Spiny (Age cat 3)	0.45	E
Dragon, Spiny (Age cat 4)	0.47	E
Dragon, Spiny (Age cat 5)	0.64	E
Dragon, Spiny (Age cat 6)	0.67	E
Dragon, Spiny (Age cat 7)	0.76	E
Dragon, Spiny (Age cat 8)	0.76	E
Dragon, Spiny (Age cat 9)	0.77	E
Dragon, Spiny (Age cat 10)	0.80	E
Dragon, Spiny (Age cat 11)	0.90	E
Dragon, Spiny (Age cat 12)	0.94	E
Dragon, Swack Iron/Swack Iron Albino (Age cat 1)	0.44	E
Dragon, Swack Iron/Swack Iron Albino (Age cat 2)	0.50	E
Dragon, Swack Iron/Swack Iron Albino (Age cat 3)	0.51	E
Dragon, Swack Iron/Swack Iron Albino (Age cat 4)	0.53	E
Dragon, Swack Iron/Swack Iron Albino (Age cat 5)	0.69	E
Dragon, Swack Iron/Swack Iron Albino (Age cat 6)	0.73	E
Dragon, Swack Iron/Swack Iron Albino (Age cat 7)	0.82	E
Dragon, Swack Iron/Swack Iron Albino (Age cat 8)	0.76	E
Dragon, Swack Iron/Swack Iron Albino (Age cat 9)	0.77	E
Dragon, Swack Iron/Swack Iron Albino (Age cat 10)	0.81	E
Dragon, Swack Iron/Swack Iron Albino (Age cat 11)	0.90	E
Dragon, Swack Iron/Swack Iron Albino (Age cat 12)	0.94	E
Dragon, White (Age cat 1)	0.27	E
Dragon, White (Age cat 2)	0.30	E
Dragon, White (Age cat 3)	0.30	E
Dragon, White (Age cat 4)	0.30	E
Dragon, White (Age cat 5)	0.35	E
Dragon, White (Age cat 6)	0.39	E
Dragon, White (Age cat 7)	0.48	E
Dragon, White (Age cat 8)	0.51	E
Dragon, White (Age cat 9)	0.51	E
Dragon, White (Age cat 10)	0.54	E
Dragon, White (Age cat 11)	0.57	E
Dragon, White (Age cat 12)	0.66	E
DragonFaerie	0.30	E
Dragonfish	1.54	E
Dragonfly, Giant	2.31	E
DragonHorse	1.21	E
DragonKomodo	0.95	I
DragonKomodo, Dire	1.23	I
DragonKomodo, Giant	0.75	I
DragonLord	0.86	E
Dragonne	1.10	E
Dragonnel	0.92	E
Dralch	0.95	E
Drelb	1.13	N/A
Drider Cleric	0.53	T
Drider Mage	0.32	T

Name	HF/EP ratio x100	Edibility
Drow	1.23	T
Drow Cleric	0.82	T
Drow, Half-	1.54	I
Drowtaur	1.08	T
Drowtaur Cleric	0.72	T
Dryad	0.62	E
Dune Stalker	0.71	E
Dungeon Anemone	0.77	I
Dungeon Cat	1.54	E
Dust Digger	1.45	E
Dwarf, Derro (variable) (3 HD)	0.41	E
Dwarf, Duergar (variable) (1 HD)	0.62	E
Dwarf, Gully	0.37	E
Dwarf, Hill	0.57	E
Dwarf, Mountain	0.37	E
Dwarf, Pygmy	0.57	E
Dwarven Warhorse	0.37	E
Eagle, Gargantuan	0.77	E
Eagle, Giant	0.71	E
Eagle, Wild	0.00	E
Eblis (variable)	0.46	E
Eel, Electric	1.67	E
Eel, Giant	1.14	E
Eel, Weed	1.54	E
Efreeti	0.29	N/A
Elemental, Air (variable) (8 HD)	0.90	N/A
Elemental, Earth (variable) (8 HD)	0.70	I
Elemental, Fire (variable) (8 HD)	0.90	I
Elemental, Greater Periodic	0.38	T
Elemental, Water (variable) (8 HD)	0.90	I
Elephant, Club Trunked	0.80	E
Elephant, SabreToothed	0.75	E
Elephant, Small-Eared	0.71	E
Elephant, Standard	0.79	E
Elf, Aquatic	0.48	E
Elf, Grel Cleric	0.92	E
Elf, Grel Mages	0.21	E
Elf, Grey	0.48	E
Elf, Grugach	1.71	E
Elf, Half-	0.83	E
Elf, High	0.48	E
Elf, Hunter Grel	1.43	E
Elf, Shadow	0.77	E
Elf, Shadow Grel	1.20	E
Elf, Valley	1.67	E
Elf, Wood	0.48	E
Elk, Dire	1.71	E
Elven Pony	1.11	E
Elven Wardawg	3.20	E
Enchanted Doors (variable) (5 HD)	2.38	I
Enigma Lice	0.00	I
Enslaver of the Deep	0.42	T
Enveloper (variable) (3 HD)	0.71	E
Ettercap	1.38	I
Ettin	0.86	E
Eye, Floating	2.86	E
Fairy, Carnivorous, Glitter	0.00	E
Fairy, Carnivorous, Hardcore	0.59	E
Fairy, Carnivorous, Hunter	0.83	E
Fairy, Carnivorous, Seasoned	1.54	E
Fairy, Carnivorous, Wild	0.00	E
Fairy, Gorge	0.00	E
Fairy, Standard	0.00	E
Fairy, Water Crested	0.00	E
Felarn	2.86	E
Ferret, Man-Eating	2.86	I
Festering Reaver	0.68	I
Fire Ants	0.00	E
Fire-Monk	2.67	E
Firedrake	1.19	E
Firefly, Dire	1.33	E
Firenewt, Cleric	2.22	E
Firenewt, Common	2.50	E
Firenewt, Elite	2.94	E
Firenewt, Overlord	1.53	E
Firenewt, Strider	1.35	E
Firetoad	1.48	T
Flail Snail (variable) (4 HD)	1.90	E
Flailing Wailer	2.22	E
Flesh Thrasher	1.00	I
Fleshpecker	0.00	E
Fly, Giant Horse-	1.35	I
Frog, Chain Reaction	0.57	E
Frog, Giant (variable) (1 HD)	0.83	E
Frog, Killer	2.86	E

Name	HF/EP ratio x100	Edibility
Frog, Poisonous	1.54	T
Frog, Yellow	0.00	T
Fungi, Violent	0.95	T
Fungi, Violet	1.11	T
Fungroid	1.07	T
Fungus Rot (Disease/Parasite)	N/A	I
Gagwaller	1.21	T
Galeb Duhr (variable) (8 HD)	0.36	I
Gar, Giant	1.00	E
Gargoyle Lord	1.13	I
Gargoyle, Common	0.95	I
Gargoyle, Kapoacinth	1.18	I
Gas Spore	0.00	T
Gelatinous Cube	1.10	I
Ghast	1.23	I
Ghost	0.20	N/A
Ghoul, Common	2.29	I
Ghoul: Lacedon	2.29	I
Giant Desert Beaver	2.86	E
Giant, Cloud	0.45	E
Giant, Firbolg (variable)	0.30	E
Giant, Fire	0.56	E
Giant, Fog	0.44	E
Giant, Fomorian	0.40	E
Giant, Frost	0.44	E
Giant, Gorge (variable)	0.29	E
Giant, Hill	0.47	E
Giant, Mist	0.70	E
Giant, Mountain	0.34	E
Giant, Prairie	0.38	E
Giant, Scorn	0.58	E
Giant, Stone	0.44	E
Giant, Storm (variable)	0.39	E
Giant, Verbeeg	0.92	E
Gibbering Mouther	2.14	I
Gibbon	6.67	E
Githyanki	Variable	E
Githzerai	Variable	E
Gloomwing	1.08	E
Glow Worm	0.00	I
Gnarl-rons	2.50	I
Gnoll, Desert	2.86	E
Gnoll, Headhunter	2.86	E
Gnoll, Standard (variable) (guards)	1.54	E
Gnome Titans (variable)	1.54	E
Gnome, Common (variable)	1.54	E
Gnome, Feral	0.83	E
Gnome, Forest	0.83	E
Gnome, Svirfneblin	0.71	E
Gnome, Tinker	1.54	E
Gnomeling	0.00	E
Gnomish Doom Lord (variable)	0.15	E
Goat	2.86	E
Goat, Giant	0.74	E
Goblin, Common	0.00	E
Goblin, Gibbering	1.19	I
Gold Bane	0.00	I
Golem Master (variable) (9th level)	0.40	E
Golem, Blood	1.08	I
Golem, Clay	0.34	I
Golem, Flesh	0.55	I
Golem, Gristle	0.24	I
Golem, Guardian	0.48	I
Golem, Iron	0.36	I
Golem, Muck	0.92	I
Golem, Muck, Diseased	0.82	I
Golem, Puppet	1.67	I
Golem, Stone	0.34	I
Goo, Amber	N/A	E
Gopher, Sewer	1.71	E
Gorangatang	1.11	E
Gore Monger, Insatiable	0.93	I
Gorecupine	0.77	E
Goregon	1.29	E
Gorger, Dire	0.83	E
Gorizzla	1.48	E
Gorphin	2.22	E
Gouger, Cave	1.33	E/T
Gouger, Dark	1.71	E/T
Gouger, Fanged	1.09	E/T
Gouger, Great	1.19	E/T
Grappling Thrasher	1.22	E
Grave Scrounger	1.14	I
Gremlin	0.92	T
Gremlin, Galltrit	0.00	I

Name	HF/EP ratio x100	Edibility
Grendel	0.80	T
Grieving Herald	1.43	N/A
Griffon	0.77	E
Grig	3.08	E
Grim	0.86	N/A
Grimlock (variable)	4.62	E
Grippli	1.54	E
Grizzled Bankrass	1.69	I
Grizzly Squirrel	2.86	E
Grynurian Monk	1.54	E
Guardian Familiar	0.90	I
Guardian Spirit	0.83	N/A
Gummy Fiend	0.95	E
Gut Waller	variable	I
Gut Waller Serpent (variable) (4 HD)	1.11	I
Hag, Green	1.20	I
Hag, Sea	1.03	I
Halfling, Hairfoot	2.86	E
Halfling: Stout	2.86	E
Halfling: Tallfellow	2.86	E
Halfling: Thug	2.86	E
Hangman Tree (variable)	0.83	I
Harpy	0.92	T
Haunt	0.65	N/A
HedgeHawg, Giant	1.11	E
HedgeHawg, Vorpal-Clawed	1.67	E
Hedley Kow	1.90	E
Heel Borer	1.67	E
Herd Animals (variable) (1 HD)	2.86	E
Hippocampus	2.50	E
Hippogriff	1.14	E
Hippopotamus	0.62	E
Hoar Fox	5.71	E
Hoar'daa Bull	2.17	E
Hoar'daa Cow	0.86	E
Hoar'daa Larvae	2.35	E
Hobgoblin (variable)	0.00	E
Hollyphant	1.02	N/A
Homonculous	0.37	I
Hood Winker	2.29	E
Hook Horror	2.50	E
Horned Rager	0.92	E
Horned Simian Bush-Grappler	0.48	E
Hornet, Carnivorous	0.00	E
Hornet, Giant	0.74	E
Hound of Ill Omen	N/A	N/A
Hubrisite	0.90	N/A
Huecuva	1.48	T
Hulking Mound	0.46	I
Humanimals, Greater	1.08	E
Humanimals, Lesser	1.71	E
Hunched Shocker	1.38	I
Hydra: common (variable) (5 HD)	0.20	T
Hydra: Cryo (variable) (5 HD)	0.23	T
Hydra: Lernaean (variable) (5 HD)	0.30	T
Hydra: Medusa (variable) (10 HD)	0.28	T
Hydra: Pyro (variable) (7 HD)	0.23	T
Hyena	3.08	E
Hyena, Giant	1.71	E
Ice Fiend	1.14	I
Ichthyocentaur	0.73	E
Igneous Walker	1.67	I
Impaler, Crimson	6.67	E
Impaler, Purple	4.71	E
Impaler, Rainbow	3.41	E
Impeder, Great Lucid	0.79	E
Incinerator	1.90	T
Indigo Ambusher	3.08	E
Infernal Slayer	1.20	N/A
Insidious Ichor (variable)	0.71	T
Insidious Stalker	2.59	I
Intellect Devourer, Adult	0.52	T
Intellect Devourer, Larva	1.54	T
Invisible Heckler	0.85	N/A
Invisible Horror (variable)	0.00	N/A
Invisible Stalker	0.70	N/A
Iron Cobra	1.67	I
Ixitxachitl: Cleric	3.33	E
Ixitxachitl: standard	0.00	E
Ixitxachitl: Vampire	4.17	E
Jabbervock, Vile	0.34	I
Jackal	0.00	E
Jackalope, Pronghare	3.33	E
Jackalope, Standard	0.00	E
Jackalwere	1.43	E

Name	HF/EP ratio x100	Edibility
Jaculi	2.86	E
Jaded Mannacle	2.96	I
Jann (variable) (6 HD)	0.70	E
Jarvin-taur	2.86	E
Jaundiced Grappler	0.71	E
Jelly, Grease	1.08	I
Jelly, Mustard	0.82	I
Jelly, Ochre	2.59	I
Jelly, Symbiotic	3.08	T
Jellyfish, Common	0.00	I
Jellyfish, Dire Man O' War	0.82	I
Jellyfish, Flying Swamp	0.71	I
Jellyfish, Giant	1.11	I
Jellyfish: Man-O-War (variable) (1 HD)	2.86	I
Jellyling	1.54	E
Jungle Terror	1.00	N/A
Jungle-Drac (variable) (4 HD)	7.20	E
Jurassic Creatures: Ankylosaurus	0.21	E
Jurassic Creatures: Archaeopteryx	0.00	E
Jurassic Creatures: Brontosaurus	0.23	E
Jurassic Creatures: Camptosaurus	28.57	E
Jurassic Creatures: Deinonyschus	2.35	E
Jurassic Creatures: Dimetrodon (variable) (3 HD)	2.50	E
Jurassic Creatures: Diplodocus	0.19	E
Jurassic Creatures: Elasmosaurus	0.32	E
Jurassic Creatures: Icthyosaurus	0.62	E
Jurassic Creatures: Lambeosaurus	0.45	E
Jurassic Creatures: Mamenchisaurus	0.44	E
Jurassic Creatures: Nothosaurus	0.53	E
Jurassic Creatures: Plesiosaurus	0.31	E
Jurassic Creatures: Pteranodon	1.71	E
Jurassic Creatures: Stegosaurus	0.27	E
Jurassic Creatures: Triceratops	0.31	E
Jurassic Creatures: Triloblights	5.07	I
Jurassic Creatures: Tyrannosaurus Rex	0.24	E
Jurassic Creatures: Velociraptor	0.82	E
Jurynday, Freshwater	0.40	E
Jurynday, Saltwater	0.37	E
Kangarai Warrior	1.67	E
Kangaroo Flea, Giant	2.86	I
Kangaroo, Common	1.54	E
Kangaroo, Marauding	3.08	E
Karkadann	1.13	E
Kenku (variable) (2 HD)	1.71	E
Ki-Rin	0.67	N/A
Killwi	1.11	E
Kobold, Greater (variable)	0.00	E
Kobold, Lesser (variable)	0.00	E
Kobold, Woodland (variable)	0.00	E
Kraken	0.37	E
Krueller	1.23	E/T
Kuo-Toa: common (variable) (2 HD)	2.29	E
Kuo-Toa: Monitors	0.80	E
Kuo-Toa: Shaman (variable) (2 HD)	1.85	E
Lamia, Common	0.47	I
Lamia, Great-Horned	0.60	I
Lamia, Noble	0.53	I
Lammasu, Common	0.80	E
Lammasu, Greater	0.78	E
Lamprey, Giant	0.95	E*
Lamprey, Land	1.54	E*
Lamprey, Normal	1.54	E*
Larantula	1.75	I
Latrine Ambusher	1.67	I
LavaSpawn: Fighters	1.33	N/A
LavaSpawn: Multi-Classed (variable) (dual-classed)	1.50	N/A
LavaSpawn: Spell Casters	1.43	N/A
Leech, Bony-Ridged	4.44	I
Leech, Cistern	3.33	I
Leech, Giant (variable) (1 HD)	6.67	I
Leech, Groin	0.00	I
Leech, Level-Draining Muck	2.86	I
Leech, Luck-Draining Muck	0.00	I
Leech, Sinus	0.00	I
LeechMan, Guard (variable) (3 HD)	3.33	I
LeechMan, Swamp-dwelling	3.08	I
Lemur, Common	0.00	E
Lemur, Feces-Flinging	6.67	E
Lemur, Flying	6.67	E
Lemur, Pygmy Mouse	0.00	E
Lemur, Ringtail	0.00	E
Leucrotta	0.92	I
Leviathan	0.38	E
Lich	0.71	I
Lich Master	0.83	I

Name	HF/EP ratio x100	Edibility
Lime Green Quivering Mass (variable) (3 HD)	2.14	I
Liontaur	1.48	E
Lizard, Fire	1.21	E
Lizard, Giant	0.74	E
Lizard, Ice	1.44	I
Lizard, Minotaur	1.54	E
Lizard, Red-Bellied Armored	1.44	E
Lizard, Subterranean	1.67	E
Lizard-Newt, Pygmy	6.67	E
Lizardman, Common (variable)	1.54	I
Lizardman, King	0.92	I
Lizardman, Magic-user (variable) (2 HD)	1.54	I
Lizardman, Thief (variable) (2 HD)	1.54	I
Lizotaur (variable) (bodyguard)	2.86	E
Llama, Wild	1.54	E
Loathsome Prowler	2.86	I
Lobe Footed Marsh Dweller	5.71	E
Locathah (variable)	0.00	E
Longtailed Silver Slasher	1.54	E
Luck Eater	1.48	I
Lunger, Crevice	0.92	E
Lunger, Hedgerow	1.08	E
Lunger, Rafter	0.77	E
Lunger, Saw-Backed	0.92	E
Lurker Above	0.60	I
Lurker Below	0.60	I
Lurker Within	0.62	I
Lurker, Cactus	1.11	E*
Lycanthrope: Foxwoman	0.90	I
Lycanthrope: Were-Badger	1.90	I
Lycanthrope: Were-Bear	1.14	I
Lycanthrope: Were-Boar	0.92	I
Lycanthrope: Were-Dwolf	1.08	I
Lycanthrope: Were-Goat	1.48	I
Lycanthrope: Were-Lynx	2.22	I
Lycanthrope: Were-Rat	1.11	I
Lycanthrope: Were-Shark	1.05	I
Lycanthrope: Were-Tiger	1.13	I
Lycanthrope: Were-Wolf	1.19	I
Mad Titterling	3.20	I
Madger	1.56	E
Magic Mocking Mouth	0.00	N/A
Magic Mouth, Common	0.00	N/A
Magic Mouth, Rogue	0.00	N/A
Magic Mouth, Sassy	0.00	N/A
Mammoth, Ram-Horned	0.33	E
Mammoth, Wooly	0.33	E
Mandragora	2.50	E
Mantari	0.00	E
Manticore, Common	1.03	I
Manticore, Womanticore	0.82	I
Mantis, Deadly Preying	0.83	E
Mantis, Dire Field	1.50	E
Mantrap (variable) (4 HD)	1.19	I
Marble Mugger	2.86	I
Margoyle	2.62	I
Marid	1.02	I
Marmoset	0.00	E
Marrow Mite	N/A	I
Marsh Gibberer	2.35	E
Masticator, Articulated	0.45	I
Masticator, Subterranean	0.43	I
Mastiff, Shadow	2.59	N/A
Mastodon	0.35	E
Maulsquito	8.33	T
Mea-Zel	5.83	E
Medusa, Gorgon	0.26	T
Medusa, Greater	0.73	T
Medusa, Lesser	0.70	T
Meenlock	4.07	E
Men, Beggars	0.00	E
Men, Partisan	2.86	E
Men: Aborigine/Caveman (variable) (1 HD)	6.67	E
Men: Adventurer	variable	E
Men: Apprentice (variable)	14.29	E
Men: Bandit/Brigand	6.67	E
Men: Bard/Street	6.67	E
Men: Berserker/Dervish	1.54	E
Men: Caravan Guard	6.67	E
Men: Cavalry (variable) (1 HD)	6.67	E
Men: Cleric	variable	E
Men: Farmer, Burly (variable) (1 HD)	6.67	E
Men: Farmer/Herder	6.67	E
Men: Gentry	6.67	E
Men: Gypsy (variable) (1 HD)	6.67	E

Name	HF/EP ratio x100	Edibility
Men: Hermit	6.67	E
Men: Knight	variable	E
Men: Magic-User	variable	E
Men: Mercenary	2.86	E
Men: Merchant Sailor/Fisherman	6.67	E
Men: Merchant, Dishonest	6.67	E
Men: Merchant/Trader	6.67	E
Men: Middle Class Citizen	6.67	E
Men: Peasant/Serf	0.00	E
Men: Pilgrim	0.00	E
Men: Pirate/Buccaneer	6.67	E
Men: Police/Constable	6.67	E
Men: Prostitute	6.67	E
Men: Sailor	6.67	E
Men: Servant/Torch Bearer	0.00	E
Men: Slaver	6.67	E
Men: Soldier	6.67	E
Men: Thief/Thug	variable	E
Men: Tradesman/Craftsman	6.67	E
Men: Trapper/Woodsman	6.67	E
Men: Tribesman	6.67	E
Men: Viking (variable) (1 HD)	6.67	E
Men: Waitress/Wench	6.67	E
Men: Wild men (variable) (1/2 HD)	6.67	E
Mer-Folk: Mermaid (variable) (1 HD)	1.54	E
Mer-Folk: Merman (variable) (1 HD)	1.54	E
Mer-Folk: MerShaman (variable) (3 HD)	2.38	E
Mimic, Animal (variable) (5 HD)	10.29	E
Mimic, Common (variable) (7 HD)	2.56	E
Mimic, Killer (variable) (9 HD)	1.55	E
Mimic, Mineral (variable) (3 HD)	20.00	E
Mimic, Tasty Beverage	2.50	I
Mimic, Vegetable	20.00	E
Mind Flayer: Arcane	0.52	E
Mind Flayer: Psionic	0.74	E
Minotaur, Ami-Dugis Grove	0.60	E
Minotaur, Common (variable)	0.57	E
Minotaur, Free Range	0.40	E
Minotaur, Tauridon/Tarusian	1.00	E
Minotox	0.60	E
Modron: Cylindeton	0.80	E
Modron: Decaton	0.82	E
Modron: Dodecahedrone	1.21	E
Modron: Dodecaton	0.81	E
Modron: Hexahedrone	2.22	E
Modron: Hexaton	0.84	E
Modron: Icosahedrone	0.51	E
Modron: Octahedrone	2.38	E
Modron: Octaton	0.80	E
Modron: Parallelpipeton	0.84	E
Modron: Primus	1.17	E
Modron: Prisaton	1.14	E
Modron: Tetrahedrone	1.71	E
Modron: Tetraton	0.91	E
Modrons: Icosaton	1.03	E
Mold, Brown	0.00	I
Mold, Cling	0.00	I
Mold, Russet	0.00	I
Mold, Yellow	0.00	I
Mole Man	6.67	E
Mongoose, Common	0.00	E
Mongoose, Giant	1.85	E
Mongoose, King	0.47	E
Monkey, Blind	0.83	E
Monkey, Flying	5.71	E
Monkey, Ice	2.86	E
Monkey, Musk	5.71	E
Monkey, Poison	1.67	E
Monkey, Six Ribbed Skink	3.08	E
Monoceros	1.87	E
Moon Dawg	0.04	N/A
Moose, War	1.14	E
Morgue Prowler (variable) (7 HD)	2.43	I
Morkoth	1.57	E
Morlog	6.67	E
Mosquitos, Ravenous	0.00	I
Moss, Memory	2.86	E
Moss, Shimmer	14.29	E
Moth, Ginger	0.00	E
Muckdweller	0.00	E
Mud Man	11.43	I
Mugglawump	2.14	I
Mummy, Adherer	2.00	I
Mummy, Fetid	4.05	I
Mummy, Follower	0.83	I
Mummy, Lord (variable) (8 HD)	0.78	I
Mummy, Minion (variable) (5 HD)	0.63	I
Mummy, Warrior (variable) (10 HD)	0.93	I
Murk Slither	4.62	E
Muskrat, Dire	0.00	E
Mutable Juggernaut	0.55	I
Mute-Screecher	2.22	E
Myconid (variable) (1 HD)	20.00	E
Mynx	1.85	E
Naga, Guardian	0.40	T
Naga, Spirit	0.66	T
Naga, Water	1.23	T
Nar Wasp, Crimson	1.19	E
Nar Wasp, Yellow Jacketed	1.11	E
Necrophidius	5.14	I
Needle Fiend	1.75	I
Nefarian: Daemon Royalty: Anthraxus	1.02	T
Nefarian: Daemon Royalty: Charon	0.71	N/A
Nefarian: Daemon: ArcanaDaemon	1.45	E
Nefarian: Daemon: Charonadaemon	0.52	T
Nefarian: Daemon: Derghodaemon	0.77	I
Nefarian: Daemon: Guardian Daemon	1.71	I
Nefarian: Daemon: Hydrodaemon	1.23	I
Nefarian: Daemon: Maenes	1.54	I
Nefarian: Daemon: Mezzo Daemon	0.69	I
Nefarian: Daemon: Nycadaemon	0.64	I
Nefarian: Daemon: Piscodaemon	1.05	T
Nefarian: Daemon: UltroDaemon	1.06	I
Nefarian: Daemon: YagnoDaemon	0.59	E*
Nefarian: Demodand: Farastu	0.33	I
Nefarian: Demodand: Kelubar	0.44	I
Nefarian: Demodand: Shator	0.59	I
Nefarian: Demon Minion: Dark Enchantress (variable) (10 HD)	0.24	I
Nefarian: Demon Minion: Ebony Death	1.00	I
Nefarian: Demon Minion: Hordling	0.62	I
Nefarian: Demon Minion: Loogey Spit	1.31	I
Nefarian: Demon Minion: Mangy	1.00	I
Nefarian: Demon Minion: Nathraak	2.21	I
Nefarian: Demon Minion: Nefaryn, Immature (variable) (5 HD)	0.65	I
Nefarian: Demon Minion: Nefaryn, Mature	0.63	I
Nefarian: Demon Minion: Predator	0.45	E*
Nefarian: Demon Minion: Quasit	0.55	I
Nefarian: Demon Minion: Spawn (4 HD)	0.50	I
Nefarian: Demon Minion: Succubus	0.56	I
Nefarian: Demon Minion: Type I	2.26	I
Nefarian: Demon Minion: Type II	1.65	I
Nefarian: Demon Minion: Type III	0.63	I
Nefarian: Demon Minion: Type IV	0.36	I
Nefarian: Demon Minion: Type IX	0.32	I
Nefarian: Demon Minion: Type V	0.46	I
Nefarian: Demon Minion: Type VII	0.39	I
Nefarian: Demon Minion: Type VIII	0.35	I
Nefarian: Demon Minion: Type X	0.24	E*
Nefarian: Demon Minion: Type XI	0.34	I
Nefarian: Demon Royalty: An'Gnarl	0.36	I
Nefarian: Demon Royalty: Arch Demon Kaleb	0.32	I
Nefarian: Demon Royalty: Demogorgon	0.02	I
Nefarian: Demon Royalty: Dread	0.02	I
Nefarian: Demon Royalty: Duke of Evil	0.14	I
Nefarian: Demon Royalty: Gar'Rangeeze	0.49	I
Nefarian: Demon Royalty: Graagyn	0.21	I
Nefarian: Demon Royalty: Lord Scroud	1.13	I
Nefarian: Demon Royalty: Prince Kraas	0.26	I
Nefarian: Demon Royalty: Prince Murgan	0.31	I
Nefarian: Demon Royalty: Taur'Raad	0.18	I
Nefarian: Demon Royalty: Uthbos Evaar	0.20	I
Nefarian: Demon Royalty: Zyandal	1.27	I
Nefarian: Demon: Minion Type VI	0.29	I
Nefarian: Devil Minion: Bone Devil	0.88	I
Nefarian: Devil Minion: Dark Minion	2.86	I
Nefarian: Devil Minion: Dark Soultress	1.03	I
Nefarian: Devil Minion: Devee'yant	1.93	I
Nefarian: Devil Minion: Hell Sentinel	1.10	I
Nefarian: Devil Minion: Hell Spawn	0.85	E*
Nefarian: Devil Minion: Horned Devil	1.93	I
Nefarian: Devil Minion: Ice Devil	1.31	I
Nefarian: Devil Minion: Lemure Devil	3.08	I
Nefarian: Devil Minion: Pit Fiend	0.70	I
Nefarian: Devil Minion: Soul Broker	0.56	I
Nefarian: Devil Minion: Spiny Devil	4.44	I
Nefarian: Devil Royalty: Arch Devil Malefane	0.03	I
Nefarian: Devil Royalty: Asmodeus	0.04	I
Nefarian: Devil Royalty: Burgraad Baydylax	0.85	I
Nefarian: Devil Royalty: De'Yin Vay	0.57	T
Nefarian: Devil Royalty: Duke Atan'Nyus	0.68	I

Name	HF/EP ratio x100	Edibility
Nefarian: Devil Royalty: Duke Braax Mourgon	0.56	I
Nefarian: Devil Royalty: Evilynn	0.54	I
Nefarian: Devil Royalty: Harbinger	0.32	I
Nefarian: Devil Royalty: Lord Gargruss Vlaadmaar	0.53	I
Nefarian: Devil Royalty: Mephistopheles	0.47	I
Nefarian: Devil Royalty: Saurgaas Baydylax	0.53	I
Nefarian: Devil royalty: Thraar	0.44	I
Nefarian: Devil Royalty: Vorgaal'Lad	0.26	I
Nefarian: other: Bullweiller	0.57	T
Nefarian: other: Devil Dawg	1.67	I
Nefarian: other: Diakk, Broad	1.05	E*
Nefarian: other: Diakk, Tall	1.36	E*
Nefarian: other: Face Seeking Claw	2.10	I
Nefarian: other: Frightmare	1.17	I
Nefarian: other: Hellcat	1.14	I
Nefarian: other: Hellephant	0.58	I
Nefarian: other: HellGoat	1.07	T
Nefarian: other: HellHound (variable) (4 HD)	4.29	I
Nefarian: other: HellSpider	3.08	I
Nefarian: other: Imp, Common	0.93	I
Nefarian: other: Imp, Limp-Wristed	0.75	I
Nefarian: other: Imp, Penster	0.85	I
Nefarian: other: Impling	1.11	T
Nefarian: other: Shadow Demon	2.23	I
Nefarian: other: Soul Cloaker	6.86	I
Nefarian: other: Soul Flayer, greater	1.75	I
Nefarian: other: Soul Flayer, lesser	1.90	I
Nefarian: other: Soul Larva	0.00	I
Nefarian: other: Soul Snatcher	1.72	i
Nereid	3.70	N/A
Newt, Jelly-Banded, Common	0.00	I
Newt, Jelly-Banded, Giant	0.00	I
Nid'Hogg	1.23	E
Nighthag	3.57	I
Nightmare	1.60	I
Nixies	0.37	E
Nizar'fang	3.08	E
Norker	2.86	E
Nymph	0.79	E
Obsidian Clan Commoner	0.00	E
Obsidian Clan Shaman (1HD)	0.92	E
Obsidian Clan Warrior (1HD)	0.91	E
Obsidian Lotus	1.78	T
Ocean Camel	0.32	E
Octogorgon	0.64	E
Octopus, Giant	1.15	E
Ogre, Aquatic (variable) (4 HD)	0.95	E
Ogre, Common (variable) (2 HD)	0.74	E
Ogre, Half	0.74	E
Ogre, High: Chub-Foot	0.20	E
Ogre, High: Flat-Footed	0.23	E
Ogre, High: Rogue	0.23	E
Ogre, High: Ryngar	0.23	E
Ogre, High: Webbed-toe	0.23	E
Ogre, Lord (variable) (8 HD)	0.43	E
Ogre, Low: Hedge (variable) (4 HD)	0.48	E
Ogre, Low: Trash (variable) (4 HD)	0.74	E
Ogre, Magi (variable) (5 HD)	5.08	E
Oliphant, War	1.54	E
Oliphant, Wild	1.38	E
Omen Sayer (variable) (1 HD)	1.67	E
Onerous Carbuncle	0.43	I
Ooze, Crystal	2.62	T
Ooze, Gray	1.48	I
Ooze, Scathing	2.62	T
Opinicus	1.57	E
Orange Tail Plant Squaller	1.08	E
Orc, Bottomland	0.00	E**
Orc, Bounty Hunters	0.98	E**
Orc, Brigands	0.00	E**
Orc, Cloven-Hoof (variable) (3 HD)	0.83	E**
Orc, Common	0.00	E**
Orc, Half- (2 HD)	0.91	E**
Orc, High Priest	0.60	E**
Orc, Highland	0.00	E**
Orc, Jester	2.86	E**
Orc, Lord, Gibbering	1.48	E**
Orc, Orkin Bandits	0.00	E**
Orc, Orkin Lowland Pony	0.57	E**
Orc, Orkin Wardawg	0.80	E**
Orc, Orkin Witch Doctor (variable) (4 HD)	2.86	E**
Orc, Slavers (variable) (2 HD)	1.54	E**
Orc, Southern, Tribe	0.00	E**
Orc, Vampire	0.28	T
Orc, Vampire High Priest	0.50	T

Name	HF/EP ratio x100	Edibility
Org	0.83	E**
Otter, Giant River	1.14	E
Otter, Giant Sea	0.74	E
Otter, River	0.00	E
Otter, Sea	0.00	E
Ottermen	5.71	E
Otyugh (variable) (6 HD)	2.00	I
Otyugh, Neo- (variable) (9 HD)	1.45	I
Ouroboros	0.61	N/A
Overhorde	6.50	I
Owl, Common	1.54	E
Owl, Giant	1.11	E
Owl, Talking	0.31	E
Owlbear, common	0.56	E
Owlbear, Great Horned	0.45	E
Owlbear, Lesser	0.50	E
Owlbear, Spotted	0.80	E
Oyster, Giant, River	2.40	E
Oyster, Giant, Sea	1.48	E
Packasite	1.54	E
Pan-Dimensional Rover	1.03	I
Panda Bear, Common	1.14	E
Panda Bear, Trans-Planar	1.54	E
Para-Elementals: Ice (variable) (8 HD)	1.57	I
Para-Elementals: Magma (variable) (8 HD)	1.29	I
Para-Elementals: Ooze (variable) (8 HD)	1.21	I
Para-Elementals: Smoke (variable) (8 HD)	1.21	I
Parasites: Diseased	0.00	I
Parasites: Dreaded Tape Worm	1.67	I
Parasites: Magus Ticks	N/A	I
Parasites: Paralyzing Fleas	N/A	I
Parasites: Pin Worms, Dire	3.08	I
Parrot, Greater Psionic	1.90	E
Parrot, Grey Ghost	2.22	I
Parrot, Lesser Psionic	0.74	E
Pegasus, Greater	1.38	E
Pegasus, Obsidian	3.33	I
Pegasus, Standard	2.86	E
Pendulous Feltcher	2.40	E
Penguin, common	0.00	E
Penguin, Dire	2.86	E
Penguin, Dire Sand	2.86	E
Pernicon	14.29	E
Peryton	3.33	E
Phantom	N/A	N/A
Phantom Fog	0.08	N/A
Phantom Follower	3.08	N/A
Phantom Stalker	4.22	N/A
Phoenix	1.17	E
Phycomid	2.38	T
Pied Viper	2.40	T
Piercer (variable) (1 HD)	6.67	E
Pig, Blood	1.67	E
Pig, domesticated	1.54	E
Pig, giant	0.89	E
Pig, Wild	0.74	E
Pigdawg, Prancing	1.67	E
Pigeon, Carrier	0.00	E
Pigeon, Common	0.00	E
Pike, Giant	2.18	E
Pincher	1.44	E
Pinnard	3.33	I
Piranha, Cold Water	0.00	E
Piranha, Common	0.00	E
Piranha, Giant	1.54	E
Pit Howler	2.50	I
Pit Mauler	2.62	I
Pit Maw (variable) (4 HD)	1.48	I
Pitbull	1.60	E
Pixie, Common	0.31	E
Pixie, Elder	2.36	E
Pixie, Fighter (variable) (1st level)	1.81	E
Pixie, Hybrid: Pixie Fairy	Variable	E
Pixie, Hybrid: Pixie Leprechaun	0.74	E
Pixie, Hybrid: Pixie Brownie	0.74	E
Pixie, Lich	2.40	E
Pixie, Mage (variable) (1st level)	1.73	E
Pixie, Mirror	0.27	E
Pixie-kin: Leprechaun	0.74	E
Pixie-kin: Leprosychaun	0.37	T
Planetar	0.33	N/A
Pleistocene Deer	1.67	E
Pod Plant, Malicious	3.33	T
Pod Plant, Podling	0.00	T
Poltergeist, Common	0.00	N/A

Name	HF/EP ratio x100	Edibility
Polterzeitgeist	1.48	N/A
Porculisk	1.38	E
Porcupine Warrior	4.62	E
Porcupine, common	6.67	E
Porcupine, Giant	4.17	E
Porcupine, Orcupine	1.85	E
Porcupine, Poison	1.67	T
Portal of Devouring	1.03	N/A
Predacat (variable) (AC 6)	2.14	E
Predacious Growler	0.92	E
Predacious Howler	1.67	E
Provocator	N/A	I
Prowler Fish	0.31	E
Prying Silverfish	0.00	E
Pseudo Undead, Ghast	3.43	E
Pseudo Undead, Ghoul	1.60	E
Pseudo Undead, Specter	2.14	E
Pseudo Undead, Wight	2.40	E
Pseudo Undead, Wraith	2.86	E
Pseudo Vampire: Greater	2.43	E
Pseudo Vampire: Least	2.14	E
Pseudo Vampire: Lesser	3.38	E
Pseudo Vampire: Lord	1.67	E
Pseudo-Dragon, Common	1.19	E
Psuedo-Psuedo-Dragon	1.18	E
Pudding, Black	0.48	T
Pudding, Deadly	1.43	T
Purple Death Bloom	1.71	T
Purple Gilly	5.71	I
Pyrosnake	1.67	E
Quaggoth, Common	0.57	E
Quaggoth, Jald	1.11	E
Quaggoth, Thonot	0.29	E
Quarrel Mite	0.00	I
Quasi-Elemental Lightning Ball (variable) (6 HD)	1.44	N/A
Quay Lurker	1.60	I
Quickwood	4.76	I
Quivering Disembowler	2.96	I
Rabbit, common	0.00	E
Rabbit, giant	2.86	E
Rabbit, Predator	1.29	E
Rabid Hummingbirds	2.86	T
Radiation Elemental (variable) (8 HD)	0.58	T
Raging Bucentaurus	1.47	E
Rakshasa, Common	0.97	E
Rakshasa, Maharajah	0.72	E
Rakshasa, Rajah	0.69	E
Rakshasa, Ruhk	0.63	E
Ram	2.86	E
Ram'koaran	2.40	E
Ram, Battering	1.23	E
Ram, Giant	1.48	E
Rambumatta	1.67	E
Rat, Carnivorous	0.00	E*
Rat, Common	0.00	E*
Rat, Dire Albino	0.00	E*
Rat, Giant	0.00	E*
Rat, Large	0.00	E*
Rat, Osquip	1.67	E*
Rat, Ravenous	0.00	E*
Rat, Sand	0.00	E*
Rat, Sewer	0.00	E*
Rat, Vapor	3.08	N/A
Rath Lord (9 HD)	0.75	I
Ratweiller	1.11	E
Ray, Pungi	1.85	E
Ray: Deathray	1.03	E
Ray: Giant Manta	1.11	E
Ray: Stingray	0.00	E
Reaving Dervishes	2.86	E
Relic Devourer	0.50	I
Remorhaz	1.02	E
Repeller, Electric	3.43	I
Repulser	3.70	N/A
Retch Plant	2.59	T
Retriever, Reckless	1.65	T
Retriever, Relentless	1.65	T
Retriever, Ruthless	1.65	T
Retriever, Skullsplitter	1.00	T
Revenant	1.00	I
Revenger	0.97	I
Rhinoceros, Black	0.50	E
Rhinoceros, White	0.62	E
Rhinoceros, Wooly	0.40	E
Rib Splitter	3.20	I

Name	HF/EP ratio x100	Edibility
Rift Vortex	N/A	N/A
Righteous Avenger	4.92	N/A
Roaring Ghoul	2.46	I
Robolds (Individual)	0.00	E
Roc, Birch	0.95	E
Roc, Common	0.32	E
Roc, Frost	0.29	E
Roc, Marsh	1.30	E
Roc: Ruhk	0.29	E
Rock Bear	0.92	E
Rock Reptile (medium)	1.19	I
Rock Worm	7.50	I
Roof Fiend	1.67	I
Rook: Horned Raven	0.00	E*
Rook: Raven, Common	0.00	E
Rook: Raven, Giant	0.57	E
Rook: Raven, Huge	0.00	E
Roper, Common (10 HD)	0.68	I
Roper, Storoper	1.57	I
Rot Grub, Candy Striped	0.00	T
Rot Grub, Common	0.00	T
Rot Grub, giant	6.67	T
Rothe'	4.00	E
Rust Monster, Common	2.96	I
Rust Monster, Magnetic	3.10	I
Sahuagin, Common (3 HD)	1.39	E
Sahuagin, Mutant (3 HD)	1.56	R
Salamander	1.85	I
Samaritans (1 HD)	0.00	E
Samurai Jackal (3 HD)	1.67	E
Sandling	5.83	E*
Satyr, Common	1.74	E
Satyr, Faun	1.43	E
Satyr, Korred	1.64	E
Satyr, She-, Common	1.23	E
Satyr, She-, Great Horned	1.00	E
Scarab of Seeking	0.00	I
Scarab, common	0.00	I
Scarab, giant	0.83	I
Scarecrow	3.33	I
ScareRaven	2.86	E
Scorpion, common	0.00	T
Scorpion, Giant	0.92	T
Scorpion, Hell	1.13	T
Scorpion, Huge	1.67	T
Scorpion, Large	1.71	T
Screacher	1.48	I
Screaming Desert Tortoise	3.57	E
Screaming Meanies	2.86	E
Scroll Devourer	0.00	I
Scylla	0.38	E
Scylla: Charybdis	0.34	E
Sea Harker	0.42	E
Sea Lion	1.43	I
Sea Monster	0.34	E
Sea Stalker	1.48	E
Seagull	0.00	I
Seahorse, Giant (female)	0.37	E
Seal, Feral	2.50	E
Seawolf, Greater	0.71	E
Seawolf, Lesser	1.67	E
Sedusa	1.57	T
Seeall	2.62	E
Seeker, Ear	0.00	I
Seeker, Eye	0.00	I
Seeker, Nose	0.00	I
Seeping Gelatinous Seeker	0.00	I
Selkie	1.14	E
Serpent, Barbed	1.33	E
Serpent, Cerastes	1.14	T
Serpentine	6.15	T
Sewer Grub	0.00	I
Sewer Snapper	0.00	I
Shade	0.95	I
Shadow Fiend	1.85	I
Shadow Render	1.43	I
Shadow, Common	1.19	I
Shambling Mound (8 HD)	0.43	I
Shank Shrub	3.08	T
Shark, Angel	1.54	E
Shark, Dawg Fish	2.50	E
Shark, Giant Megalodon	0.44	E
Shark, Goblin	0.79	E
Shark, Wobbegong	0.95	E
Shedu, Greater	0.51	E

Name	HF/EP ratio x100	Edibility
Shedu, Lesser	0.45	E
Sheep, Carnivorous	3.08	E
Sheep, Common	0.00	E
Sheep, Giant	0.00	E
Sheet Ghoul	2.59	I
Sheet Phantom	3.43	I
Shirkmare	2.59	E
Shocker	2.50	I
Shrew Klutcher	0.74	I
Shrew Mouse, Common	0.00	E
Shrew Mouse, Giant	0.00	E
Shriek, The	2.15	I
Shrieker	1.67	E
Shrill Lancer	6.67	E
Simian Orc	0.83	E**
Simurgh	0.76	E
Sinewy Mugger	3.08	E
Sirine (4 HD)	1.00	E
Sivian Banshee	1.70	I
Skankgither	2.96	I
Skeleton Warrior	1.10	I
Skeleton, Animal	1.54	I
Skeleton, Animated	3.08	I
Skeleton, Giant	1.23	I
Skeleton, Monster	1.69	I
Skeleton, Red Eyed	2.15	I
Skeleton, Screaming	1.14	I
Skin Walker (4 HD)	4.00	E
Skink, Blink	13.33	E
Skink, Clink	1.21	E
Skink, Drink	1.67	E
Skink, Fink	6.67	E
Skink, Mink	1.11	E
Skink, Pink	1.54	E
Skink, Stink	6.67	E
Skink, Think	3.08	E
Skithering Yith-Monkey (1 HD)	0.83	E
Skraagon	0.61	I
Skulking Carcass	1.11	I
Skullbreaker (leader)	2.50	E
Skunk	0.00	E*
Skunk, Giant	1.11	E*
Slaad Lord Stendam - Lord of the Insane	0.63	I
Slaad Lord Ygori - Lord of Entropy	0.65	I
Slaad Lord, Death	0.85	I
Slaad, Blue	1.32	I
Slaad, Green	0.96	I
Slaad, Grey: Executioner	0.86	I
Slaad, Red	2.56	I
Slapping Durnkin	8.57	E
Slaz'Stecek	2.86	E
Slime, Green	0.00	T
Slime, Olive	1.11	T
Slime, Olive - Host (3 HD)	1.82	T
Slithering Slasher	1.85	E
Slithering Tracker	3.33	E
Slobgoblins, Greater	2.50	I
Slobgoblins, Lesser	2.86	I
Sloth, Greater Mossback	2.38	E
Sloth, Prehistoric	0.62	E
Slug, Giant	0.90	I
Snake Man	1.85	T
Snake, Amphisbaena Constrictor	2.00	E
Snake, Boalisk	2.14	E
Snake, Constrictor	2.29	E
Snake, Constrictor, Giant	1.23	E
Snake, Heway	1.14	E
Snake, Humongus	0.29	E
Snake, Sea, Giant	0.47	E
Snake, Snow Serpent	0.48	E
Snake, Spitting	0.77	E
Snake, Venomous	1.14	E
Snake, Venomous, giant	1.67	E
Snapper-Saw	3.33	I
Snarl Beast	0.40	I
Snatcher, Map	1.48	E
Snow Beasts	2.50	E
Snow Strider	0.83	E
Snyad	9.09	E
Solifugid, Giant	1.33	I
Solifugid, Huge	1.48	I
Solifugid, Large	1.60	I
Solifugid, Tempusfugid	2.59	I
Solitary Wasp, Giant (male)	2.67	T
Spasm Master	2.40	I

Name	HF/EP ratio x100	Edibility
Speckle Coated Horned Charger	1.50	E
Spectre, Bound	1.15	I
Spectre, Standard	1.00	I
Sphinx, Androsphinx	0.63	E
Sphinx, Criosphinx	0.36	E
Sphinx, Gynosphinx	0.77	E
Sphinx, Hieracosphinx	1.00	E
Spider, Large	0.57	T
Spider, Cave	3.33	T
Spider, Crab	2.62	T
Spider, Gargantuan	0.80	T
Spider, Giant	1.43	T
Spider, Giant Trapdoor	0.82	T
Spider, Dire Cave	1.13	T
Spider, Huge	0.74	T
Spider, Phase	1.00	T
Spider, Sea	1.44	T
Spider, Tarantubat	2.86	T
Spider, Water	1.19	T
Spirit Fiend	1.57	I
Spirit Mass	0.92	I
Spirit, Demented	1.67	I
Spirit, Rogue	6.67	I
Spirit, Vexing	6.67	I
Spirit, Wild	2.22	I
Spriggan (male)	0.70	E
Sprite, Common	0.37	E
Sprite, Grig	1.54	E
Sprite, Spite	0.37	E
Sprite, Water	0.74	E
Spry Gecko	1.54	E
Spry Railer	0.00	E
Squealer	0.55	E
Squid, Giant Arboreal Land	0.45	E
Squid, Giant, Common	0.62	E
Sqiud, Giant, Land	0.66	E
Squid, Giant, Sand	0.76	E
Squid, Giant, Snow	0.76	E
Squirrel, Carnivorous Flying	0.00	E
Squirrel, Giant Black	0.00	E
Squirrel, Ordinary	0.00	E
Stag, Common	1.67	E
Stag, Giant	0.95	E
Stegocentipede	1.80	T
Stench Kow	5.71	T
Stirge, Common	0.57	E
Stirge, Humming	0.00	E
Stirge, wingless	0.00	E
Stone Guardian	2.31	I
Stone Warblers	13.33	I
Stork, Dire	1.85	E
Strangle Plant, Tomato	5.93	E
Strangle Plant, Vine	0.75	E
Strangle Plant, Weed	7.69	E
Straw Mound	4.80	I
Stump Horror	1.64	I
Stun Jelly	1.85	I
Stygian Face Slapper	1.86	I
Su-Monster	2.15	I
Subcutaneous Feeder	0.00	I
Subterranean Magna-Ferrets	0.83	I
Sundew, Giant	0.93	I
Surgeon Beetle	0.00	I
Sussurus	1.85	E
Swamp Terror	0.81	I
Swanman, Bird Maiden (2 HD)	3.57	E
Swanman, Swanmay (2 HD)	6.67	E
Sword, Perpetual Swinging (3 HD)	0.10	I
Swordfish, Bastard	1.54	E
Swordfish, Long	0.00	E
Swordfish, Vorpal	1.85	E
Sylph	1.43	E
Symbiotic Tapeworm	0.00	E*
Tainter	3.70	I
Tangle web	3.85	I
Tanuki (normal)	1.54	E
Tarrasque	0.54	E
Tasloi	2.86	E
Tasloi (chieftan)	2.96	E
Tasloi (shaman)	2.14	E
Taunter (6 HD)	2.15	E
Tavern Lice, Giant	0.00	I
Teether	1.23	I
Tenta'Kill	1.54	I
Termite, Giant Harvester soldier	3.08	I

Name	HF/EP ratio x100	Edibility
Termite, Giant Harvester King	0.77	I
Termite, Giant Harvester Queen	0.64	I
Termite, Giant Harvester worker	0.00	I
Teroth	2.00	I
Thatcher, Banded Crest	0.00	E
Thessalhydra	0.91	T
Thessilkrat	3.43	E
Thought Eater	0.43	E*
Thought Ghoul	2.22	I
Thrasher	2.14	E
Thri-Kreen	1.54	T
Throat Grappler	4.62	E
Throat Leech	0.00	I
Thunderherder	2.62	E
Tick, Giant Mottled (3 HD)	3.33	I
Tick, Giant, Common (2)	4.62	I
Tick, Groin (2)	4.17	I
Tiger Fairy	1.85	E
Tiger Fly, Female	4.57	T
Tiger Fly, Larva	0.00	I
Tiger Fly, Male	2.86	T
Tiger Horse, Flying Albino	1.50	E
Tigertrap, Creeping	1.11	E
Time Elemental, Common	N/A	I
Time Elemental, Noble	N/A	I
Tin Soldier	2.14	I
Titan	1.03	E
Titanothere	0.50	E
Toad, Doom	2.00	I
Toad, Giant	0.83	E
Toad, Giant Coconut	1.54	I
Toad, Ice	2.59	I
Toad, Poisonous	0.57	I
Tongue, Giant Slithering	0.58	E
Toucan, Hornbilled Terror	2.40	E
Toxic Buttercup	1.29	T
Transposer	2.00	I
Trap, Living	2.26	I
Trapper	1.27	E
Treant, Bonsai Ninja	6.40	I
Treant, Common (7 HD)	0.33	I
Treant, Undead (7 HD)	0.26	I
Tree Buffalo	1.71	E
Triceratortoise	0.83	E
Triclops	1.23	E
Triton, Common	2.59	E
Triton, Exceptional (4 HD)	2.31	E
Triton, Leader	0.75	E
Triton, Spellcaster (7 HD)	1.30	E
Troglodyte (standard male)	2.50	I
Troll Mage (6 HD)	1.29	E*
Troll, Ancient Gnarled-Toothed	0.60	E*
Troll, Common	0.93	E*
Troll, Crested	0.70	E*
Troll, Crested Gutter	0.67	E*
Troll, Culvert	0.57	E*
Troll, Festering	0.57	E*
Troll, Forest	1.43	E*
Troll, Giant	1.79	E*
Troll, Giant Two-Headed	0.90	E*
Troll, Glamour	0.86	E*
Troll, Gutter	0.93	E*
Troll, Hill	0.93	E*
Troll, Ice	1.71	E*
Troll, Iron	0.65	E*
Troll, Marine - freshwater	1.69	E*
Troll, Marine - saltwater	1.00	E*
Troll, Merga	0.55	E*
Troll, Muck	0.92	E*
Troll, Quorum	2.22	E*
Troll, Rock	1.14	E*
Troll, Spirit	1.86	E*
Trollkin Auxiliaries (3 HD)	3.20	E*
Trolls, Sand	1.43	E*
Troutman (2 HD)	2.86	E
Truculent Terrifier	0.13	I
Tunnel Squid	4.00	E
Turtle, Bombadier	2.59	E
Turtle, Dragon	0.41	E
Turtle, Gargantuan Snapping	0.35	E
Turtle, Giant Sea	0.32	E
Turtle, Giant Snapping	1.29	E
Turtle, Humongus Sea	0.18	E
Tween	0.00	N/A
Typhon	1.57	I

Name	HF/EP ratio x100	Edibility
Uarvax	1.67	E
Umber Hulk, Common	0.80	I
Umber Hulk, Under Hulk	0.75	I
Unicorn, Anhiram	1.69	E
Unicorn, Common	3.08	E
Unicorn, Cortazon	1.85	E
Unicorn, Licorn	3.57	E
Unicorn, Rimu	3.33	E
Unicorn, Tricorn	2.26	E
Urchin, Cannibal Street	2.50	I
Urchin, Giant Black	0.00	I
Urchin, Giant Green	1.54	I
Urchin, Giant Land	1.09	I
Urchin, Giant Red	3.33	I
Urchin, Giant Silver	2.62	I
Urchin, Giant Yellow	2.55	I
Vaargurdian	3.43	E
Vagabond, Astral	Variable	N/A
Valkyrie (8 HD)	0.75	E
Valkyrie's Steed	0.70	E
Vampire Hordes, The	2.46	T
Vampire Hound	1.48	T
Vampire Thrall (4 HD)	1.19	T
Vampire, Ancient Regal	0.61	T
Vampire, Asanbosam	0.43	T
Vampire, Chiang-Shi	0.41	T
Vampire, Common	0.45	T
Vampire, Empusas	0.41	T
Vampire, Executioner	0.47	T
Vampire, Headlong	3.10	T
Vampire, Mulo	0.30	T
Vampiricat	1.71	T
Vargouille	1.60	I
Vegepygmy Dawg	4.44	T
Vegepygmy, Bipedal	13.85	T
Vengeful Troubadour (4 HD)	4.00	E
Venom Sparrow	0.00	E*
Vent-Squawler	2.96	I
Ver'Men	0.00	E
Verminator	4.62	I*
Vicious Beach Mite	0.00	I
Vile Double-Crested Crawdad	2.29	E
Vile Shadow Fiend	1.57	I
Vile Thunder Beast	2.00	I
Viper, Spit	2.86	T
Virusentient, Giant	1.03	I
Vision	2.77	I
Vodrax	1.90	I
Vortex	4.62	I
Vulchling	6.67	E
Vulture, Common	0.00	E
Vulture, Giant	0.00	E
Vultures, Red Crested Snow	0.00	E
Walker (2 HD)	4.62	I
Walking Stick, giant	6.67	I
Walrus, common	2.14	E
Walrus, Rabid	1.85	E
Walrus, Wretched	0.53	E
War-Hawg	3.33	E
Waryur, Lowland	2.40	E
Wasp, Giant	2.22	T
Water Buffalo, Marauding	2.40	E
Water Weird	10.83	I
Weasel, Acid	1.67	T*
Weasel, Common	0.00	E
Weasel, Extradimensional	0.62	E
Weasel, Giant	1.60	E
Web Queen	1.23	I
Webbird	0.00	I
Weeants	1.67	I
Weevil, Blood, Adult	0.00	I
Weevil, Larva	0.00	I
Werebird	4.44	T*
WereMimic	variable	I
Whale, Common (12 HD)	1.85	E
Whale, Giant (18 HD)	1.20	E
Whale, Killer (9 HD)	1.64	E
Whale, Narwhal (4 HD)	2.29	E
Whip Scorpion, Giant	5.14	T
Whip Scorpion, Huge	3.08	T
Whip Scorpion, Large	0.00	T
Whipweed	2.40	E
Wight	1.33	I
Wild Cat O' Nine Tails	1.23	I
Will-O-(the)-Wisp	1.97	I

Name	HF/EP ratio x100	Edibility
Willow, Black (12 HD)	1.13	I
Wind Walker	1.64	I
Witherstench	4.62	I
Witherweed (3 HD)	1.85	T
Wolf, Common	0.00	E
Wolf, Sturm	0.86	E
Wolf, Timber	1.54	E
Wolf, Winter	0.82	E
Wolf: Dire	0.83	E
Wolf: Worg	0.57	E
Wolfwere	1.20	E
Wolverine	2.22	E
Wolverine, Giant	1.90	E
Wolverwere	1.15	E
Wombat, Fiendish Orange	2.50	E
Woodland Fiend	2.95	I
Wooly Mound	1.08	I
Worm, Banana	100.00	E
Worm, Belch	1.54	I
Worm, Blood, Giant	1.94	I
Worm, Dredger	0.77	I
Worm, Giant Canker	0.40	I
Worm, Purple, Common	0.17	I
Worm, Purple, Mottled	0.17	I
Worm, Purple, Sand	0.21	I
Worm, Spiny Gutter	0.90	I
Worm, Tenebrous	0.70	I
Worm, Yack	1.85	I*
Wraith Lord	0.82	I
Wraith, Standard	0.57	I
Wraith-Ryder	1.30	I*
Wyrm, Gargantuan Amber	0.67	E
Wyrm, Gargantuan Bantering Snod	0.94	E
Wyrm, Gargantuan Blood	1.00	E
Wyrm, Gargantuan Guardian-Sun	1.13	E
Wyrm, Gargantuan Sludge	2.36	E
Wyrm, Gargantuan Snow	2.15	E
Wyrm, Skraag	0.93	E
Wyvern	0.75	I
Xeblor	13.33	E
Xill	2.18	E
Xorn	0.93	E
Xorn Hunter	1.38	E
Xorn, Xaren	0.77	E
Xyloid	4.62	E
Yak, Shadow	1.54	E
Yakitani	2.22	E
Yeth Hound	1.20	E
Yeti, Arctic	1.67	E
Yeti, Temperate	1.38	E
Yeti, Tropical	1.13	E
Yodeling Thrasher	3.08	E
Yuan-Ti, Abomination	1.10	T*
Yuan-Ti, Half-Breed (7 HD)	1.25	T*
Yuan-Ti, Pureblood	1.23	T*
Zarnithan	0.81	I
Zealot	variable	E
Zebotaur	4.00	E
Zebra, Common	1.54	E
Zebra, Zebricorn	4.44	E
Zebra, Zegasus	3.10	E
Zebra, Zightmare	2.56	T*
Zephyr Beast	5.71	E
Zephyr Rider	4.62	E
Ziz	0.82	E
Zombie, Brain-Eating	2.22	T*
Zombie, Common	1.54	T*
Zombie, Flesh-Eating	2.22	T*
Zombie, Giant	0.62	T*
Zombie, Indentured	1.54	T*
Zombie, Ju Ju	1.23	T*
Zombie, Monster	1.23	T*
Zombie, Talking	1.14	T*
Zombie, Yellow Musk	0.00	T*
Zoolem, Dawg/Monkey, etc.	2.62	I
Zoolem, Hawk/Eagle	2.62	I
Zoolem, Horse/Deer	1.17	I
Zoolem, Lion/Tiger	1.86	I
Zorbo	1.02	I
Zygom	2.50	I

cat. = category
E = Edible
I = Inedible
* See text for additional information
** With all Orc and Orkin: Save vs poison or suffer 1d12 hours of flatulence and 1d6 hours of anosmia. For every 3 oz of ketchup used, add a +1 to the save roll. Most people that eat Orc meat regularly (more than one meal each day) develop a tolerance (add +2 for each 3 oz of ketchup) which lasts as long as Orc meat is a main staple of the diet.

Table 17: Monster Fumbles (no weapons)

1d1,000 Roll	Flavor	Effect
1 – 6	Would have hit, but slips away at last moment	
7 – 12	Slaps/claws/bites self - looks funny	
13 – 25	Off-balance	Initiative +1 on next round
26 – 37	Off-balance	Initiative +1d3 on next round
38 – 48	Bites inside of cheek	Initiative +1d4 on next round
49 – 56	Overextended thrust	Initiative +1d6 on next round
57 – 62	Severely off-balance	Lose next attack
63 – 75	Off-balance	to-hit -1, 1 round
76 – 86	Overextend	to-hit -1, 1d4 rounds
87 – 96	Strain limb	to-hit -1, 1d8 rounds
97 – 106	Pull muscle	to-hit -1, 1 turn
107 – 114	Bad pull	to-hit -1, 1d6 minutes
115 – 124	Off-balance	to-hit -2, 1 round
125 – 133	Overextend	to-hit -2, 1d4 rounds
134 – 142	Strain limb	to-hit -2, 1d8 rounds
143 – 151	Pull muscle	to-hit -2, 1 turn
152 – 158	Bad pull	to-hit -2, 1d6 minutes
159 – 166	Off-balance	to-hit -3, 1 round
167 – 174	Overextend	to-hit -3, 1d4 rounds
175 – 182	Strain limb	to-hit -3, 1d8 rounds
183 – 190	Pull muscle	to-hit -3, 1 turn
191 – 198	Bad pull	to-hit -3, 1d6 minutes
199 – 205	Off-balance	to hit -4, 1 round
206 – 215	Overextended thrust	to hit -4, 1d4 rounds
216 – 222	Strain limb	to hit -4, 1d8 rounds
223 – 229	Pull muscle	to hit -4, 1 turn
230 – 235	Bad pull	to hit -4, 1d6 minutes
236 – 240	Broken pinky (or similar limb)	to hit -5, 1d4 rounds
241 – 244	Broken finger (or similar limb)	to hit -5, 1 turn
245 – 251	Pull leg (or similar limb)	Move -1", 1 turn
252 – 257	Pull leg (or similar limb)	Move -1", 1 day
258 – 262	Sprain leg (or similar limb)	Move -1", 1 week
263 – 269	Pull leg (or similar limb)	Move -2", 1 turn
270 – 275	Pull leg (or similar limb)	Move -2", 1 day
276 – 280	Sprain leg (or similar limb)	Move -2", 1 week
281 – 286	Hyperextension	Move -3", 1 turn
287 – 292	Hyperextension	Move -3", 1 day
293 – 297	Bad sprain	Move -3", 1 week
298 – 303	Leg (or similar limb) cramp	Move x2/3, 1 turn
304 – 308	Bad leg (or similar limb) cramp	Move x2/3, 1 day
309 – 312	Strain limb	Move x2/3, 1 week
313 – 317	Severe leg cramp	Move x1/2, 1 turn
318 – 322	Severe strain	Move x1/2, 1 day
323 – 326	Severe leg cramp	Move x1/2, 1 turn / saves at -3 for 1 turn
327 – 330	Severe strain	Move x1/2, 1 day / saves at -3 for 1 day
331 – 335	Very bad pull	Move x1/3, 1 turn
336 – 340	Twisted ankle	Move x1/3, 1 day
341 – 344	Very bad pull	Move x1/3, 1 day / saves at -3 for 1 day
345 – 348	Bad pull	Move x1/4, 1 turn
349 – 352	Pull	Move x1/4, 1 day / saves at -3 for 1 day
353 – 356	Bad pull	Move x1/4, 1 day / saves at -3 for 1 day / immediate morale check
357 – 371	Off-balance	opponent at +1 to-hit, next attack
372 – 383	Breaks tooth	opponent at +1 to-hit, 1 round
384 – 392	Severely off-balance	opponent at +1 to-hit, 2 rounds
393 – 400	Severely off-balance	opponent at +1 to-hit, 1d6 rounds
401 – 409	Off-balance	opponent at +2 to-hit, next attack
410 – 418	Off-balance	opponent at +2 to-hit, 1 round
419 – 426	Severely off-balance	opponent at +2 to-hit, 2 rounds
427 – 434	Severely off-balance	opponent at +2 to-hit, 1d6 rounds
435 – 442	Off-balance	opponent at +3 to-hit, next

1d1,000 Roll	Flavor	Effect
		attack
443 – 449	Off-balance	opponent at +3 to-hit, 1 round
450 – 455	Severely off-balance	opponent at +3 to-hit, 2 rounds
456 – 461	Severely off-balance	opponent at +3 to-hit, 1d6 rounds
462 – 466	Falls towards opponent's weapon	opponent at +4 to-hit, next attack
467 – 471	Slip badly	opponent at +4 to-hit, 1 round
472 – 481	Overextend	saves at -1 for 1 round
482 – 490	Accidentally swallowed dust, insects or tooth	saves at -1 for 1d4 rounds
491 – 498	Overextend	saves at -1 for 1 turn
499 – 504	Overextend	saves at -2 for 1 round
505 – 510	Overextend	saves at -2 for 1d4 rounds
511 – 516	Overextend	saves at -2 for 1 turn
517 – 521	Whiplash	saves at -3 for 1 round
522 – 526	Severe dizziness	saves at -3 for 1d4 rounds / immediate morale check
527 – 531	Back strain	saves at -3 for 1 turn / immediate morale check
532 – 545		May hit self, roll attack normally
546 – 558		Damage to self, 1 point
559 – 570		Damage to self, 1d4-2 points
571 – 580		Damage to self, 1d4-1 points
581 – 594		Damage to self, 1d4 points
595 – 604		Damage to self, 1d6 points
605 – 622		Damage to self, normal damage
623 – 632		Damage to self, 1d8 points
633 – 640		Damage to self, 1d10 points
641 – 645		Damage to self, 2d6 points / immediate morale check
646 – 663		May hit ally, roll attack normally
664 – 679		Hit ally, 1 point OR hit self, 1% chance of paralyzing itself
680 – 693		Hit ally, 1d4-2 points OR hit self, 2% chance of paralyzing itself
694 – 704		Hit ally, 1d4-1 points OR hit self, 2% chance of paralyzing itself
705 – 718		Hit ally, 1d4 points OR hit self, 3% chance of paralyzing itself
719 – 731		Hit ally, 1d6 points OR hit self, 4% chance of paralyzing itself
732 – 749		Hit ally, normal damage OR hit self, 5% chance of paralyzing itself
750 – 759		Hit ally, 1d8 points OR hit self, 8% chance of paralyzing itself
760 – 767		Hit ally, 1d10 points OR bonk self on head, 10% chance of dropping one Intelligence category
768 – 772		Hit ally, 2d6 points OR hit self, 10% chance of paralyzing itself / ally or creature must make morale check
773 – 782	Bad muscle pull	Move -1", 1 day / saves at -1 (for 1 day) / opponent at +1 to-hit for 1d4 rounds
783 – 796	Off-balance	opponent at +1 to-hit, next attack / Initiative +1 on next round
797 – 807	Off-balance	opponent at +1 to-hit, 1 round / Initiative +1 on next round
808 – 817	Severely off-balance	opponent at +1 to-hit, 2 rounds / Initiative +1d3 on next round
818 – 826	Severely off-balance	opponent at +1 to-hit, 1d6 rounds / Initiative +1d3 on next round
827 – 834	Off-balance	opponent at +2 to-hit, next attack / Initiative +1 on next round
835 – 842	Off-balance	opponent at +2 to-hit, 1 round / Initiative +1d3 on next round
843 – 850	Severely off-balance	opponent at +2 to-hit, 2 rounds / Initiative +1d3 on next round
851 – 858	Severely off-balance	opponent at +2 to-hit, 1d6 rounds / Initiative +1d3 on next round
859 – 865	Off-balance	opponent at +3 to-hit, next attack / Initiative +1d3 on next round
866 – 872	Off-balance	opponent at +3 to-hit, 1 round / Initiative +1d3 on next round
873 – 879	Severely off-balance	opponent at +3 to-hit, 2 rounds / Initiative +1d4 on next round
880 – 884	Severely off-balance	opponent at +3 to-hit, 1d6 rounds / Initiative +1d4 on next round
885 – 889	Falls towards opponent's weapon	opponent at +4 to-hit, next attack / Initiative +1d4 on next round
890 – 896	Slip badly	opponent at +4 to-hit, 1 round / Initiative +1d6 on next round
897 – 903	Pull leg (or similar limb)	Move -1", 1 turn / saves at -1
904 – 908	Sprain leg (or similar limb)	Move -1", 1 day / saves at -1
909 – 916	Internal bleeding	Move -2", 1 turn / saves at -2
917 – 922	Pull leg (or similar limb)	Move -2", 1 day / saves at -2
923 – 926	Sprain leg (or similar limb)	Move -2", 1d3 days / saves at -2 / immediate morale check
927 – 932	Hyperextension	Move -3", 1 turn / saves at -3
933 – 936	Bad sprain	Move -3", 1 day / saves at -3 / immediate morale check
937 – 941	Leg (or similar limb) cramp	Move x2/3, 1 turn / saves at -2
942 – 945	Bad leg (or similar limb) cramp	Move x2/3, 1 day / saves at -2
946 – 948	Muscle tear	Move x1/2, 1 week / suffers 1 point of damage / to hit -2 / save at -1 for 1d3 days / immediate morale check
949 – 951	Hairline bone fracture	Move x1/2, 1 month / suffers 1 point of damage / save at -1 / opponents at +2 to hit for 1d12 hours
952 – 956	Simple bone fracture	Move x1/3, 1 month / suffers 1 point of damage / to-hit -1 for 1 week
957 – 960	Severe strain	Move x1/3, 1 turn / saves at -3 / immediate morale check
961 – 964	Tear muscle badly	Move x1/4, 1 day / suffers 1 point of damage / to-hit -4 / save at -2 for 1 day
965 – 968	Compound leg fracture	Move x1/4, 1 week / suffers 1d4 points of damage / save at -1 / to-hit -2 / opponents at +2 to-hit for 1d3 days / immediate morale check
969 – 974	Hinder ally	Ally at -2 to hit, 1d4 rounds / ally at +1d4 initiative next round
975 – 983	Slip, opponent gains +2 on next to-hit, must save vs. breath weapon or fall prone	immediate morale check
984 – 988	Fall prone	
989 – 997	Slams head into floor, must save vs. breath weapon or fall unconscious for 2d6 minutes	immediate morale check
998 – 1000	Knocks self unconscious	

Table 18: Critical Hit Location and Effect: BITE ATTACKS

Severity Level

Roll	Location	1	2	3	4	5	6	7	8	9	10	11	12	13
1–200	Foot, top	1	2	3	3	4,m1	4,m1	6,ib,m2	6,ib,m2	8,ib,m3	8,ib,m3	x2,ib,m4	x2,ib,m4	x2,ib,m5
201–204	Heel	1	2	3	3	4,m1	4,m1	6,ib,m2	6,ib,m2,a1	8,ib,m3,a1	8,ib,m3,a2	x2,ib,m4,a2	x2,ib,a2,d1,m4	x2,ib,a2,d2,m5
205–236	Toe(s)	1	2	3	3	4,m1	4,m1	6,m2	6,b1,m2	8,b1,m3	8,b1,m3	x2,b1,m4	x2,b1,m4	x2,bm1,m5
237–240	Foot, arch	1	2	3	3	4,m1	4,m1	6,ib,m2	6,ib,m2,a1	8,ib,m3,a1	8,ib,m3,a2	x2,ib,m4,a2	x2,ib,a2,d1,m4	x2,ib,a2,d2,m5
241–370	Ankle, inner	1	1	3	4,m1	6,m1	6,m2,f	8,m2,f	x2,d1,m3,f,b1	x2,d2,f,m4,t1	x2,d2,f,m5,b1	x2,d2,f,m5,t1	x2,d2,f,m5,t1	x2,d2,b1,t1, f,m5
371–500	Ankle, outer	1	1	3	4,m1	6,m1	6,m2,f	8,m2,f	x2,d1,m3,f,b1	x2,d2,f,m4,t1	x2,d2,f,m5,b1	x2,d2,f,m5,t1	x2,d2,f,m5,t1	x2,d2,b1,t1, f,m5
501–520	Ankle, upper/Achilles	1	2	3	3	4,m1	4,m1	6,m1	6,m2	8,m2	x2,d1,m3	x2,d2,w,m4	x2,d2,w,m5	x2,d2,f,m5
521–1,420	Shin	1	1	3	3	4	4	6,m1	6,m1	8,m1	8,d1,m1	x2,d2,f,m1	x2,d2,f,m2	x2,d2,f,m2
1,421–1,580	Calf	1	2	3	3	4,m1	4,m1	6,m1	6,m2	8,m2	x2,d1,m3	x2,d2,f,m4	x2,d2,f,m5	x2,d2,f,m5
1,581–1,740	Knee	1	2	3	4,m1	6,m1	6,m2,f	8,m2,f	x2,d1,m3,f,t1	x2,d2,f,m4,ib	x2,d2,f,m5,t1	x2,d2,f,m5,ib	x2,d2,f,m5,ib	x2,d2,t1,ib, f,m5
1,741–1,760	Knee, back	1	2	3	4	6,m1	6,m1	8,m2	x2,d1,m2	x2,d2,f,m3	x2,d2,f,m3	x2,d2,f,m4	x2,d2,f,m4	x2,d2,ib, f,m5
1,761–1,880	Hamstring	1	3	4,m1	6,m1	6,m2	8,m2	x2,d1,m3	x2,d2,f,m4	x2,d2,f,m5	x2,d2,f,m5	x2,d2,f,m5,t1	x2,d2,mt1,f,m5	x2,d3,ib, f,m5
1,881–2,480	Thigh	1	3	4,m1	6,m1	6,m2	8,m2	x2,d1,m3	x2,d2,f,m4	x2,d2,f,m5	x2,d2,f,m5	x2,d2,f,m5	x2,d2,mt1,f,m5	x2,d3,ib,f, m5,mt2
2,481–2,690	Hip	1	3	4,m1	6,m1	8,m2	x2,m2	x2,d1,m3	x2,d2,f,m4	x2,d2,t1,f,m5	x2,d2,t1,f,m5	x3,d2,f,t1,m5	x3,d2,bm1,f,m5	x3,d3,bf2,f,m5
2,691–2,984	Groin	1,ws,h1	3,w,h2	4,f,h3	4,m1,f,h2	6,m1,f,h3	6,m2,f,h3	8,m2,f,h3	8,m2,f,h4	x2,m3,f,h4	x2,m3,f,h4	x2,m3,f,h5	x3,m4,f,h5	x3,m4,f,h5
2,985–3,068	Buttock	1	2	3	4	6	8	x2	x2,m1	x2,m2	x2,m2	x3,m3	x3,m3,d1,ws	x3,m3,d1,ws
3,069–3,550	Abdomen, lower	3	4	6	8	x2	x2,ws	x2,ib	x2,ib,f	x3,ws,v1	x3,w,ib,f	x3,w,v1,f	x3,mt1,w,ib,f	x3,mt1,v2,w,f
3,551–4,012	Side, lower	1	3	4	6	8	x2	x2,a1	x2,a1,ws	x2,a2,ws	x3,a2,ws,mt1	x3,a2,ws,mt2	x3,a2,ws	x3,a2,w
4,013–4,400	Abdomen, upper	3	4	6	8	x2	x2,ws	x2,ib	x2,ib,f	x3,ws,v1	x3,w,ib,f	x3,w,v1,f	x3,mt1,w,ib,f	x3,mt1,v1,w,f
4,401–4,442	Back, small of	1	2	3	4	6	8,ws	x2,w	x2,w	x2,w,mt1	x3,w,mt1	x3,w,mt1,ib	x3,mt2,w,ib	x3,mt2,ib,w
4,443–4,568	Back, lower	3	4	6	8	x2	x2,ws	x2,ib	x2,ib,f	x3,ws,mt1	x3,w,ib,f	x3,w,mt1,f	x3,mt1,w,ib,f	x3,mt1,w,f
4,569–4,992	Chest	1	2	3	4	6	8,ws	x2,ws,mt1	x2,w,mt2	x2,w,t1	x3,w,t2, ib	x3,w,bf1	x3,bm1,w,ib	x3,mt2,t3,w
4,993–5,454	Side, upper	3	4	6	8	x2	x2,ws	x2,ws,t1	x2,w,t1	x2,w,t1,ib	x3,w,t2	x3,w,bm1	x3,bm1,w,v1	x3,t2,v1,w
5,455–5,538	Back, upper	1	2	3	4	6	8,ws	x2,ws	x2,w	x2,w,mt1	x3,w,mt1	x3,f	x3,t1,f	x3,mt2,f
5,539–5,580	Back, upper middle	1	2	3	4	6	8,ws	x2,ws	x2,w	x2,w,mt1	x3,w,mt1	x3,f	x3,t1,f	x3,mt1,f
5,581–5,680	Armpit	1	3	4	6	8	x2,ws	x2,a1,ws	x2,a1,ws	x2,a2,ws	x2,a2,ws	x2,a3,d1,ws	x2,a3,d1,w	x3,a3,d1,w
5,681–5,920	Arm, upper outer	1	3	4	6	6	8	x2	x2,ws	x2,a1,ws	x2,a1,ws	x2,a2,ws	x2,a2,ws	x2,a3,ws
5,921–6,016	Arm, upper inner	1	3	4	6	6	8	x2	x2,ws	x2,a1,ws	x2,a1,ws	x2,a2,ws	x2,a2,ws	2,a3,ws
6,017–6,164	Elbow	1	2	3	3	4	4,a1,ws	6,a1,ws	6,al,ws	8,a2,ws	8,a2,w,ib	x2,a2,w,ib	x2,w,a2,ib	x2,w,a3,ib
6,165–6,312	Inner joint	1	2	3	3	4	4,a1	6,a1	6,al,ws	8,a2,ws	8,a2,ws	x2,a2,ws	x2,w,a2,ib	x2,w,a3,ib
6,313–7,074	Forearm, back	1	3	4	6	6	8	x2	x2,ws	x2,a1,ws	x2,a1,ws	x2,a2,ws	x2,a2,ws	x2,a3,ws
7,075–7,808	Forearm, inner	1	3	4	6	6,ws	8,ws	x2,ws	x2,ws	x2,a1,ws	x2,a1,ws	x2,a2,w	x2,a2,ws	x2,a3,ws
7,809–8,014	Wrist, back	1	3	3	4,ws	4,ws,a1	6,ws,a1	8,ws,a1	8,ws,a2	8,ws,a2,b1	8,w,a2,b1	8,w,a2,b1	x2,w,a2,b1	x2,w,a3,b1
8,015–8,220	Wrist, front	1	3	3	4,ws	4,ws,a1	6,ws,a1	8,ws,a1	8,ws,a2	8,ws,a2,b1	8,w,a2,b1	8,w,a2,b1	x2,w,a2,b1	x2,w,a3,b1
8,221–8,436	Hand, back	1	2	3	3	4	4	6,ib	6,ib,a1	8,ib,a1	8,ib,a2	x2,ib,a2	x2,ib,a2	x2,ib,a2
8,437–8,448	Palm	1	2	3	3	4	4	6	6	6,b1	6,b1,a1	8,b1,a1	8,b1,a2	x2,bf1,a2
8,449–8,520	Finger(s)	1	2	3	3	4	4	6,b1	6,b1	8,t1	8,t1	x2,t1	x2,t1	x2,pb
8,521–8,820	Shoulder, side	1	3	4	6	6	8	x2	x2,ws	x2,a1,ws	x2,a1,ws	x2,a2,ws	x2,a2,ws	x2,a3,ws
8,821–9,120	Shoulder, top	1	3	4	6	8	x2	x2,a1,ws	x2,a1,ws	x2,a2,ws	x2,a2,ws	x2,a3,d1,ws	x2,a3,d1,w	x3,a3,d1,w
9,121–9,180	Neck, front	3	4	6	8	x2	x2,ws,a1,d1	x2,w,a1,d1	x2,f,a1,d1	x2,a2,d2,f	x2,a2,d2,f,mc	x2,a2,d2,f,mc	x3,a3,d3,u	x3,a3,d3,u
9,181–9,188	Neck, back	3	4	6	8	x2	x2,ws,a1,d1	x2,w,a1,d1	x2,f,a1,d1,p	x2,a2,d2,f,p	x2,a2,d2,f,p	x2,a2,d2,f,p	x3,a2,d3,u	x3,a2,d3,u
9,189–9,244	Neck, side	3	4	6	8	x2	x2,ws,a1,d1	x2,w,a1,d1	x2,f,a1,d1	x2,a2,d2,f	x2,a2,d2,f,mc	x2,a2,d2,f,p	x3,a2,d3,f,mt1	x3,a2,d3,f,mt1
9,245–9,396	Head, side	6	8	x2,	x2,f	x2,a1,d1,f	x2,a2,d2,f	x3,a2,d2,f,	x3,a3,d3,f	x3,a3,d3,f,	x3,a4,d4,f	x3,a4,d4,f,mc	x4,a4,d4,f,sc	x4,a5,d5,u,sc
9,397–9,420	Head, back lower	6	8	x2,	x2,f	x2,d1,f	x2,a1,d2,f	x3,a1,d2,f,	x3,a2,d3,f	x3,a2,d3,f,p	x3,a3,d4,f	x3,a3,d4,f,mc	x4,a3,d4,f,sc,p	x4,a4,d5,u,sc
9,421–9,480	Face, lower side	4	6	8	x2,	x2,f	x2,a1,f	x2,a2,u	x3,mt1,a3, d1,f	x3,mt1,a3, d1,u	x3,mt1,a4, d2,f,mc	x3,mt1,a4, d2,u,mc	x4,mt1a4, d2,u,mc	x4,mt1,a3, d1,f,sc
9,481–9,600	Face, lower center	4	6	8	x2,	x2,f	x2,a1,d1,f	x2,a2,d2,u	x3,a3,d3,f	x3,a3,d3,u,	x3,a4,d4,f,mt1	x3,a4,d4,mc	x4,a4,d4, u,mc	x4,t2,a3,d3, f,mc,mt1
9,601–9,624	Head, back upper	4	6	8	x2,ws	x2,a1,d1,w	x2,a2,d2,f	x3,a2,d2,f,	x3,a3,d3,f	x3,a3,d3,f,	x3,a4,d4,f	x3,a4,d4,f,mc	x4,a4,d4,f,mc	x4,a5,d5,u,mt1,mc
9,625–9,684	Face, upper side	6	8	x2,	x2,f	x2,a1,d1,f	x2,a2,d2,f	x3,a2,d2,f,	x3,a3,d3,f	x3,a3,d3,f,	x3,a4,d4,f	x3,a4,d4,f,mc	x4,a4,d4,f,sc	x4,a5,d5,u,sc
9,685–9,924	Face, upper center	6	8	x2,	x2,f	x2,a1,d1,f	x2,a2,d2,f	x3,a2,d2,f,	x3,a3,d3,f	x3,a3,d3,f,	x3,a4,d4,f	x3,a4,d4,f,mc	x4,a4,d4,f,sc	x4,a5,d5,u,sc
9,925–10,000	Head, top	4	6	8,ws	x2,a1,d1,w	x2,a2,d2,f	x3,a2,d2,f	x3,a3,d3,f	x3,a3,d3,f	x3,a4,d4,f	x3,a4,d4,f,mc	x4,a4,d4,u,mc	x4,a5,d5,u,sc	x4,a6,d6,u,sc

numeral X = extra damage of dX type
aX = -X to-hit
bX = p if spine; ws if arm or shoulder; 15% chance of pb and 15% chance of ib if torso
bfX = p if spine; ws if arm or shoulder; 30% chance of pb; 30% chance of ib if torso
bmX = 50% chance of pb, 50% chance of ib if torso
bsX = 65% chance of pb, 65% chance of ib if torso
dX = reduce Dexterity by X
f = fall prone and drop items
hX = loss of X Honor
ib = 1d4 damage/hour; Con check or shock
ls = limb severed; pb unless finger or toe
m1 = 50% move for 1 rd, 10% for 2d4 rds
m2 = 50% move for 2 rds, 25% for 2d10 rds
m3 = m1, then 25% for 1d6 turns
m4 = 50% move for 1d12 hours
m5 = m4, then 25% for 1d12 days
m6 = 75% for 6 hours, 50% for 2d12 days
m7 = 75% for 6 hours, 50% for 4d12 days
m8 = 75% for 6 hours, 50% for 1d3 months
m9 = 75% for 1 day, 50% for 1d4 months
m10 = 75% for 1 week, 50% for d6 months
mc = temporarily gains migraines flaw and headache. 3% x severity level chance of seizure disorder flaw
mtX = ws if arm; 3% x severity level of pb
p = 5% x severity level chance of paralysis
pb = bleed to death in Con/2 rounds
sc = temporarily gains migraines and short term memory loss flaws. 5% x severity level chance of seizure disorder flaw
sX = reduce Strength by X
tX = ws if arm, shoulder or hand; p if leg or arm, shoulder or hand; 30% chance of pb
u = unconscious
vX = ws (-10); ib; 3% x severity chance of pb; roll on vital organ damage table
w = drops carried weapons or items
ws = as w unless check at 1/2 Str made
xX = X times the damage

Severity Level

14	15	16	17	18	19	20	21	22	23	24
x2,ib,m5	x2,ib,m6	x2,ib,m6	x2,ib,m7	x2,ib,m7	x2,ib,bl,m7	x2,ib,bl,m8	x2,ib,mtl,m8	x2,ib,mtl,m9	x2,ls,m9	x2,ls,m10
x2,ib,a2,d2,m5	x2,ib,a2,d2,m6	x2,ib,a3,d2,m6	x2,ib,a3,d2,m7	x2,ib,bl,a3,d2,m7	x2,ib,bl,a3,d2,m7	x2,ib,bl,a3,d2,m8	x2,ib,mtl,a3,d2,m8	x2,ib,mtl,a3,d2,m9	x2,ib,ib,a3,d2,m9	x2,ib,ib,a3,d2,m10
x2,bml,m5	x2,bml,m6	x2,bsl,m6	x2,bsl,m7	x2,bsl,m7	x2,ls,m7	x2,ls,m8	x2,ls,m8	x2,ls,m9	x2,ls,m9	x2,ls,m10
x2,bl,a2,d2,m5	x2,bl,a2,d2,m6	x2,bl,a3,d2,m6	x2,bl,a3,d2,m7	x2,bl,a3,d2,m7	x2,bl,a3,d2,m7	x2,bl,a3,d2,m8	x2,mtl,a3,d2,m8	x2,ib,mtl,a3,d2,m9	x2,ls,a3,d2,m9	x2,ls,a3,d2,m10
x2,d3,s1,bfl,	x2,d3,s1,bl,	x2,d3,s2,	x2,d4,s2,bl,	x2,d5,s2,	x2,d5,s3,bl,	x2,bml,tl,f,	x2,d6,s3bml,	x2,d6,s4,bsl,	x2,d6,s5,bsl,	x2,d7,s5,bsl,
f,m5	t0,f,m5	bm0,f,m6	t0,f,m7	bf0,f,m7	t0,f,m8	m8,d6,s3	t0,f,m9	t0,f,m9	m10,t0,f	m10,f,t0
x2,d3,s1,bfl,	x2,d3,s1,bl,	x2,d3,s2,	x2,d4,s2,bl,	x2,d5,s2,	x2,d5,s3,bl,	x2,bml,t2,f,	x2,d6,s3bml,	x2,d6,s4,bsl,	x2,d6,s5,bsl,	x2,d7,s5,bsl,
f,m5	t2,f,m6	bml,f,m6	t2,f,m7	bfl,f,m7	t2,f,m8	m8,d6,s3	t2,f,m9	t2,f,m9	m10,t2,f	m10,f,t2
x2,d2,f,pb,m5	x2,d2,ib,f,m6	x2,d3,pb,f,m6, ib	x2,d3,pb,bl,f, ib,m7	x2,d4,pb,bl,f, m8,ib	x2,d5,pb,mtl, ib,f,m9	x2,d5,pb,mt2,f, m10,ib	x2,pb,b2,f,m10, d6,ib	x2,d6,pb,b2,f, m10,ib	x2,ls,f,d6,m10	x2,d6,ls,f,m10
x2,d2,f,m2	x2,d2,bl,f,m2	x2,d3,bl,f,m2	x2,d3,bml,f,m3	x2,d4,bl,f,m3	x2,d5,bfl,f,m3	x2,d5,bl,f,m3	x2,bml,f,m4,d6,s3	x2,d6,bml,f,m4	x2,bsl,f,d6,m5	x2,d6,s1,bs1,m5,f
x2,d2,f,pb,m5	x2,d2,pb,f,m5	x2,d3,f,pb,m6	x2,d3,ib,pb,f,m6	x2,d4,ib,f,pb,m6	x2,d5,bl,pb,f,m6	x2,d5,ib,pb,f,m7	x2,b2,f,pb,d6,m7	x2,d6,ib,pb,mtl,f,m8	x2,ls,f,d6,m10	x2,d6,ls,f,m10
x2,d3,ib, f,m5	x2,d3,ib, bl,f,m5	x2,d3,ib, bl,f,m6	x2,d4,ib, b2,f,m7	x2,d5,ib b2,f,m7	x2,d5,ib, mtl,f,m8	x2,b3,ib,f, m8,d6	x2,d6,ib b3,f,m9	x2,d6,ls,f,m10	x2,d6,ls,f,m10	x2,d7,ls,f,m10
x2,d3, ib,f,m5	x2,d3, ib,f,m5	x2,d3, ib,f,m5	x2,d4, ib,f,m6	x2,d5,bl. ib,f,m6	x2,d5,bl, ib,f,m7	x2,mtl,ib,f, m7,d6	x2,d6,mtl, ib,f,m8	x2,bl,ib,f, d6,m8	x2,d6,ls,m10,u	x2,d7,ls,m10,u
x2,d3,ib, f,m5	x2,d3, ib,f,m6	x2,d3, ib,pb,f,m6	x2,d4, ib,f,m6	x2,d5, ib,f,m7	x2,b1,pb,ib,f, m7,d6	x2,d6,ib,pb, bl,f,m8	x2,d6,ls,f,m10	x2,d6,ls,m10,u	x2,d7,ls,m10,u	x3,d8,ls,m10,u
x2,d3,pb, f,m5	x2,d3,bl,f, m6,pb	x2,d3,mt3, pb,f,m6	x2,d4,bl,f, m6,pb	x2,d5,pb, f,m7	pbx2,mt4,f,m7, d6,pb	x2,d6,bl, f,m8,pb	x2,ls,pb,f,d6,m10	x2,d6,ls,m10,u	x2,d7,ls,m10,u	x3,d8,ls,m10,u
x3,d3,b2,f,m5	x3,d3,ib,vl,b3,f,m6	x3,d3,b3,f,m6	x3,d5,b3,f,m6	x3,d6,b4,f,m7	x3,b4,ib,vl,f,m7,d7	x3,b4,ib,vl,f,m8,d7	x3,ib,v2,f,m8,d8	x3,ib,v2,m9,u,d8	x4,ib,v2,m9,u,d9	x4,ib,v2,m10,u,d9
x3,m4,f,h6	x3,m4,f,h6,ib,vl	x3,m4,f,h6,ib,vl	x3,m4,f,h7,ib,vl	x3,m4,f,h8,ib,vl	x3,m5,f,h9,ib,v2	x3,m5,f,h10,ib,v2	x3,m5,f6,h9,ib,v2,bl	x3,m5,f,h10,ib,v2,bl	x3,m5,f,h10,ib,v2,mtl	x3,m6,f,h10,ib,v2
x3,m3,d2,w,bl	x3,m3,d2,b2,w	x3,m3,d2,f,b3	x3,m4,d2,f,tl	x3,m5,d2,tl,f	x3,m5,d3,pb,f	x3,m5,d3,pb,f	x3,m5,d4,f,pb	x3,m6,d5,f,pb	x4,m7,d6,ib,f	x4,m8,d7,ib,f,pb
x3,ib,v2,f,pb	x3,pb,ib,v3,f	x3,al,ib,v3,f	x3,a2,ib,v3,f,pb	x3,a3,ib,v3,f	x3,a3,ib,v4,f	x3,a3,pb,ib,v4,f	x3,u,ib,v4,f	x3,b2,ib,v4,u,f	x4,b3,ib,v4,pb,u	x5,b3,ib,v4,pb,u
x3,a2,pb,w	x3,a2,f	x3,a2,pb,f	x3,a3,pb,f	x3,a3,ib,pb,f	x3,a3,pb,ib,vl,f	x3,a4,bl,f	x3,u,bl,pb	x3,b2,ib,v2,u	x4,b2,ib,v2,pb,u	x5,b2,ib,v2,pb,u
x3,ib,v2,pb,f	x3,pb,ib,v2,f	x3,al,ib,v2,f	x3,a2,ib,v2,f,pb	x3,a3,ib,v3,f	x3,a3,ib,v3,f	x3,a3,pb,ib,v3,f	x3,u,ib,v3,f	x3,b1,ib,v3,u	x4,b2,ib,v3,pb,u	x5,b2,ib,v3,pb,u
x3,ib,pb	x3,pb,ib,vl	x3,bl,ib,vl	x3,bl,ib,v2,f,pb	x3,mt2,ib,v2,f	x3,bl,ib,v2,f	x3,bl,pb,ib,v2,f	x3,ib,v2	x3,ib,v2,u	x4,ib,v2,pb,u	x5,ib,v2,pb,u
x3,bl,pb,f	x3,bl,ib,vl,f	x3,al,ib,vl,f	x3,a2,ib,vl,f,bl	x3,a3,ib,v2,bl,f	x3,a3,ib,v2,f	x3,a3,bl,ib,v2,f	x3,u,bl,pb,ib,v2	x3,bl,ib,v2,u	x4,bl,ib,v2,pb,u	x5,bl,ib,v2,pb,u
x3,ib,vl,b2	x3,pb,ib,vl,b2	x3,mt3,ib,v2	x3,b2,ib,v2,f,pb	x3,mt3,ib,v3,f	x3,b3,ib,v3,f	x3,b3,mt3,ib,v3,f	x3,bf4,pb,ib,v3	x3,bm4,mt3,ib,v3,u	x4,bm4,ib,v3,pb,u	x5,bm4,ib,v3,pb,u
x3,ib,b2,w	x3,b2,ib,w	x3,b2,ib,vl,w	x3,b2,ib,vl,f	x3,b2,ib,vl,f	x3,b2,ib,vl,f	x3,b2,mt2,ib,vl,f	x3,bf2,pb,ib,vl	x3,bm2,mt2,ib,vl,u	x4,bm2,ib,vl,pb,u	x5,bm2,ib,vl,pb,u
x3,f,bl	x3,pb,f	x3,ib	x3,bl,f,ib,vl	x3,bl,ib,vl	x3,b2,pb	x3,b2,ib,vl,pb	x3,bf2,ib,vl,u,pb	x3,bm2,ib,vl,pb,u	x4,ib,vl,pb,u	x5,ib,vl,pb,u
x3,f,bl	x3,pb,f	x3,ib	x3,bl,f,ib,vl	x3,b2,ib,vl	x3,b2,pb	x3,b3,ib,vl,pb	x3,bf3,ib,vl,u,pb	x4,bm3,ib,vl,pb,u	x4,p,ib,vl,u	x5,p,ib,vl,u
x3,a3,dl,w	x3,a3,d2,w	x3,a3,d2,pb,w	x3,a3,d2,ib,w	x3,a3,d2,ib,pb,w	x3,a3,d2,mtl,pb,w	x3,a3,d2,bl,pb,w	x3,a3,d2,b2,pb,ib,w	x3,a3,d2,mt2,pb,ib,w	x3,a3,d2,b3,pb,ib,w	x3,a3,d2,ls,w
x2,a3,w	x2,a3,w	x2,a3,pb,w	x2,a3,pb,w	x2,a3,pb,bl,w	x2,a3,mtl,pb,w	x2,a3,bl,pb,w	x2,a4,pb,mt2,w	x2,a4,bl,pb,w	x2,a4,bl,pb,w	x2,a4,ls,w
x2,a3,w	x2,a3,w	x2,a3,pb,w	x2,a3,bl,w	x2,a3,pb,bl,w	x2,a3,mtl,pb,w	x2,a3,bl,pb,w	x2,a4,pb,mt2,w	x2,a4,bl,pb,w	x2,a4,bl,pb,w	x2,a4,ls,w
x2,a3,ib,w	x2,a3,ib,w	x2,a3,ib,w	x2,a4,ib,w	x2,a4,ib,bl,w	x2,a4,ib,bl,w	x2,a4,ib,mtl,w	x2,a5,ib,bl,w	x2,w,a5,bml	x2,w,a5,bsl	x2,w,a5,ls
x2,a3,ib,w	x2,a3,ib,w	x2,a3,bl,ib,w	x2,a4,ib,bl,w	x2,a4,ib,mtl,w	x2,a4,ib,mt2,w	x2,a4,ib,b2,w	x2,a5,ib,b2,w	x2,w,a5,bm2	x2,w,a5,bs2	x2,w,a5,ls
x2,a3,w	x2,a3,w	x2,a3,pb,w	x2,a3,bl,w	x2,a3,pb,bl,w	x2,a3,mtl,pb,w	x2,a3,b2,pb,w	x2,a4,b2,pb,w	x2,a3,mt2,pb,w	x2,a4,b2,pb,w	x3,a4,ls,w
x2,a3,w	x2,a3,w	x2,a3,pb,w	x2,a3,bl,w	x2,a3,pb,bl,w	x2,a3,mtl,pb,w	x2,a3,b2,pb,w	x2,a4,b2,pb,w	x2,a3,mt2,pb,w	x2,a4,b2,pb,w	x3,a4,ls,w
x2,a3,bl,w	x2,a3,bfl,w	x2,a3,bfl,w	x2,a3,bfl,w	x2,w,a3,bml,mtl,w	x2,a3,bm,mtl,w	x2,a3,bml,w	x2,a3,ib,bsl,w	x2,w,a3,bsl	x2,w,a3,ls	x2,w,a3,ls
x2,w,a3	x2,w,a3,bfl	x2,w,a3,bfl	x2,w,a3,bfl	x2,w,a3,bml,mtl	x2,w,a3,bml,mtl	x2,w,a3,bml	x2,w,a3,bml	x2,w,a3,bsl	x2,w,a3,ls	x2,w,a3,ls
x2,ib,a2	x2,ib,a2,ws	x2,ib,a3,ws	x2,ib,a3,ws	x2,ib,a3,w	x2,ib,bl,a3,w	x2,ib,bl,a3,w	x2,ib,mtl,a3,w	x2,ib,b2,a3,w	x2,a3,bs2,w	x2,ls,a3,w
x2,bfl,a2	x2,bfl,a2	x2,bfl,a2	x2,bml,a2,ws	x2,bml,a3,ws	x2,bml,pb,a3,ws	x2,pb,bml,a3,w	x2,bsl,pb,mtl,a3,w	x2,pb,bsl,a3,w	x2,a3,ls,w	x2,ls,a3,w
x2,pb	x2,pb	x2,bl,ls	x2,bl,ls	x2,bl,ls	x2,ls	x2,ls	x2,ls	x2,ls	x2,ls	x2,ls
x2,a3,w	x2,a3,w	x2,a3,pb,w	x2,a3,bl,w	x3,a3,pb,bl,w	x3,a3,mtl,pb,w	x3,a3,bl,pb,w	x3,a4,pb,bl,w	x4,a3,pb,mt2,w	x3,a4,pb,bl,w	x3,a4,ls
x3,a3,dl,w	x3,a3,d2,w	x3,a3,d2,pb,w	x3,a3,d2,ib,w	x3,a3,d2,ib,pb,w	x3,a3,d2,mtl,pb	x3,a3,d2,bl,pb	x3,a3,d2,b2,pb,ib,w	x3,a3,d2,mt2,pb,ib	x3,a3,d2,b3,pb,ib	x3,a3,d2,ls
x3,a3,d3,u,mc	x3,a3,d4,u,p,mc	x3,a3,d5,u,mc	x4,a4,d6,u,sc	x4,a5,p,u,sc	x4,pb,ib,ib,vl	x4,pb,ib,ib,vl	x4,p,u,sc	x4,pb,ib,ib,v2	x4,pb,ib,ib,v2	decapitated (dead)
x3,a2,d3,u,mc	x3,a2,d3,u,p,mc	x3,a3,d4,u,mc	x4,a4,d5,b1,u,sc	x4,a5,d6,b1,ib,vl,u,sc	x4,p,b1,u,sc	x4,p,b1,ib,vl,u,sc	x4,p,b1,ib,vl,u,sc	x4,p,ib,vl,bfl,u,sc	x4,pb,bm,ib,vl	decapitated (dead)
x3,a2,d3,u,pb	x3,a2,d3,u,pb	x3,a3,d4,u,pb	x4,a4,d5,u,pb,mc	x4,a5,d6,pb,u,sc	x4,p,b1,u,sc	x4,p,b1,ib,vl,u,sc	x4,p,b2,ib,v2,u,sc	x4,p,ib,v2,bf2,u,sc	x4,pb,ib,ib,v2	decapitated (dead)
x4,a6,d6,u,sc	x4,a6,d6,u,sc	x4,a7,d7,u,sc	x4,a7,d7,tl,u,sc	x4,a7,d7,tl,u,sc	x4,a8,d8,t2,ib,vl,u,sc	x4,a8,d8,bl,ib,vl,u,sc	x4,a9,d9,bl,ib,vl,u,sc	x4,a9,d9,ib,vl,bfl,u,sc	skull caved-in	brain goo
x4,a5,d6,u,sc	x4,a5,d6,u,sc,p	x4,a6,d7,u,sc	x4,a6,d7,tl,u,sc,p	x4,a6,d7,tl,u,sc	x4,a7,d8,tl,ib,vl,u,sc	x4,a7,d8,bl,ib,vl,u,sc	x4,p,b2,ib,v2,u,sc	x4,p,ib,v2,u,sc	skull caved-in	brain goo
x4,mt2,a3, dl,u,mc	x4,bl,a4, d2,f,mc	x4,mt2,a5, d3,f,mc	x4,bl,a5, d3,f,mc	x4,mt2,a5, d3,f,mc	x4,bl,a5, d3,f,sc	x4,b2,a6, d4,u,mc	x4,mt2,a6, d4,u,sc	x4,b2,a6, d4,u,sc	x4,ib,a7, d5,u,sc	jaw removed
x4,t2,a3, d3,u,mc	x4,t2,a4, d4,f,mc	x4,t2,a5, d5,f,mc	x4,t2,a5, d5,f,mc	x4,bl,a5, d5,f,mc	x4,b2,a5, d5,f,sc	x4,b2,a5, d5,u,sc	x4,b3,a5, d5,u,sc	x4,ib,vl,a5, d5,u,sc	x4,ib,vl,a5, d5,u,sc	skull caved-in
x4,a6,d6,u,sc	x4,a6,d6,u,sc	x4,a7,d7,u,sc	x4,a7,d7,mtl,u,sc	x4,a7,d7, mtl,u,sc	x4,a8,d8,mtl, ib,vl,u,sc	x4,a8,d8,bl, ib,vl,u,sc	x4,a9,d9,bl, ib,vl,u,sc	x4,a9,d9,ib, vl,bfl,u,sc	skull caved-in	brain goo
x4,a6,d6,u,sc	x4,a6,d6,u,sc	x4,a7,d7,u,sc	x4,a7,d7,mtl,u,sc	x4,a7,d7, mtl,u,sc	x4,a7,d7,mtl, ib,vl,u,sc	x4,a8,d8,bl, ib,vl,u,sc	x4,a8,d8,b2, ib,vl,u,sc	x4,a9,d9,ib, vl,bf2,u,sc	skull caved-in	brain goo
x4,a6,d6,u,sc	x4,a6,d6,u,sc	x4,a7,d7,u,sc	x4,a7,d7,mtl,u,sc	x4,a7,d7, mtl,u,sc	x4,a8,d8,mt2, ib,vl,u,sc	x4,a8,d8,bl, ib,vl,u,sc	x4,a9,d9,b2, ib,vl,u,sc	x4,a9,d9,ib, vl,bf3,u,sc	skull caved-in	brain goo
x4,a6,d6,u,sc	x4,a7,d7,u,sc	x4,a7,d7,tl,u,sc	x4,a7,d7,mtl,u,sc	x4,a8,d8, mtl,ib,vl,u,sc	x4,a8,d8,bl, ib,vl,u,sc	x4,a9,d9,bl, ib,vl,u,sc	x4,a9,d9,ib, vl,bfl,u,sc	skull caved-in	brain goo	brain goo

numeral X = extra damage of dX type
aX = -X to-hit
bX = p if spine; ws if arm or shoulder; 15% chance of pb and 15% chance of ib if torso
bfX = p if spine; ws if arm or shoulder; 30% chance of pb; 30% chance of ib if torso
bmX = 50% chance of pb, 50% chance of ib if torso
bsX = 65% chance of pb, 65% chance of ib if torso
dX = reduce Dexterity by X
f = fall prone and drop items
hX = loss of X Honor
ib = 1d4 damage/hour; Con check or shock
ls = limb severed; pb unless finger or toe
m1 = 50% move for 1 rd, 10% for 2d4 rds
m2 = 50% move for 2 rds, 25% for 2d10 rds
m3 = m1, then 25% for 1d6 turns
m4 = 50% move for 1d12 hours
m5 = m4, then 25% for 1d12 days
m6 = 75% for 6 hours, 50% for 2d12 days
m7 = 75% for 6 hours, 50% for 4d12 days
m8 = 75% for 6 hours, 50% for 1d3 months
m9 = 75% for 1 day, 50% for 1d4 months
m10 = 75% for 1 week, 50% for d6 months
mc = temporarily gains migraines flaw and headache. 3% x severity level chance of seizure disorder flaw
mtX = ws if arm; 3% x severity level of pb
p = 5% x severity level chance of paralysis
pb = bleed to death in Con/2 rounds
sc = temporarily gains migraines and short term memory loss flaws. 5% x severity level chance of seizure disorder flaw
sX = reduce Strength by X
tX = ws if arm, shoulder or hand; p if leg or arm, shoulder or hand; 30% chance of pb
u = unconscious
vX = ws (-10); ib; 3% x severity chance of pb; roll on vital organ damage table
w = drops carried weapons or items
ws = as w unless check at 1/2 Str made
xX = X times the damage

Table 19: Monster List – HackFactor and Frequency

Name	HF	Frequency
Bat, Common	0	Common
Beast of Burden, Horse, Riding	0	Common
Beast of Burden: Horse, Draft	0	Common
Beast of Burden: Mule	0	Common
Bee, Regular	0	Common
Beetle, Common	0	Common
Beetle, Giant Fire	0	Common
Bird, Flightless, Aquatic	0	Common
Bird: Standard	-1	Common
Bird: Swan	0	Common
Cat, Small: Domestic	0	Common
Centipede, Giant	0	Common
Cricket, Common	0	Common
Dawg, Wild	0	Common
Eagle, Wild	0	Common
Jackal	0	Common
Jellyfish, Common	0	Common
Lemur, Common	0	Common
Men: Peasant/Serf	0	Common
Men: Servant/Torch Bearer	0	Common
Newt, Jelly-Banded, Common	0	Common
Orc, Common	0	Common
Orc, Southern, Tribe	0	Common
Penguin, common	0	Common
Pigeon, Carrier	0	Common
Pigeon, Common	0	Common
Quarrel Mite	0	Common
Rabbit, common	0	Common
Rat, Common	0	Common
Rat, Giant	0	Common
Rat, Large	0	Common
Rat, Sewer	0	Common
Ray: Stingray	0	Common
Rook: Raven, Common	0	Common
Scarab, common	0	Common
Scorpion, common	0	Common
Seagull	0	Common
Seahorse, Giant	0+	Common
Sheep, Common	0	Common
Shrew Mouse, Common	-1	Common
Skunk	0	Common
Squirrel, Ordinary	0	Common
Throat Leech	0	Common
Badger, Common	0	Uncommon
Barbarian, Urban	0	Uncommon
Bat, Pack	0	Uncommon
Beast of Burden: Donkey	0	Uncommon
Beast of Burden: Horse, Light War	0	Uncommon
Beast of Burden: Horse, Medium War	0	Uncommon
Beast of Burden: Horse, Pony	0	Uncommon
Beast of Burden: Horse, Wild	0	Uncommon
Bird: Condor	0	Uncommon
Bird: Falcon	0	Uncommon
Bird: Flightless	0	Uncommon
Bird: Hawk, Large	0	Uncommon
Clubnek	0	Uncommon
Corpse Skink	0	Uncommon
Dawg, War	0	Uncommon
Fairy, Carnivorous, Wild	0	Uncommon
Fire Ants	0	Uncommon
Fleshpecker	0	Uncommon
Glow Worm	0	Uncommon
Goblin, Common	0	Uncommon
Goo, Amber	Nil	Uncommon
Hobgoblin	0+	Uncommon
Jackalope, Standard	0	Uncommon
Kobold, Lesser	0+	Uncommon
Kobold, Woodland	0+	Uncommon
Lemur, Ringtail	0	Uncommon
Marmoset	0	Uncommon
Men, Beggars	0	Uncommon
Men: Pilgrim	0	Uncommon
Mold, Yellow	0	Uncommon
Mongoose, Common	0	Uncommon
Muskrat, Dire	0	Uncommon
Obsidian Clan Commoner	0	Uncommon
Orc, Bottomland	0	Uncommon
Orc, Brigands	0	Uncommon
Orc, Highland	0	Uncommon
Orc, Orkin Bandits	0	Uncommon
Otter, River	0	Uncommon
Otter, Sea	0	Uncommon
Parasites: Diseased	0	Uncommon
Prying Silverfish	0	Uncommon
Rat, Carnivorous	0	Uncommon
Rat, Dire Albino	0	Uncommon
Rat, Ravenous	0	Uncommon
Rat, Sand	0	Uncommon
Robolds	0	Uncommon
Rook: Raven, Huge	0	Uncommon
Samaritans	0	Uncommon
Seeping Gelatinous Seeker	0	Uncommon
Sheep, Giant	0	Uncommon
Shrew Mouse, Giant	0	Uncommon
Spry Railer	0	Uncommon
Stirge, Humming	0	Uncommon
Stirge, wingless	0	Uncommon
Swordfish, Long	0	Uncommon
Termite, Giant Harvester worker	0	Uncommon
Urchin, Giant Black	0	Uncommon
Venom Sparrow	0	Uncommon
Ver'Men	0	Uncommon
Vicious Beach Mite	0	Uncommon
Vulture, Common	0	Uncommon
Vultures, Red Crested Snow	0	Uncommon
Weasel, Common	0	Uncommon
Weevil, Larva	0	Uncommon
Wolf, Common	0	Uncommon
Adarupikus	0	Rare
Boot Mauler	0	Rare
Cerebral Parasite	0	Rare
Enigma Lice	0	Rare
Fairy, Carnivorous, Glitter	0	Rare
Fairy, Standard	0	Rare
Fungus Rot (Disease/Parasite)	0	Rare
Gas Spore	0	Rare
Gnomeling	0	Rare
Hornet, Carnivorous	0	Rare
Kobold, Greater	0+	Rare
Leech, Groin	0	Rare
Leech, Luck-Draining Muck	0	Rare
Leech, Sinus	0	Rare
Lemur, Pygmy Mouse	0	Rare
Locathah	0+	Rare
Magic Mouth, Common	0	Rare
Mold, Cling	0	Rare
Mosquitos, Ravenous	0	Rare
Muckdweller	0	Rare
Nefarian: other: Soul Larva	0	Rare
Newt, Jelly-Banded, Giant	0	Rare
Parasites: Magus Ticks	0	Rare
Parasites: Paralyzing Fleas	0	Rare
Piranha, Common	0	Rare
Rook: Horned Raven	0	Rare
Rot Grub, Common	0	Rare
Scroll Devourer	0	Rare
Sewer Grub	0	Rare
Slime, Green	0	Rare
Squirrel, Carnivorous Flying	0	Rare
Squirrel, Giant Black	0	Rare
Subcutaneous Feeder	0	Rare
Surgeon Beetle	0	Rare
Tavern Lice, Giant	0	Rare
Thatcher, Banded Crest	0	Rare
Tiger Fly, Larva	0	Rare
Vulture, Giant	0	Rare
Weevil, Blood, Adult	0	Rare
Whip Scorpion, Large	0	Rare
Zombie, Yellow Musk	0	Rare
Brain Mole	0	Very Rare
Chimney Mites	0	Very Rare
Fairy, Gorge	0	Very Rare
Fairy, Water Crested	0	Very Rare
Frog, Yellow	0	Very Rare
Gold Bane	0	Very Rare
Gremlin, Galltrit	0	Very Rare
Hound of Ill Omen	0	Very Rare
Invisible Horror	0	Very Rare
Ixitxachitl: standard	0	Very Rare
Jurassic Creatures: Archaeopteryx	0	Very Rare
Magic Mocking Mouth	0	Very Rare
Magic Mouth, Rogue	0	Very Rare
Magic Mouth, Sassy	0	Very Rare
Mantari	0	Very Rare
Marrow Mite	0	Very Rare
Mold, Brown	0	Very Rare
Mold, Russet	0	Very Rare
Moth, Ginger	0	Very Rare
Phantom	Nil	Very Rare
Piranha, Cold Water	0	Very Rare
Pixie, Hybrid: Pixie Fairy	Variable	Very Rare
Pod Plant, Podling	0	Very Rare
Poltergeist, Common	0	Very Rare
Rot Grub, Candy Striped	0	Very Rare
Scarab of Seeking	0	Very Rare
Seeker, Ear	0	Very Rare
Seeker, Eye	0	Very Rare
Seeker, Nose	0	Very Rare
Sewer Snapper	0	Very Rare
Symbiotic Tapeworm	0	Very Rare
Tween	0	Very Rare
Webbird	0	Very Rare
Ankou's Skeletal Draught Horses...	0	Unique
Baboon	1	Common
Bear, Black	1	Common
Beetle, Dung	1	Common
Boar, Warthog	1	Common
Boar, Wild	1	Common
Dwarf, Hill	1	Common
Dwarf, Mountain	1	Common
Gibbon	1	Common
Kangaroo, common	1	Common
Men, Partisan	1	Common
Men: Apprentice	1	Common
Men: Bandit/Brigand	1	Common
Men: Farmer/Herder	1	Common
Men: Gentry	1	Common
Men: Merchant Sailor/Fisherman	1	Common
Men: Merchant/Trader	1	Common
Men: Middle Class Citizen	1	Common
Men: Pirate/Buccaneer	1	Common
Men: Sailor	1	Common
Men: Slaver	1	Common
Men: Thief/Thug	1	Common
Men: Tradesman/Craftsman	1	Common
Men: Waitress/Wench	1	Common
Orc, Orkin Lowland Pony	1	Common
Orc, Orkin Wardawg	1	Common
Pig, domesticated	1	Common
Shark, Angel	1	Common
Spider, Large	1	Common
Toad, Giant	1	Common
Wolf, Timber	1	Common
Zebra, Common	1	Common
Aarakian Worker	1	Uncommon
Aarnz Hound	1	Uncommon
Babbler, Cantakerous	1	Uncommon
Baboon-Man	1	Uncommon
Barracuda	1	Uncommon
Bat, Giant	1	Uncommon
Beaked Terror	1	Uncommon
Beast of Burden: Horse, Heavy War	1	Uncommon
Blood Hawk	1	Uncommon
Boar, Man	1	Uncommon
Boggelman	1	Uncommon
Bone Scavenger	1	Uncommon
Bowler	1	Uncommon
Brownie, Greater	1	Uncommon
Butterfly, Steed/Mount	1	Uncommon
Camp Moth	1	Uncommon
Carrion Grub	1	Uncommon
Cat, Small: Wild	1	Uncommon
Cockroach, Hissing	1	Uncommon
Cockroach, Oriental	1	Uncommon
Culvert Fiend	1	Uncommon
Dawg, Rottweiler	1	Uncommon
Dolphin	1	Uncommon
Draat	1	Uncommon
Dwarf, Gully	1	Uncommon
Dwarf, Pygmy	1	Uncommon
Dwarven Warhorse	1	Uncommon
Elf, Half-	1	Uncommon
Ferret, Man-Eating	1	Uncommon
Goat	1	Uncommon
Halfling, Hairfoot	1	Uncommon
Halfling: Thug	1	Uncommon
Impaler, Crimson	1	Uncommon
Kangaroo Flea, Giant	1	Uncommon
Lamprey, Land	1	Uncommon
Lamprey, Normal	1	Uncommon
Lemur, Feces-Flinging	1	Uncommon
Llama, Wild	1	Uncommon

Name	HF	Frequency
Men: Caravan Guard	1	Uncommon
Men: Farmer, Burly	1	Uncommon
Men: Police/Constable	1	Uncommon
Men: Prostitute	1	Uncommon
Men: Soldier	1	Uncommon
Men: Trapper/Woodsman	1	Uncommon
Monkey, Blind	1	Uncommon
Monkey, Ice	1	Uncommon
Morlog	1	Uncommon
Orc, Slavers	1	Uncommon
Owl, Common	1	Uncommon
Pixie-kin: Leprosychaun	1	Uncommon
Porcupine, common	1	Uncommon
Rabbit, giant	1	Uncommon
Ram	1	Uncommon
Rook: Raven, Giant	1	Uncommon
Rothe'	1	Uncommon
ScareRaven	1	Uncommon
Screaming Meanies	1	Uncommon
Shrill Lancer	1	Uncommon
Simian Orc	1	Uncommon
Slazstoids	1	Uncommon
Slobgoblins, Lesser	1	Uncommon
Spider, Tarantubat	1	Uncommon
Spry Gecko	1	Uncommon
Stirge, Common	1	Uncommon
Subterranean Magna-Ferrets	1	Uncommon
Toad, Poisonous	1	Uncommon
Viper, Spit	1	Uncommon
Worm, Banana	1	Uncommon
Worm, Giant Canker	1	Uncommon
Aardvarkians	1	Rare
Ant Men, Workers	1	Rare
Ant, Giant (worker)	1	Rare
Ape, Shadow	1	Rare
Badger, Dread	1	Rare
Beetle: Goldbug	1	Rare
Blue Throttle	1	Rare
Brain Mite, Carnivorous	1	Rare
Brownie, Normal	1	Rare
Bullywug	1	Rare
Carrion Pecker	1	Rare
Chimparians	1	Rare
Cockroach: Cheetah	1	Rare
Corby, Dire	1	Rare
Corpse Crab	1	Rare
Crab Man	1	Rare
Crawling Claw	1	Rare
Desmodian	1	Rare
Dragonfish	1	Rare
Eye, Floating	1	Rare
Felarn	1	Rare
Frog, Poisonous	1	Rare
Gnoll, Desert	1	Rare
Gnome Titans	1	Rare
Gnome, Common	1	Rare
Gnome, Feral	1	Rare
Gnome, Tinker	1	Rare
Grippli	1	Rare
Grizzly Squirrel	1	Rare
Grynurian Monk	1	Rare
Halfling: Stout	1	Rare
Halfling: Tallfellow	1	Rare
Jaculi	1	Rare
Jarvin-taur	1	Rare
Leech, Cistern	1	Rare
Leech, Level-Draining Muck	1	Rare
Lemur, Flying	1	Rare
Lizardman, Common	1	Rare
Lizard-Newt, Pygmy	1	Rare
Loathsome Prowler	1	Rare
Longtailed Silver Slasher	1	Rare
Mantis, Deadly Preying	1	Rare
Marble Mugger	1	Rare
Men: Bard/Street	1	Rare
Men: Berserker/Dervish	1	Rare
Men: Mercenary	1	Rare
Men: Merchant, Dishonest	1	Rare
Men: Tribesman	1	Rare
Moss, Memory	1	Rare
Moss, Shimmer	1	Rare
Nefarian: Daemon: Maenes	1	Rare
Nixies	1	Rare
Norker	1	Rare
Orc, Cloven-Hoof	1	Rare
Org	1	Rare
Packasite	1	Rare
Penguin, Dire	1	Rare
Penguin, Dire Sand	1	Rare
Pernicon	1	Rare
Quaggoth, Common	1	Rare
Rot Grub, giant	1	Rare
Scarab, giant	1	Rare
Skink, Fink	1	Rare
Skink, Pink	1	Rare
Skink, Stink	1	Rare
Sprite, Common	1	Rare
Sprite, Spite	1	Rare
Swordfish, Bastard	1	Rare
Urchin, Giant Green	1	Rare
Vulchling	1	Rare
Walking Stick, giant	1	Rare
Wolf: Worg	1	Rare
Zombie, Common	1	Rare
Anthraxian	1	Very Rare
Attention Grabber	1	Very Rare
Aviandertha	1	Very Rare
Bat, Fire	1	Very Rare
Black Poppy	1	Very Rare
Bullboon	1	Very Rare
Drow, Half-	1	Very Rare
Dungeon Cat	1	Very Rare
Eel, Weed	1	Very Rare
Fairy, Carnivorous, Hardcore	1	Very Rare
Fairy, Carnivorous, Hunter	1	Very Rare
Fairy, Carnivorous, Seasoned	1	Very Rare
Frog, Chain Reaction	1	Very Rare
Frog, Killer	1	Very Rare
Gnoll, Headhunter	1	Very Rare
Gnome, Forest	1	Very Rare
Homonculous	1	Very Rare
Jackalope, Pronghare	1	Very Rare
Men: Hermit	1	Very Rare
Mole Man	1	Very Rare
Orc, Jester	1	Very Rare
Pinnard	1	Very Rare
Piranha, Giant	1	Very Rare
Provocator	n/a	Very Rare
Rabid Hummingbirds	1	Very Rare
Skeleton, Animal	1	Very Rare
Sprite, Grig	1	Very Rare
Toad, Giant Coconut	1	Very Rare
Wolf: Dire	1	Very Rare
Zombie, Indentured	1	Very Rare
Aardvark, Dire	2	Common
Beast of Burden: Ox	2	Common
Beetle, Giant Bombardier	2	Common
Beetle, Giant Water	2	Common
Camel, Wild	2	Common
Elf, High	2	Common
Herd Animals	1+	Common
Hyena	2	Common
Jurassic Creatures: Camptosaurus	2	Common
Nefarian: Devil Minion: Dark Minion	2	Common
Ogre, Common	2+	Common
Ogre, Low: Trash	2+	Common
Orc, Half-	Variable	Common
Shrieker	2	Common
Spider, Huge	2	Common
Stag, Common	2	Common
Babbler, Incessant	2	Uncommon
Babbler, Incoherent	2	Uncommon
Bat, Night Hunter	2	Uncommon
Bear, Cave	2	Uncommon
Boar, Giant	2	Uncommon
Bovinians	2	Uncommon
Bugbear	2	Uncommon
Bullfrog, Giant	2	Uncommon
Camel, Carrion	2	Uncommon
Crouching Hopper	2	Uncommon
Eel, Giant	2	Uncommon
Elf, Aquatic	2	Uncommon
Elf, Valley	2	Uncommon
Elf, Wood	2	Uncommon
Frog, Giant	1+	Uncommon
Gnoll, Standard	Variable	Uncommon
Gouger, Cave	2	Uncommon
Hornet, Giant	2	Uncommon
Indigo Ambusher	2	Uncommon
Jellyfish: Man-O-War	1+	Uncommon
Kangaroo, Marauding	2	Uncommon
Leech, Bony-Ridged	2	Uncommon
Leech, Giant	1+	Uncommon
LeechMan, Swamp-dwelling	2	Uncommon
Lizard, Giant	2	Uncommon
Men: Cavalry	1+	Uncommon
Men: Viking	1+	Uncommon
Mer-Folk: Mermaid	1+	Uncommon
Mer-Folk: Merman	1+	Uncommon
Monkey, Musk	2	Uncommon
Monkey, Six Ribbed Skink	2	Uncommon
Moose, War	2	Uncommon
Obsidian Clan Warrior	1+	Uncommon
Ogre, Low: Hedge	2+	Uncommon
Panda Bear, Common	2	Uncommon
Parasites: Dreaded Tape Worm	2	Uncommon
Parasites: Pin Worms, Dire	2	Uncommon
Piercer	1+	Uncommon
Pig, Blood	2	Uncommon
Pig, Wild	2	Uncommon
Pitbull	2	Uncommon
Pixie-kin: Leprechaun	2	Uncommon
Predacious Howler	2	Uncommon
Pseudo Undead, Ghoul	2	Uncommon
Pyrosnake	2	Uncommon
Rat, Osquip	2	Uncommon
Shank Shrub	2	Uncommon
Snake, Heway	2	Uncommon
Snake, Venomous	2	Uncommon
Zealot	Variable	Uncommon
Aarakian Warrior	2	Rare
Ant Hunter	2	Rare
Babbling Instigator	2	Rare
Bee, Giant Worker	2	Rare
Blink Dawg	2	Rare
Boring Barnacles	2	Rare
Carnivorous Coral	2	Rare
Cat, Great: Giant Lynx	2	Rare
Centaur	2	Rare
Centaur, Syntaur	2	Rare
Creeping Horror	2	Rare
Dark Folk, Creeper	2	Rare
Eel, Electric	2	Rare
Elf, Grel Mages	2	Rare
Fire-Monk	2	Rare
Goat, Giant	2	Rare
Golem, Puppet	2	Rare
Grave Scrounger	2	Rare
Gut Waller	1+	Rare
Heel Borer	2	Rare
Hippogriff	2	Rare
Hoar Fox	2	Rare
Horned Simian Bush-Grappler	2	Rare
Kangarai Warrior	2	Rare
Latrine Ambusher	2	Rare
Lobe Footed Marsh Dweller	2	Rare
Men: Aborigine/Caveman	1+	Rare
Men: Gypsy	1+	Rare
Monkey, Flying	2	Rare
Nizar'fang	2	Rare
Obsidian Clan Shaman	2 +	Rare
Ogre, Half	2	Rare
Orc, Bounty Hunters	2	Rare
Otter, Giant River	2	Rare
Otter, Giant Sea	2	Rare
Ottermen	2	Rare
Owlbear, Lesser	2	Rare
Parrot, Lesser Psionic	2	Rare
Phantom Follower	2	Rare
Pigdawg, Prancing	2	Rare
Pleistocene Deer	2	Rare
Porcupine, Poison	2	Rare
Quay Lurker	2	Rare
Rat, Vapor	2	Rare
Roof Fiend	2	Rare
Seawolf, Lesser	2	Rare
Sheep, Carnivorous	2	Rare
Skeleton, Animated	2	Rare
Skeleton, Screaming	2	Rare
Skink, Blink	2	Rare
Skink, Drink	2	Rare
Skink, Think	2	Rare
Skullbreaker	2+	Rare
Solifugid, Large	2	Rare
Spirit, Demented	2	Rare

Name	HF	Frequency
Sprite, Water	2	Rare
Stone Warblers	2	Rare
Tanuki	1+	Rare
Tasloi	1+	Rare
Termite Giant Harvester soldier	2	Rare
Troutman	1+	Rare
Weasel, Acid	2	Rare
Weasel, Giant	2	Rare
Weeants	2	Rare
Whip Scorpion, Huge	2	Rare
Xeblor	2	Rare
Yodeling Thrasher	2	Rare
Zephyr Beast	2	Rare
Aarakian Brood Watcher	2	Very Rare
Ant Men, Red Fire	Variable	Very Rare
Ape Shaman	2	Very Rare
Astral Searcher	2	Very Rare
Basilisk, Burrowing	2	Very Rare
Carcass Seether	2	Very Rare
Chaos Corpse	variable	Very Rare
Criocamp	2	Very Rare
Death Dawg	2	Very Rare
Elf, Grey	2	Very Rare
Golem, Guardian	2	Very Rare
Grig	2	Very Rare
Hoar'daa Larvae	2	Very Rare
Ice Fiend	2	Very Rare
Ichthyocentaur	2	Very Rare
Iron Cobra	2	Very Rare
Jelly, Symbiotic	2	Very Rare
Lizardman, Magic-user	1+	Very Rare
Lizardman, Thief	1+	Very Rare
Men: Adventurer	1+	Very Rare
Men: Cleric	1+	Very Rare
Men: Knight	1+	Very Rare
Men: Magic-User	1+	Very Rare
Men: Wild men	1+	Very Rare
Omen Sayer	2+	Very Rare
Pixie, Common	2	Very Rare
Pixie, Mirror	2	Very Rare
Pixie: Hybrid: Pixie Leprechaun	2	Very Rare
Pixie: Hybrid: Pixie-Brownie	2	Very Rare
Purple Gilly	2	Very Rare
Rambumatta	2	Very Rare
Selkie	2 +	Very Rare
Serpent, Cerastes	2	Very Rare
Shrew Klutcher	2	Very Rare
Sinewy Mugger	2	Very Rare
Skithering Yith-Monkey	1+	Very Rare
Sword, Perpetual Swinging	2+	Very Rare
Vargouille	2	Very Rare
Zombie, Talking	2	Very Rare
Beetle, Giant Boring	3	Common
Boar, Snow	3	Common
Cockroach, Hair Lipped	3	Common
Crocodile, Normal	3	Common
Gouger, Dark	3	Common
Jurassic Creatures: Pteranodon	3	Common
Lycanthrope: Were-Goat	4	Common
Modron: Tetrahedrone	3	Common
Nefarian: Devil Minion: Lemure Devil	4	Common
Pig, giant	4	Common
Shark, Dawg Fish	3	Common
Troglodyte	3+	Common
Armored Foliage Creeper	4	Uncommon
Badger, Giant	3	Uncommon
Bison'vyders	4	Uncommon
Boobrie	4	Uncommon
Buffalo/Bison	3	Uncommon
Carrion Crawler	3	Uncommon
Carrion Crawler, Nine-Tentacled	3	Uncommon
Cat, Great: Mountain Lion	4	Uncommon
Cat, Great: Cheetah	4	Uncommon
Cat, Great: Leopard	4	Uncommon
Cattle, Wild	3	Uncommon
Cockroach, Shortwinged	4	Uncommon
Cockroach: Dire	4	Uncommon
DragonKomodo	4	Uncommon
Dralch	4	Uncommon
Dust Digger	4	Uncommon
Elk, Dire	3	Uncommon
Elven Pony	3	Uncommon
Gargoyle, Common	4	Uncommon
Ghoul, Common	4	Uncommon
Gorizzla	4	Uncommon
Grimlock	3+	Uncommon
HedgeHawg, Giant	3	Uncommon
Hydra: common	4+	Uncommon
Impaler, Purple	4	Uncommon
Jurassic Creatures: Ankylosaurus	3	Uncommon
Jurassic Creatures: Dimetrodon	3+	Uncommon
Kenku	3+	Uncommon
LeechMan, Guard	4+	Uncommon
Lycanthrope: Were-Rat	3	Uncommon
Murk Slither	3	Uncommon
Ogre, Aquatic	4+	Uncommon
Pseudo Undead, Wight	3	Uncommon
Sahuagin, Common	3+	Uncommon
Sahuagin, Mutant	4+	Uncommon
Scorpion, Large	3	Uncommon
Shark, Wobbegong	4	Uncommon
Skunk, Giant	3	Uncommon
Snake, Constrictor	4	Uncommon
Snyad	3	Uncommon
Tree Buffalo	3	Uncommon
Trollkin Auxiliaries	4+	Uncommon
Verminator	3	Uncommon
Water Buffalo, Marauding	3	Uncommon
Whipweed	3	Uncommon
Ant, Giant (warrior)	3	Rare
Ape Shaman Warrior	3	Rare
Ape, Carnivorous	4	Rare
Bat, Azmyth	4	Rare
Bat, Huge	3	Rare
Beast Shaman	Variable	Rare
Beetle, Carnage	4	Rare
Beetle, Predacious Diving	3	Rare
Bird: Collector	3	Rare
Brownie, Barbarian	3	Rare
Bullfrog, Giant Man-eating	3	Rare
Cave Cricket, Carnivorous	3	Rare
Centaur	4	Rare
Chimney Sneak	3	Rare
Coffer Corpse	3	Rare
Creeper, Purple Howling	3	Rare
Creeper, Yellow Musk	4	Rare
Crop Lurker	3	Rare
Crustacean: Crab, Giant	3	Rare
Dark Seether	3	Rare
Doombat, Mortal	3	Rare
Dune Stalker	3	Rare
Eagle, Giant	3	Rare
Eblis	3-6	Rare
Elven Wardawg	4	Rare
Firenewt, Common	3	Rare
Firetoad	4	Rare
Fungi, Violet	3	Rare
Gnarl-rons	3	Rare
Gnomish Doom Lord	3	Rare
Gopher, Sewer	3	Rare
Gorangatang	3	Rare
Gorphin	4	Rare
Gut Waller Serpent	3+	Rare
Hippocampus	3	Rare
Hood Winker	4	Rare
Hook Horror	3	Rare
Humanimals, Lesser	3	Rare
Jellyfish, Giant	3	Rare
Jurassic Creatures: Deinonyschus	4	Rare
Killwi	3	Rare
Lamprey, Giant	4	Rare
Lime Green Quivering Mass	3-11	Rare
Luck Eater	4	Rare
Lurker Within	4	Rare
Lurker, Cactus	3	Rare
Moon Dawg	4	Rare
Myconid	3+	Rare
Nar Wasp, Yellow Jacketed	3	Rare
Nefarian: other: HellSpider	4	Rare
Ooze, Gray	4	Rare
Orc, Lord, Gibbering	4	Rare
Owl, Giant	3	Rare
Owlbear, Spotted	4	Rare
Pendulous Feltcher	3	Rare
Pit Howler	3	Rare
Pit Maw	4+	Rare
Porcupine Warrior	3	Rare
Quaggoth, Jald	3	Rare
Quaggoth, Thonot	4	Rare
Raging Bucentaurus	4	Rare
Ram, Giant	4	Rare
Ram'koaran	3	Rare
Ratweiller	3	Rare
Samurai Jackal	3 +	Rare
Screacher	4	Rare
Seal, Feral	3	Rare
Serpentine	4	Rare
Shocker	3	Rare
Skink, Mink	3	Rare
Skulking Carcass	3	Rare
Slobgoblins, Greater	3	Rare
Snow Beasts	3	Rare
Stag, Giant	4	Rare
Throat Grappler	3	Rare
Tick, Giant Mottled	4	Rare
Tick, Giant, Common	3	Rare
Tigertrap, Creeping	3	Rare
Toucan, Hornbilled Terror	3	Rare
Troll, Ice	3	Rare
Urchin, Cannibal Street	3	Rare
Urchin, Giant Land	3	Rare
Urchin, Giant Red	4	Rare
Vampire Hound	4	Rare
Vile Double-Crested Crawdad	4	Rare
Waryur, Lowland	3	Rare
Whale, Narwhal	4	Rare
Witherstench	3	Rare
Wombat, Fiendish Orange	3	Rare
Xyloid	3	Rare
Zygom	3	Rare
Aarakian Queen Mother	3	Very Rare
Ape, Gorilla	3	Very Rare
Bandy Tailed Fighting Cock	4	Very Rare
Barbarian, warrior	3	Very Rare
Beaver, Great Red Marauding	3	Very Rare
Bee, Giant Soldier	3	Very Rare
Beholder-kin, Lensman	4	Very Rare
Beholder-kin, Watcher	4	Very Rare
Brownie, Quickling	3	Very Rare
Bullywug, Advanced	4	Very Rare
Centipede, Megalo-	4	Very Rare
Dark Folk, Stalker	3	Very Rare
Death's Minions	3	Very Rare
Disenchanter	4	Very Rare
Dwarf, Derro	4	Very Rare
Elf, Grugach	3	Very Rare
Enveloper	3+	Very Rare
Firefly, Dire	4	Very Rare
Fungi, Violent	4	Very Rare
Ghoul: Lacedon	4	Very Rare
Gnome, Svirfneblin	3	Very Rare
Gouger, Fanged	3	Very Rare
Huecuva	4	Very Rare
Hyena, Giant	3	Very Rare
Insidious Ichor	3	Very Rare
Ixitxachitl: Cleric	4	Very Rare
Jellyfish, Flying Swamp	3	Very Rare
Kuo-Toa: common	4+	Very Rare
Liontaur	4	Very Rare
Mad Titterling	4	Very Rare
Mandragora	3	Very Rare
Marsh Gibberer	4	Very Rare
Mimic, Tasty Beverage	3	Very Rare
Mud Man	4	Very Rare
Nefarian: other: HellGoat	4	Very Rare
Nefarian: other: Impling	3	Very Rare
Obsidian Lotus	4	Very Rare
Owl, Talking	3	Very Rare
Oyster, Giant, River	3	Very Rare
Oyster, Giant, Sea	4	Very Rare
Phantom Fog	3	Very Rare
Pied Viper	3	Very Rare
Polterzeitgeist	4	Very Rare
Purple Death Bloom	3	Very Rare
Rib Splitter	4	Very Rare
Sea Stalker	4	Very Rare
Slapping Durnkin	3	Very Rare
Snatcher, Map	4	Very Rare
Solifugid, Huge	4	Very Rare
Spasm Master	3	Very Rare
Truculent Terrifier	4	Very Rare
Vortex	3	Very Rare
Walker	3+	Very Rare
Weasel, Extradimensional	4	Very Rare
Zephyr Rider	3	Very Rare

Name	HF	Frequency
Ape, Pack (escaped - see Ape, Gorilla)	3	Unique*
Beetle, Giant Artillery	6	Common
Beetle, Giant Stag	5	Common
Lunger, Saw-Backed	6	Common
Lycanthrope: Were-Wolf	5	Common
Mastodon	7	Common
Modron: Hexahedrone	6	Common
Nefarian: Demon Minion: Mangy	5	Common
Nefarian: Demon Minion: Spawn	Variable	Common
Ogre, Lord	6+	Common
Rhinoceros, Black	7	Common
Rhinoceros, White	6	Common
Satyr, Faun	6	Common
Scorpion, Huge	7	Common
Spider, Water	5	Common
Strangle Plant, Weed	5	Common
Armadillo, Dire	5	Uncommon
Armored Foliage Creeper	6	Uncommon
Beaked Horror	6	Uncommon
Bear, Grizzly	5	Uncommon
Cat, Great: Common Lion	7	Uncommon
Cat, Great: Jaguar	5	Uncommon
Cat, Great: Wild Tiger	7	Uncommon
Crustacean: Crayfish, Giant	5	Uncommon
Dungeon Anemone	5	Uncommon
Giant, Verbeeg	6	Uncommon
Golem, Muck	6	Uncommon
Gorecupine	5	Uncommon
Griffon	5	Uncommon
Hippopotamus	6	Uncommon
Jurassic Creatures: Icthyosaurus	6	Uncommon
Lizard, Subterranean	7	Uncommon
Lunger, Crevice	6	Uncommon
Lunger, Hedgerow	7	Uncommon
Lycanthrope: Were-Dwolf	7	Uncommon
Mastiff, Shadow	7	Uncommon
Mea-Zel	7	Uncommon
Predacious Growler	6	Uncommon
Pseudo Undead, Ghast	6	Uncommon
Pseudo Undead, Wraith	5	Uncommon
Scorpion, Giant	6	Uncommon
Sea Lion	6	Uncommon
Snake Man	5	Uncommon
Snake, Venomous, giant	7	Uncommon
Speckle Coated Horned Charger	6	Uncommon
Spider, Giant	6	Uncommon
Troll, Forest	6	Uncommon
Vaargurdian	6	Uncommon
Witherweed	5 to 10	Uncommon
Wolverine	6	Uncommon
Worm, Yack	5	Uncommon
Bee, Giant Bumblebee	5	Rare
Behemoth	5	Rare
Bogels: Trows	5	Rare
Bolter	7	Rare
Cat, Small: Elven	6	Rare
Cave Fisher	5	Rare
Centaur, Syntaur	5	Rare
Cockroach, Carnivorous Giant	6	Rare
Cockroach, Lightning	6	Rare
Crane, Dire	5	Rare
Denzelian	7+	Rare
Doppler Croc	6	Rare
Elf, Hunter Grel	6	Rare
Elf, Shadow	5	Rare
Firedrake	5	Rare
Firenewt, Cleric	6	Rare
Firenewt, Elite	5	Rare
Firenewt, Strider	5	Rare
Flailing Wailer	6	Rare
Gargoyle, Kapoacinth	5	Rare
Giant Desert Beaver	5	Rare
Gloomwing	7	Rare
Goblin, Gibbering	5	Rare
Gouger, Great	5	Rare
HedgeHawg, Vorpal-Clawed	7	Rare
Horned Rager	6	Rare
Hydra: Pyro	7+	Rare
Igneous Walker	7	Rare
Impaler, Rainbow	7	Rare
Jackalwere	6	Rare
Jelly, Grease	7	Rare
Jelly, Ochre	7	Rare
Larantula	7	Rare
LavaSpawn: Fighters	6	Rare

Name	HF	Frequency
Lizotaur	5+	Rare
Lycanthrope: Were-Boar	6	Rare
Lycanthrope: Were-Lynx	6	Rare
Mongoose, Giant	5	Rare
Mute-Screecher	6	Rare
Nar Wasp, Crimson	5	Rare
Nefarian: Other: Devil Dawg	7	Rare
Ogre, High: Flat-Footed	7	Rare
Ogre, High: Webbed-toe	7	Rare
Orc, Orkin Witch Doctor	5+	Rare
Owlbear, common	5	Rare
Owlbear, Great Horned	5	Rare
Pike, Giant	6	Rare
Porcupine, Giant	5	Rare
Ray, Pungi	5	Rare
Reaving Dervishes	5	Rare
Repeller, Electric	6	Rare
Retch Plant	7	Rare
Rock Reptile	5	Rare
Sandling	7	Rare
Serpent, Barbed	6	Rare
Shadow, Common	5	Rare
Shirkmare	7	Rare
Skin Walker	5+	Rare
Slime, Olive	5	Rare
Slithering Slasher	5	Rare
Stork, Dire	5	Rare
Straw Mound	6+	Rare
Stun Jelly	5	Rare
Thought Eater	6	Rare
Thought Ghoul	6	Rare
Toad, Ice	7	Rare
Triton, Common	7	Rare
Troll, Quorum	6	Rare
Turtle, Bombadier	7	Rare
Uarvax	7	Rare
Vampire Thrall	5+	Rare
Wasp, Giant	6	Rare
Worm, Blood, Giant	7	Rare
Yakitani	6	Rare
Zebotaur	5	Rare
Ant Men, Shaman	6	Very Rare
Anti-Elemental, Air	6	Very Rare
Anti-Elemental, Earth	5	Very Rare
Anti-Elemental, Fire	6	Very Rare
Anti-Elemental, Water	5	Very Rare
Augerlisk	7	Very Rare
Bat, Arcane	7	Very Rare
Beaver, Giant	6	Very Rare
Cat, Great: Snow Leopard	5	Very Rare
Cataplasm	5	Very Rare
Centaur Ant	7	Very Rare
Crustacean: Crab, Dire	6	Very Rare
Death Weaver	6+	Very Rare
Displacer Beast	6	Very Rare
Doorant, Spirit	5	Very Rare
DoppleEwe	5	Very Rare
Doppleganger	5	Very Rare
DragonLord	6+	Very Rare
Dragonnel	6	Very Rare
Drowtaur	7	Very Rare
Dryad	6	Very Rare
Dwarf, Duergar	6	Very Rare
Eagle, Gargantuan	5	Very Rare
Fly, Giant Horse-	5	Very Rare
Gremlin	6	Very Rare
Grieving Herald	6	Very Rare
Humanimals, Greater	7	Very Rare
Hydra: Cryo	7+	Very Rare
Insidious Stalker	7	Very Rare
Ixitxachitl: Vampire	5	Very Rare
Kuo-Toa: Shaman	5+	Very Rare
Lunger, Rafter	5	Very Rare
Madger	5	Very Rare
Mantrap	5+	Very Rare
Mimic, Vegetable	7	Very Rare
Monkey, Poison	7	Very Rare
Monoceros	7	Very Rare
Mynx	5	Very Rare
Ogre, High: Rogue	7	Very Rare
Onerous Carbuncle	6	Very Rare
Orange Tail Plant Squaller	7	Very Rare
Parrot, Grey Ghost	6	Very Rare
Pegasus, Standard	5	Very Rare
Porcupine, Orcupine	5	Very Rare

Name	HF	Frequency
Pseudo-Dragon, Common	5	Very Rare
Pseudo-Pseudo-Dragon	5	Very Rare
Rock Bear	6	Very Rare
Sheet Ghoul	7	Very Rare
Sheet Phantom	6	Very Rare
Slime, Olive - Host	5+	Very Rare
Sloth, Prehistoric	6	Very Rare
Snake, Spitting	5	Very Rare
Solifugid, Giant	6	Very Rare
Solifugid, Tempusfugid	7	Very Rare
Spirit, Wild	6	Very Rare
Swordfish, Vorpal	5	Very Rare
Sylph	6	Very Rare
Termite, Giant Harvester King	5	Very Rare
Thessilkrat	6	Very Rare
Tick, Groin	5	Very Rare
Tiger Fairy	5	Very Rare
Urchin, Giant Yellow	7	Very Rare
Vengeful Troubadour	7+	Very Rare
Wooly Mound	7	Very Rare
Yeti, Arctic	7	Very Rare
Zombie, Brain-Eating	6	Very Rare
Zombie, Flesh-Eating	6	Very Rare
Zombie, Giant	6	Very Rare
Ogre, High: Ryngar	7	Unique
Crocodile, Giant	11	Common
Elephant, Small-Eared	10	Common
Elephant, Standard	11	Common
Jurassic Creatures: Lambeosaurus	9	Common
Nefarian: Devil Minion: Spiny Devil	12	Common
Rhinoceros, Wooly	8	Common
Stench Kow	10	Common
Wolf, Sturm	12	Common
Armored Foliage Creeper	8	Uncommon
Armored Foliage Creeper	10	Uncommon
Basilisk, Lesser	12	Uncommon
Beetle, Giant Rhinoceros	10	Uncommon
Beetle, Predacious Dungeon	11	Uncommon
Cockatrice	11	Uncommon
Elephant, Club Trunked	12	Uncommon
Gelatinous Cube	8	Uncommon
Ghast	8	Uncommon
Hedley Kow	8	Uncommon
Lurker Above	12	Uncommon
Manticore, Common	10	Uncommon
Manticore, Womanticore	8	Uncommon
Modron: Octahedrone	10	Uncommon
Pseudo Undead, Specter	9	Uncommon
Ray: Giant Manta	8	Uncommon
Rust Monster, Common	8	Uncommon
Snake, Constrictor, Giant	8	Uncommon
Solitary Wasp, Giant	8 (F), 4(M)	Uncommon
Spider, Crab	11	Uncommon
Spider, Giant Trapdoor	8	Uncommon
Spirit, Rogue	8	Uncommon
Troll, Glamour	12	Uncommon
Walrus, common	9	Uncommon
War-Hawg	9	Uncommon
Ant Lion, Giant	10	Rare
Ashen Prowler	8	Rare
Bat, Sinister	8	Rare
Bear, Polar	10	Rare
Bugbear, Greater	9	Rare
Carnagesaur	11	Rare
Cat, Great: Spotted Lion	8	Rare
Cat, Great: Smilodon	9	Rare
Catfish, Giant	8	Rare
Catfish, Giant	10	Rare
Catfish, Giant	11	Rare
Catfish, Giant	12	Rare
Cave Chameleon, Large	12	Rare
Cave Moray	8	Rare
Centaur, Syntaur	8	Rare
Cerebral Mauler/Marauder	12	Rare
Chaos Feeder	11	Rare
Crocolisk	11	Rare
Crustacean: Lobster, Giant	8	Rare
Cyclops, Common	11	Rare
Dragon, White	Variable	Rare
DragonKomodo, Dire	8	Rare
Elf, Grel Cleric	9	Rare
Elf, Shadow Grel	10	Rare
Enchanted Doors	10+	Rare
Ettercap	9	Rare
Firenewt, Overlord	11	Rare

Name	HF	Frequency
Golem, Muck, Diseased	8	Rare
Grizzled Bankrass	11	Rare
Harpy	9	Rare
Incinerator	8	Rare
Intellect Devourer, Larva	10	Rare
Jaundiced Grappler	10	Rare
Jellyfish, Dire Man O' War	8	Rare
Jurassic Creatures: Velociraptor	8	Rare
Krueller	12	Rare
Leucrotta	9	Rare
Lizard, Minotaur	10	Rare
Lurker Below	12	Rare
Margoyle	11	Rare
Maulsquito	10	Rare
Mer-Folk: MerShaman	10+	Rare
Minotaur, Ami-Dugis Grove	12	Rare
Minotaur, Common	8	Rare
Mugglawump	9	Rare
Mummy, Adherer	8	Rare
Nefarian: other: Bullweiller	8	Rare
Nefarian: other: Soul Flayer, lesser	8	Rare
Ogre, High: Chub-Foot	8	Rare
Oliphant, Wild	9	Rare
Ooze, Crystal	11	Rare
Orc, Vampire	11	Rare
Peryton	9	Rare
Phycomid	10	Rare
Pod Plant, Malicious	9	Rare
Porculisk	9	Rare
Predacat	9	Rare
Pseudo Vampire: Least	9	Rare
Quivering Disembowler	8	Rare
Satyr, She-, Common	12	Rare
Scorpion, Hell	11	Rare
Seeall	11	Rare
Shark, Goblin	11	Rare
Slithering Tracker	9	Rare
Sloth, Greater Mossback	10	Rare
Snake, Boalisk	9	Rare
Snarl Beast	12	Rare
Spider, Cave	9	Rare
Spirit, Vexing	8	Rare
Squid, Giant Arboreal Land	9	Rare
Thrasher	9	Rare
Thunderherder	11	Rare
Tiger Fly, Female	8	Rare
Tiger Fly, Male	12	Rare
Triclops	8	Rare
Troll, Marine - freshwater	11	Rare
Troll, Muck	9	Rare
Vent-Squawler	8	Rare
Vodrax	8	Rare
Walrus, Rabid	12	Rare
Wolverine, Giant	8	Rare
Zebra, Zebricorn	12	Rare
Zorbo	10	Rare
Ant Men, Enforcer	11	Very Rare
Anti-Elemental, Air	8	Very Rare
Anti-Elemental, Air	11	Very Rare
Anti-Elemental, Earth	8	Very Rare
Anti-Elemental, Earth	11	Very Rare
Anti-Elemental, Fire	9	Very Rare
Anti-Elemental, Fire	12	Very Rare
Anti-Elemental, Water	8	Very Rare
Anti-Elemental, Water	11	Very Rare
Beholder, Spectator	8	Very Rare
Centisteed	9	Very Rare
Cockatrice: Polylisk	9	Very Rare
Confusion Beast	12	Very Rare
Djinni	12	Very Rare
Doppleganger, Master	8	Very Rare
Doppleganger, Predator	10	Very Rare
Dragon, Mist	Variable	Very Rare
DragonFaerie	9	Very Rare
Drelb	11	Very Rare
Drow	8	Very Rare
Ettin	12	Very Rare
Flail Snail	8+	Very Rare
Gagwaller	8	Very Rare
Gibbering Mouther	9	Very Rare
Githyanki	Variable	Very Rare
Githzerai	Variable	Very Rare
Golem Master	8+	Very Rare
Golem, Blood	10	Very Rare
Golem, Flesh	11	Very Rare
Grappling Thrasher	12	Very Rare
Grim	12	Very Rare
Hoar'daa Cow	12	Very Rare
Hunched Shocker	9	Very Rare
Hydra: Lernaean	9+	Very Rare
Jaded Mannacle	8	Very Rare
Jungle-Drac	9	Very Rare
Karkadann	11	Very Rare
LavaSpawn: Multi-Classed	12	Very Rare
LavaSpawn: Spell Casters	10	Very Rare
Lizardman, King	9	Very Rare
Lycanthrope: Were-Badger	8	Very Rare
Lycanthrope: Were-Tiger	11	Very Rare
Meenlock	11	Very Rare
Minotox	12	Very Rare
Necrophidius	9	Very Rare
Nefarian: Demon Minion: Quasit	11	Very Rare
Nefarian: other: Soul Cloaker	12	Very Rare
Nereid	10	Very Rare
Nymph	11	Very Rare
Ooze, Scathing	11	Very Rare
Panda Bear, Trans-Planar	10	Very Rare
Pan-Dimensional Rover	10	Very Rare
Parrot, Greater Psionic	8	Very Rare
Pegasus, Greater	9	Very Rare
Pegasus, Obsidian	9	Very Rare
Pit Mauler	11	Very Rare
Ram, Battering	8	Very Rare
Ray: Deathray	10	Very Rare
Repulser	10	Very Rare
Rift Vortex	n/a	Very Rare
Rock Worm	9	Very Rare
Scarecrow	9	Very Rare
Seawolf, Greater	10	Very Rare
Shadow Fiend	12	Very Rare
Skankgither	8	Very Rare
Skeleton, Giant	12	Very Rare
Skeleton, Monster	11	Very Rare
Snapper-Saw	9	Very Rare
Sussurus	12	Very Rare
Swanman, Swanmay	8	Very Rare
Tainter	10	Very Rare
Teether	8	Very Rare
Termite, Giant Harvester Queen	9	Very Rare
Tin Soldier	9	Very Rare
Treant, Bonsai Ninja	8	Very Rare
Unicorn, Anhiram	11	Very Rare
Urchin, Giant Silver	11	Very Rare
Vegepygmy Dawg	12	Very Rare
Vegepygmy, Bipedal	9	Very Rare
Werebird	12	Very Rare
Whip Scorpion, Giant	9	Very Rare
Wolf, Winter	8	Very Rare
Xorn Hunter	9	Very Rare
Yeth Hound	9	Very Rare
Yuan-Ti, Pureblood	12	Very Rare
Zombie, Ju Ju	12	Very Rare
Zombie, Monster	8	Very Rare
Jurassic Creatures: Stegosaurus	19	Common
Mammoth, Wooly	13	Common
Nefarian: Daemon: Piscodaemon	21	Common
Nefarian: Demon Minion: Nathraak	17	Common
Nefarian: Dem. Min.: Nefaryn, Mature	25+	Common
Nefarian: other: Diakk, Broad	21	Common
Nefarian: other: Diakk, Tall	19	Common
Vile Thunder Beast	13	Common
Whale, Killer	16	Common
Armored Foliage Creeper	13	Uncommon
Armored Foliage Creeper	15	Uncommon
Armored Foliage Creeper	17	Uncommon
Dragonfly, Giant	15	Uncommon
Jurassic Creatures: Elasmosaurus	19	Uncommon
Jurassic Creatures: Nothosaurus	21	Uncommon
Modron: Dodecahedrone	17	Uncommon
Nefarian: Demon Minion: Loogey Spit	13	Uncommon
Nefarian: Devil Minion: Dark Soultress	19	Uncommon
Otyugh	13+	Uncommon
Roc, Birch	19	Uncommon
Rust Monster, Magnetic	13	Uncommon
Satyr, Common	17	Uncommon
Snake, Sea, Giant	14	Uncommon
Spider, Sea	14	Uncommon
Strangle Plant, Tomato	16	Uncommon
Su-Monster	14	Uncommon
Sundew, Giant	13	Uncommon
Titanothere	15	Uncommon
Troll, Common	13	Uncommon
Troll, Crested	14	Uncommon
Troll, Crested Gutter	20+	Uncommon
Troll, Festering	17	Uncommon
Troll, Gutter	13	Uncommon
Troll, Hill	13	Uncommon
Troll, Marine - saltwater	14	Uncommon
Turtle, Giant Sea	16	Uncommon
Turtle, Giant Snapping	18	Uncommon
Wight	13	Uncommon
Wraith, Standard	17	Uncommon
Wyvern	15	Uncommon
Bear, Poisonous	14	Rare
Blind Wretched Pursuer	15	Rare
Bull Angler	15	Rare
Centipede, Tunnel	14	Rare
Chimera	13	Rare
Cockatrice: Cryolisk	17	Rare
Cockatrice: Pyrolisk	17	Rare
Dragon, Black	Variable	Rare
Dragon, Brass	Variable	Rare
Dragon, Copper	Variable	Rare
Elephant, SabreToothed	15	Rare
Gar, Giant	13	Rare
Giant, Hill	14	Rare
Gore Monger, Insatiable	13	Rare
Goregon	18	Rare
Gummy Fiend	19	Rare
Hoar'daa Bull	13	Rare
Jelly, Mustard	18	Rare
Lammasu, Common	16	Rare
Lizard, Red-Bellied Armored	14	Rare
Lycanthrope: Were-Bear	16	Rare
Mammoth, Ram-Horned	13	Rare
Mantis, Dire Field	21	Rare
Masticator, Subterranean	17	Rare
Medusa, Lesser	14	Rare
Minotaur, Tauridon/Tarusian	14	Rare
Mummy, Minion	19 +	Rare
Nefarian: other: Hellcat	16	Rare
Nefarian: other: Imp, Limp-Wristed	15	Rare
Pincher	14	Rare
Pixie, Fighter	14	Rare
Rabbit, Predator	18	Rare
Roc, Marsh	13	Rare
Salamander	18	Rare
Screaming Desert Tortoise	15	Rare
Sirine	20	Rare
Skink, Clink	17	Rare
Sphinx, Criosphinx	18	Rare
Sphinx, Hieracosphinx	14	Rare
Spider, Phase	14	Rare
Tenta'Kill	15	Rare
Thri-Kreen	15	Rare
Triton, Exceptional	15	Rare
Troll Mage	18+	Rare
Trolls, Sand	20	Rare
Umber Hulk, Under Hulk	15	Rare
Unicorn, Common	20	Rare
Vampire Hordes, The	16	Rare
Vampire, Headlong	13	Rare
Worm, Belch	15	Rare
Worm, Spiny Gutter	18	Rare
Zoolem, Hawk/Eagle	17	Rare
Ameoba, Giant	20	Very Rare
Angel: Redeemer	19	Very Rare
Ant Men Queen	15	Very Rare
Arcane Merchant	16	Very Rare
Arvanger, Speckled	15	Very Rare
Arvanger, Spotted	18	Very Rare
Bear, Blizzard	14	Very Rare
Beetle, Death Watch	14	Very Rare
Beholder, Eye of the Deep	16	Very Rare
Beholder, Voyeur	13	Very Rare
Beholder-kin, Examiner	19	Very Rare
Black Annis	14	Very Rare
Catoblepas	13	Very Rare
Chimera: Shymera	15	Very Rare
Cloaker	18	Very Rare
Crypt Thing	13	Very Rare
Djinni, Black	13	Very Rare
Djinni, Noble	17	Very Rare
Doom Harvester	19	Very Rare
Doorant, Tree	14	Very Rare

Name	HF	Frequency
Dopplemeister	13	Very Rare
Dragon, Cloud	Variable	Very Rare
Dragon, Copper Slag-	Variable	Very Rare
Dragon, Green	Variable	Very Rare
DragonHorse	17	Very Rare
DragonKomodo, Giant	15	Very Rare
Drider	16	Very Rare
Elemental, Air	18+	Very Rare
Elemental, Earth	14+	Very Rare
Elemental, Fire	18+	Very Rare
Elemental, Water	18+	Very Rare
Enslaver of the Deep	21	Very Rare
Flesh Thrasher	20	Very Rare
Fungroid	15	Very Rare
Gargoyle Lord	17	Very Rare
Ghost	14	Very Rare
Giant, Prairie	19	Very Rare
Golem, Clay	17	Very Rare
Golem, Gristle	19	Very Rare
Guardian Familiar	18	Very Rare
Haunt	13	Very Rare
Hubrisite	18	Very Rare
Hydra: Medusa	14+	Very Rare
Invisible Heckler	17	Very Rare
Invisible Stalker	21	Very Rare
Jabbervock, Vile	21	Very Rare
Jann	14	Very Rare
Jellyling	15	Very Rare
Jungle Terror	14	Very Rare
Jurassic Creatures: Triloblights	19	Very Rare
Jurynday, Freshwater	16	Very Rare
Kuo-Toa: Monitors	16	Very Rare
Lamia, Common	14	Very Rare
Lamia, Great-Horned	21	Very Rare
Lamia, Noble	21	Very Rare
Lizard, Fire	17	Very Rare
Lizard, Ice	14	Very Rare
Lycanthrope: Foxwoman	18	Very Rare
Lycanthrope: Were-Shark	21	Very Rare
Mimic, Animal	18	Very Rare
Mimic, Mineral	13	Very Rare
Minotaur, Free Range	20	Very Rare
Mummy, Fetid	17	Very Rare
Nefarian: Dem. Min.: Hordling	Variable	Very Rare
Nefarian: Dem. Min.: Nefaryn, Imm.	13+	Very Rare
Nefarian: other: HellHound	18+	Very Rare
Nefarian: other: Imp, Common	13	Very Rare
Nefarian: other: Imp, Penster	17	Very Rare
Oliphant, War	15	Very Rare
Para-Elementals: Magma	18+	Very Rare
Para-Elementals: Ooze	17+	Very Rare
Para-Elementals: Smoke	17+	Very Rare
Phantom Stalker	19	Very Rare
Pixie, Mage	19	Very Rare
Pudding, Deadly	20	Very Rare
Quasi-Elemental Lightning	14+	Very Rare
Quickwood	20	Very Rare
Satyr, She-, Great Horned	20	Very Rare
Sea Harker	21	Very Rare
Shadow Render	20	Very Rare
Skeleton, Red Eyed	14	Very Rare
Snake, Amphisbaena	13	Very Rare
Snake, Snow Serpent	19	Very Rare
Spider, Dire Cave	18	Very Rare
Spriggan	21	Very Rare
Stone Guardian	15	Very Rare
Stump Horror	16	Very Rare
Swanman, Bird Maiden	15	Very Rare
Taunter	14+	Very Rare
Teroth	13	Very Rare
Toad, Doom	13	Very Rare
Toxic Buttercup	18	Very Rare
Transposer	13	Very Rare
Troll, Rock	16	Very Rare
Unicorn, Cortazon	18	Very Rare
Unicorn, Licorn	15	Very Rare
Unicorn, Rimu	14	Very Rare
Vagabond, Astral	Variable	Very Rare
Valkyrie's Steed	21	Very Rare
Walrus, Wretched	16	Very Rare
Water Weird	13	Very Rare
WereMimic	Variable	Very Rare
Yak, Shadow	15	Very Rare
Zebra, Zegasus	13	Very Rare
Zoolem, Dawg/Monkey, etc.	17	Very Rare

Name	HF	Frequency
Shriek, The	21	Unique
Centipede, Huge	35	Common
Jurassic Creatures: Diplodocus	31	Common
Jurassic Creatures: Plesiosaurus	28	Common
Jurassic Creatures: Triceratops	22	Common
Nefarian: Demon Minion: Type I	22	Common
Nefarian: Demon Minion: Type II	33	Common
Nefarian: Devil Minion: Devee'yant	27	Common
Nefarian: Devil Minion: Hell Spawn	34	Common
Nefarian: Devil Minion: Soul Broker	28	Common
Whale, Common	37	Common
Giant, Fomorian	24	Uncommon
Jurassic Creatures: Mamenchisaurus	22	Uncommon
Jurassic Creatures: Tyrannosaurus Rex	24	Uncommon
Mimic, Common	25	Uncommon
Naga, Water	37	Uncommon
Nefarian: Demon Minion: Ebony Death	40	Uncommon
Nefarian: Demon Minion: Type III	38	Uncommon
Nefarian: Devil Minion: Hell Sentinel	22	Uncommon
Nefarian: Devil Minion: Horned Devil	27	Uncommon
Pudding, Black	24	Uncommon
Slaad, Red	25	Uncommon
Troll, Culvert	34	Uncommon
Worm, Dredger	23	Uncommon
Worm, Tenebrous	35	Uncommon
Beetle, Flesh-Eating Gargantuan	25	Rare
Beholder, Gauth	22	Rare
Dao	24	Rare
Dragon, Onyx	Variable	Rare
Dragon, Spiny	Variable	Rare
Dragon, Swack Iron	Variable	Rare
Festering Reaver	41	Rare
Giant, Stone	31	Rare
Medusa, Greater	29	Rare
Mimic, Killer	31	Rare
Modron: Icosahedrone	36	Rare
Morgue Prowler	34+	Rare
Mummy, Follower	25	Rare
Mummy, Warrior	37+	Rare
Naga, Spirit	33	Rare
Needle Fiend	35	Rare
Nefarian: Daemon: Charonadaemon	31	Rare
Nefarian: Dem. Min.: Dark Enchantress	31	Rare
Nefarian: Demon Minion: Succubus	28	Rare
Octopus, Giant	23	Rare
Orc, Vampire High Priest	40	Rare
Otyugh, Neo-	29+	Rare
Rakshasa, Common	29	Rare
Roaring Ghoul	24	Rare
Roc, Common	32	Rare
Roc, Frost	29	Rare
Roper, Common	41	Rare
Roper, Storoper	22	Rare
Shambling Mound	26+	Rare
Shark, Giant Megalodon	22	Rare
Shedu, Lesser	36	Rare
Slaad, Blue	33	Rare
Spectre, Standard	30	Rare
Sphinx, Gynosphinx	23	Rare
Squid, Giant, Common	31	Rare
Trap, Living	22	Rare
Trapper	38	Rare
Treant, Common	30	Rare
Troll, Ancient Gnarled-Toothed	24	Rare
Troll, Giant	25	Rare
Tunnel Squid	26	Rare
Turtle, Gargantuan Snapping	39	Rare
Turtle, Humongus Sea	36	Rare
Umber Hulk, Common	32	Rare
Unicorn, Tricorn	22	Rare
Vampire, Chiang-Shi	33	Rare
Vampire, Common	36	Rare
Wind Walker	23	Rare
Wolfwere	24	Rare
Worm, Purple, Common	22	Rare
Worm, Purple, Mottled	22	Rare
Wraith Lord	41	Rare
Wyrm, Gargantuan Sludge	33	Rare
Zoolem, Horse/Deer	35	Rare
Zoolem, Lion/Tiger	26	Rare
Aerial Servant	29	Very Rare
Alligator, Giant	29	Very Rare
Apparition	25	Very Rare
Avenging Servant	35	Very Rare
Bane Lords	39	Very Rare

Name	HF	Frequency
Banshee Lord	39	Very Rare
Banshee: Groaning Spirit	22	Very Rare
Basilisk: Dracolisk	30	Very Rare
Beholder, Blind	34	Very Rare
Beholder, Undead	34	Very Rare
Beholder-kin, Director	28	Very Rare
Blood Guzzler	23	Very Rare
Bulette	22	Very Rare
Bulette, Hammerhead	22	Very Rare
Cave Chameleon, Gargantuan	26	Very Rare
Centipus	40	Very Rare
Chimera: Gorgimera	29	Very Rare
Chimera: Mimera	27	Very Rare
Couatl	35	Very Rare
Dragon, Ancient Albino Scoria	Variable	Very Rare
Dragon, Blue Horny-Ridged	Variable	Very Rare
Dragon, Bl. Sp.-Bckd Blue-Ridged	Variable	Very Rare
Dragon, Blue Spiny-Horned	30	Very Rare
Dragon, Bronze	Variable	Very Rare
Dragon, Red	Variable	Very Rare
Dragon, Red-Crest. Amber Bellied	Variable	Very Rare
Dragon, Shadow	Variable	Very Rare
Dragon, Silver	Variable	Very Rare
Dragon, Speckled	Variable	Very Rare
Dragon, Swack Iron Albino	Variable	Very Rare
Dragonne	22	Very Rare
Efreeti	23	Very Rare
Galeb Duhr	29+	Very Rare
Giant, Firbolg	24	Very Rare
Giant, Fog	22	Very Rare
Giant, Frost	31	Very Rare
Giant, Gorge	23+	Very Rare
Giant, Mist	28	Very Rare
Giant, Mountain	24	Very Rare
Giant, Scorn	23	Very Rare
Golem, Stone	27	Very Rare
Gorger, Dire	25	Very Rare
Guardian Spirit	33	Very Rare
Hag, Green	24	Very Rare
Hag, Sea	41	Very Rare
Hangman Tree	33+	Very Rare
Hulking Mound	23	Very Rare
Impeder, Great Lucid	33	Very Rare
Infernal Slayer	24	Very Rare
Intellect Devourer, Adult	31	Very Rare
Jurynday, Saltwater	26	Very Rare
Lammasu, Greater	31	Very Rare
Masticator, Articulated	27	Very Rare
Morkoth	22	Very Rare
Naga, Guardian	28	Very Rare
Nefarian: Daemon: Guardian Daemon	24	Very Rare
Nefarian: Demodand: Farastu	38	Very Rare
Nefarian: other: Shadow Demon	24	Very Rare
Nefarian: other: Soul Flayer, greater	35	Very Rare
Nightmare	32	Very Rare
Ogre, Magi	33	Very Rare
Orc, High Priest	24	Very Rare
Para-Elementals: Ice	22+	Very Rare
Pixie, Elder	33	Very Rare
Portal of Devouring	31	Very Rare
Prowler Fish	29	Very Rare
Pseudo Vampire: Greater	34	Very Rare
Pseudo Vampire: Lesser	22	Very Rare
Radiation Elemental	35+	Very Rare
Retriever, Reckless	33 +	Very Rare
Retriever, Relentless	33+	Very Rare
Retriever, Ruthless	33+	Very Rare
Revenant	30	Very Rare
Revenger	29	Very Rare
Righteous Avenger	32	Very Rare
Satyr, Korred	23	Very Rare
Sedusa	22	Very Rare
Shade	26	Very Rare
Snake, Humongus	23	Very Rare
Snow Strider	33	Very Rare
Spider, Gargantuan	24	Very Rare
Squealer	22	Very Rare
Squid, Giant, Land	33	Very Rare
Squid, Giant, Sand	38	Very Rare
Squid, Giant, Snow	38	Very Rare
Stegocentipede	36	Very Rare
Stygian Face Slapper	26	Very Rare
Tangle web	25	Very Rare
Tiger Horse, Flying Albino	30	Very Rare
Time Elemental, Common	n/a	Very Rare

Name	HF	Frequency
Tongue, Giant Slithering	29	Very Rare
Treant, Undead	23	Very Rare
Triton, Leader	30	Very Rare
Triton, Spellcaster	26	Very Rare
Troll, Giant Two-Headed	27	Very Rare
Troll, Merga	22	Very Rare
Troll, Spirit	26	Very Rare
Turtle, Dragon	34	Very Rare
Typhon	22	Very Rare
Valkyrie	30 to 49	Very Rare
Vampire, Asanbosam	32	Very Rare
Vampire, Empusas	37	Very Rare
Vampire, Mulo	24	Very Rare
Vampiricat	24	Very Rare
Vile Shadow Fiend	22	Very Rare
Virusentient, Giant	31	Very Rare
Vision	27	Very Rare
Wild Cat O' Nine Tails	37	Very Rare
Willow, Black	34 to 55	Very Rare
Wolverwere	23	Very Rare
Woodland Fiend	28	Very Rare
Worm, Purple, Sand	27	Very Rare
Wyrm, Gargantuan Amber	40	Very Rare
Xill	24	Very Rare
Xorn	37	Very Rare
Xorn, Xaren	23	Very Rare
Yuan-Ti, Abomination	33	Very Rare
Yuan-Ti, Half-Breed	25+	Very Rare
Zebra, Zightmare	25	Very Rare
Ankou	32	Unique
Jurassic Creatures: Brontosaurus	42	Common
Sea Monster	306	Common
Basilisk, Greater	44	Uncommon
Nefarian: Daemon: Derghodaemon	46	Uncommon
Nefarian: Daemon: Hydrodaemon	49	Uncommon
Nefarian: Daemon: Mezzo Daemon	55	Uncommon
Nefarian: Daemon: Nycadaemon	83	Uncommon
Nefarian: Daemon: YagnoDaemon	53	Uncommon
Nefarian: Demon Minion: Type IV	43	Uncommon
Nefarian: Demon: Bloated Demon	71	Uncommon
Nefarian: Devil Minion: Bone Devil	44	Uncommon
Nefarian: Devil Minion: Ice Devil	92	Uncommon
Slug, Giant	45	Uncommon
Titan	217	Uncommon
Triceratortoise	50	Uncommon
Will-O-(the)-Wisp	59	Uncommon
Giant, Fire	45	Rare
Hollyphant	51	Rare
Mind Flayer: Arcane	47	Rare
Mind Flayer: Psionic	52	Rare
Modron: Parallelpipeton	151	Rare
Modron: Prisaton	114	Rare
Modron: Tetraton	128	Rare
Mummy, Lord	62+	Rare
Nefarian: Daemon: ArcanaDaemon	116	Rare
Nefarian: Demon Minion: Type IX	61	Rare
Nefarian: Demon Minion: Type V	46	Rare
Nefarian: Demon Minion: Type VII	54	Rare
Nefarian: Demon Minion: Type VIII	59	Rare
Nefarian: Demon Minion: Type X	60	Rare
Nefarian: Demon Minion: Type XI	119	Rare
Nefarian: Demon: Minion Type VI	49	Rare
Nefarian: Devil Minion: Pit Fiend	112	Rare
Nefarian: other: Face Seeking Claw	42	Rare
Skraagon	43	Rare
Slaad, Green	48	Rare
Spectre, Bound	46	Rare
Strangle Plant, Vine	60	Rare
Thessalhydra	64	Rare
Vampire, Ancient Regal	61	Rare
Adapter	Variable	Very Rare
Angel	161	Very Rare
Argos	130	Very Rare
Beholder, Common	79	Very Rare
Beholder, Death Kiss	77	Very Rare
Beholder, Elder Orb	237	Very Rare
Beholder-kin, Hive Mother	105	Very Rare
Beholder-kin, Overseer	68	Very Rare
Bog Lurker	56	Very Rare
Cyclops, True	60	Very Rare
Death Harvester	71	Very Rare
Death Knight	52	Very Rare
Deepspawn	72	Very Rare
Demilich	114	Very Rare
Dispatcher	Variable	Very Rare
Dracolich	45+	Very Rare
Dragon, Chromatic	306	Very Rare
Dragon, Cloud - Salamartey	Variable	Very Rare
Dragon, Gold	Variable	Very Rare
Dragon, Mottled	Variable	Very Rare
Dragon, Platinum	301	Very Rare
Dragon, Slag-Scaled Titanium	Variable	Very Rare
Elemental, Greater Periodic	53	Very Rare
Giant, Cloud	45	Very Rare
Giant, Storm	54+	Very Rare
Golem, Iron	50	Very Rare
Grendel	88	Very Rare
Ki-Rin	80	Very Rare
Kraken	66	Very Rare
Leviathan	575	Very Rare
Lich	57	Very Rare
Lich Master	99	Very Rare
Marid	163	Very Rare
Modron: Cylindeton	159	Very Rare
Modron: Decaton	196	Very Rare
Modron: Dodecaton	244	Very Rare
Modron: Hexaton	176	Very Rare
Modron: Octaton	184	Very Rare
Modrons: Icosaton	424	Very Rare
Mutable Juggernaut	83	Very Rare
Nefarian: Daemon: UltroDaemon	106	Very Rare
Nefarian: Demodand: Kelubar	62	Very Rare
Nefarian: Demodand: Shator	95	Very Rare
Nefarian: Demon Minion: Predator	59	Very Rare
Nefarian: other: Frightmare	42	Very Rare
Nefarian: other: Hellephant	87	Very Rare
Nid'Hogg	49	Very Rare
Nighthag	50	Very Rare
Ocean Camel	284	Very Rare
Octogorgon	383	Very Rare
Opinicus	47	Very Rare
Overhorde	260	Very Rare
Phoenix	223	Very Rare
Pixie, Lich	72	Very Rare
Planetar	201	Very Rare
Pseudo Vampire: Lord	50	Very Rare
Rakshasa, Maharajah	79	Very Rare
Rakshasa, Rajah	48	Very Rare
Rakshasa, Ruhk	44	Very Rare
Rath Lord	45 +	Very Rare
Remorhaz	51	Very Rare
Retriever, Skullsplitter	60	Very Rare
Roc: Ruhk	67	Very Rare
Shedu, Greater	77	Very Rare
Sivian Banshee	51	Very Rare
Skeleton Warrior	44	Very Rare
Slaad Lord, Death	128	Very Rare
Slaad, Grey: Executioner	73	Very Rare
Snipe	1000+	Very Rare
Sphinx, Androsphinx	44	Very Rare
Spirit Fiend	47	Very Rare
Spirit Mass	230	Very Rare
Swamp Terror	81	Very Rare
Time Elemental, Noble	n/a	Very Rare
Troll, Iron	65	Very Rare
Vampire, Executioner	42	Very Rare
Web Queen	74	Very Rare
Whale, Giant	96	Very Rare
Wraith-Ryder	78	Very Rare
Wyrm, Gargantuan Bantering Snod	47	Very Rare
Wyrm, Gargantuan Blood	50	Very Rare
Wyrm, Gargantuan Guardian-Sun	90	Very Rare
Wyrm, Gargantuan Snow	43	Very Rare
Zarnithan	121	Very Rare
Medusa, Gorgon	102	Unique
Modron: Primus	972	Unique
Mongoose, King	56	Unique
Nefarian: Daemon Royalty: Anthraxus	301	Unique
Nefarian: Daemon Royalty: Charon	171	Unique
Nefarian: Daemon: OinoDaemon	301	Unique
Nefarian: Demon Royalty: An'Gnarl	144	Unique
Nef.: Dem. Roy.: Arch Demon Kaleb	113	Unique
Nefarian: Dem. Roy.: Demogorgon	209	Unique
Nefarian: Demon Royalty: Dread	199	Unique
Nefarian: Demon Roy.: Duke of Evil	150	Unique
Nefarian: Dem. Roy.: Gar'Rangeeze	133	Unique
Nefarian: Demon Royalty: Graagyn	90	Unique
Nefarian: Dem. Royalty: Lord Scroud	45	Unique
Nefarian: Demon Roy.: Prince Kraas	194	Unique
Nefarian: Demon Roy.: Prince Murgan	185	Unique
Nefarian: Demon Royalty: Taur'Raad	83	Unique
Nefarian: Demon Roy.: Uthbos Evaar	101	Unique
Nefarian: Demon Royalty: Zyandal	158	Unique
Nef.: Dev. Roy.: Arch Devil Malefane	253	Unique
Nefarian: Devil Royalty: Asmodeus	370	Unique
Nef.: Devil Roy.: Burgraad Baydylax	255	Unique
Nefarian: Devil Royalty: De'Yin Vay	159	Unique
Nefarian: Dev. Roy.: Duke Atan'Nyus	217	Unique
Nef.: Dev. Roy.: Duke Braax Mourgon	197	Unique
Nefarian: Devil Royalty: Evilynn	107	Unique
Nefarian: Devil Royalty: Harbinger	94	Unique
Nef.: Dev. Roy.: L. Gargruss Vlaadmaar	212	Unique
Nefarian: Dev. Roy.: Mephistopheles	229	Unique
Nefarian: Dev. Roy.: Saurgaas Baydylax	158	Unique
Nefarian: Devil Royalty: Thraar	185	Unique
Nefarian: Devil Royalty: Vorgaal'Lad	193	Unique
Ouroboros	153	Unique
Relic Devourer	125	Unique
Scylla	114	Unique
Scylla: Charybdis	134	Unique
Simurgh	76	Unique
Slaad Lord Stendam	181	Unique
Slaad Lord Ygori	187	Unique
Tarrasque	577	Unique
Wyrm, Skraag	65	Unique
Ziz	245	Unique

Table 20–D: Random Encounter Tables – Glacier: Day

Name	HF	HoB	DA Tropical d10,000 roll	DB Subtropical d10,000 roll	DC Temperate d10,000 roll	DD Subarctic d10,000 roll	DE Arctic d10,000 roll
Dawg, War	0	2	1 - 120	1 - 117	1 - 118	1 - 116	1 - 112
Dawg, Wild	0	2	121 - 359	118 - 352	119 - 353	117 - 349	113 - 337
Gnomeling	0	3	360 - 419	353 - 410	354 - 412	350 - 407	338 - 393
Gold Bane	0	3	420 - 449	411 - 440	413 - 441	408 - 436	394 - 421
Hound of Ill Omen	0	4	450 - 479	441 - 469	442 - 470	437 - 465	422 - 449
Magic Mocking Mouth	0	4	480 - 509	470 - 498	471 - 500	466 - 494	450 - 477
Magic Mouth, Rogue	0	4	510 - 539	499 - 528	501 - 529	495 - 523	478 - 505
Magic Mouth, Sassy	0	4	540 - 569	529 - 557	530 - 559	524 - 552	506 - 533
Samaritans	0	7	570 - 688	558 - 674	560 - 676	553 - 668	534 - 646
Scarab of Seeking	0	7	689 - 718	675 - 704	677 - 706	669 - 697	–
Seeker, Nose	0	7	719 - 748	705 - 733	–	698 - 726	647 - 674
Tween	0	8	749 - 778	734 - 762	707 - 735	727 - 756	675 - 702
Phantom	Nil	6	779 - 808	763 - 791	736 - 764	757 - 785	703 - 730
Aarakian Worker	1	1	809 - 928	792 - 909	765 - 882	786 - 901	731 - 842
Attention Grabber	1	1	929 - 958	910 - 938	883 - 911	902 - 930	843 - 870
Babbler, Cantakerous	1	1	959 - 1,077	939 - 1,055	912 - 1,029	931 - 1,046	871 - 983
Beetle: Goldbug	1	1	1,078 - 1,137	1,056 - 1,114	1,030 - 1,088	1,047 - 1,104	984 - 1,039
Dwarf, Mountain	1	3	–	1,115 - 1,348	1,089 - 1,323	1,105 - 1,337	–
Gnome Titans	1	3	1,138 - 1,197	1,349 - 1,407	1,324 - 1,382	1,338 - 1,395	1,040 - 1,095
Gnome, Feral	1	3	1,198 - 1,257	1,408 - 1,466	1,383 - 1,441	1,396 - 1,453	1,096 - 1,151
Monkey, Ice	1	5	1,258 - 1,377	1,467 - 1,583	1,442 - 1,558	1,454 - 1,685	1,152 - 1,376
Packasite	1	6	1,378 - 1,437	1,584 - 1,642	1,559 - 1,617	1,686 - 1,743	1,377 - 1,432
Provocator	n/a	6	1,438 - 1,466	1,643 - 1,671	1,618 - 1,646	1,744 - 1,773	1,433 - 1,460
Skeleton, Animal	1	7	1,467 - 1,496	1,672 - 1,700	1,647 - 1,676	1,774 - 1,802	1,461 - 1,488
Spider, Tarantubat	1	7	1,497 - 1,616	1,701 - 1,817	1,677 - 1,793	1,803 - 1,918	1,489 - 1,600
Men: Adventurer	1+	5	1,617 - 1,646	1,818 - 1,847	1,794 - 1,823	1,919 - 1,947	1,601 - 1,629
Men: Viking	1+	5	1,647 - 1,766	1,848 - 1,964	1,824 - 1,940	1,948 - 2,179	1,630 - 1,853
Men: Wild men	1+	5	1,767 - 1,796	1,965 - 1,993	1,941 - 1,970	2,180 - 2,208	1,854 - 1,881
Zealot	Variable	8	1,797 - 1,915	1,994 - 2,111	1,971 - 2,087	2,209 - 2,325	1,882 - 1,994
Aarakian Brood Watcher	2	1	1,916 - 1,945	2,112 - 2,140	2,088 - 2,117	2,326 - 2,354	1,995 - 2,022
Aarakian Warrior	2	1	1,946 - 2,005	2,141 - 2,199	2,118 - 2,176	2,355 - 2,412	2,023 - 2,078
Astral Searcher	2	1	2,006 - 2,035	2,200 - 2,228	2,177 - 2,205	2,413 - 2,441	2,079 - 2,106
Babbler, Incessant	2	1	2,036 - 2,155	2,229 - 2,345	2,206 - 2,323	2,442 - 2,557	2,107 - 2,218
Bear, Cave	2	1	2,156 - 2,275	2,346 - 2,462	2,324 - 2,440	2,558 - 2,673	2,219 - 2,331
Elf, Grel Mages	2	3	2,276 - 2,334	2,463 - 2,521	2,441 - 2,499	2,674 - 2,731	2,332 - 2,387
Golem, Guardian	2	3	2,335 - 2,364	2,522 - 2,550	2,500 - 2,528	2,732 - 2,761	2,388 - 2,415
Hippogriff	2	3	2,365 - 2,424	2,551 - 2,609	2,529 - 2,587	2,762 - 2,819	2,416 - 2,471
Ice Fiend	2	4	2,425 - 2,454	2,610 - 2,638	2,588 - 2,617	2,820 - 2,848	2,472 - 2,527
Pseudo Undead, Ghoul	2	6	2,455 - 2,574	2,639 - 2,755	2,618 - 2,734	2,849 - 2,964	2,528 - 2,639
Skeleton, Animated	2	7	2,575 - 2,634	2,756 - 2,814	2,735 - 2,793	2,965 - 3,022	2,640 - 2,696
Skeleton, Screaming	2	7	2,635 - 2,694	2,815 - 2,873	2,794 - 2,852	3,023 - 3,080	2,697 - 2,752
Snake, Venomous	2	7	2,695 - 2,813	2,874 - 2,990	2,853 - 2,969	3,081 - 3,196	2,753 - 2,864
Zombie, Talking	2	8	2,814 - 2,843	2,991 - 3,019	2,970 - 2,999	3,197 - 3,225	–
Sword, Perpetual Swinging	2+	7	2,844 - 2,873	3,020 - 3,049	–	3,226 - 3,255	2,865 - 2,892
Chaos Corpse	2-30	2	2,874 - 2,903	3,050 - 3,078	3,000 - 3,028	3,256 - 3,284	2,893 - 2,920
Aarakian Queen Mother	3	1	2,904 - 2,933	3,079 - 3,107	3,029 - 3,058	3,285 - 3,313	2,921 - 2,948
Death's Minions	3	2	2,934 - 2,963	3,108 - 3,137	3,059 - 3,087	3,314 - 3,342	2,949 - 2,976
Elf, Grugach	3	3	2,964 - 2,993	3,138 - 3,166	3,088 - 3,116	3,343 - 3,371	2,977 - 3,004
Gnomish Doom Lord	3	3	–		3,117 - 3,175	–	–
Humanimals, Lesser	3	4	2,994 - 3,053	3,167 - 3,225	3,176 - 3,234	3,372 - 3,429	3,005 - 3,061
Pseudo Undead, Wight	3	6	3,054 - 3,172	3,226 - 3,342	3,235 - 3,352	3,430 - 3,545	3,062 - 3,173
Shocker	3	7	3,173 - 3,232	3,343 - 3,400	3,353 - 3,410	3,546 - 3,603	3,174 - 3,229
Skink, Mink	3	7	3,233 - 3,292	3,401 - 3,459	3,411 - 3,469	3,604 - 3,661	3,230 - 3,341
Snow Beasts	3	7	3,293 - 3,352	3,460 - 3,518	3,470 - 3,528	3,662 - 3,719	3,342 - 3,454
Troll, Ice	3	8	3,353 - 3,412	3,519 - 3,576	3,529 - 3,587	3,720 - 3,778	3,455 - 3,566
Urchin, Giant Land	3	8	3,413 - 3,472	3,577 - 3,635	3,588 - 3,646	3,779 - 3,836	3,567 - 3,622
Enveloper	3+	3	3,473 - 3,502	3,636 - 3,664	3,647 - 3,675	3,837 - 3,865	3,623 - 3,650
Kenku	3+	4	3,503 - 3,621	3,665 - 3,781	3,676 - 3,793	3,866 - 3,981	3,651 - 3,763
Walker	3+	8	3,622 - 3,651	3,782 - 3,811	3,794 - 3,822	3,982 - 4,010	3,764 - 3,791
Beholder-kin, Lensman	4	1	3,652 - 3,681	3,812 - 3,840	3,823 - 3,851	4,011 - 4,039	3,792 - 3,819
Beholder-kin, Watcher	4	1	3,682 - 3,711	3,841 - 3,869	3,852 - 3,881	4,040 - 4,068	3,820 - 3,847
Disenchanter	4	2	3,712 - 3,741	3,870 - 3,899	3,882 - 3,910	4,069 - 4,097	3,848 - 3,875
Luck Eater	4	4	3,742 - 3,801	3,900 - 3,957	3,911 - 3,969	4,098 - 4,155	3,876 - 3,931
Moon Dawg	4	5	3,802 - 3,861	3,958 - 4,016	3,970 - 4,028	4,156 - 4,213	3,932 - 3,987
Truculent Terrifier	4	8	3,862 - 3,891	4,017 - 4,045	4,029 - 4,057	4,214 - 4,242	–
Vampire Hound	4	8	3,892 - 3,951	4,046 - 4,104	4,058 - 4,116	4,243 - 4,301	3,988 - 4,043
Weasel, Extradimensional	4	8	3,952 - 3,980	4,105 - 4,133	4,117 - 4,145	4,302 - 4,330	4,044 - 4,071
Doppleganger	5	2	3,981 - 4,010	4,134 - 4,163	4,146 - 4,175	4,331 - 4,359	4,072 - 4,099
Firedrake	5	3	4,011 - 4,070	4,164 - 4,221	4,176 - 4,234	4,360 - 4,417	4,100 - 4,156
Pseudo Undead, Wraith	5	6	4,071 - 4,190	4,222 - 4,338	4,235 - 4,351	4,418 - 4,533	4,157 - 4,268
Vampire Thrall	5+	8	4,191 - 4,250	4,339 - 4,397	4,352 - 4,410	4,534 - 4,591	4,269 - 4,324
Elf, Hunter Grel	6	3	4,251 - 4,310	4,398 - 4,456	–	4,592 - 4,649	4,325 - 4,380
Grieving Herald	6	3	4,311 - 4,340	4,457 - 4,485	4,411 - 4,439	4,650 - 4,678	4,381 - 4,408
Pseudo Undead, Ghast	6	6	4,341 - 4,459	4,486 - 4,602	4,440 - 4,557	4,679 - 4,795	4,409 - 4,521
Sloth, Prehistoric	6	7	–		4,558 - 4,586	–	–
Zombie, Brain-Eating	6	8	4,460 - 4,489	4,603 - 4,632	4,587 - 4,616	4,796 - 4,824	4,522 - 4,549
Zombie, Flesh-Eating	6	8	4,490 - 4,519	4,633 - 4,661	4,617 - 4,645	4,825 - 4,853	4,550 - 4,577
Zombie, Giant	6	8	4,520 - 4,549	4,662 - 4,690	4,646 - 4,675	4,854 - 4,882	4,578 - 4,605
Anti-Elemental, Air	6+	1	4,550 - 4,579	4,691 - 4,720	4,676 - 4,704	4,883 - 4,911	4,606 - 4,633
Anti-Elemental, Fire	6 +	1	4,580 - 4,609	4,721 - 4,749	4,705 - 4,733	4,912 - 4,940	4,634 - 4,689
Ogre, Lord	6+	6	4,610 - 4,848	4,750 - 4,983	4,734 - 4,969	–	4,690 - 4,914

Name	HF	HoB	DA Tropical d10,000 roll	DB Subtropical d10,000 roll	DC Temperate d10,000 roll	DD Subarctic d10,000 roll	DE Arctic d10,000 roll
Humanimals, Greater	7	4	4,849 - 4,878	4,984 - 5,013	4,970 - 4,998	4,941 - 4,969	4,915 - 4,942
Snake, Venomous, giant	7	7	4,879 - 4,998	5,014 - 5,130	4,999 - 5,116	4,970 - 5,085	–
Toad, Ice	7	8	4,999 - 5,058	5,131 - 5,189	5,117 - 5,174	5,086 - 5,201	4,943 - 5,054
Yeti, Arctic	7	8	5,059 - 5,088	5,190 - 5,218	5,175 - 5,204	5,202 - 5,230	5,055 - 5,110
Hydra: Cryo	7+	4	5,089 - 5,118	5,219 - 5,247	5,205 - 5,233	5,231 - 5,260	5,111 - 5,166
Beholder, Spectator	8	1	5,119 - 5,148	5,248 - 5,276	5,234 - 5,263	5,261 - 5,289	5,167 - 5,195
Gagwaller	8	3	5,149 - 5,178	5,277 - 5,306	5,264 - 5,292	5,290 - 5,318	5,196 - 5,223
Zombie, Monster	8	8	5,179 - 5,207	5,307 - 5,335	5,293 - 5,321	5,319 - 5,347	5,224 - 5,251
Dragon, White	Variable	2	5,208 - 5,267	5,336 - 5,394	5,322 - 5,380	5,348 - 5,405	5,252 - 5,363
Elf, Grel Cleric	9	3	5,268 - 5,327	5,395 - 5,452	5,381 - 5,439	5,406 - 5,463	5,364 - 5,419
Necrophidius	9	5	5,328 - 5,357	5,453 - 5,482	5,440 - 5,468	5,464 - 5,492	5,420 - 5,447
Pseudo Undead, Specter	9	6	5,358 - 5,477	5,483 - 5,599	5,469 - 5,586	5,493 - 5,608	5,448 - 5,560
Scarecrow	9	7	5,478 - 5,507	5,600 - 5,628	5,587 - 5,615	5,609 - 5,637	–
Tin Soldier	9	8	5,508 - 5,537	5,629 - 5,658	–	5,638 - 5,666	5,561 - 5,588
Bear, Polar	10	1	5,538 - 5,597	5,659 - 5,716	5,616 - 5,674	5,667 - 5,724	5,589 - 5,700
Doppleganger, Predator	10	2	5,598 - 5,626	5,717 - 5,746	5,675 - 5,704	5,725 - 5,754	5,701 - 5,728
Elf, Shadow Grel	10	3	5,627 - 5,686	5,747 - 5,804	5,705 - 5,762	5,755 - 5,812	5,729 - 5,784
Golem, Blood	10	3	5,687 - 5,716	5,805 - 5,833	5,763 - 5,792	5,813 - 5,841	5,785 - 5,812
Panda Bear, Trans-Planar	10	6	5,717 - 5,746	5,834 - 5,863	5,793 - 5,821	5,842 - 5,870	5,813 - 5,840
Pan-Dimensional Rover	10	6	5,747 - 5,776	5,864 - 5,892	5,822 - 5,851	5,871 - 5,899	5,841 - 5,868
Cyclops, Common	11	2	5,777 - 5,836	5,893 - 5,951	5,852 - 5,909	5,900 - 5,957	5,869 - 5,925
Golem, Flesh	11	3	5,837 - 5,866	5,952 - 5,980	5,910 - 5,939	5,958 - 5,986	5,926 - 5,953
Seeall	11	7	5,867 - 5,926	5,981 - 6,039	5,940 - 5,998	5,987 - 6,044	5,954 - 6,009
Skeleton, Monster	11	7	5,927 - 5,956	6,040 - 6,068	5,999 - 6,027	6,045 - 6,073	6,010 - 6,037
Basilisk, Lesser	12	1	5,957 - 6,075	6,069 - 6,185	6,028 - 6,145	6,074 - 6,189	6,038 - 6,149
Djinni	12	2	6,076 - 6,105	6,186 - 6,215	6,146 - 6,174	6,190 - 6,218	6,150 - 6,177
Nefarian: other: Soul Cloaker	12	5	6,106 - 6,135	6,216 - 6,244	6,175 - 6,203	6,219 - 6,248	6,178 - 6,205
Rift Vortex	n/a	7	6,136	6,245	6,204	6,249	6,206
Shadow Fiend	12	7	6,137 - 6,166	6,246 - 6,274	6,205 - 6,234	6,250 - 6,278	6,207 - 6,234
Skeleton, Giant	12	7	6,167 - 6,196	6,275 - 6,303	6,235 - 6,263	6,279 - 6,307	6,235 - 6,263
Crypt Thing	13	2	6,197 - 6,226	6,304 - 6,333	6,264 - 6,293	6,308 - 6,336	6,264 - 6,291
Djinni, Black	13	2	6,227 - 6,256	6,334 - 6,362	6,294 - 6,322	6,337 - 6,365	6,292 - 6,319
Doppelmeister	13	2	6,257 - 6,286	6,363 - 6,391	6,323 - 6,351	6,366 - 6,394	6,320 - 6,347
Gore Monger, Insatiable	13	3	6,287 - 6,346	6,392 - 6,450	6,352 - 6,410	6,395 - 6,452	6,348 - 6,403
Haunt	13	3	6,347 - 6,376	6,451 - 6,479	6,411 - 6,440	6,453 - 6,481	6,404 - 6,431
Mammoth, Ram-Horned	13	4	6,377 - 6,495	6,480 - 6,597	6,441 - 6,557	6,482 - 6,597	6,432 - 6,543
Mammoth, Wooly	13	4	6,496 - 6,974	6,598 - 7,066	6,558 - 7,028	6,598 - 7,062	6,544 - 6,993
Teroth	13	7	6,975 - 7,004	7,067 - 7,095	7,029 - 7,057	7,063 - 7,091	6,994 - 7,021
Transposer	13	8	7,005 - 7,034	7,096 - 7,124	7,058 - 7,086	7,092 - 7,120	7,022 - 7,049
Vampire, Headlong	13	8	7,035 - 7,094	7,125 - 7,183	7,087 - 7,145	7,121 - 7,178	7,050 - 7,105
Bear, Blizzard	14	1	7,095 - 7,124	7,184 - 7,212	7,146 - 7,175	7,179 - 7,207	7,106 - 7,161
Lizard, Ice	14	4	7,125 - 7,154	7,213 - 7,242	7,176 - 7,204	7,208 - 7,236	7,162 - 7,217
Medusa, Lesser	14	4	7,155 - 7,214	7,243 - 7,300	7,205 - 7,263	7,237 - 7,295	7,218 - 7,273
Skeleton, Red Eyed	14	7	7,215 - 7,244	7,301 - 7,329	7,264 - 7,292	7,296 - 7,324	7,274 - 7,301
Spider, Phase	14	7	7,245 - 7,303	7,330 - 7,388	7,293 - 7,351	7,325 - 7,382	7,302 - 7,358
Elemental, Earth	14+	3	7,304 - 7,333	7,389 - 7,417	7,352 - 7,380	7,383 - 7,411	7,359 - 7,386
Taunter	14+	7	7,334 - 7,363	7,418 - 7,447	7,381 - 7,410	7,412 - 7,440	7,387 - 7,414
Stone Guardian	15	7	7,364 - 7,393	7,448 - 7,476	7,411 - 7,439	7,441 - 7,469	7,415 - 7,442
Vagabond, Astral	Variable	8	7,394 - 7,423	7,477 - 7,505	7,440 - 7,469	7,470 - 7,498	7,443 - 7,470
WereMimic	Variable	8	7,424 - 7,453	7,506 - 7,535	7,470 - 7,498	7,499 - 7,527	7,471 - 7,498
Vampire Hordes, The	16	8	7,454 - 7,513	7,536 - 7,593	7,499 - 7,557	7,528 - 7,585	7,499 - 7,554
Djinni, Noble	17	2	7,514 - 7,543	7,594 - 7,623	7,558 - 7,586	7,586 - 7,614	7,555 - 7,582
Golem, Clay	17	3	7,544 - 7,573	7,624 - 7,652	7,587 - 7,616	7,615 - 7,643	7,583 - 7,610
Zoolem, Dawg/Monkey, etc.	17	8	7,574 - 7,603	7,653 - 7,681	7,617 - 7,645	7,644 - 7,672	7,611 - 7,638
Zoolem, Hawk/Eagle	17	8	7,604 - 7,663	7,682 - 7,740	7,646 - 7,704	7,673 - 7,730	7,639 - 7,695
Para-Elementals: Smoke	17+	6	7,664 - 7,693	7,741 - 7,769	7,705 - 7,733	7,731 - 7,760	7,696 - 7,723
Elemental, Air	18+	3	7,694 - 7,722	7,770 - 7,798	7,734 - 7,763	7,761 - 7,789	7,724 - 7,751
Elemental, Fire	18+	3	7,723 - 7,752	7,799 - 7,828	7,764 - 7,792	7,790 - 7,818	7,752 - 7,779
Elemental, Water	18+	3	7,753 - 7,782	7,829 - 7,857	7,793 - 7,821	7,819 - 7,847	7,780 - 7,807
Doom Harvester	19	2	7,783 - 7,812	7,858 - 7,886	7,822 - 7,851	7,848 - 7,876	7,808 - 7,835
Golem, Gristle	19	3	7,813 - 7,842	7,887 - 7,916	7,852 - 7,880	7,877 - 7,905	7,836 - 7,863
Snake, Snow Serpent	19	7	7,843 - 7,872	7,917 - 7,945	7,881 - 7,910	7,906 - 7,934	7,864 - 7,919
Invisible Stalker	21	4	7,873 - 7,902	7,946 - 7,974	7,911 - 7,939	7,935 - 7,963	7,920 - 7,947
Shriek, The	21	7	7,903	7,975	7,940	7,964	7,948
Spriggan	21	7	7,904 - 7,933	7,976 - 8,005	7,941 - 7,969	7,965 - 7,993	7,949 - 7,976
Beholder, Gauth	22	1	7,934 - 7,993	8,006 - 8,063	7,970 - 8,028	7,994 - 8,051	7,977 - 8,032
Vile Shadow Fiend	22	8	7,994 - 8,023	8,064 - 8,093	8,029 - 8,058	8,052 - 8,080	8,033 - 8,061
Dragon, Ancient Albino Scoria	Variable	2	8,024 - 8,053	8,094 - 8,122	8,059 - 8,087	8,081 - 8,109	8,062 - 8,089
Para-Elementals: Ice	22+	6	8,054 - 8,113	8,123 - 8,181	8,088 - 8,146	8,110 - 8,167	8,090 - 8,145
Giant, Scorn	23	3	8,114 - 8,142	8,182 - 8,210	8,147 - 8,175	8,168 - 8,196	8,146 - 8,173
Treant, Undead	23	8	8,143 - 8,172	8,211 - 8,239	8,176 - 8,205	8,197 - 8,225	8,174 - 8,201
Dragon, Red-Crested Amber Bellied	Variable	2	8,173 - 8,202	8,240 - 8,268	8,206 - 8,234	8,226 - 8,255	8,202 - 8,229
Giant, Gorge	23+	3	8,203 - 8,232	8,269 - 8,298	8,235 - 8,263	8,256 - 8,284	8,230 - 8,257
Dao	24	2	8,233 - 8,292	8,299 - 8,356	8,264 - 8,322	8,285 - 8,342	8,258 - 8,313
Vampire, Mulo	24	8	8,293 - 8,322	8,357 - 8,386	8,323 - 8,352	8,343 - 8,371	8,314 - 8,341
Vampiricat	24	8	8,323 - 8,352	8,387 - 8,415	8,353 - 8,381	8,372 - 8,400	8,342 - 8,369
Dragon, Speckled	Variable	2	8,353 - 8,382	8,416 - 8,444	8,382 - 8,410	8,401 - 8,429	8,370 - 8,398
Shade	26	7	8,383 - 8,412	8,445 - 8,474	8,411 - 8,440	8,430 - 8,458	8,399 - 8,426
Zoolem, Lion/Tiger	26	8	8,413 - 8,472	8,475 - 8,532	8,441 - 8,499	8,459 - 8,516	8,427 - 8,482
Vision	27	8	8,473 - 8,502	8,533 - 8,562	8,500 - 8,528	8,517 - 8,545	8,483 - 8,510
Beholder-kin, Director	28	1	8,503 - 8,532	8,563 - 8,591	8,529 - 8,557	8,546 - 8,574	8,511 - 8,538
Aerial Servant	29	1	8,533 - 8,561	8,592 - 8,620	8,558 - 8,587	8,575 - 8,603	8,539 - 8,566

Name	HF	HoB	DA Tropical d10,000 roll	DB Subtropical d10,000 roll	DC Temperate d10,000 roll	DD Subarctic d10,000 roll	DE Arctic d10,000 roll
Medusa, Greater	29	4	8,562 - 8,621	8,621 - 8,679	8,588 - 8,646	8,604 - 8,661	8,567 - 8,622
Revenger	29	6	8,622 - 8,651	8,680 - 8,708	8,647 - 8,675	8,662 - 8,690	8,623 - 8,650
Basilisk: Dracolisk	30	1	8,652 - 8,681	8,709 - 8,738	8,676 - 8,704	8,691 - 8,719	8,651 - 8,678
Time Elemental, Common	n/a	8	8,682 - 8,711	8,739 - 8,767	8,705 - 8,734	8,720 - 8,748	8,679 - 8,706
Giant, Frost	31	3	8,712 - 8,741	8,768 - 8,796	8,735 - 8,763	8,749 - 8,778	8,707 - 8,763
Portal of Devouring	31	6	8,742 - 8,771	8,797 - 8,825	8,764 - 8,793	8,779 - 8,807	8,764 - 8,791
Righteous Avenger	32	7	8,772 - 8,801	8,826 - 8,855	8,794 - 8,822	8,808 - 8,836	8,792 - 8,819
Guardian Spirit	33	3	8,802 - 8,831	8,856 - 8,884	8,823 - 8,851	8,837 - 8,865	8,820 - 8,847
Vampire, Chiang-Shi	33	8	8,832 - 8,891	8,885 - 8,943	8,852 - 8,910	8,866 - 8,923	8,848 - 8,903
Retriever, Reckless	33 +	6	8,892 - 8,921	8,944 - 8,972	8,911 - 8,940	8,924 - 8,952	8,904 - 8,931
Retriever, Relentless	33+	6	8,922 - 8,951	8,973 - 9,001	8,941 - 8,969	8,953 - 8,981	8,932 - 8,959
Retriever, Ruthless	33+	6	8,952 - 8,980	–	8,970 - 8,998	8,982 - 9,010	8,960 - 8,987
Beholder, Undead	34	1	8,981 - 9,010	9,002 - 9,031	8,999 - 9,028	9,011 - 9,039	8,988 - 9,015
Avenging Servant	35	1	9,011 - 9,040	9,032 - 9,060	9,029 - 9,057	9,040 - 9,068	9,016 - 9,043
Zoolem, Horse/Deer	35	8	9,041 - 9,100	9,061 - 9,119	9,058 - 9,116	9,069 - 9,126	9,044 - 9,099
Radiation Elemental	35+	6	9,101 - 9,130	9,120 - 9,148	9,117 - 9,145	9,127 - 9,155	9,100 - 9,128
Vampire, Empusas	37	8	9,131 - 9,160	9,149 - 9,177	9,146 - 9,175	9,156 - 9,184	9,129 - 9,156
Squid, snow	38	7	9,161 - 9,190	9,178 - 9,207	9,176 - 9,204	9,185 - 9,213	9,157 - 9,212
Bane Lords	39	1	9,191 - 9,220	9,208 - 9,236	9,205 - 9,234	9,214 - 9,242	9,213 - 9,240
Dragon, Gold	Variable	2	9,221 - 9,250	9,237 - 9,265	9,235 - 9,263	9,243 - 9,272	9,241 - 9,268
Dragon, Slag-Scaled Titanium	Variable	2	9,251 - 9,280	9,266 - 9,294	9,264 - 9,292	9,273 - 9,301	9,269 - 9,296
Wyrm, Gargantuan Snow	43	8	9,281 - 9,310	9,295 - 9,324	9,293 - 9,322	9,302 - 9,330	9,297 - 9,352
Basilisk, Greater	44	1	9,311 - 9,429	9,325 - 9,441	9,323 - 9,439	9,331 - 9,446	9,353 - 9,465
Skeleton Warrior	44	7	9,430 - 9,459	9,442 - 9,470	9,440 - 9,469	9,447 - 9,475	9,466 - 9,493
Spirit Fiend	47	7	9,460 - 9,489	9,471 - 9,500	9,470 - 9,498	9,476 - 9,504	9,494 - 9,521
Golem, Iron	50	3	9,490 - 9,519	9,501 - 9,529	9,499 - 9,528	9,505 - 9,533	9,522 - 9,549
Sivian Banshee	51	7	9,520 - 9,549	9,530 - 9,558	9,529 - 9,557	9,534 - 9,562	9,550 - 9,577
Death Knight	52	2	9,550 - 9,579	9,559 - 9,588	9,558 - 9,586	9,563 - 9,591	9,578 - 9,605
Elemental, Greater Periodic	53	3	9,580 - 9,609	9,589 - 9,617	9,587 - 9,616	9,592 - 9,620	9,606 - 9,633
Cyclops, True	60	2	9,610 - 9,639	9,618 - 9,646	9,617 - 9,645	9,621 - 9,649	9,634 - 9,661
Thessalhydra	64	7	9,640 - 9,699	9,647 - 9,705	9,646 - 9,704	9,650 - 9,707	9,662 - 9,717
Beholder-kin, Overseer	68	1	9,700 - 9,729	9,706 - 9,734	9,705 - 9,733	9,708 - 9,736	9,718 - 9,745
Death Harvester	71	2	9,730 - 9,759	9,735 - 9,763	9,734 - 9,763	9,737 - 9,766	9,746 - 9,773
Deepspawn	72	2	9,760 - 9,789	9,764 - 9,793	9,764 - 9,792	9,767 - 9,795	9,774 - 9,801
Beholder, Death Kiss	77	1	9,790 - 9,818	9,794 - 9,822	9,793 - 9,822	9,796 - 9,824	9,802 - 9,830
Time Elemental, Noble	n/a	8	9,819 - 9,848	9,823 - 9,851	9,823 - 9,851	9,825 - 9,853	9,831 - 9,858
Medusa, Gorgon	102	4	9,849	9,852	9,852	9,854	9,859
Beholder-kin, Hive Mother	105	1	9,850 - 9,879	9,853 - 9,882	9,853 - 9,881	9,855 - 9,883	9,860 - 9,887
Demilich	114	2	9,880 - 9,909	9,883 - 9,911	9,882 - 9,911	9,884 - 9,912	9,888 - 9,915
Angel	161	1	9,910 - 9,939	9,912 - 9,940	9,912 - 9,940	9,913 - 9,941	9,916 - 9,943
Tarrasque	577	7	9,940	9,941	9,941	9,942	9,944
Adapter	Variable	1	9,941 - 9,970	9,942 - 9,971	9,942 - 9,971	9,943 - 9,971	9,945 - 9,972
Dispatcher	Variable	2	9,971 - 10,000	9,972 - 10,000	9,972 - 10,000	9,972 - 10,000	9,973 - 10,000

Table 20–I: Random Encounter Tables – Marsh, Salt: Day

Name	HF	HoB	IA Tropical d10,000 roll	IB Subtropical d10,000 roll	IC Temperate d10,000 roll	ID Subarctic d10,000 roll	IE Arctic d10,000 roll
Bird: Standard	-1	1	1 - 87	1 - 88	1 - 83	1 - 116	–
Beast of Burden, Horse, Riding	0	1	88 - 175	89 - 176	84 - 166	117 - 232	–
Beast of Burden: Donkey	0	1	176 - 219	177 - 220	167 - 208	233 - 290	–
Beast of Burden: Horse, Draft	0	1	220 - 306	221 - 309	209 - 291	291 - 406	–
Beast of Burden: Horse, Light War	0	1	307 - 350	310 - 353	292 - 332	407 - 464	–
Beast of Burden: Horse, Medium War	0	1	351 - 394	354 - 397	333 - 374	465 - 522	–
Beast of Burden: Horse, Pony	0	1	395 - 437	398 - 441	375 - 415	523 - 580	–
Beast of Burden: Horse, Wild	0	1	438 - 481	442 - 485	416 - 457	581 - 638	–
Beast of Burden: Mule	0	1	482 - 569	486 - 573	458 - 540	639 - 754	–
Bee, Regular	0	1	–	–	541 - 623	–	–
Beetle, Common	0	1	570 - 656	–	624 - 706	–	–
Bird: Condor	0	1	657 - 700	574 - 617	707 - 747	755 - 812	–
Bird: Falcon	0	1	–	–	748 - 789	–	–
Bird: Hawk, Large	0	1	–	–	790 - 830	–	–
Bird: Swan	0	1	–	–	831 - 913	813 - 928	–
Centipede, Giant	0	2	701 - 787	618 - 705	914 - 996	929 - 1,044	1 - 159
Dawg, War	0	2	788 - 831	706 - 749	997 - 1,038	1,045 - 1,102	160 - 238
Dawg, Wild	0	2	832 - 919	750 - 837	1,039 - 1,121	1,103 - 1,218	239 - 397
Enigma Lice	0	3	920 - 940	838 - 859	1,122 - 1,142	–	–
Fleshpecker	0	3	–	–	1,143 - 1,183	–	–
Gnomeling	0	3	941 - 962	860 - 881	1,184 - 1,204	1,219 - 1,247	398 - 437
Gold Bane	0	3	963 - 973	882 - 893	1,205 - 1,214	1,248 - 1,262	438 - 457
Goo, Amber	Nil	3	974 - 1,017	894 - 937	1,215 - 1,256	1,263 - 1,320	–
Hound of Ill Omen	0	4	1,018 - 1,028	938 - 948	1,257 - 1,266	1,321 - 1,334	458 - 477
Invisible Horror	0	4	1,029 - 1,039	949 - 959	1,267 - 1,276	1,335 - 1,349	478 - 497
Jackalope, Standard	0	4	–	–	1,277 - 1,318	–	–
Jurassic Creatures: Archaeopteryx	0	4	1,040 - 1,050	960 - 970	–	–	–
Leech, Groin	0	4	1,051 - 1,072	971 - 992	1,319 - 1,339	–	–
Leech, Luck-Draining Muck	0	4	1,073 - 1,094	993 - 1,014	1,340 - 1,360	–	–
Magic Mocking Mouth	0	4	1,095 - 1,104	1,015 - 1,025	1,361 - 1,370	1,350 - 1,363	498 - 517
Magic Mouth, Common	0	4	1,105 - 1,126	1,026 - 1,047	1,371 - 1,391	1,364 - 1,392	518 - 556

Name	HF	HoB	IA Tropical d10,000 roll	IB Subtropical d10,000 roll	IC Temperate d10,000 roll	ID Subarctic d10,000 roll	IE Arctic d10,000 roll
Magic Mouth, Rogue	0	4	1,127 - 1,137	1,048 - 1,058	1,392 - 1,401	1,393 - 1,407	557 - 576
Magic Mouth, Sassy	0	4	1,138 - 1,148	1,059 - 1,069	1,402 - 1,411	1,408 - 1,421	577 - 596
Men: Pilgrim	0	5	1,149 - 1,192	1,070 - 1,113	1,412 - 1,453	1,422 - 1,480	–
Mosquitos, Ravenous	0	5	1,193 - 1,214	1,114 - 1,135	–	–	–
Muckdweller	0	5	1,215 - 1,236	1,136 - 1,157	1,454 - 1,474	–	–
Orc, Orkin Bandits	0	6	1,237 - 1,279	1,158 - 1,201	1,475 - 1,515	1,481 - 1,538	597 - 676
Parasites: Diseased	0	6	1,280 - 1,323	1,202 - 1,245	1,516 - 1,557	–	–
Parasites: Magus Ticks	0	6	–	–	1,558 - 1,577	–	–
Parasites: Paralyzing Fleas	0	6	1,324 - 1,345	1,246 - 1,267	1,578 - 1,598	1,539 - 1,567	–
Podling	0	6	1,346 - 1,356	–	–	–	–
Rook: Raven, Common	0	7	1,357 - 1,443	1,268 - 1,355	1,599 - 1,681	1,568 - 1,683	–
Rook: Raven, Huge	0	7	1,444 - 1,487	1,356 - 1,399	1,682 - 1,723	1,684 - 1,741	–
Rot Grub, Candy Striped	0	7	1,488 - 1,498	1,400 - 1,410	1,724 - 1,733	1,742 - 1,755	677 - 695
Rot Grub, Common	0	7	1,499 - 1,520	1,411 - 1,432	1,734 - 1,754	1,756 - 1,784	696 - 735
Samaritans	0	7	1,521 - 1,564	1,433 - 1,477	1,755 - 1,795	1,785 - 1,842	736 - 815
Scarab of Seeking	0	7	1,565 - 1,575	1,478 - 1,488	1,796 - 1,806	1,843 - 1,857	–
Scarab, common	0	7	1,576 - 1,662	1,489 - 1,576	1,807 - 1,889	1,858 - 1,973	–
Scorpion, common	0	7	1,663 - 1,750	1,577 - 1,664	–	–	–
Seeker, Ear	0	7	–	–	1,890 - 1,899	–	–
Seeker, Eye	0	7	–	–	1,900 - 1,910	–	–
Seeker, Nose	0	7	1,751 - 1,761	1,665 - 1,675	–	1,974 - 1,987	816 - 835
Sheep, Giant	0	7	–		1,911 - 1,951	–	–
Spry Railer	0	7	1,762 - 1,804	1,676 - 1,719	1,952 - 1,993	–	–
Subcutaneous Feeder	0	7	1,805 - 1,826	1,720 - 1,741	1,994 - 2,013	1,988 - 2,016	836 - 874
Tiger Fly, Larva	0	7	1,827 - 1,848	1,742 - 1,763	2,014 - 2,034	2,017 - 2,045	–
Tween	0	8	1,849 - 1,859	1,764 - 1,774	2,035 - 2,044	2,046 - 2,060	875 - 894
Weasel, Common	0	8	–	–	2,045 - 2,086	–	–
Weevil, Blood, Adult	0	8	1,860 - 1,881	1,775 - 1,796	2,087 - 2,107	–	–
Weevil, Larva	0	8	1,882 - 1,925	1,797 - 1,840	2,108 - 2,148	–	–
Whip Scorpion, Large	0	8	1,926 - 1,947	1,841 - 1,862	2,149 - 2,169	2,061 - 2,089	–
Phantom	Nil	6	1,948 - 1,957	1,863 - 1,873	2,170 - 2,179	2,090 - 2,103	895 - 914
Ant Men, Workers	I	I	1,958 - 1,979	1,874 - 1,895	2,180 - 2,200	2,104 - 2,132	–
Attention Grabber	I	I	1,980 - 1,990	1,896 - 1,906	2,201 - 2,211	2,133 - 2,147	915 - 934
Babbler, Cantakerous	I	I	1,991 - 2,034	1,907 - 1,950	2,212 - 2,252	2,148 - 2,205	935 - 1,013
Bat, Fire	I	I	2,035 - 2,045	–	–	–	–
Beast of Burden: Horse, Heavy War	I	I	2,046 - 2,089	1,951 - 1,994	2,253 - 2,294	2,206 - 2,263	–
Beetle: Goldbug	I	I	2,090 - 2,111	1,995 - 2,016	2,295 - 2,314	2,264 - 2,292	1,014 - 1,053
Black Poppy	I	I	2,112 - 2,121	2,017 - 2,027	2,315 - 2,325	2,293 - 2,306	–
Brain Mite, Carnivorous	I	I	2,122 - 2,143	2,028 - 2,049	2,326 - 2,345	2,307 - 2,335	–
Bullywug	I	I	2,144 - 2,165	2,050 - 2,072	2,346 - 2,366	–	–
Cat, Small: Wild	I	2	2,166 - 2,209	2,073 - 2,116	2,367 - 2,408	2,336 - 2,393	–
Dwarf, Gully	I	2	2,210 - 2,253	2,117 - 2,160	2,409 - 2,449	2,394 - 2,451	1,054 - 1,133
Elf, Half-	I	3	2,254 - 2,296	2,161 - 2,204	2,450 - 2,491	2,452 - 2,509	1,134 - 1,212
Ferret, Man-Eating	I	3	–	–	2,492 - 2,532	–	–
Gnome Titans	I	3	2,297 - 2,318	2,205 - 2,226	2,533 - 2,553	2,510 - 2,538	1,213 - 1,252
Gnome, Feral	I	3	2,319 - 2,340	2,227 - 2,248	2,554 - 2,574	2,539 - 2,567	1,253 - 1,292
Grynurian Monk	I	3	2,341 - 2,362	2,249 - 2,270	–	–	–
Jackalope, Pronghare	I	4	–	–	2,575 - 2,584	–	–
Jarvin-taur	I	4	–	2,271 - 2,292	2,585 - 2,605	–	–
Kangaroo Flea, Giant	I	4	–	–	2,606 - 2,646	–	–
Lamprey, Land	I	4	–	–	2,647 - 2,688	–	–
Leech, Level-Draining Muck	I	4	2,363 - 2,384	2,293 - 2,314	2,689 - 2,709	–	–
Lizard-Newt, Pygmy	I	4	2,385 - 2,406	2,315 - 2,336	–	–	–
Men: Berserker/Dervish	I	5	2,407 - 2,428	2,337 - 2,358	2,710 - 2,729	2,568 - 2,596	1,293 - 1,331
Men: Hermit	I	5	2,429 - 2,439	2,359 - 2,369	2,730 - 2,740	2,597 - 2,611	1,332 - 1,351
Moss, Memory	I	5	2,440 - 2,460	2,370 - 2,391	2,741 - 2,761	2,612 - 2,640	1,352 - 1,391
Moss, Shimmer	I	5	2,461 - 2,482	2,392 - 2,413	2,762 - 2,781	2,641 - 2,669	1,392 - 1,431
Orc, Orkin Lowland Pony	I	6	–	–	2,782 - 2,864	–	–
Orc, Orkin Wardawg	I	6	2,483 - 2,570	2,414 - 2,501	2,865 - 2,947	2,670 - 2,785	1,432 - 1,590
Packasite	I	6	2,571 - 2,592	2,502 - 2,523	2,948 - 2,968	2,786 - 2,814	1,591 - 1,629
Pixie-Kin: Leprosychaun	I	6	–	–	2,969 - 3,010	–	–
Porcupine, common	I	6	2,593 - 2,635	2,524 - 2,567	3,011 - 3,051	–	–
Provocator	n/a	6	2,636 - 2,646	2,568 - 2,578	3,052 - 3,062	2,815 - 2,828	1,630 - 1,649
Rabid Hummingbirds	I	6	–	–	3,063 - 3,072	–	–
Rook: Raven, Giant	I	7	2,647 - 2,690	2,579 - 2,622	3,073 - 3,113	2,829 - 2,887	–
Rot Grub, giant	I	7	2,691 - 2,712	2,623 - 2,644	3,114 - 3,134	2,888 - 2,916	1,650 - 1,689
Scarab, giant	I	7	2,713 - 2,734	2,645 - 2,667	3,135 - 3,155	2,917 - 2,945	–
ScareRaven	I	7	–		3,156 - 3,196	–	–
Skeleton, Animal	I	7	2,735 - 2,745	2,668 - 2,678	3,197 - 3,207	2,946 - 2,959	1,690 - 1,709
Skink, Fink	I	7	–	–	3,208 - 3,228	–	–
Spider, Large	I	7	2,746 - 2,832	2,679 - 2,766	3,229 - 3,311	2,960 - 3,075	–
Spider, Tarantubat	I	7	2,833 - 2,876	2,767 - 2,810	3,312 - 3,352	3,076 - 3,133	1,710 - 1,788
Toad, Giant	I	8	2,877 - 2,964	2,811 - 2,898	3,353 - 3,435	3,134 - 3,249	–
Toad, Poisonous	I	8	2,965 - 3,007	2,899 - 2,942	3,436 - 3,477	3,250 - 3,307	–
Viper, Spit	I	8	3,008 - 3,051	2,943 - 2,986	3,478 - 3,518	–	–
Worm, Giant Canker	I	8	–	–	3,519 - 3,560	–	–
Herd Animals	I+	3	3,052 - 3,138	2,987 - 3,074	3,561 - 3,643	3,308 - 3,423	1,789 - 1,947
Leech, Giant	I+	4	3,139 - 3,182	3,075 - 3,118	3,644 - 3,684	–	–
Men: Adventurer	I+	5	3,183 - 3,193	3,119 - 3,129	3,685 - 3,695	3,424 - 3,438	1,948 - 1,967
Men: Cavalry	I+	5	3,194 - 3,237	3,130 - 3,173	3,696 - 3,736	3,439 - 3,496	1,968 - 2,047
Men: Wild men	I+	5	3,238 - 3,248	3,174 - 3,184	3,737 - 3,746	3,497 - 3,510	2,048 - 2,067
Walking Stick, giant	I-2	8	3,249 - 3,270	3,185 - 3,206	3,747 - 3,767	–	–

Name	HF	HoB	IA Tropical d10,000 roll	IB Subtropical d10,000 roll	IC Temperate d10,000 roll	ID Subarctic d10,000 roll	IE Arctic d10,000 roll
Zealot	Variable	8	3,271 - 3,313	3,207 - 3,251	3,768 - 3,809	3,511 - 3,568	2,068 - 2,146
Astral Searcher	2	1	3,314 - 3,324	3,252 - 3,262	3,810 - 3,819	3,569 - 3,583	2,147 - 2,166
Babbler, Incessant	2	1	3,325 - 3,368	3,263 - 3,306	3,820 - 3,861	3,584 - 3,641	2,167 - 2,245
Bear, Cave	2	1	3,369 - 3,412	3,307 - 3,350	3,862 - 3,902	3,642 - 3,699	2,246 - 2,325
Beast of Burden: Ox	2	1	3,413 - 3,499	3,351 - 3,438	3,903 - 3,985	3,700 - 3,815	–
Bee, Giant Worker	2	1	–	–	3,986 - 4,006	–	–
Bovinians	2	1	–	–	4,007 - 4,047	–	–
Carcass Seether	2	1	3,500 - 3,510	–	4,048 - 4,058	–	–
Crouching Hopper	2	2	3,511 - 3,554	3,439 - 3,482	4,059 - 4,099	–	–
Elf, Grel Mages	2	3	3,555 - 3,576	3,483 - 3,504	4,100 - 4,120	3,816 - 3,844	2,326 - 2,365
Goat, Giant	2	3	–	–	4,121 - 4,141	–	–
Golem, Guardian	2	3	3,577 - 3,587	3,505 - 3,515	4,142 - 4,151	3,845 - 3,858	2,366 - 2,384
Golem, Puppet	2	3	3,588 - 3,609	3,516 - 3,537	4,152 - 4,172	3,859 - 3,887	2,385 - 2,424
Hippogriff	2	3	3,610 - 3,631	3,538 - 3,559	4,173 - 4,193	3,888 - 3,916	2,425 - 2,464
Ice Fiend	2	4	–	–	–	–	2,465 - 2,484
Iron Cobra	2	4	3,632 - 3,642	3,560 - 3,570	4,194 - 4,203	3,917 - 3,931	2,485 - 2,504
Jurassic Creatures: Camptosaurus	2	4	3,643 - 3,729	3,571 - 3,658	–	–	–
LeechMan, Swamp-dwelling	2	4	3,730 - 3,773	3,659 - 3,702	4,204 - 4,245	–	–
Lizard, Giant	2	4	–	–	4,246 - 4,286	–	–
Lobe Footed Marsh Dweller	2	4	3,774 - 3,795	3,703 - 3,724	4,287 - 4,307	–	–
Monkey, Flying	2	5	3,796 - 3,816	3,725 - 3,746	4,308 - 4,328	3,932 - 3,960	2,505 - 2,543
Monkey, Musk	2	5	3,817 - 3,860	3,747 - 3,790	–	–	–
Ogre, Half	2	6	3,861 - 3,882	3,791 - 3,812	4,329 - 4,348	3,961 - 3,989	2,544 - 2,583
Panda Bear, Common	2	6	–	3,813 - 3,857	–	–	–
Pig, Wild	2	6	–	–	4,349 - 4,390	–	–
Pixie, Mirror	2	6	–	–	4,391 - 4,400	–	–
Porcupine, Poison	2	6	3,883 - 3,904	3,858 - 3,879	4,401 - 4,421	–	–
Pseudo Undead, Ghoul	2	6	3,905 - 3,948	3,880 - 3,923	4,422 - 4,463	3,990 - 4,047	2,584 - 2,663
Skeleton, Animated	2	7	3,949 - 3,970	3,924 - 3,945	4,464 - 4,483	4,048 - 4,076	2,664 - 2,702
Skeleton, Screaming	2	7	3,971 - 3,991	3,946 - 3,967	4,484 - 4,504	4,077 - 4,105	2,703 - 2,742
Skink, Blink	2	7	–	–	4,505 - 4,525	–	–
Snake, Venomous	2	7	3,992 - 4,035	3,968 - 4,011	4,526 - 4,566	4,106 - 4,163	2,743 - 2,822
Spider, Huge	2	7	4,036 - 4,123	4,012 - 4,099	4,567 - 4,649	4,164 - 4,279	–
Stag, Common	2	7	–	–	4,650 - 4,732	–	–
Stone Warblers	2	7	4,124 - 4,145	4,100 - 4,121	4,733 - 4,753	4,280 - 4,308	2,823 - 2,861
Weasel, Giant	2	8	–	–	4,754 - 4,774	–	–
Whip Scorpion, Huge	2	8	4,146 - 4,166	4,122 - 4,143	4,775 - 4,795	4,309 - 4,337	–
Zombie, Talking	2	8	4,167 - 4,177	4,144 - 4,154	4,796 - 4,805	4,338 - 4,352	–
Ant Men, Red Fire	Variable	1	–	4,155 - 4,165	–	–	–
Chaos Corpse	2-30	2	4,178 - 4,188	4,166 - 4,176	4,806 - 4,815	4,353 - 4,366	2,862 - 2,881
Ogre, Low: Hedge	2+	6	4,189 - 4,232	4,177 - 4,220	4,816 - 4,857	4,367 - 4,424	2,882 - 2,961
Ogre, Low: Trash	2+	6	4,233 - 4,320	4,221 - 4,308	4,858 - 4,940	4,425 - 4,540	2,962 - 3,120
Sword, Perpetual Swinging	2+	7	4,321 - 4,330	4,309 - 4,319	–	4,541 - 4,555	3,121 - 3,140
Barbarian, warrior	3	1	4,331 - 4,341	4,320 - 4,330	4,941 - 4,950	4,556 - 4,569	3,141 - 3,159
Beast Shaman	Variable	1	4,342 - 4,363	4,331 - 4,352	4,951 - 4,971	4,570 - 4,598	3,160 - 3,199
Bee, Giant Soldier	3	1	–	–	4,972 - 4,981	–	–
Death's Minions	3	2	4,364 - 4,374	4,353 - 4,363	4,982 - 4,992	4,599 - 4,613	3,200 - 3,219
Elf, Grugach	3	3	4,375 - 4,385	4,364 - 4,374	4,993 - 5,002	4,614 - 4,627	3,220 - 3,239
Gnomish Doom Lord	3	3	–	–	5,003 - 5,023	–	–
Gorangatang	3	3	4,386 - 4,407	4,375 - 4,396	–	–	–
Gouger, Fanged	3	3	4,408 - 4,418	–	–	–	–
Humanimals, Lesser	3	4	4,419 - 4,440	4,397 - 4,419	5,024 - 5,044	4,628 - 4,656	3,240 - 3,279
Insidious Ichor	3	4	4,441 - 4,451	4,420 - 4,430	5,045 - 5,054	4,657 - 4,671	–
Jurassic Creatures: Ankylosaurus	3	4	4,452 - 4,494	4,431 - 4,474	5,055 - 5,096	4,672 - 4,729	3,280 - 3,358
Jurassic Creatures: Pteranodon	3	4	4,495 - 4,582	4,475 - 4,562	5,097 - 5,179	4,730 - 4,845	3,359 - 3,517
Lycanthrope: Were-Rat	3	4	4,583 - 4,626	4,563 - 4,606	5,180 - 5,220	4,846 - 4,903	3,518 - 3,597
Modron: Tetrahedrone	3	5	4,627 - 4,713	4,607 - 4,694	5,221 - 5,303	4,904 - 5,019	3,598 - 3,756
Murk Slither	3	5	4,714 - 4,757	4,695 - 4,738	5,304 - 5,345	–	–
Porcupine Warrior	3	6	4,758 - 4,779	4,739 - 4,760	5,346 - 5,365	–	–
Pseudo Undead, Wight	3	6	4,780 - 4,823	4,761 - 4,804	5,366 - 5,407	5,020 - 5,077	3,757 - 3,835
Scorpion, Large	3	7	4,824 - 4,866	4,805 - 4,848	–		–
Shocker	3	7	4,867 - 4,888	4,849 - 4,870	5,408 - 5,428	5,078 - 5,106	3,836 - 3,875
Skink, Mink	3	7	–	–	–		3,876 - 3,915
Slapping Durnkin	3	7	4,889 - 4,899	4,871 - 4,881	5,429 - 5,438	5,107 - 5,120	3,916 - 3,934
Snow Beasts	3	7	–	–	–	–	3,935 - 3,974
Toucan, Hornbilled Terror	3	8	–	4,882 - 4,903	5,439 - 5,459	–	–
Troll, Ice	3	8	–	–	–	–	3,975 - 4,014
Urchin, Giant Land	3	8	4,900 - 4,921	4,904 - 4,925	5,460 - 5,480	5,121 - 5,149	4,015 - 4,054
Vortex	3	8	4,922 - 4,932	4,926 - 4,936	5,481 - 5,490	5,150 - 5,164	4,055 - 4,074
Xyloid	3	8	–	–	5,491 - 5,511	–	–
Zygom	3	8	4,933 - 4,954	4,937 - 4,958	5,512 - 5,531	5,165 - 5,193	4,075 - 4,113
Enveloper	3+	3	4,955 - 4,965	4,959 - 4,969	5,532 - 5,542	5,194 - 5,207	4,114 - 4,133
Gut Waller Serpent	3+	3	4,966 - 4,987	4,970 - 4,991	–	–	–
Jurassic Creatures: Dimetrodon	3+	4	4,988 - 5,030	4,992 - 5,036	–	–	–
Kenku	3+	4	5,031 - 5,074	5,037 - 5,080	5,543 - 5,583	5,208 - 5,265	4,134 - 4,213
Samurai Jackal	3 +	7	5,075 - 5,096	5,081 - 5,102	5,584 - 5,604	5,266 - 5,294	4,214 - 4,252
Walker	3+	8	5,097 - 5,107	5,103 - 5,113	5,605 - 5,614	5,295 - 5,309	4,253 - 4,272
Eblis	3-6	2	5,108 - 5,129	5,114 - 5,135	5,615 - 5,635	–	–
Lime Green Quivering Mass	3-11	4	–	5,136 - 5,157	5,636 - 5,656	–	–
Bat, Azmyth	4	1	5,130 - 5,151	5,158 - 5,179	5,657 - 5,677	5,310 - 5,338	–
Beetle, Carnage	4	1	5,152 - 5,172	5,180 - 5,201	5,678 - 5,698	5,339 - 5,367	4,273 - 4,312
Beholder-kin, Lensman	4	1	5,173 - 5,183	5,202 - 5,212	5,699 - 5,708	5,368 - 5,381	4,313 - 4,332

Name	HF	HoB	IA Tropical d10,000 roll	IB Subtropical d10,000 roll	IC Temperate d10,000 roll	ID Subarctic d10,000 roll	IE Arctic d10,000 roll
Beholder-kin, Watcher	4	1	5,184 - 5,194	5,213 - 5,223	5,709 - 5,718	5,382 - 5,396	4,333 - 4,352
Centipede, Megalo-	4	2	5,195 - 5,205	5,224 - 5,234	5,719 - 5,729	5,397 - 5,410	4,353 - 4,372
Disenchanter	4	2	5,206 - 5,216	5,235 - 5,245	5,730 - 5,739	5,411 - 5,425	4,373 - 4,391
Dragon, Komodo	4	2	–	5,246 - 5,289	5,740 - 5,781	–	–
Gorphin	4	3	–	–	5,782 - 5,801	–	–
Huecuva	4	4	5,217 - 5,227	5,290 - 5,300	5,802 - 5,812	5,426 - 5,439	–
Jurassic Creatures: Deinonyschus	4	4	5,228 - 5,249	5,301 - 5,322	–		–
Luck Eater	4	4	5,250 - 5,271	5,323 - 5,344	5,813 - 5,832	5,440 - 5,468	4,392 - 4,431
Moon Dawg	4	5	5,272 - 5,293	5,345 - 5,366	5,833 - 5,853	5,469 - 5,497	4,432 - 4,471
Mud Man	4	5	5,294 - 5,304	5,367 - 5,377	5,854 - 5,864	–	–
Nefarian: other: Hell Spider	4	5	5,305 - 5,326	5,378 - 5,399	5,865 - 5,884	5,498 - 5,526	–
Raging Bucentaurus	4	6	–	–	5,885 - 5,905	–	–
Serpentine	4	7	5,327 - 5,347	5,400 - 5,421	–	–	–
Snake, Constrictor, Giant	4	7	5,348 - 5,391	5,422 - 5,465	–	–	–
Truculent Terrifier	4	8	5,392 - 5,402	5,466 - 5,476	5,906 - 5,915	5,527 - 5,541	–
Vampire Hound	4	8	5,403 - 5,424	5,477 - 5,498	5,916 - 5,936	5,542 - 5,570	4,472 - 4,511
Vile Double-Crested Crawdad	4	8	5,425 - 5,446	5,499 - 5,520	5,937 - 5,957	–	–
Weasel, Extradimensional	4	8	–	–	–	–	–
LeechMan, Guard	4+	4	5,447 - 5,490	5,521 - 5,564	5,958 - 5,998	–	–
Trollkin Auxiliaries	4+	8	5,491 - 5,533	5,565 - 5,609	5,999 - 6,040	5,571 - 5,628	4,512 - 4,590
Bee, Giant Bumblebee	5	1	–	–	6,041 - 6,061	–	–
Cataplasm	5	2	5,534 - 5,544	5,610 - 5,620	6,062 - 6,071	5,629 - 5,642	4,591 - 4,610
DoppleEwe	5	2	–	–	6,072 - 6,081	–	–
Doppleganger	5	2	5,545 - 5,555	5,621 - 5,631	6,082 - 6,092	5,643 - 5,657	4,611 - 4,630
Fly, Giant Horse-	5	3	5,556 - 5,566	5,632 - 5,642	6,093 - 6,102	5,658 - 5,671	–
Porcupine, Giant	5	6	5,567 - 5,588	5,643 - 5,664	6,103 - 6,123	–	–
Pseudo Undead, Wraith	5	6	5,589 - 5,632	5,665 - 5,708	6,124 - 6,165	5,672 - 5,730	4,631 - 4,709
Pseudo-Dragon, Common	5	6	–	5,709 - 5,719	6,166 - 6,175	5,731 - 5,744	–
Slithering Slasher	5	7	5,633 - 5,654	5,720 - 5,741	6,176 - 6,196	–	–
Snake Man	5	7	5,655 - 5,697	–	–	–	–
Snake, Spitting	5	7	5,698 - 5,708	–	–	–	–
Mantrap	5+	4	5,709 - 5,719	–	–	–	–
Orc, Orkin Witch Doctor	5+	6	5,720 - 5,741	5,742 - 5,763	6,197 - 6,216	5,745 - 5,773	4,710 - 4,749
Skin Walker	5+	7	5,742 - 5,763	5,764 - 5,785	6,217 - 6,237	5,774 - 5,802	4,750 - 4,789
Slime, Olive - Host	5+	7	5,764 - 5,774	5,786 - 5,796	6,238 - 6,248	5,803 - 5,817	4,790 - 4,809
Vampire Thrall	5+	8	5,775 - 5,796	5,797 - 5,818	6,249 - 6,268	5,818 - 5,846	4,810 - 4,848
Ant Men, Shaman	6	1	5,797 - 5,807	5,819 - 5,829	6,269 - 6,279	5,847 - 5,860	–
Doppler Croc	6	2	5,808 - 5,829	5,830 - 5,851	6,280 - 6,299	–	–
Elf, Hunter Grel	6	3	5,830 - 5,850	5,852 - 5,873	–	5,861 - 5,889	4,849 - 4,888
Golem, Muck	6	3	5,851 - 5,894	5,874 - 5,917	6,300 - 6,341	5,890 - 5,947	4,889 - 4,968
Grieving Herald	6	3	5,895 - 5,905	5,918 - 5,928	6,342 - 6,351	5,948 - 5,962	4,969 - 4,988
Jackalwere	6	4	–	–	6,352 - 6,372	–	–
Lycanthrope: Were-Boar	6	4	5,906 - 5,927	5,929 - 5,950	6,373 - 6,393	5,963 - 5,991	–
Lycanthrope: Were-Lynx	6	4	–	–	–	5,992 - 6,020	4,989 - 5,027
Modron: Hexahedrone	6	5	5,928 - 6,014	5,951 - 6,038	6,394 - 6,476	6,021 - 6,136	5,028 - 5,186
Pseudo Undead, Ghast	6	6	6,015 - 6,058	6,039 - 6,082	6,477 - 6,517	6,137 - 6,194	5,187 - 5,266
Repeller, Electric	6	6	6,059 - 6,080	6,083 - 6,104	6,518 - 6,538	–	–
Scorpion, Giant	6	7	6,081 - 6,124	6,105 - 6,148	–	–	–
Sloth, Prehistoric	6	7	–	–	6,539 - 6,549	–	–
Spider, Giant	6	7	6,125 - 6,168	6,149 - 6,193	6,550 - 6,590	6,195 - 6,252	–
Thessilkrat	6	7	–	–	6,591 - 6,600	–	–
Wasp, Giant	6	8	6,169 - 6,189	6,194 - 6,215	6,601 - 6,621	6,253 - 6,281	–
Zombie, Brain-Eating	6	8	6,190 - 6,200	6,216 - 6,226	6,622 - 6,632	6,282 - 6,295	5,267 - 5,286
Zombie, Flesh-Eating	6	8	6,201 - 6,211	6,227 - 6,237	6,633 - 6,642	6,296 - 6,310	5,287 - 5,305
Zombie, Giant	6	8	6,212 - 6,222	6,238 - 6,248	6,643 - 6,652	6,311 - 6,324	5,306 - 5,325
Anti-Elemental, Air	6+	1	6,223 - 6,233	6,249 - 6,259	6,653 - 6,663	6,325 - 6,339	5,326 - 5,345
Anti-Elemental, Fire	6 +	1	–	–	–	–	5,346 - 5,365
Ogre, Lord	6+	6	6,234 - 6,321	6,260 - 6,347	6,664 - 6,746	–	5,366 - 5,524
Straw Mound	6+	7	–	–	6,747 - 6,766	–	–
Bolter	7	1	6,322 - 6,343	6,348 - 6,369	6,767 - 6,787	6,340 - 6,368	5,525 - 5,564
Centaur Ant	7	2	6,344 - 6,353	6,370 - 6,380	6,788 - 6,798	–	–
Humanimals, Greater	7	4	6,354 - 6,364	6,381 - 6,391	6,799 - 6,808	6,369 - 6,382	5,565 - 5,584
Larantula	7	4	–	–	6,809 - 6,829	–	–
Mastodon	7	4	6,365 - 6,452	6,392 - 6,479	6,830 - 6,912	6,383 - 6,498	–
Monoceros	7	5	6,453 - 6,463	6,480 - 6,490	6,913 - 6,922	–	–
Ogre, High: Flat-Footed	7	6	6,464 - 6,485	6,491 - 6,512	6,923 - 6,943	6,499 - 6,527	5,585 - 5,623
Ogre, High: Rogue	7	6	6,486 - 6,496	6,513 - 6,523	6,944 - 6,953	6,528 - 6,542	5,624 - 5,643
Ogre, High: Webbed-toe	7	6	6,497 - 6,518	6,524 - 6,545	6,954 - 6,974	6,543 - 6,571	5,644 - 5,683
Orange Tail Plant Squaller	7	6	6,519 - 6,528	6,546 - 6,556	6,975 - 6,984	–	–
Retch Plant	7	6	6,529 - 6,550	6,557 - 6,578	6,985 - 7,005	–	–
Scorpion, Huge	7	7	6,551 - 6,638	6,579 - 6,666	–	–	–
Snake, Venomous, giant	7	7	6,639 - 6,682	6,667 - 6,710	7,006 - 7,047	6,572 - 6,629	–
Toad, Ice	7	8	–	–	–	6,630 - 6,658	5,684 - 5,723
Vengeful Troubadour	7+	8	6,683 - 6,692	6,711 - 6,721	7,048 - 7,057	6,659 - 6,672	5,724 - 5,743
Beholder, Spectator	8	1	6,693 - 6,703	6,722 - 6,732	7,058 - 7,067	6,673 - 6,687	5,744 - 5,763
Doppleganger, Master	8	2	6,704 - 6,714	6,733 - 6,743	7,068 - 7,078	6,688 - 6,701	5,764 - 5,782
Dragon, Komodo, Dire	8	2	–	6,744 - 6,766	7,079 - 7,099	–	–
Gagwaller	8	3	6,715 - 6,725	6,767 - 6,777	7,100 - 7,109	6,702 - 6,716	5,783 - 5,802
Golem, Muck, Diseased	8	3	6,726 - 6,747	6,778 - 6,799	7,110 - 7,130	6,717 - 6,745	5,803 - 5,842
Jaded Mannacle	8	4	6,748 - 6,758	6,800 - 6,810	7,131 - 7,140	6,746 - 6,759	5,843 - 5,862
Jurassic Creatures: Velociraptor	8	4	6,759 - 6,780	6,811 - 6,832	–	–	–
Manticore, Womanticore	8	4	6,781 - 6,824	6,833 - 6,876	7,141 - 7,182	6,760 - 6,817	5,863 - 5,941

Name	HF	HoB	IA Tropical d10,000 roll	IB Subtropical d10,000 roll	IC Temperate d10,000 roll	ID Subarctic d10,000 roll	IE Arctic d10,000 roll
Mummy, Adherer	8	5	6,825 - 6,846	6,877 - 6,898	7,183 - 7,202	6,818 - 6,846	–
Ogre, High: Chub-Foot	8	6	6,847 - 6,867	6,899 - 6,920	7,203 - 7,223	6,847 - 6,875	5,942 - 5,981
Solitary Wasp, Giant	8	7	–	–	7,224 - 7,265	–	–
Spider, Giant Trapdoor	8	7	6,868 - 6,911	6,921 - 6,964	7,266 - 7,306	6,876 - 6,933	–
Swanman, Swanmay	8	7	–	–	7,307 - 7,316	–	–
Tiger Fly, Female	8	7	6,912 - 6,933	6,965 - 6,986	7,317 - 7,337	6,934 - 6,962	–
Zombie, Monster	8	8	6,934 - 6,944	6,987 - 6,997	7,338 - 7,348	6,963 - 6,977	5,982 - 6,001
Golem Master	8+	3	6,945 - 6,955	6,998 - 7,008	7,349 - 7,358	6,978 - 6,991	6,002 - 6,021
Elf, Grel Cleric	9	3	6,956 - 6,977	7,009 - 7,030	7,359 - 7,379	6,992 - 7,020	6,022 - 6,061
Harpy	9	3	6,978 - 6,999	–	7,380 - 7,400	–	–
Jurassic Creatures: Lambeosaurus	9	4	7,000 - 7,086	7,031 - 7,118	7,401 - 7,483	7,021 - 7,136	6,062 - 6,220
Leucrotta	9	4	–		7,484 - 7,503	–	–
Necrophidius	9	5	7,087 - 7,097	7,119 - 7,129	7,504 - 7,514	7,137 - 7,151	6,221 - 6,239
Pod Plant, Malicious	9	6	7,098 - 7,119	–	–	–	–
Pseudo Undead, Specter	9	6	7,120 - 7,163	7,130 - 7,173	7,515 - 7,555	7,152 - 7,209	6,240 - 6,319
Scarecrow	9	7	7,164 - 7,174	7,174 - 7,184	7,556 - 7,566	7,210 - 7,224	–
Snapper-Saw	9	7	–		7,567 - 7,576	–	–
Squid, Giant Arboreal Land	9	7	7,175 - 7,196	7,185 - 7,206	7,577 - 7,597	–	–
Tin Soldier	9	8	7,197 - 7,206	7,207 - 7,217	–	7,225 - 7,238	6,320 - 6,339
War-Hawg	9	8	–	–	7,598 - 7,638	–	–
Whip Scorpion, Giant	9	8	7,207 - 7,217	7,218 - 7,228	7,639 - 7,649	7,239 - 7,253	–
Hydra: Lernaean	9+	4	7,218 - 7,228	7,229 - 7,239	7,650 - 7,659	7,254 - 7,267	–
Ant Lion, Giant	10	1	–	7,240 - 7,261	7,660 - 7,680	–	–
Beetle, Giant Rhinoceros	10	1	7,229 - 7,272	7,262 - 7,305	–	–	–
Doppleganger, Predator	10	2	7,273 - 7,283	7,306 - 7,316	7,681 - 7,690	7,268 - 7,282	6,340 - 6,359
Elf, Shadow Grel	10	3	7,284 - 7,305	7,317 - 7,338	7,691 - 7,711	7,283 - 7,311	6,360 - 6,398
Golem, Blood	10	3	7,306 - 7,316	7,339 - 7,350	7,712 - 7,721	7,312 - 7,325	6,399 - 6,418
Intellect Devourer, Larva	10	4	7,317 - 7,338	7,351 - 7,372	7,722 - 7,742	–	–
Manticore, Common	10	4	7,339 - 7,381	7,373 - 7,416	7,743 - 7,783	7,326 - 7,383	6,419 - 6,498
Maulsquito	10	4	7,382 - 7,403	7,417 - 7,438	7,784 - 7,804	–	–
Modron: Octahedrone	10	5	7,404 - 7,447	7,439 - 7,482	7,805 - 7,846	7,384 - 7,441	6,499 - 6,577
Panda Bear, Trans-Planar	10	6	7,448 - 7,458	7,483 - 7,493	7,847 - 7,856	7,442 - 7,456	6,578 - 6,597
Pan-Dimensional Rover	10	6	7,459 - 7,469	7,494 - 7,504	7,857 - 7,867	7,457 - 7,470	6,598 - 6,617
Sloth, Greater Mossback	10	7	–	–	7,868 - 7,887	–	–
Zorbo	10	8	–	–	7,888 - 7,908	–	–
Ant Men, Enforcer	11	1	7,470 - 7,480	7,505 - 7,515	7,909 - 7,918	7,471 - 7,485	–
Carnagesaur	11	1	7,481 - 7,502	7,516 - 7,537	–	–	–
Cyclops, Common	11	2	7,503 - 7,524	7,538 - 7,559	7,919 - 7,939	7,486 - 7,514	6,618 - 6,657
Golem, Flesh	11	3	7,525 - 7,535	7,560 - 7,570	7,940 - 7,950	7,515 - 7,528	6,658 - 6,677
Scorpion, Hell	11	7	7,536 - 7,556	7,571 - 7,592	–	–	–
Seeall	11	7	7,557 - 7,578	7,593 - 7,614	7,951 - 7,970	7,529 - 7,557	6,678 - 6,716
Skeleton, Monster	11	7	7,579 - 7,589	7,615 - 7,625	7,971 - 7,981	7,558 - 7,572	6,717 - 6,736
Basilisk, Lesser	12	1	7,590 - 7,633	7,626 - 7,669	7,982 - 8,022	7,573 - 7,630	6,737 - 6,816
Djinni	12	2	7,634 - 7,644	7,670 - 7,680	8,023 - 8,033	7,631 - 7,644	6,817 - 6,836
Nefarian: other: Soul Cloaker	12	5	7,645 - 7,655	7,681 - 7,691	8,034 - 8,043	7,645 - 7,659	6,837 - 6,855
Rift Vortex	n/a	7	7,656	7,692	8,044	7,660	6,856
Shadow Fiend	12	7	7,657 - 7,667	7,693 - 7,703	8,045 - 8,054	7,661 - 7,674	6,857 - 6,876
Skeleton, Giant	12	7	7,668 - 7,678	7,704 - 7,714	8,055 - 8,065	7,675 - 7,689	6,877 - 6,896
Tiger Fly, Male	12	7	7,679 - 7,700	7,715 - 7,736	8,066 - 8,085	7,690 - 7,718	–
Troll, Glamour	12	8	7,701 - 7,743	7,737 - 7,780	8,086 - 8,127	7,719 - 7,776	6,897 - 6,976
Werebird	12	8	7,744 - 7,754	7,781 - 7,791	8,128 - 8,137	7,777 - 7,790	6,977 - 6,996
Crypt Thing	13	2	7,755 - 7,765	7,792 - 7,802	8,138 - 8,148	7,791 - 7,805	6,997 - 7,015
Djinni, Black	13	2	7,766 - 7,776	7,803 - 7,813	8,149 - 8,158	7,806 - 7,819	7,016 - 7,035
Dopplemeister	13	2	7,777 - 7,787	7,814 - 7,824	8,159 - 8,168	7,820 - 7,834	7,036 - 7,055
Gore Monger, Insatiable	13	3	7,788 - 7,809	7,825 - 7,846	8,169 - 8,189	7,835 - 7,863	7,056 - 7,095
Haunt	13	3	7,810 - 7,820	7,847 - 7,857	8,190 - 8,200	7,864 - 7,877	7,096 - 7,115
Mammoth, Ram-Horned	13	4	7,821 - 7,842	7,858 - 7,879	8,201 - 8,220	7,878 - 7,906	7,116 - 7,154
Mammoth, Wooly	13	4	7,843 - 7,929	7,880 - 7,968	8,221 - 8,303	7,907 - 8,022	7,155 - 7,313
Snake, Amphisbaena Constrictor	13	7	–	–	8,304 - 8,314	–	–
Teroth	13	7	7,930 - 7,940	7,969 - 7,979	8,315 - 8,324	8,023 - 8,037	7,314 - 7,333
Toad, Doom	13	8	7,941 - 7,951	7,980 - 7,990	8,325 - 8,335	8,038 - 8,051	–
Transposer	13	8	7,952 - 7,962	7,991 - 8,001	8,336 - 8,345	8,052 - 8,066	7,334 - 7,353
Vampire, Headlong	13	8	7,963 - 7,984	8,002 - 8,023	8,346 - 8,366	8,067 - 8,095	7,354 - 7,393
Jann	14	4	7,985 - 7,995	8,024 - 8,034	8,367 - 8,376	8,096 - 8,109	7,394 - 7,413
Lizard, Ice	14	4	–	–	–	–	7,414 - 7,433
Medusa, Lesser	14	4	7,996 - 8,017	8,035 - 8,056	8,377 - 8,397	8,110 - 8,138	7,434 - 7,472
Skeleton, Red Eyed	14	7	8,018 - 8,028	8,057 - 8,067	8,398 - 8,407	8,139 - 8,153	7,473 - 7,492
Spider, Phase	14	7	8,029 - 8,049	8,068 - 8,089	8,408 - 8,428	8,154 - 8,182	7,493 - 7,532
Su-Monster	14	7	8,050 - 8,093	8,090 - 8,133	8,429 - 8,469	8,183 - 8,240	7,533 - 7,612
Elemental, Earth	14+	3	8,094 - 8,104	8,134 - 8,144	8,470 - 8,480	8,241 - 8,254	7,613 - 7,631
Taunter	14+	7	8,105 - 8,115	8,145 - 8,155	8,481 - 8,490	8,255 - 8,269	7,632 - 7,651
Ant Men Queen	15	1	8,116 - 8,126	8,156 - 8,166	8,491 - 8,501	8,270 - 8,283	–
Arvanger, Speckled	15	1	8,127 - 8,137	8,167 - 8,177	8,502 - 8,511	–	–
DragonKomodo, Giant	15	2	–	8,178 - 8,188	8,512 - 8,521	–	–
Stone Guardian	15	7	8,138 - 8,148	8,189 - 8,199	8,522 - 8,532	8,284 - 8,298	7,652 - 7,671
Vagabond, Astral	Variable	8	8,149 - 8,159	8,200 - 8,210	8,533 - 8,542	8,299 - 8,312	7,672 - 7,691
WereMimic	Variable	8	8,160 - 8,170	8,211 - 8,221	8,543 - 8,552	8,313 - 8,327	7,692 - 7,711
Lammasu, Common	16	4	8,171 - 8,192	8,222 - 8,243	8,553 - 8,573	–	–
Nefarian: other: Hell cat	16	5	8,193 - 8,214	8,244 - 8,265	8,574 - 8,594	8,328 - 8,356	7,712 - 7,751
Stump Horror	16	7	–	–	8,595 - 8,604	–	–
Vampire Hordes, The	16	8	8,215 - 8,235	8,266 - 8,287	8,605 - 8,625	8,357 - 8,385	7,752 - 7,790
Djinni, Noble	17	2	8,236 - 8,246	8,288 - 8,298	8,626 - 8,635	8,386 - 8,399	7,791 - 7,810

Name	HF	HoB	IA Tropical d10,000 roll	IB Subtropical d10,000 roll	IC Temperate d10,000 roll	ID Subarctic d10,000 roll	IE Arctic d10,000 roll
Golem, Clay	17	3	8,247 - 8,257	8,299 - 8,309	8,636 - 8,646	8,400 - 8,414	7,811 - 7,830
Invisible Heckler	17	4	8,258 - 8,268	8,310 - 8,320	8,647 - 8,656	8,415 - 8,428	7,831 - 7,850
Modron: Dodecahedrone	17	5	8,269 - 8,312	8,321 - 8,364	8,657 - 8,698	8,429 - 8,486	7,851 - 7,929
Zoolem, Dawg/Monkey, etc.	17	8	8,313 - 8,323	8,365 - 8,375	8,699 - 8,708	8,487 - 8,501	7,930 - 7,949
Zoolem, Hawk/Eagle	17	8	8,324 - 8,345	8,376 - 8,397	8,709 - 8,729	8,502 - 8,530	7,950 - 7,989
Para-Elementals: Ooze	17+	6	8,346 - 8,356	8,398 - 8,408	8,730 - 8,739	8,531 - 8,544	7,990 - 8,009
Para-Elementals: Smoke	17+	6	8,357 - 8,367	8,409 - 8,419	8,740 - 8,750	8,545 - 8,559	8,010 - 8,029
Arvanger, Spotted	18	1	8,368 - 8,378	8,420 - 8,430	8,751 - 8,760	8,560 - 8,574	–
Goregon	18	3	8,379 - 8,399	–	8,761 - 8,781	–	–
Rabbit, Predator	18	6	8,400 - 8,421	8,431 - 8,452	8,782 - 8,802	8,575 - 8,603	8,030 - 8,069
Elemental, Air	18+	3	8,422 - 8,432	8,453 - 8,463	8,803 - 8,812	8,604 - 8,617	8,070 - 8,088
Elemental, Fire	18+	3	8,433 - 8,443	8,464 - 8,474	8,813 - 8,822	8,618 - 8,632	8,089 - 8,108
Elemental, Water	18+	3	8,444 - 8,454	8,475 - 8,485	8,823 - 8,833	8,633 - 8,646	8,109 - 8,128
Nefarian: other: Hell Hound	18+	5	8,455 - 8,465	8,486 - 8,496	8,834 - 8,843	8,647 - 8,661	8,129 - 8,148
Doom Harvester	19	2	8,466 - 8,476	8,497 - 8,507	8,844 - 8,853	8,662 - 8,675	8,149 - 8,168
Golem, Gristle	19	3	8,477 - 8,487	8,508 - 8,518	8,854 - 8,864	8,676 - 8,690	8,169 - 8,188
Jurassic Creatures: Stegosaurus	19	4	8,488 - 8,574	8,519 - 8,607	–	–	–
Phantom Stalker	19	6	8,575 - 8,585	8,608 - 8,618	8,865 - 8,874	8,691 - 8,704	8,189 - 8,208
Snake, Snow Serpent	19	7	–	–	–	–	8,209 - 8,228
Minotaur, Free Range	20	5	8,586 - 8,596	8,619 - 8,629	8,875 - 8,885	8,705 - 8,719	8,229 - 8,247
Quickwood	20	6	–	–	8,886 - 8,895	–	–
Sirine	20	7	8,597 - 8,618	8,630 - 8,651	8,896 - 8,916	–	–
Invisible Stalker	21	4	8,619 - 8,629	8,652 - 8,662	8,917 - 8,926	8,720 - 8,733	8,248 - 8,267
Mantis, Dire Field	21	4	8,630 - 8,651	8,663 - 8,684	8,927 - 8,947	–	–
Shriek, The	21	7	8,652	8,685	8,948	8,734	8,268
Spriggan	21	7	8,653 - 8,663	8,686 - 8,696	8,949 - 8,958	8,735 - 8,749	8,269 - 8,288
Beholder, Gauth	22	1	8,664 - 8,685	8,697 - 8,718	8,959 - 8,979	8,750 - 8,778	8,289 - 8,328
Bulette	22	1	–	–	8,980 - 8,989	–	–
Bulette, Hammerhead	22	1	–	–	8,990 - 9,000	–	–
Giant, Fog	22	3	–	–	9,001 - 9,010	–	–
Jurassic Creatures: Triceratops	22	4	8,686 - 8,772	8,719 - 8,806	–	–	–
Sedusa	22	7	8,773 - 8,783	8,807 - 8,817	9,011 - 9,020	–	–
Vile Shadow Fiend	22	8	8,784 - 8,794	8,818 - 8,828	9,021 - 9,031	8,779 - 8,792	8,329 - 8,348
Dragon, Ancient Albino Scoria	Variable	2	8,795 - 8,805	8,829 - 8,839	9,032 - 9,041	8,793 - 8,807	8,349 - 8,368
Giant, Scorn	23	3	8,806 - 8,816	8,840 - 8,850	9,042 - 9,052	8,808 - 8,821	8,369 - 8,387
Snake, Humongus	23	7	8,817 - 8,827	8,851 - 8,861	–	–	–
Sphinx, Gynosphinx	23	7	8,828 - 8,849	8,862 - 8,883	–	–	–
Treant, Undead	23	8	8,850 - 8,860	8,884 - 8,894	9,053 - 9,062	8,822 - 8,836	8,388 - 8,407
Dragon, Red-Crested Amber Bellied	Variable	2	8,861 - 8,871	8,895 - 8,905	9,063 - 9,072	8,837 - 8,850	8,408 - 8,427
Giant, Gorge	23+	3	8,872 - 8,882	8,906 - 8,916	9,073 - 9,083	8,851 - 8,865	8,428 - 8,447
Dao	24	2	8,883 - 8,903	8,917 - 8,938	9,084 - 9,103	8,866 - 8,894	8,448 - 8,487
Jurassic Creatures: Tyrannosaurus Rex	24	4	8,904 - 8,947	8,939 - 8,982	–	–	–
Spider, Gargantuan	24	7	8,948 - 8,958	8,983 - 8,993	9,104 - 9,114	8,895 - 8,908	–
Vampire, Mulo	24	8	8,959 - 8,969	8,994 - 9,004	9,115 - 9,124	8,909 - 8,923	8,488 - 8,507
Vampiricat	24	8	8,970 - 8,980	9,005 - 9,015	9,125 - 9,135	8,924 - 8,937	8,508 - 8,527
Dragon, Speckled	Variable	2	8,981 - 8,991	9,016 - 9,026	9,136 - 9,145	8,938 - 8,952	8,528 - 8,546
Troll, Giant	25	8	8,992 - 9,013	9,027 - 9,048	9,146 - 9,166	8,953 - 8,981	8,547 - 8,586
Shade	26	7	9,014 - 9,024	9,049 - 9,059	9,167 - 9,176	8,982 - 8,995	8,587 - 8,606
Zoolem, Lion/Tiger	26	8	9,025 - 9,046	9,060 - 9,081	9,177 - 9,197	8,996 - 9,024	8,607 - 8,646
Golem, Stone	27	3	9,047 - 9,057	9,082 - 9,092	9,198 - 9,207	9,025 - 9,039	8,647 - 8,666
Troll, Giant Two-Headed	27	8	9,058 - 9,067	9,093 - 9,103	9,208 - 9,218	9,040 - 9,053	8,667 - 8,686
Vision	27	8	9,068 - 9,078	9,104 - 9,115	9,219 - 9,228	9,054 - 9,068	8,687 - 8,705
Beholder-kin, Director	28	1	9,079 - 9,089	9,116 - 9,126	9,229 - 9,238	9,069 - 9,082	8,706 - 8,725
Naga, Guardian	28	5	9,090 - 9,100	9,127 - 9,137	9,239 - 9,249	9,083 - 9,097	8,726 - 8,745
Aerial Servant	29	1	9,101 - 9,111	9,138 - 9,148	9,250 - 9,259	9,098 - 9,111	8,746 - 8,765
Medusa, Greater	29	4	9,112 - 9,133	9,149 - 9,170	9,260 - 9,280	9,112 - 9,140	8,766 - 8,805
Revenger	29	6	9,134 - 9,144	9,171 - 9,181	9,281 - 9,290	9,141 - 9,155	8,806 - 8,825
Basilisk: Dracolisk	30	1	9,145 - 9,155	9,182 - 9,192	9,291 - 9,301	9,156 - 9,169	8,826 - 8,844
Time Elemental, Common	n/a	8	9,156 - 9,166	9,193 - 9,203	9,302 - 9,311	9,170 - 9,184	8,845 - 8,864
Giant, Frost	31	3	–	–	–	–	8,865 - 8,884
Intellect Devourer, Adult	31	4	9,167 - 9,177	9,204 - 9,214	9,312 - 9,321	–	–
Lammasu, Greater	31	4	9,178 - 9,188	9,215 - 9,225	9,322 - 9,332	–	–
Portal of Devouring	31	6	9,189 - 9,199	9,226 - 9,236	9,333 - 9,342	9,185 - 9,198	8,885 - 8,904
Virusentient, Giant	31	8	–	–	9,343 - 9,353	9,199 - 9,213	–
Righteous Avenger	32	7	9,200 - 9,210	9,237 - 9,247	9,354 - 9,363	9,214 - 9,227	8,905 - 8,924
Guardian Spirit	33	3	9,211 - 9,221	9,248 - 9,258	9,364 - 9,373	9,228 - 9,242	8,925 - 8,944
Ogre, Magi	33	6	9,222 - 9,232	9,259 - 9,269	9,374 - 9,384	–	–
Vampire, Chiang-Shi	33	8	9,233 - 9,253	9,270 - 9,291	9,385 - 9,404	9,243 - 9,271	8,945 - 8,984
Retriever, Reckless	33 +	6	9,254 - 9,264	9,292 - 9,302	9,405 - 9,415	9,272 - 9,285	8,985 - 9,003
Retriever, Relentless	33+	6	9,265 - 9,275	9,303 - 9,313	9,416 - 9,425	9,286 - 9,300	9,004 - 9,023
Retriever, Ruthless	33+	6	9,276 - 9,286	–	9,426 - 9,436	9,301 - 9,314	9,024 - 9,043
Beholder, Undead	34	1	9,287 - 9,297	9,314 - 9,324	9,437 - 9,446	9,315 - 9,329	9,044 - 9,063
Avenging Servant	35	1	9,298 - 9,308	9,325 - 9,335	9,447 - 9,456	9,330 - 9,343	9,064 - 9,083
Centipede, Huge	35	2	9,309 - 9,396	9,336 - 9,423	9,457 - 9,539	9,344 - 9,459	9,084 - 9,242
Zoolem, Horse/Deer	35	8	9,397 - 9,417	9,424 - 9,445	9,540 - 9,560	9,460 - 9,488	9,243 - 9,282
Radiation Elemental	35+	6	9,418 - 9,428	9,446 - 9,456	9,561 - 9,571	9,489 - 9,503	9,283 - 9,302
Modron: Icosahedrone	36	5	9,429 - 9,450	9,457 - 9,478	9,572 - 9,591	9,504 - 9,532	9,303 - 9,341
Shedu, Lesser	36	7	9,451 - 9,472	–	–	–	–
Stegocentipede	36	7	9,473 - 9,483	9,479 - 9,489	9,592 - 9,602	–	–
Vampire, Empusas	37	8	9,484 - 9,494	9,490 - 9,500	9,603 - 9,612	9,533 - 9,546	9,342 - 9,361
Squid, snow	38	7	–	–	–	–	9,362 - 9,381
Bane Lords	39	1	9,495 - 9,505	9,501 - 9,511	9,613 - 9,622	9,547 - 9,561	9,382 - 9,401

Name	HF	HoB	IA Tropical d10,000 roll	IB Subtropical d10,000 roll	IC Temperate d10,000 roll	ID Subarctic d10,000 roll	IE Arctic d10,000 roll
Jurassic Creatures: Brontosaurus	42	4	9,506 - 9,592	9,512 - 9,599	–	–	–
Dragon, Gold	Variable	2	9,593 - 9,603	9,600 - 9,610	9,623 - 9,633	9,562 - 9,575	9,402 - 9,421
Dragon, Slag-Scaled Titanium	Variable	2	9,604 - 9,614	9,611 - 9,621	9,634 - 9,643	9,576 - 9,590	9,422 - 9,441
Skraagon	43	7	9,615 - 9,636	9,622 - 9,643	–	9,591 - 9,619	9,442 - 9,480
Basilisk, Greater	44	1	9,637 - 9,680	9,644 - 9,687	9,644 - 9,685	9,620 - 9,677	9,481 - 9,560
Skeleton Warrior	44	7	9,681 - 9,691	9,688 - 9,698	9,686 - 9,695	9,678 - 9,691	9,561 - 9,580
Sphinx, Androsphinx	44	7	9,692 - 9,702	9,699 - 9,710	–	–	–
Giant, Fire	45	3	9,703 - 9,724	9,711 - 9,732	9,696 - 9,716	–	–
Spirit Fiend	47	7	9,725 - 9,735	9,733 - 9,743	9,717 - 9,726	9,692 - 9,706	9,581 - 9,600
Golem, Iron	50	3	9,736 - 9,745	9,744 - 9,754	9,727 - 9,737	9,707 - 9,720	9,601 - 9,619
Triceratortoise	50	8	9,746 - 9,789	9,755 - 9,798	9,738 - 9,778	–	–
Sivian Banshee	51	7	9,790 - 9,800	9,799 - 9,809	9,779 - 9,788	9,721 - 9,735	9,620 - 9,639
Death Knight	52	2	9,801 - 9,811	9,810 - 9,820	9,789 - 9,799	9,736 - 9,749	9,640 - 9,659
Elemental, Greater Periodic	53	3	9,812 - 9,822	9,821 - 9,831	9,800 - 9,809	9,750 - 9,764	9,660 - 9,679
Mongoose, King	56	5	–	9,832	9,810	9,765	–
Cyclops, True	60	2	9,823 - 9,833	9,833 - 9,843	9,811 - 9,821	9,766 - 9,779	9,680 - 9,699
Strangle Plant, Vine	60	7	–	–	9,822 - 9,841	–	–
Thessalhydra	64	7	9,834 - 9,855	9,844 - 9,865	9,842 - 9,862	9,780 - 9,808	9,700 - 9,739
Beholder-kin, Overseer	68	1	9,856 - 9,866	9,866 - 9,876	9,863 - 9,872	9,809 - 9,823	9,740 - 9,759
Death Harvester	71	2	9,867 - 9,877	9,877 - 9,887	9,873 - 9,883	9,824 - 9,837	9,760 - 9,778
Deepspawn	72	2	9,878 - 9,888	9,888 - 9,898	9,884 - 9,893	9,838 - 9,852	9,779 - 9,798
Beholder, Death Kiss	77	1	9,889 - 9,899	9,899 - 9,909	9,894 - 9,904	9,853 - 9,866	9,799 - 9,818
Shedu, Greater	77	7	9,900 - 9,910	9,910 - 9,920	9,905 - 9,914	9,867 - 9,881	9,819 - 9,838
Time Elemental, Noble	n/a	8	9,911 - 9,920	9,921 - 9,931	9,915 - 9,924	9,882 - 9,895	9,839 - 9,858
Medusa, Gorgon	102	4	9,921	9,932	9,925	9,896	9,859
Beholder-kin, Hive Mother	105	1	9,922 - 9,932	9,933 - 9,943	9,926 - 9,936	9,897 - 9,911	9,860 - 9,879
Demilich	114	2	9,933 - 9,943	9,944 - 9,954	9,937 - 9,946	9,912 - 9,925	9,880 - 9,899
Relic Devourer	125	6	9,944	9,955	9,947	9,926	9,900
Angel	161	1	9,945 - 9,955	9,956 - 9,966	9,948 - 9,957	9,927 - 9,941	9,901 - 9,920
Marid	163	4	9,956 - 9,966	9,967 - 9,977	9,958 - 9,968	9,942 - 9,955	9,921 - 9,939
Overhoard	260	6	9,967 - 9,977	–	9,969 - 9,978	9,956 - 9,970	9,940 - 9,959
Tarrasque	577	7	9,978	9,978	9,979	9,971	9,960
Adapter	Variable	1	9,979 - 9,989	9,979 - 9,989	9,980 - 9,990	9,972 - 9,985	9,961 - 9,980
Dispatcher	Variable	2	9,990 - 10,000	9,990 - 10,000	9,991 - 10,000	9,986 - 10,000	9,981 - 10,000

Table 20–N: Random Encounter Tables – Ocean, Open: Day

Name	HF	HoB	NA Tropical d10,000 roll	NB Subtropical d10,000 roll	NC Temperate d10,000 roll	ND Subarctic d10,000 roll	NE Arctic d10,000 roll
Gold Bane	0	3	1 - 31	1 - 35	1 - 37	1 - 43	1 - 45
Ixitxachitl: standard	0	4	32 - 62	36 - 70	–	–	–
Jellyfish, Common	0	4	63 - 308	71 - 351	38 - 332	–	–
Piranha, Cold Water	0	6	–	–	333 - 369	–	–
Piranha, Common	0	6	309 - 369	–	–	–	–
Ray: Stingray	0	6	370 - 615	–	–	–	–
Samaritans	0	7	616 - 738	352 - 491	370 - 517	44 - 215	46 - 224
Scarab of Seeking	0	7	739 - 769	492 - 526	518 - 553	216 - 257	–
Swordfish, Long	0	7	770 - 892	527 - 667	554 - 701	258 - 429	225 - 404
Urchin, Giant Black	0	8	893 - 1,015	668 - 807	702 - 849	430 - 601	405 - 583
Locathah	0+	4	1,016 - 1,077	808 - 877	850 - 922	602 - 687	584 - 673
Phantom	Nil	6	1,078 - 1,107	878 - 912	923 - 959	688 - 729	674 - 717
Sea Horse, Giant	0+	7	1,108 - 1,354	913 - 1,193	960 - 1,254	730 - 1,073	–
Barracuda	1	1	1,355 - 1,477	1,194 - 1,333	1,255 - 1,402	–	–
Dolphin	1	2	1,478 - 1,600	1,334 - 1,473	1,403 - 1,550	1,074 - 1,244	718 - 897
Eel, Weed	1	2	1,601 - 1,630	1,474 - 1,508	1,551 - 1,586	1,245 - 1,287	898 - 942
Eye, Floating	1	3	1,631 - 1,692	1,509 - 1,579	1,587 - 1,660	1,288 - 1,373	943 - 1,031
Lamprey, Normal	1	4	1,693 - 1,815	1,580 - 1,719	1,661 - 1,808	1,374 - 1,545	1,032 - 1,211
Men: Merchant Sailor/Fisherman	1	5	1,816 - 2,061	1,720 - 2,000	1,809 - 2,103	1,546 - 1,888	1,212 - 1,569
Men: Pirate/Buccaneer	1	5	2,062 - 2,307	2,001 - 2,280	2,104 - 2,398	–	–
Men: Sailor	1	5	2,308 - 2,553	2,281 - 2,561	2,399 - 2,693	1,889 - 2,231	1,570 - 1,928
Packasite	1	6	2,554 - 2,615	2,562 - 2,631	2,694 - 2,767	2,232 - 2,317	1,929 - 2,018
Piranha, Giant	1	6	2,616 - 2,646	–	–	–	–
Provocator	n/a	6	2,647 - 2,676	2,632 - 2,666	2,768 - 2,804	2,318 - 2,360	2,019 - 2,062
Shark, Angel	1	7	2,677 - 2,922	2,667 - 2,947	–	–	–
Swordfish, Bastard	1	7	2,923 - 2,984	2,948 - 3,017	2,805 - 2,878	2,361 - 2,446	2,063 - 2,152
Urchin, Giant Green	1	8	2,985 - 3,046	3,018 - 3,087	2,879 - 2,951	2,447 - 2,532	2,153 - 2,242
Jellyfish: Man-O-War	1+	4	3,047 - 3,169	3,088 - 3,227	2,952 - 3,099	–	–
Men: Adventurer	1+	5	3,170 - 3,199	3,228 - 3,263	3,100 - 3,136	2,533 - 2,575	2,243 - 2,287
Men: Viking	1+	5	–	–	–	2,576 - 2,746	2,288 - 2,466
Mer-Folk: Mermaid	1+	5	3,200 - 3,322	3,264 - 3,403	3,137 - 3,283	–	–
Mer-Folk: Merman	1+	5	3,323 - 3,445	3,404 - 3,543	3,284 - 3,431	2,747 - 2,918	–
Troutman	1+	8	3,446 - 3,507	3,544 - 3,613	3,432 - 3,505	2,919 - 3,004	2,467 - 2,556
Astral Searcher	2	1	3,508 - 3,538	3,614 - 3,648	3,506 - 3,542	3,005 - 3,047	2,557 - 2,600
Carnivorous Coral	2	1	3,539 - 3,599	3,649 - 3,719	–	–	–
Criocamp	2	2	3,600 - 3,630	3,720 - 3,754	3,543 - 3,579	3,048 - 3,090	2,601 - 2,645
Eel, Giant	2	2	3,631 - 3,753	3,755 - 3,894	3,580 - 3,726	–	–
Elf, Aquatic	2	3	3,754 - 3,876	3,895 - 4,034	3,727 - 3,874	3,091 - 3,261	2,646 - 2,825
Ichthyocentaur	2	4	3,877 - 3,907	4,035 - 4,069	3,875 - 3,911	3,262 - 3,304	2,826 - 2,869
Pseudo Undead, Ghoul	2	6	3,908 - 4,030	4,070 - 4,210	3,912 - 4,058	3,305 - 3,476	2,870 - 3,049

Name	HF	HoB	NA Tropical d10,000 roll	NB Subtropical d10,000 roll	NC Temperate d10,000 roll	ND Subarctic d10,000 roll	NE Arctic d10,000 roll
Sprite, Water	2	7	4,031 - 4,091	4,211 - 4,280	4,059 - 4,132	3,477 - 3,562	3,050 - 3,138
Zombie, Talking	2	8	4,092 - 4,122	4,281 - 4,315	4,133 - 4,169	3,563 - 3,604	–
Selkie	2 +	7	–	–	–	3,605 - 3,647	3,139 - 3,183
Sword, Perpetual Swinging	2+	7	4,123 - 4,153	4,316 - 4,350	–	3,648 - 3,690	3,184 - 3,228
Jellyfish, Giant	3	4	4,154 - 4,215	4,351 - 4,420	4,170 - 4,243	3,691 - 3,776	3,229 - 3,318
Shark, Dawg Fish	3	7	–	–	4,244 - 4,538	–	–
Vortex	3	8	4,216 - 4,245	4,421 - 4,455	4,539 - 4,575	3,777 - 3,819	3,319 - 3,363
Enveloper	3+	3	4,246 - 4,276	4,456 - 4,490	4,576 - 4,612	3,820 - 3,862	3,364 - 3,407
Sahuagin, Common	3+	7	4,277 - 4,399	4,491 - 4,631	4,613 - 4,759	3,863 - 4,034	3,408 - 3,587
Huecuva	4	4	4,400 - 4,430	4,632 - 4,666	4,760 - 4,796	4,035 - 4,076	–
Ixitxachitl: Cleric	4	4	4,431 - 4,461	4,667 - 4,701	–	–	–
Lamprey, Giant	4	4	4,462 - 4,522	4,702 - 4,771	4,797 - 4,870	4,077 - 4,162	3,588 - 3,676
Sea Stalker	4	7	4,523 - 4,553	4,772 - 4,806	4,871 - 4,907	4,163 - 4,205	3,677 - 3,721
Shark, Wobbegong	4	7	4,554 - 4,676	–	–	–	–
Truculent Terrifier	4	8	4,677 - 4,707	4,807 - 4,841	4,908 - 4,944	4,206 - 4,248	–
Urchin, Giant Red	4	8	4,708 - 4,768	4,842 - 4,911	4,945 - 5,017	4,249 - 4,334	3,722 - 3,811
Whale, Narwhal	4	8	4,769 - 4,830	4,912 - 4,981	5,018 - 5,091	4,335 - 4,420	3,812 - 3,901
Ogre, Aquatic	4+	6	4,831 - 4,953	4,982 - 5,122	5,092 - 5,239	4,421 - 4,591	3,902 - 4,080
Sahuagin, Mutant	4+	7	4,954 - 5,076	5,123 - 5,262	5,240 - 5,386	4,592 - 4,763	4,081 - 4,259
Doppleganger	5	2	5,077 - 5,107	5,263 - 5,297	5,387 - 5,423	4,764 - 4,806	4,260 - 4,304
Ixitxachitl: Vampire	5	4	5,108 - 5,137	5,298 - 5,332	–	–	–
Ray, Pungi	5	6	5,138 - 5,199	–	–	–	–
Strangle Plant, Weed	5	7	5,200 - 5,445	5,333 - 5,613	–	–	–
Swordfish, Vorpal	5	7	5,446 - 5,476	5,614 - 5,648	5,424 - 5,460	4,807 - 4,849	4,305 - 4,349
Anti-Elemental, Earth	5+	1	5,477 - 5,507	5,649 - 5,683	5,461 - 5,497	4,850 - 4,892	4,350 - 4,394
Grieving Herald	6	3	5,508 - 5,537	5,684 - 5,718	5,498 - 5,534	4,893 - 4,935	4,395 - 4,439
Jurassic Creatures: Icthyosaurus	6	4	5,538 - 5,660	5,719 - 5,858	5,535 - 5,682	4,936 - 5,106	4,440 - 4,618
Zombie, Brain-Eating	6	8	5,661 - 5,691	5,859 - 5,894	5,683 - 5,718	5,107 - 5,149	4,619 - 4,663
Zombie, Flesh-Eating	6	8	5,692 - 5,722	5,895 - 5,929	5,719 - 5,755	5,150 - 5,192	4,664 - 4,708
Zombie, Giant	6	8	5,723 - 5,753	5,930 - 5,964	5,756 - 5,792	5,193 - 5,235	4,709 - 4,752
Anti-Elemental, Air	6+	1	5,754 - 5,783	5,965 - 5,999	5,793 - 5,829	5,236 - 5,278	4,753 - 4,797
Anti-Elemental, Fire	6 +	1	–	–	–	–	4,798 - 4,842
Triton, Common	7	8	5,784 - 5,845	6,000 - 6,069	5,830 - 5,903	5,279 - 5,364	4,843 - 4,932
Urchin, Giant Yellow	7	8	5,846 - 5,876	6,070 - 6,104	5,904 - 5,940	5,365 - 5,407	4,933 - 4,977
Vengeful Troubadour	7+	8	5,877 - 5,907	6,105 - 6,139	5,941 - 5,977	5,408 - 5,450	4,978 - 5,021
Doppleganger, Master	8	2	5,908 - 5,937	6,140 - 6,174	5,978 - 6,014	5,451 - 5,492	5,022 - 5,066
Gagwaller	8	3	5,938 - 5,968	6,175 - 6,209	6,015 - 6,050	5,493 - 5,535	5,067 - 5,111
Jellyfish, Dire Man OŌ War	8	4	5,969 - 6,030	6,210 - 6,279	6,051 - 6,124	5,536 - 5,621	5,112 - 5,201
Ray: Giant Manta	8	6	6,031 - 6,153	–	–	–	–
Zombie, Monster	8	8	6,154 - 6,183	6,280 - 6,315	6,125 - 6,161	5,622 - 5,664	5,202 - 5,246
Dragon, White	Variable	2	–	–	–	–	5,247 - 5,335
Elf, Grel Cleric	9	3	6,184 - 6,245	6,316 - 6,385	6,162 - 6,235	5,665 - 5,750	5,336 - 5,425
Walrus, common	9	8	–	–	–	–	5,426 - 5,604
Doppleganger, Predator	10	2	6,246 - 6,276	6,386 - 6,420	6,236 - 6,272	5,751 - 5,793	5,605 - 5,649
Elf, Shadow Grel	10	3	6,277 - 6,337	6,421 - 6,490	6,273 - 6,346	5,794 - 5,879	5,650 - 5,739
Golem, Blood	10	3	6,338 - 6,368	6,491 - 6,525	6,347 - 6,382	5,880 - 5,922	5,740 - 5,784
Nereid	10	6	6,369 - 6,399	6,526 - 6,560	6,383 - 6,419	5,923 - 5,964	5,785 - 5,828
Pan-Dimensional Rover	10	6	6,400 - 6,429	6,561 - 6,595	6,420 - 6,456	5,965 - 6,007	5,829 - 5,873
Ray: Deathray	10	6	6,430 - 6,460	–	–	–	–
Mer-Folk: MerShaman	10+	5	6,461 - 6,522	6,596 - 6,665	6,457 - 6,530	6,008 - 6,093	–
Skeleton, Monster	11	7	6,523 - 6,553	6,666 - 6,700	6,531 - 6,567	6,094 - 6,136	5,874 - 5,918
Urchin, Giant Silver	11	8	6,554 - 6,583	6,701 - 6,735	6,568 - 6,604	6,137 - 6,179	5,919 - 5,963
Djinni	12	2	6,584 - 6,614	6,736 - 6,771	6,605 - 6,641	6,180 - 6,222	5,964 - 6,008
Nefarian: other: Soul Cloaker	12	5	6,615 - 6,645	6,772 - 6,806	6,642 - 6,678	6,223 - 6,265	6,009 - 6,053
Rift Vortex	n/a	7	6,646	6,807	6,679	6,266	6,054
Shadow Fiend	12	7	6,647 - 6,677	6,808 - 6,842	6,680 - 6,716	6,267 - 6,309	6,055 - 6,098
Skeleton, Giant	12	7	6,678 - 6,707	6,843 - 6,877	6,717 - 6,752	6,310 - 6,352	6,099 - 6,143
Walrus, Rabid	12	8	–	–	–	–	6,144 - 6,233
Crypt Thing	13	2	6,708 - 6,738	6,878 - 6,912	6,753 - 6,789	6,353 - 6,395	6,234 - 6,278
Djinni, Black	13	2	6,739 - 6,769	6,913 - 6,947	6,790 - 6,826	6,396 - 6,437	6,279 - 6,323
Dopplemeister	13	2	6,770 - 6,800	6,948 - 6,982	6,827 - 6,863	6,438 - 6,480	6,324 - 6,367
Haunt	13	3	6,801 - 6,830	6,983 - 7,017	6,864 - 6,900	6,481 - 6,523	6,368 - 6,412
Teroth	13	7	6,831 - 6,861	7,018 - 7,052	6,901 - 6,937	6,524 - 6,566	6,413 - 6,457
Water Weird	13	8	6,862 - 6,892	7,053 - 7,087	6,938 - 6,974	6,567 - 6,609	6,458 - 6,502
Snake, Sea, Giant	14	7	6,893 - 7,015	–	–	–	–
Spider, Sea	14	7	7,016 - 7,138	7,088 - 7,228	6,975 - 7,121	6,610 - 6,781	6,503 - 6,681
Elemental, Earth	14+	3	7,139 - 7,169	7,229 - 7,263	7,122 - 7,158	6,782 - 6,824	6,682 - 6,726
Taunter	14+	7	7,170 - 7,200	7,264 - 7,298	7,159 - 7,195	6,825 - 6,867	6,727 - 6,771
Triton, Exceptional	15	8	7,201 - 7,261	7,299 - 7,368	7,196 - 7,269	6,868 - 6,952	6,772 - 6,861
Vagabond, Astral	Variable	8	7,262 - 7,292	7,369 - 7,403	7,270 - 7,306	6,953 - 6,995	6,862 - 6,905
Walrus, Wretched	16	8	–	–	–	–	6,906 - 6,950
Whale, Killer	16	8	7,293 - 7,538	7,404 - 7,684	7,307 - 7,601	6,996 - 7,339	6,951 - 7,309
Djinni, Noble	17	2	7,539 - 7,569	7,685 - 7,719	7,602 - 7,638	7,340 - 7,381	7,310 - 7,354
Golem, Clay	17	3	7,570 - 7,599	7,720 - 7,754	7,639 - 7,675	7,382 - 7,424	7,355 - 7,399
Zoolem, Dawg/Monkey, etc.	17	8	7,600 - 7,630	7,755 - 7,789	7,676 - 7,712	7,425 - 7,467	7,400 - 7,443
Zoolem, Hawk/Eagle	17	8	7,631 - 7,692	7,790 - 7,859	7,713 - 7,785	7,468 - 7,553	7,444 - 7,533
Elemental, Air	18+	3	7,693 - 7,723	7,860 - 7,894	7,786 - 7,822	7,554 - 7,596	7,534 - 7,578
Elemental, Water	18+	3	7,724 - 7,753	7,895 - 7,929	7,823 - 7,859	7,597 - 7,639	7,579 - 7,623
Doom Harvester	19	2	7,754 - 7,784	7,930 - 7,964	7,860 - 7,896	7,640 - 7,682	7,624 - 7,668
Jurassic Creatures: Elasmosaurus	19	4	7,785 - 7,907	7,965 - 8,105	7,897 - 8,044	7,683 - 7,854	7,669 - 7,847
Jurassic Creatures: Triloblights	19	4	7,908 - 7,938	8,106 - 8,140	–	–	–
Sirine	20	7	7,939 - 7,999	8,141 - 8,210	8,045 - 8,117	–	–

Name	HF	HoB	NA Tropical d10,000 roll	NB Subtropical d10,000 roll	NC Temperate d10,000 roll	ND Subarctic d10,000 roll	NE Arctic d10,000 roll
Jurassic Creatures: Nothosaurus	21	4	8,000 - 8,122	–	–	–	–
Lycanthrope: Were-Shark	21	4	8,123 - 8,153	–	–	–	—
Sea Harker	21	7	8,154 - 8,184	8,211 - 8,245	8,118 - 8,154	7,855 - 7,896	7,848 - 7,892
Shark, Giant Megalodon	22	7	8,185 - 8,246	–	–	–	–
Vile Shadow Fiend	22	8	8,247 - 8,276	8,246 - 8,280	8,155 - 8,191	7,897 - 7,939	7,893 - 7,937
Worm, Purple, Mottled	22	8	8,277 - 8,338	8,281 - 8,350	8,192 - 8,265	7,940 - 8,025	7,938 - 8,026
Dragon, Ancient Albino Scoria	Variable	2	8,339 - 8,369	8,351 - 8,385	8,266 - 8,302	8,026 - 8,068	8,027 - 8,071
Jurynday, Saltwater	26	4	8,370 - 8,399	8,386 - 8,420	8,303 - 8,339	8,069 - 8,111	–
Triton, Spellcaster	26	8	8,400 - 8,430	8,421 - 8,455	8,340 - 8,376	8,112 - 8,154	8,072 - 8,116
Zoolem, Lion/Tiger	26	8	8,431 - 8,492	8,456 - 8,526	8,377 - 8,449	8,155 - 8,240	8,117 - 8,206
Vision	27	8	8,493 - 8,522	8,527 - 8,561	8,450 - 8,486	8,241 - 8,283	8,207 - 8,250
Jurassic Creatures: Plesiosaurus	28	4	8,523 - 8,768	–	–	–	–
Aerial Servant	29	1	8,769 - 8,799	8,562 - 8,596	8,487 - 8,523	8,284 - 8,326	8,251 - 8,295
Triton, Leader	30	8	8,800 - 8,830	8,597 - 8,631	8,524 - 8,560	8,327 - 8,368	8,296 - 8,340
Time Elemental, Common	n/a	8	8,831 - 8,861	8,632 - 8,666	8,561 - 8,597	8,369 - 8,411	8,341 - 8,385
Portal of Devouring	31	6	8,862 - 8,892	8,667 - 8,701	8,598 - 8,634	8,412 - 8,454	8,386 - 8,430
Righteous Avenger	32	7	8,893 - 8,922	8,702 - 8,736	8,635 - 8,671	8,455 - 8,497	8,431 - 8,475
Guardian Spirit	33	3	8,923 - 8,953	8,737 - 8,771	8,672 - 8,708	8,498 - 8,540	8,476 - 8,519
Turtle, Dragon	34	8	–	8,772 - 8,806	8,709 - 8,745	–	–
Avenging Servant	35	1	8,954 - 8,984	8,807 - 8,841	8,746 - 8,782	8,541 - 8,583	8,520 - 8,564
Zoolem, Horse/Deer	35	8	8,985 - 9,045	8,842 - 8,911	8,783 - 8,855	8,584 - 8,669	8,565 - 8,654
Turtle, Humongus Sea	36	8	9,046 - 9,107	8,912 - 8,982	8,856 - 8,929	8,670 - 8,755	8,655 - 8,744
Whale, Common	37	8	9,108 - 9,353	8,983 - 9,262	8,930 - 9,224	8,756 - 9,098	8,745 - 9,102
Bane Lords	39	1	9,354 - 9,384	9,263 - 9,297	9,225 - 9,261	9,099 - 9,141	9,103 - 9,147
Centipus	40	2	9,385 - 9,415	9,298 - 9,332	9,262 - 9,298	9,142 - 9,184	–
Dragon, Slag-Scaled Titanium	Variable	2	9,416 - 9,445	9,333 - 9,368	9,299 - 9,335	9,185 - 9,227	9,148 - 9,192
Sivian Banshee	51	7	9,446 - 9,476	9,369 - 9,403	9,336 - 9,372	9,228 - 9,270	9,193 - 9,237
Elemental, Greater Periodic	53	3	9,477 - 9,507	9,404 - 9,438	9,373 - 9,409	9,271 - 9,312	9,238 - 9,282
Kraken	66	4	9,508 - 9,538	9,439 - 9,473	9,410 - 9,446	9,313 - 9,355	9,283 - 9,326
Death Harvester	71	2	9,539 - 9,568	9,474 - 9,508	9,447 - 9,482	9,356 - 9,398	9,327 - 9,371
Time Elemental, Noble	n/a	8	9,569 - 9,599	9,509 - 9,543	9,483 - 9,519	9,399 - 9,441	9,372 - 9,416
Whale, Giant	96	8	9,600 - 9,630	9,544 - 9,578	9,520 - 9,556	9,442 - 9,484	9,417 - 9,461
Scylla: Charybdis	134	7	9,631	9,579	9,557	9,485	9,462
Angel	161	1	9,632 - 9,662	9,580 - 9,614	9,558 - 9,594	9,486 - 9,528	9,463 - 9,507
Sea Monster	306	7	9,663 - 9,908	9,615 - 9,895	9,595 - 9,889	9,529 - 9,871	9,508 - 9,865
Octogorgon	383	6	9,909 - 9,938	9,896 - 9,930	9,890 - 9,926	9,872 - 9,914	9,866 - 9,910
Adapter	Variable	1	9,939 - 9,969	9,931 - 9,965	9,927 - 9,963	9,915 - 9,957	9,911 - 9,955
Dispatcher	Variable	2	9,970 - 10,000	9,966 - 10,000	9,964 - 10,000	9,958 - 10,000	9,956 - 10,000

Table 20–O: Random Encounter Tables – Ocean, Coastal: Day

Name	HF	HoB	OA Tropical d10,000 roll	OB Subtropical d10,000 roll	OC Temperate d10,000 roll	OD Subarctic d10,000 roll	OE Arctic d10,000 roll
Bird: Standard	-1	1	1 - 173	1 - 190	1 - 194	1 - 219	–
Gold Bane	0	3	174 - 195	191 - 214	195 - 218	220 - 247	1 - 33
Ixitxachitl: standard	0	4	196 - 217	215 - 237	–	–	–
Jellyfish, Common	0	4	218 - 390	238 - 427	219 - 412	–	–
Mosquitos, Ravenous	0	5	391 - 434	428 - 475	–	–	–
Otter, Sea	0	6	435 - 520	476 - 570	413 - 510	248 - 356	34 - 163
Penguin, common	0	6	–	–	–	357 - 575	164 - 423
Piranha, Cold Water	0	6	–	–	511 - 534	–	–
Piranha, Common	0	6	521 - 564	–	–	–	–
Ray: Stingray	0	6	565 - 737	–	–	–	–
Rook: Raven, Common	0	7	738 - 911	571 - 760	535 - 728	576 - 794	–
Rook: Raven, Huge	0	7	912 - 998	761 - 855	729 - 825	795 - 904	–
Rot Grub, Common	0	7	999 - 1,041	856 - 902	826 - 874	905 - 959	424 - 488
Samaritans	0	7	1,042 - 1,128	903 - 997	875 - 971	960 - 1,068	489 - 619
Scarab of Seeking	0	7	1,129 - 1,149	998 - 1,021	972 - 995	1,069 - 1,096	–
Scarab, common	0	7	1,150 - 1,323	1,022 - 1,211	996 - 1,189	1,097 - 1,315	–
Seagull	0	7	1,324 - 1,496	1,212 - 1,401	1,190 - 1,383	1,316 - 1,534	620 - 879
Swordfish, Long	0	7	1,497 - 1,583	1,402 - 1,496	1,384 - 1,480	1,535 - 1,643	880 - 1,009
Urchin, Giant Black	0	8	1,584 - 1,670	1,497 - 1,591	1,481 - 1,577	1,644 - 1,753	1,010 - 1,140
Vicious Beach Mite	0	8	1,671 - 1,757	1,592 - 1,686	1,578 - 1,674	1,754 - 1,862	1,141 - 1,270
Locathah	0+	4	1,758 - 1,800	1,687 - 1,733	1,675 - 1,723	1,863 - 1,917	1,271 - 1,335
Phantom	Nil	6	1,801 - 1,822	1,734 - 1,757	1,724 - 1,747	1,918 - 1,945	1,336 - 1,368
Sea Horse, Giant	0+	7	1,823 - 1,995	1,758 - 1,947	1,748 - 1,941	1,946 - 2,164	–
Barracuda	1	1	1,996 - 2,082	1,948 - 2,042	1,942 - 2,038	–	–
Corpse Crab	1	2	2,083 - 2,125	2,043 - 2,090	2,039 - 2,087	2,165 - 2,219	1,369 - 1,433
Crab Man	1	2	2,126 - 2,169	2,091 - 2,137	2,088 - 2,135	–	–
Dolphin	1	2	2,170 - 2,255	2,138 - 2,232	2,136 - 2,232	2,220 - 2,328	1,434 - 1,563
Eel, Weed	1	2	2,256 - 2,277	2,233 - 2,256	2,233 - 2,257	2,329 - 2,355	1,564 - 1,596
Eye, Floating	1	3	2,278 - 2,320	2,257 - 2,303	2,258 - 2,305	2,356 - 2,410	1,597 - 1,661
Lamprey, Normal	1	4	2,321 - 2,407	2,304 - 2,398	2,306 - 2,402	2,411 - 2,520	1,662 - 1,791
Men: Merchant Sailor/Fisherman	1	5	2,408 - 2,581	2,399 - 2,588	2,403 - 2,596	2,521 - 2,739	1,792 - 2,052
Men: Pirate/Buccaneer	1	5	2,582 - 2,754	2,589 - 2,778	2,597 - 2,790	–	–
Men: Sailor	1	5	2,755 - 2,928	2,779 - 2,968	2,791 - 2,985	2,740 - 2,958	2,053 - 2,312
Moss, Shimmer	1	5	2,929 - 2,971	2,969 - 3,016	2,986 - 3,033	2,959 - 3,013	2,313 - 2,377
Packasite	1	6	2,972 - 3,014	3,017 - 3,063	3,034 - 3,082	3,014 - 3,068	2,378 - 2,442

Name	HF	HoB	OA Tropical d10,000 roll	OB Subtropical d10,000 roll	OC Temperate d10,000 roll	OD Subarctic d10,000 roll	OE Arctic d10,000 roll
Penguin, Dire	1	6	–	–	–	3,069 - 3,122	2,443 - 2,507
Piranha, Giant	1	6	3,015 - 3,036	–	–	–	–
Provocator	n/a	6	3,037 - 3,058	3,064 - 3,087	3,083 - 3,106	3,123 - 3,150	2,508 - 2,540
Rook: Raven, Giant	1	7	3,059 - 3,144	3,088 - 3,182	3,107 - 3,203	3,151 - 3,259	–
Rot Grub, giant	1	7	3,145 - 3,188	3,183 - 3,229	3,204 - 3,251	3,260 - 3,314	2,541 - 2,605
Shark, Angel	1	7	3,189 - 3,361	3,230 - 3,419	–	–	–
Spider, Large	1	7	3,362 - 3,535	3,420 - 3,609	3,252 - 3,446	3,315 - 3,533	–
Spider, Tarantubat	1	7	3,536 - 3,621	3,610 - 3,704	3,447 - 3,543	3,534 - 3,643	2,606 - 2,735
Swordfish, Bastard	1	7	3,622 - 3,665	3,705 - 3,752	3,544 - 3,591	3,644 - 3,698	2,736 - 2,800
Toad, Poisonous	1	8	3,666 - 3,752	3,753 - 3,847	3,592 - 3,688	3,699 - 3,807	–
Urchin, Giant Green	1	8	3,753 - 3,795	3,848 - 3,894	3,689 - 3,737	3,808 - 3,862	2,801 - 2,866
Jellyfish: Man-O-War	1+	4	3,796 - 3,882	3,895 - 3,989	3,738 - 3,834	–	–
Men: Adventurer	1+	5	3,883 - 3,903	3,990 - 4,013	3,835 - 3,858	3,863 - 3,889	2,867 - 2,898
Mer-Folk: Mermaid	1+	5	3,904 - 3,990	4,014 - 4,108	3,859 - 3,955	–	–
Mer-Folk: Merman	1+	5	3,991 - 4,077	4,109 - 4,203	3,956 - 4,052	3,890 - 3,999	–
Troutman	1+	8	4,078 - 4,120	4,204 - 4,251	4,053 - 4,101	4,000 - 4,054	2,899 - 2,963
Astral Searcher	2	1	4,121 - 4,142	4,252 - 4,274	4,102 - 4,125	4,055 - 4,081	2,964 - 2,996
Boring Barnacles	2	1	4,143 - 4,185	4,275 - 4,322	4,126 - 4,174	4,082 - 4,136	–
Carnivorous Coral	2	1	4,186 - 4,229	4,323 - 4,369	–	–	–
Criocamp	2	2	4,230 - 4,250	4,370 - 4,393	4,175 - 4,198	4,137 - 4,163	2,997 - 3,028
Eel, Giant	2	2	4,251 - 4,337	4,394 - 4,488	4,199 - 4,295	–	–
Elf, Aquatic	2	3	4,338 - 4,424	4,489 - 4,583	4,296 - 4,392	4,164 - 4,273	3,029 - 3,159
Golem, Guardian	2	3	4,425 - 4,446	4,584 - 4,607	4,393 - 4,416	4,274 - 4,300	3,160 - 3,191
Ichthyocentaur	2	4	4,447 - 4,467	4,608 - 4,630	4,417 - 4,440	4,301 - 4,327	3,192 - 3,224
Otter, Giant Sea	2	6	4,468 - 4,511	4,631 - 4,678	4,441 - 4,489	4,328 - 4,382	3,225 - 3,289
Quay Lurker	2	6	4,512 - 4,554	4,679 - 4,725	4,490 - 4,537	4,383 - 4,437	3,290 - 3,354
Skeleton, Screaming	2	7	4,555 - 4,597	4,726 - 4,773	4,538 - 4,586	4,438 - 4,492	3,355 - 3,419
Skink, Drink	2	7	4,598 - 4,641	4,774 - 4,820	4,587 - 4,635	4,493 - 4,547	3,420 - 3,484
Snake, Venomous	2	7	4,642 - 4,727	4,821 - 4,915	4,636 - 4,732	4,548 - 4,656	3,485 - 3,615
Sprite, Water	2	7	4,728 - 4,771	4,916 - 4,963	4,733 - 4,780	4,657 - 4,711	3,616 - 3,680
Zombie, Talking	2	8	4,772 - 4,792	4,964 - 4,987	4,781 - 4,804	4,712 - 4,738	–
Selkie	2 +	7	–	–	–	4,739 - 4,766	3,681 - 3,712
Sword, Perpetual Swinging	2+	7	4,793 - 4,814	4,988 - 5,010	–	4,767 - 4,793	3,713 - 3,745
Crustacean: Crab, Giant	3	2	4,815 - 4,858	5,011 - 5,058	4,805 - 4,853	4,794 - 4,848	3,746 - 3,810
Insidious Ichor	3	4	4,859 - 4,879	5,059 - 5,082	4,854 - 4,877	4,849 - 4,875	–
Jellyfish, Giant	3	4	4,880 - 4,923	5,083 - 5,129	4,878 - 4,926	4,876 - 4,930	3,811 - 3,875
Nar Wasp, Yellow Jacketed	3	5	4,924 - 4,966	5,130 - 5,177	4,927 - 4,974	4,931 - 4,985	3,876 - 3,940
Shark, Dawg Fish	3	7	–	–	4,975 - 5,168	–	–
Vortex	3	8	4,967 - 4,988	5,178 - 5,200	5,169 - 5,193	4,986 - 5,012	3,941 - 3,973
Water Buffalo, Marauding	3	8	–	–	5,194 - 5,290	–	–
Zygom	3	8	4,989 - 5,031	5,201 - 5,248	5,291 - 5,338	5,013 - 5,067	3,974 - 4,038
Enveloper	3+	3	5,032 - 5,053	5,249 - 5,272	5,339 - 5,362	5,068 - 5,094	4,039 - 4,070
Sahuagin, Common	3+	7	5,054 - 5,139	5,273 - 5,367	5,363 - 5,460	5,095 - 5,204	4,071 - 4,201
Huecuva	4	4	5,140 - 5,161	5,368 - 5,390	5,461 - 5,484	5,205 - 5,231	–
Ixitxachitl: Cleric	4	4	5,162 - 5,183	5,391 - 5,414	–	–	–
Lamprey, Giant	4	4	5,184 - 5,226	5,415 - 5,462	5,485 - 5,532	5,232 - 5,286	4,202 - 4,266
Oyster, Giant, Sea	4	6	5,227 - 5,248	5,463 - 5,485	5,533 - 5,557	5,287 - 5,313	4,267 - 4,298
Sea Stalker	4	7	5,249 - 5,270	5,486 - 5,509	5,558 - 5,581	5,314 - 5,341	4,299 - 4,331
Shark, Wobbegong	4	7	5,271 - 5,356	–	–	–	–
Truculent Terrifier	4	8	5,357 - 5,378	5,510 - 5,533	5,582 - 5,605	5,342 - 5,368	–
Urchin, Giant Red	4	8	5,379 - 5,421	5,534 - 5,580	5,606 - 5,654	5,369 - 5,423	4,332 - 4,396
Whale, Narwhal	4	8	5,422 - 5,465	5,581 - 5,628	5,655 - 5,702	5,424 - 5,478	4,397 - 4,461
Ogre, Aquatic	4+	6	5,466 - 5,551	5,629 - 5,723	5,703 - 5,799	5,479 - 5,587	4,462 - 4,591
Sahuagin, Mutant	4+	7	5,552 - 5,638	5,724 - 5,818	5,800 - 5,896	5,588 - 5,697	4,592 - 4,722
Doppleganger	5	2	5,639 - 5,660	5,819 - 5,841	5,897 - 5,921	5,698 - 5,724	4,723 - 4,754
Ixitxachitl: Vampire	5	4	5,661 - 5,682	5,842 - 5,865	–	–	–
Nar Wasp, Crimson	5	5	5,683 - 5,725	5,866 - 5,913	5,922 - 5,969	5,725 - 5,779	4,755 - 4,819
Ray, Pungi	5	6	5,726 - 5,768	–	–	–	–
Strangle Plant, Weed	5	7	5,769 - 5,942	5,914 - 6,103	–	–	–
Swordfish, Vorpal	5	7	5,943 - 5,964	6,104 - 6,126	5,970 - 5,993	5,780 - 5,806	4,820 - 4,852
Anti-Elemental, Earth	5+	1	5,965 - 5,985	6,127 - 6,150	5,994 - 6,018	5,807 - 5,834	4,853 - 4,885
Slime, Olive - Host	5+	7	5,986 - 6,007	6,151 - 6,174	6,019 - 6,042	5,835 - 5,861	4,886 - 4,917
Crustacean: Crab, Dire	6	2	6,008 - 6,029	6,175 - 6,198	6,043 - 6,066	5,862 - 5,889	4,918 - 4,950
Grieving Herald	6	3	6,030 - 6,050	6,199 - 6,221	6,067 - 6,090	5,890 - 5,916	4,951 - 4,982
Jurassic Creatures: Icthyosaurus	6	4	6,051 - 6,137	6,222 - 6,316	6,091 - 6,187	5,917 - 6,026	4,983 - 5,112
Onerous Carbuncle	6	6	6,138 - 6,159	6,317 - 6,340	6,188 - 6,212	6,027 - 6,053	5,113 - 5,145
Sea Lion	6	7	6,160 - 6,245	6,341 - 6,435	6,213 - 6,309	6,054 - 6,163	5,146 - 5,275
Zombie, Brain-Eating	6	8	6,246 - 6,267	6,436 - 6,459	6,310 - 6,333	6,164 - 6,190	5,276 - 5,308
Zombie, Flesh-Eating	6	8	6,268 - 6,289	6,460 - 6,483	6,334 - 6,357	6,191 - 6,217	5,309 - 5,340
Zombie, Giant	6	8	6,290 - 6,310	6,484 - 6,506	6,358 - 6,382	6,218 - 6,245	5,341 - 5,373
Anti-Elemental, Air	6+	1	6,311 - 6,332	6,507 - 6,530	6,383 - 6,406	6,246 - 6,272	5,374 - 5,406
Anti-Elemental, Fire	6 +	1	–	–	–	–	5,407 - 5,438
Sandling	7	7	6,333 - 6,376	6,531 - 6,578	–	–	–
Snake, Venomous, giant	7	7	6,377 - 6,462	6,579 - 6,673	6,407 - 6,503	6,273 - 6,382	–
Toad, Ice	7	8	–	–	–	6,383 - 6,436	5,439 - 5,503
Triton, Common	7	8	6,463 - 6,506	6,674 - 6,720	6,504 - 6,551	6,437 - 6,491	5,504 - 5,568
Urchin, Giant Yellow	7	8	6,507 - 6,527	6,721 - 6,744	6,552 - 6,576	6,492 - 6,519	5,569 - 5,601
Vengeful Troubadour	7+	8	6,528 - 6,549	6,745 - 6,768	6,577 - 6,600	6,520 - 6,546	5,602 - 5,633
Crustacean: Lobster, Giant	8	2	6,550 - 6,592	6,769 - 6,815	6,601 - 6,648	6,547 - 6,601	5,634 - 5,699
Doppleganger, Master	8	2	6,593 - 6,614	6,816 - 6,839	6,649 - 6,673	6,602 - 6,628	5,700 - 5,731
Gagwaller	8	3	6,615 - 6,636	6,840 - 6,863	6,674 - 6,697	6,629 - 6,656	5,732 - 5,764
Jellyfish, Dire Man OÖ War	8	4	6,637 - 6,679	6,864 - 6,910	6,698 - 6,746	6,657 - 6,710	5,765 - 5,829

Name	HF	HoB	OA Tropical d10,000 roll	OB Subtropical d10,000 roll	OC Temperate d10,000 roll	OD Subarctic d10,000 roll	OE Arctic d10,000 roll
Ray: Giant Manta	8	6	6,680 - 6,766	–	–	–	–
Solitary Wasp, Giant	8 (F), 4(M)	7	–	–	6,747 - 6,843	–	–
Zombie, Monster	8	8	6,767 - 6,788	6,911 - 6,934	6,844 - 6,867	6,711 - 6,738	5,830 - 5,861
Dragon, White	Variable	2	–	–	–	–	5,862 - 5,927
Elf, Grel Cleric	9	3	6,789 - 6,831	6,935 - 6,981	6,868 - 6,915	6,739 - 6,792	5,928 - 5,992
Scarecrow	9	7	6,832 - 6,853	6,982 - 7,005	6,916 - 6,940	6,793 - 6,820	–
Tin Soldier	9	8	6,854 - 6,874	7,006 - 7,029	–	6,821 - 6,847	5,993 - 6,024
Walrus, common	9	8	–	–	–	–	6,025 - 6,155
Bear, Polar	10	1	–	–	–	–	6,156 - 6,220
Doppleganger, Predator	10	2	6,875 - 6,896	7,030 - 7,053	6,941 - 6,964	6,848 - 6,875	6,221 - 6,252
Elf, Shadow Grel	10	3	6,897 - 6,939	7,054 - 7,100	6,965 - 7,012	6,876 - 6,929	6,253 - 6,317
Golem, Blood	10	3	6,940 - 6,961	7,101 - 7,124	7,013 - 7,037	6,930 - 6,957	6,318 - 6,350
Nereid	10	6	6,962 - 6,983	7,125 - 7,147	7,038 - 7,061	6,958 - 6,984	6,351 - 6,382
Pan-Dimensional Rover	10	6	6,984 - 7,004	7,148 - 7,171	7,062 - 7,085	6,985 - 7,012	6,383 - 6,415
Ray: Deathray	10	6	7,005 - 7,026	–	–	–	–
Mer-Folk: MerShaman	10+	5	7,027 - 7,069	7,172 - 7,219	7,086 - 7,134	7,013 - 7,066	–
Golem, Flesh	11	3	7,070 - 7,091	7,220 - 7,242	7,135 - 7,158	7,067 - 7,094	6,416 - 6,448
Nymph	11	6	7,092 - 7,113	7,243 - 7,266	7,159 - 7,182	7,095 - 7,121	6,449 - 6,480
Skeleton, Monster	11	7	7,114 - 7,135	7,267 - 7,290	7,183 - 7,207	7,122 - 7,149	6,481 - 6,513
Spider, Crab	11	7	7,136 - 7,221	7,291 - 7,385	7,208 - 7,304	7,150 - 7,258	6,514 - 6,643
Urchin, Giant Silver	11	8	7,222 - 7,243	7,386 - 7,409	7,305 - 7,328	7,259 - 7,285	6,644 - 6,676
Djinni	12	2	7,244 - 7,265	7,410 - 7,432	7,329 - 7,352	7,286 - 7,313	6,677 - 6,708
Nefarian: other: Soul Cloaker	12	5	7,266 - 7,286	7,433 - 7,456	7,353 - 7,376	7,314 - 7,340	6,709 - 6,741
Rift Vortex	n/a	7	7,287	7,457	7,377	7,341	6,742
Shadow Fiend	12	7	7,288 - 7,309	7,458 - 7,481	7,378 - 7,402	7,342 - 7,369	6,743 - 6,774
Skeleton, Giant	12	7	7,310 - 7,331	7,482 - 7,505	7,403 - 7,426	7,370 - 7,396	6,775 - 6,807
Walrus, Rabid	12	8	–	–	–	–	6,808 - 6,872
Crypt Thing	13	2	7,332 - 7,352	7,506 - 7,528	7,427 - 7,450	7,397 - 7,423	6,873 - 6,904
Djinni, Black	13	2	7,353 - 7,374	7,529 - 7,552	7,451 - 7,474	7,424 - 7,451	6,905 - 6,937
Dopplemeister	13	2	7,375 - 7,396	7,553 - 7,576	7,475 - 7,499	7,452 - 7,478	6,938 - 6,970
Haunt	13	3	7,397 - 7,417	7,577 - 7,600	7,500 - 7,523	7,479 - 7,506	6,971 - 7,002
Snake, Amphisbaena Constrictor	13	7	–	–	7,524 - 7,547	–	–
Teroth	13	7	7,418 - 7,439	7,601 - 7,623	7,548 - 7,572	7,507 - 7,533	7,003 - 7,035
Transposer	13	8	7,440 - 7,461	7,624 - 7,647	7,573 - 7,596	7,534 - 7,560	7,036 - 7,067
Water Weird	13	8	7,462 - 7,482	7,648 - 7,671	7,597 - 7,620	7,561 - 7,588	7,068 - 7,100
Bear, Blizzard	14	1	–	–	–	–	7,101 - 7,132
Skeleton, Red Eyed	14	7	7,483 - 7,504	7,672 - 7,695	7,621 - 7,644	7,589 - 7,615	7,133 - 7,165
Snake, Sea, Giant	14	7	7,505 - 7,591	–	–	–	–
Spider, Phase	14	7	7,592 - 7,634	7,696 - 7,742	7,645 - 7,693	7,616 - 7,670	7,166 - 7,230
Spider, Sea	14	7	7,635 - 7,721	7,743 - 7,837	7,694 - 7,790	7,671 - 7,779	7,231 - 7,360
Elemental, Earth	14+	3	7,722 - 7,743	7,838 - 7,861	7,791 - 7,814	7,780 - 7,807	7,361 - 7,393
Taunter	14+	7	7,744 - 7,764	7,862 - 7,885	7,815 - 7,838	7,808 - 7,834	7,394 - 7,425
Triton, Exceptional	15	8	7,765 - 7,808	7,886 - 7,932	7,839 - 7,887	7,835 - 7,889	7,426 - 7,491
Vagabond, Astral	Variable	8	7,809 - 7,829	7,933 - 7,956	7,888 - 7,911	7,890 - 7,916	7,492 - 7,523
Walrus, Wretched	16	8	–	–	–	–	7,524 - 7,556
Whale, Killer	16	8	7,830 - 8,003	7,957 - 8,146	7,912 - 8,105	7,917 - 8,136	7,557 - 7,816
Djinni, Noble	17	2	8,004 - 8,025	8,147 - 8,170	8,106 - 8,130	8,137 - 8,163	7,817 - 7,849
Golem, Clay	17	3	8,026 - 8,046	8,171 - 8,193	8,131 - 8,154	8,164 - 8,190	7,850 - 7,881
Zoolem, Dawg/Monkey, etc.	17	8	8,047 - 8,068	8,194 - 8,217	8,155 - 8,178	8,191 - 8,218	7,882 - 7,914
Zoolem, Hawk/Eagle	17	8	8,069 - 8,111	8,218 - 8,265	8,179 - 8,227	8,219 - 8,272	7,915 - 7,979
Elemental, Air	18+	3	8,112 - 8,133	8,266 - 8,288	8,228 - 8,251	8,273 - 8,300	7,980 - 8,012
Elemental, Water	18+	3	8,134 - 8,155	8,289 - 8,312	8,252 - 8,275	8,301 - 8,327	8,013 - 8,044
Doom Harvester	19	2	8,156 - 8,176	8,313 - 8,336	8,276 - 8,299	8,328 - 8,355	8,045 - 8,077
Golem, Gristle	19	3	8,177 - 8,198	8,337 - 8,360	8,300 - 8,324	8,356 - 8,382	8,078 - 8,109
Jurassic Creatures: Elasmosaurus	19	4	8,199 - 8,285	8,361 - 8,455	8,325 - 8,421	8,383 - 8,492	8,110 - 8,240
Jurassic Creatures: Triloblights	19	4	8,286 - 8,307	8,456 - 8,478	–	–	–
Snake, Snow Serpent	19	7	–	–	–	–	8,241 - 8,272
Sirine	20	7	8,308 - 8,350	8,479 - 8,526	8,422 - 8,469	–	–
Jurassic Creatures: Nothosaurus	21	4	8,351 - 8,437	–	–	–	–
Lycanthrope: Were-Shark	21	4	8,438 - 8,458	–	–	–	–
Sea Harker	21	7	8,459 - 8,480	8,527 - 8,550	8,470 - 8,494	8,493 - 8,519	8,273 - 8,305
Giant, Fog	22	3	–	–	8,495 - 8,518	–	–
Shark, Giant Megalodon	22	7	8,481 - 8,523	–	–	–	–
Vile Shadow Fiend	22	8	8,524 - 8,545	8,551 - 8,573	8,519 - 8,542	8,520 - 8,546	8,306 - 8,337
Worm, Purple, Mottled	22	8	8,546 - 8,588	8,574 - 8,621	8,543 - 8,591	8,547 - 8,601	8,338 - 8,402
Dragon, Ancient Albino Scoria	Variable	2	8,589 - 8,610	8,622 - 8,644	8,592 - 8,615	8,602 - 8,629	8,403 - 8,435
Dragon, Bronze	Variable	2	8,611 - 8,632	8,645 - 8,668	8,616 - 8,639	–	–
Snake, Humongus	23	7	8,633 - 8,654	8,669 - 8,692	–	–	–
Dragon, Speckled	Variable	2	8,655 - 8,675	8,693 - 8,716	8,640 - 8,663	8,630 - 8,656	8,436 - 8,468
Jurynday, Saltwater	26	4	8,676 - 8,697	8,717 - 8,739	8,664 - 8,688	8,657 - 8,683	–
Triton, Spellcaster	26	8	8,698 - 8,719	8,740 - 8,763	8,689 - 8,712	8,684 - 8,711	8,469 - 8,500
Zoolem, Lion/Tiger	26	8	8,720 - 8,762	8,764 - 8,811	8,713 - 8,761	8,712 - 8,765	8,501 - 8,565
Vision	27	8	8,763 - 8,784	8,812 - 8,834	8,762 - 8,785	8,766 - 8,793	8,566 - 8,598
Giant, Mist	28	3	–	–	8,786 - 8,809	–	–
Jurassic Creatures: Plesiosaurus	28	4	8,785 - 8,957	–	–	–	–
Aerial Servant	29	1	8,958 - 8,979	8,835 - 8,858	8,810 - 8,833	8,794 - 8,820	8,599 - 8,630
Triton, Leader	30	8	8,980 - 9,000	8,859 - 8,882	8,834 - 8,858	8,821 - 8,848	8,631 - 8,663
Time Elemental, Common	n/a	8	9,001 - 9,022	8,883 - 8,906	8,859 - 8,882	8,849 - 8,875	8,664 - 8,695
Portal of Devouring	31	6	9,023 - 9,044	8,907 - 8,929	8,883 - 8,906	8,876 - 8,902	8,696 - 8,728
Righteous Avenger	32	7	9,045 - 9,066	8,930 - 8,953	8,907 - 8,930	8,903 - 8,930	8,729 - 8,761
Guardian Spirit	33	3	9,067 - 9,087	8,954 - 8,977	8,931 - 8,955	8,931 - 8,957	8,762 - 8,793
Turtle, Dragon	34	8	–	8,978 - 9,001	8,956 - 8,979	–	–

Name	HF	HoB	OA Tropical d10,000 roll	OB Subtropical d10,000 roll	OC Temperate d10,000 roll	OD Subarctic d10,000 roll	OE Arctic d10,000 roll
Avenging Servant	35	1	9,088 - 9,109	9,002 - 9,024	8,980 - 9,003	8,958 - 8,985	8,794 - 8,826
Zoolem, Horse/Deer	35	8	9,110 - 9,152	9,025 - 9,072	9,004 - 9,052	8,986 - 9,039	8,827 - 8,891
Turtle, Humongus Sea	36	8	9,153 - 9,196	9,073 - 9,119	9,053 - 9,100	9,040 - 9,094	8,892 - 8,956
Whale, Common	37	8	9,197 - 9,369	9,120 - 9,309	9,101 - 9,294	9,095 - 9,313	8,957 - 9,216
Bane Lords	39	1	9,370 - 9,391	9,310 - 9,333	9,295 - 9,319	9,314 - 9,341	9,217 - 9,249
Centipus	40	2	9,392 - 9,412	9,334 - 9,357	9,320 - 9,343	9,342 - 9,368	–
Dragon, Slag-Scaled Titanium	Variable	2	9,413 - 9,434	9,358 - 9,381	9,344 - 9,367	9,369 - 9,395	9,250 - 9,282
Skeleton Warrior	44	7	9,435 - 9,456	9,382 - 9,404	9,368 - 9,391	9,396 - 9,423	9,283 - 9,314
Spirit Fiend	47	7	9,457 - 9,478	9,405 - 9,428	9,392 - 9,416	9,424 - 9,450	9,315 - 9,347
Triceratortoise	50	8	9,479 - 9,564	9,429 - 9,523	9,417 - 9,513	–	–
Sivian Banshee	51	7	9,565 - 9,586	9,524 - 9,547	9,514 - 9,537	9,451 - 9,478	9,348 - 9,379
Elemental, Greater Periodic	53	3	9,587 - 9,608	9,548 - 9,571	9,538 - 9,561	9,479 - 9,505	9,380 - 9,412
Thessalhydra	64	7	9,609 - 9,651	9,572 - 9,618	9,562 - 9,610	9,506 - 9,560	9,413 - 9,477
Kraken	66	4	9,652 - 9,673	9,619 - 9,642	9,611 - 9,634	9,561 - 9,587	9,478 - 9,510
Death Harvester	71	2	9,674 - 9,694	9,643 - 9,666	9,635 - 9,658	9,588 - 9,615	9,511 - 9,542
Time Elemental, Noble	n/a	8	9,695 - 9,716	9,667 - 9,689	9,659 - 9,683	9,616 - 9,642	9,543 - 9,575
Whale, Giant	96	8	9,717 - 9,738	9,690 - 9,713	9,684 - 9,707	9,643 - 9,669	9,576 - 9,607
Scylla: Charybdis	134	7	9,739	9,714	9,708	9,670	9,608
Angel	161	1	9,740 - 9,760	9,715 - 9,738	9,709 - 9,732	9,671 - 9,698	9,609 - 9,641
Sea Monster	306	7	9,761 - 9,934	9,739 - 9,928	9,733 - 9,926	9,699 - 9,917	9,642 - 9,901
Octogorgon	383	6	9,935 - 9,956	9,929 - 9,952	9,927 - 9,950	9,918 - 9,944	9,902 - 9,934
Tarrasque	577	7	9,957	9,953	9,951	9,945	9,935
Adapter	Variable	1	9,958 - 9,978	9,954 - 9,976	9,952 - 9,976	9,946 - 9,973	9,936 - 9,967
Dispatcher	Variable	2	9,979 - 10,000	9,977 - 10,000	9,977 - 10,000	9,974 - 10,000	9,968 - 10,000

Table 20–Q-R: Random Encounter Tables – Lake, Fresh Water: Day

Name	HF	HoB	QRA Tropical d10,000 roll	QRB Subtropical d10,000 roll	QRC Temperate d10,000 roll	QRD Subarctic d10,000 roll	QRE Arctic d10,000 roll
Bird: Swan	0	1	–	–	1 - 321	1 - 365	–
Fairy, Water Crested	0	3	–	–	322 - 361	–	–
Gold Bane	0	3	1 - 38	1 - 41	362 - 402	366 - 411	1 - 55
Ixitxachitl: standard	0	4	39 - 76	42 - 82	–	–	–
Leech, Sinus	0	4	77 - 152	83 - 165	403 - 482	412 - 502	56 - 164
Otter, River	0	6	153 - 304	166 - 329	483 - 643	503 - 685	165 - 382
Piranha, Cold Water	0	6	–	–	644 - 683	–	–
Piranha, Common	0	6	305 - 380	–	–	–	–
Prying Silverfish	0	6	381 - 532	330 - 494	684 - 843	686 - 867	383 - 601
Rot Grub, Common	0	7	533 - 608	495 - 576	844 - 924	868 - 959	602 - 710
Samaritans	0	7	609 - 760	577 - 741	925 - 1,084	960 - 1,141	711 - 929
Scarab of Seeking	0	7	761 - 798	742 - 782	1,085 - 1,124	1,142 - 1,187	–
Throat Leech	0	7	799 - 1,103	783 - 1,111	1,125 - 1,446	1,188 - 1,552	930 - 1,366
Phantom	Nil	6	1,104 - 1,141	1,112 - 1,152	1,447 - 1,486	1,553 - 1,598	1,367 - 1,421
Bear, Black	1	1	–	–	1,487 - 1,807	–	–
Dragonfish	1	2	1,142 - 1,217	1,153 - 1,234	1,808 - 1,887	1,599 - 1,689	1,422 - 1,530
Eel, Weed	1	2	1,218 - 1,255	1,235 - 1,276	1,888 - 1,928	1,690 - 1,735	1,531 - 1,585
Frog, Chain Reaction	1	3	1,256 - 1,293	1,277 - 1,317	1,929 - 1,968	1,736 - 1,781	–
Frog, Killer	1	3	1,294 - 1,331	1,318 - 1,358	1,969 - 2,008	1,782 - 1,826	–
Frog, Poisonous	1	3	1,332 - 1,407	1,359 - 1,440	2,009 - 2,088	1,827 - 1,918	–
Lamprey, Normal	1	4	1,408 - 1,559	1,441 - 1,605	2,089 - 2,249	1,919 - 2,100	1,586 - 1,803
Men: Merchant Sailor/Fisherman	1	5	1,560 - 1,863	1,606 - 1,934	2,250 - 2,570	2,101 - 2,466	1,804 - 2,240
Men: Pirate/Buccaneer	1	5	1,864 - 2,167	1,935 - 2,263	2,571 - 2,891	–	–
Moss, Shimmer	1	5	2,168 - 2,243	2,264 - 2,345	2,892 - 2,972	2,467 - 2,557	2,241 - 2,349
Nixies	1	6	–	–	2,973 - 3,052	–	–
Packasite	1	6	2,244 - 2,319	2,346 - 2,428	3,053 - 3,132	2,558 - 2,648	2,350 - 2,459
Piranha, Giant	1	6	2,320 - 2,357	–	–	–	–
Provocator	n/a	6	2,358 - 2,395	2,429 - 2,469	3,133 - 3,172	2,649 - 2,694	2,460 - 2,513
Frog, Giant	1+	3	2,396 - 2,547	2,470 - 2,633	3,173 - 3,333	2,695 - 2,876	–
Men: Adventurer	1+	5	2,548 - 2,585	2,634 - 2,675	3,334 - 3,373	2,877 - 2,922	2,514 - 2,568
Troutman	1+	8	2,586 - 2,661	2,676 - 2,757	3,374 - 3,453	2,923 - 3,013	2,569 - 2,677
Astral Searcher	2	1	2,662 - 2,699	2,758 - 2,798	3,454 - 3,494	3,014 - 3,059	2,678 - 2,732
Beetle, Giant Water	2	1	2,700 - 3,004	2,799 - 3,127	3,495 - 3,815	3,060 - 3,424	–
Eel, Electric	2	2	3,005 - 3,080	3,128 - 3,210	3,816 - 3,895	–	–
Golem, Guardian	2	3	3,081 - 3,118	3,211 - 3,251	3,896 - 3,935	3,425 - 3,470	2,733 - 2,787
Otter, Giant River	2	6	3,119 - 3,194	3,252 - 3,333	3,936 - 4,016	3,471 - 3,561	2,788 - 2,896
Ottermen	2	6	3,195 - 3,270	3,334 - 3,415	4,017 - 4,096	3,562 - 3,653	2,897 - 3,005
Sprite, Water	2	7	3,271 - 3,346	3,416 - 3,498	4,097 - 4,176	3,654 - 3,744	3,006 - 3,114
Zombie, Talking	2	8	3,347 - 3,384	3,499 - 3,539	4,177 - 4,216	3,745 - 3,790	–
Selkie	2 +	7	–	–	–	3,791 - 3,835	3,115 - 3,169
Sword, Perpetual Swinging	2+	7	3,385 - 3,422	3,540 - 3,580	–	3,836 - 3,881	3,170 - 3,224
Beaver, Great Red Marauding	3	1	–	–	4,217 - 4,257	–	–
Beetle, Predacious Diving	3	1	3,423 - 3,498	3,581 - 3,662	4,258 - 4,337	3,882 - 3,972	–
Hippocampus	3	3	3,499 - 3,574	3,663 - 3,744	4,338 - 4,417	–	–
Oyster, Giant, River	3	6	3,575 - 3,612	3,745 - 3,786	4,418 - 4,457	3,973 - 4,018	3,225 - 3,278
Seal, Feral	3	7	3,613 - 3,688	3,787 - 3,868	4,458 - 4,538	4,019 - 4,109	3,279 - 3,388
Vortex	3	8	3,689 - 3,726	3,869 - 3,909	4,539 - 4,578	4,110 - 4,155	3,389 - 3,442
Enveloper	3+	3	3,727 - 3,764	3,910 - 3,950	4,579 - 4,618	4,156 - 4,200	3,443 - 3,497
Huecuva	4	4	3,765 - 3,802	3,951 - 3,991	4,619 - 4,658	4,201 - 4,246	–
Ixitxachitl: Cleric	4	4	3,803 - 3,840	3,992 - 4,033	–	–	–

Name	HF	HoB	QRA Tropical d10,000 roll	QRB Subtropical d10,000 roll	QRC Temperate d10,000 roll	QRD Subarctic d10,000 roll	QRE Arctic d10,000 roll
Lamprey, Giant	4	4	3,841 - 3,916	4,034 - 4,115	4,659 - 4,738	4,247 - 4,337	3,498 - 3,606
Obsidian Lotus	4	6	3,917 - 3,954	4,116 - 4,156	–	–	–
Truculent Terrifier	4	8	3,955 - 3,992	4,157 - 4,197	4,739 - 4,779	4,338 - 4,383	–
Ogre, Aquatic	4+	6	3,993 - 4,144	4,198 - 4,362	4,780 - 4,939	4,384 - 4,566	3,607 - 3,825
Behemoth	5	1	4,145 - 4,220	–	–	–	–
Doppleganger	5	2	4,221 - 4,258	4,363 - 4,403	4,940 - 4,979	4,567 - 4,611	3,826 - 3,879
Ixitxachitl: Vampire	5	4	4,259 - 4,296	4,404 - 4,444	–	–	–
Spider, Water	5	7	4,297 - 4,600	4,445 - 4,773	4,980 - 5,301	4,612 - 4,977	3,880 - 4,317
Strangle Plant, Weed	5	7	4,601 - 4,904	4,774 - 5,102	–	–	–
Anti-Elemental, Earth	5+	1	4,905 - 4,942	5,103 - 5,144	5,302 - 5,341	4,978 - 5,022	4,318 - 4,371
Grieving Herald	6	3	4,943 - 4,980	5,145 - 5,185	5,342 - 5,381	5,023 - 5,068	4,372 - 4,426
Jurassic Creatures: Icthyosaurus	6	4	4,981 - 5,133	5,186 - 5,349	5,382 - 5,542	5,069 - 5,251	4,427 - 4,644
Lunger, Saw-Backed	6	4	5,134 - 5,437	5,350 - 5,678	5,543 - 5,863	5,252 - 5,616	–
Pike, Giant	6	6	5,438 - 5,513	5,679 - 5,761	5,864 - 5,943	5,617 - 5,707	4,645 - 4,754
Zombie, Brain-Eating	6	8	5,514 - 5,551	5,762 - 5,802	5,944 - 5,983	5,708 - 5,753	4,755 - 4,808
Zombie, Flesh-Eating	6	8	5,552 - 5,589	5,803 - 5,843	5,984 - 6,023	5,754 - 5,799	4,809 - 4,863
Zombie, Giant	6	8	5,590 - 5,627	5,844 - 5,884	6,024 - 6,064	5,800 - 5,844	4,864 - 4,918
Anti-Elemental, Air	6+	1	5,628 - 5,665	5,885 - 5,925	6,065 - 6,104	5,845 - 5,890	4,919 - 4,972
Anti-Elemental, Fire	6 +	1	–	–	–	–	4,973 - 5,027
Triton, Common	7	8	5,666 - 5,741	5,926 - 6,008	6,105 - 6,184	5,891 - 5,981	5,028 - 5,136
Turtle, Bombadier	7	8	5,742 - 5,817	6,009 - 6,090	6,185 - 6,264	5,982 - 6,072	5,137 - 5,245
Vengeful Troubadour	7+	8	5,818 - 5,855	6,091 - 6,131	6,265 - 6,305	6,073 - 6,118	5,246 - 5,300
Doppleganger, Master	8	2	5,856 - 5,893	6,132 - 6,172	6,306 - 6,345	6,119 - 6,164	5,301 - 5,355
Gagwaller	8	3	5,894 - 5,931	6,173 - 6,213	6,346 - 6,385	6,165 - 6,209	5,356 - 5,409
Swanman, Swanmay	8	7	–	–	6,386 - 6,425	–	–
Zombie, Monster	8	8	5,932 - 5,969	6,214 - 6,255	6,426 - 6,465	6,210 - 6,255	5,410 - 5,464
Catfish, Giant	8+	2	5,970 - 6,045	6,256 - 6,337	6,466 - 6,546	–	–
Dragon, Mist	Variable	2	6,046 - 6,083	6,338 - 6,378	–	–	–
Dragon, White	Variable	2	–	–	–	–	5,465 - 5,573
Elf, Grel Cleric	9	3	6,084 - 6,159	6,379 - 6,460	6,547 - 6,626	6,256 - 6,346	5,574 - 5,682
Doppleganger, Predator	10	2	6,160 - 6,197	6,461 - 6,501	6,627 - 6,666	6,347 - 6,392	5,683 - 5,737
Elf, Shadow Grel	10	3	6,198 - 6,273	6,502 - 6,584	6,667 - 6,746	6,393 - 6,483	5,738 - 5,846
Golem, Blood	10	3	6,274 - 6,311	6,585 - 6,625	6,747 - 6,786	6,484 - 6,529	5,847 - 5,901
Nereid	10	6	6,312 - 6,349	6,626 - 6,666	6,787 - 6,827	6,530 - 6,575	5,902 - 5,956
Pan-Dimensional Rover	10	6	6,350 - 6,387	6,667 - 6,707	6,828 - 6,867	6,576 - 6,620	5,957 - 6,010
Golem, Flesh	11	3	6,388 - 6,425	6,708 - 6,748	6,868 - 6,907	6,621 - 6,666	6,011 - 6,065
Skeleton, Monster	11	7	6,426 - 6,463	6,749 - 6,789	6,908 - 6,947	6,667 - 6,712	6,066 - 6,120
Troll, Marine - freshwater	11	8	6,464 - 6,539	6,790 - 6,872	6,948 - 7,027	6,713 - 6,803	6,121 - 6,229
Djinni	12	2	6,540 - 6,577	6,873 - 6,913	7,028 - 7,068	6,804 - 6,849	6,230 - 6,284
Nefarian: other: Soul Cloaker	12	5	6,578 - 6,615	6,914 - 6,954	7,069 - 7,108	6,850 - 6,894	6,285 - 6,338
Rift Vortex	n/a	7	6,616	6,955	7,109	6,895	6,339
Skeleton, Giant	12	7	6,617 - 6,654	6,956 - 6,996	7,110 - 7,149	6,896 - 6,941	6,340 - 6,394
Crypt Thing	13	2	6,655 - 6,692	6,997 - 7,037	7,150 - 7,189	6,942 - 6,987	6,395 - 6,448
Djinni, Black	13	2	6,693 - 6,730	7,038 - 7,078	7,190 - 7,229	6,988 - 7,032	6,449 - 6,503
Dopplemeister	13	2	6,731 - 6,768	7,079 - 7,120	7,230 - 7,269	7,033 - 7,078	6,504 - 6,558
Gar, Giant	13	3	6,769 - 6,844	7,121 - 7,202	7,270 - 7,350	7,079 - 7,169	6,559 - 6,667
Haunt	13	3	6,845 - 6,882	7,203 - 7,243	7,351 - 7,390	7,170 - 7,215	6,668 - 6,722
Teroth	13	7	6,883 - 6,920	7,244 - 7,284	7,391 - 7,430	7,216 - 7,261	6,723 - 6,776
Water Weird	13	8	6,921 - 6,958	7,285 - 7,325	7,431 - 7,470	7,262 - 7,306	6,777 - 6,831
Snake, Sea, Giant	14	7	6,959 - 7,111	–	–	–	–
Elemental, Earth	14+	3	7,112 - 7,149	7,326 - 7,367	7,471 - 7,510	7,307 - 7,352	6,832 - 6,886
Taunter	14+	7	7,150 - 7,187	7,368 - 7,408	7,511 - 7,550	7,353 - 7,398	6,887 - 6,940
Triton, Exceptional	15	8	7,188 - 7,263	7,409 - 7,490	7,551 - 7,631	7,399 - 7,489	6,941 - 7,049
Umber Hulk, Under Hulk	15	8	7,264 - 7,339	7,491 - 7,572	7,632 - 7,711	7,490 - 7,580	7,050 - 7,159
Vagabond, Astral	Variable	8	7,340 - 7,377	7,573 - 7,613	7,712 - 7,751	7,581 - 7,626	7,160 - 7,213
Jurynday, Freshwater	16	4	7,378 - 7,415	7,614 - 7,655	7,752 - 7,791	7,627 - 7,671	–
Turtle, Giant Sea	16	8	7,416 - 7,567	7,656 - 7,819	7,792 - 7,952	7,672 - 7,854	7,214 - 7,432
Djinni, Noble	17	2	7,568 - 7,605	7,820 - 7,860	7,953 - 7,992	7,855 - 7,900	7,433 - 7,487
Golem, Clay	17	3	7,606 - 7,643	7,861 - 7,901	7,993 - 8,032	7,901 - 7,945	7,488 - 7,541
Zoolem, Dawg/Monkey, etc.	17	8	7,644 - 7,681	7,902 - 7,943	8,033 - 8,072	7,946 - 7,991	7,542 - 7,596
Zoolem, Hawk/Eagle	17	8	7,682 - 7,757	7,944 - 8,025	8,073 - 8,153	7,992 - 8,082	7,597 - 7,705
Turtle, Giant Snapping	18	8	7,758 - 7,909	8,026 - 8,189	8,154 - 8,313	8,083 - 8,265	7,706 - 7,924
Elemental, Air	18+	3	7,910 - 7,947	8,190 - 8,231	8,314 - 8,354	8,266 - 8,311	7,925 - 7,978
Elemental, Water	18+	3	7,948 - 7,985	8,232 - 8,272	8,355 - 8,394	8,312 - 8,356	7,979 - 8,033
Doom Harvester	19	2	7,986 - 8,023	8,273 - 8,313	8,395 - 8,434	8,357 - 8,402	8,034 - 8,088
Golem, Gristle	19	3	8,024 - 8,061	8,314 - 8,354	8,435 - 8,474	8,403 - 8,448	8,089 - 8,142
Ameoba, Giant	20	1	8,062 - 8,099	8,355 - 8,395	–	–	–
Sirine	20	7	8,100 - 8,175	8,396 - 8,478	8,475 - 8,554	–	–
Jurassic Creatures: Nothosaurus	21	4	8,176 - 8,327	–	–	–	–
Vile Shadow Fiend	22	8	8,328 - 8,365	8,479 - 8,519	8,555 - 8,595	8,449 - 8,493	8,143 - 8,197
Worm, Purple, Mottled	22	8	8,366 - 8,441	8,520 - 8,601	8,596 - 8,675	8,494 - 8,585	8,198 - 8,306
Dragon, Ancient Albino Scoria	Variable	2	8,442 - 8,479	8,602 - 8,642	8,676 - 8,715	8,586 - 8,630	8,307 - 8,361
Dragon, Bronze	Variable	2	8,480 - 8,517	8,643 - 8,683	8,716 - 8,755	–	–
Triton, Spellcaster	26	8	8,518 - 8,555	8,684 - 8,724	8,756 - 8,795	8,631 - 8,676	8,362 - 8,415
Zoolem, Lion/Tiger	26	8	8,556 - 8,631	8,725 - 8,807	8,796 - 8,876	8,677 - 8,767	8,416 - 8,525
Vision	27	8	8,632 - 8,669	8,808 - 8,848	8,877 - 8,916	8,768 - 8,813	8,526 - 8,579
Jurassic Creatures: Plesiosaurus	28	4	8,670 - 8,973	–	–	–	–
Aerial Servant	29	1	8,974 - 9,012	8,849 - 8,889	8,917 - 8,956	8,814 - 8,859	8,580 - 8,634
Alligator, Giant	29	1	9,013 - 9,050	8,890 - 8,930	–	–	–
Prowler Fish	29	6	9,051 - 9,088	8,931 - 8,971	8,957 - 8,996	8,860 - 8,904	8,635 - 8,689
Triton, Leader	30	8	9,089 - 9,126	8,972 - 9,012	8,997 - 9,036	8,905 - 8,950	8,690 - 8,743
Time Elemental, Common	n/a	8	9,127 - 9,164	9,013 - 9,054	9,037 - 9,076	8,951 - 8,996	8,744 - 8,798

Name	HF	HoB	QRA Tropical d10,000 roll	QRB Subtropical d10,000 roll	QRC Temperate d10,000 roll	QRD Subarctic d10,000 roll	QRE Arctic d10,000 roll
Portal of Devouring	31	6	9,165 - 9,202	9,055 - 9,095	9,077 - 9,117	8,997 - 9,041	8,799 - 8,853
Squid, Giant, Common	31	7	9,203 - 9,278	9,096 - 9,177	9,118 - 9,197	9,042 - 9,133	8,854 - 8,962
Righteous Avenger	32	7	9,279 - 9,316	9,178 - 9,218	9,198 - 9,237	9,134 - 9,178	8,963 - 9,016
Guardian Spirit	33	3	9,317 - 9,354	9,219 - 9,259	9,238 - 9,277	9,179 - 9,224	9,017 - 9,071
Turtle, Dragon	34	8	–	9,260 - 9,300	9,278 - 9,317	–	–
Avenging Servant	35	1	9,355 - 9,392	9,301 - 9,342	9,318 - 9,357	9,225 - 9,269	9,072 - 9,126
Zoolem, Horse/Deer	35	8	9,393 - 9,468	9,343 - 9,424	9,358 - 9,438	9,270 - 9,361	9,127 - 9,235
Naga, Water	37	5	9,469 - 9,620	9,425 - 9,589	9,439 - 9,598	9,362 - 9,543	9,236 - 9,454
Bane Lords	39	1	9,621 - 9,658	9,590 - 9,630	9,599 - 9,639	9,544 - 9,589	9,455 - 9,508
Turtle, Gargantuan Snapping	39	8	9,659 - 9,734	9,631 - 9,712	9,640 - 9,719	9,590 - 9,680	9,509 - 9,618
Dragon, Slag-Scaled Titanium	Variable	2	9,735 - 9,772	9,713 - 9,753	9,720 - 9,759	9,681 - 9,726	9,619 - 9,672
Elemental, Greater Periodic	53	3	9,773 - 9,810	9,754 - 9,794	9,760 - 9,799	9,727 - 9,772	9,673 - 9,727
Death Harvester	71	2	9,811 - 9,848	9,795 - 9,835	9,800 - 9,839	9,773 - 9,817	9,728 - 9,781
Time Elemental, Noble	n/a	8	9,849 - 9,886	9,836 - 9,877	9,840 - 9,880	9,818 - 9,863	9,782 - 9,836
Angel	161	1	9,887 - 9,924	9,878 - 9,918	9,881 - 9,920	9,864 - 9,909	9,837 - 9,891
Adapter	Variable	1	9,925 - 9,962	9,919 - 9,959	9,921 - 9,960	9,910 - 9,954	9,892 - 9,945
Dispatcher	Variable	2	9,963 - 10,000	9,960 - 10,000	9,961 - 10,000	9,955 - 10,000	9,946 - 10,000

Table 20–S-T: Random Encounter Tables – Lake, Salt Water: Day

Name	HF	HoB	STA Tropical d10,000 roll	STB Subtropical d10,000 roll	STC Temperate d10,000 roll	STD Subarctic d10,000 roll	STE Arctic d10,000 roll
Bird: Swan	0	1	–	–	1 - 455	1 - 526	–
Gold Bane	0	3	1 - 52	1 - 56	456 - 511	527 - 592	1 - 70
Ixitxachitl: standard	0	4	53 - 103	57 - 112	–	–	–
Rot Grub, Common	0	7	104 - 206	113 - 225	512 - 625	593 - 724	71 - 211
Samaritans	0	7	207 - 412	226 - 449	626 - 852	725 - 987	212 - 493
Scarab of Seeking	0	7	413 - 464	450 - 506	853 - 909	988 - 1,053	–
Phantom	Nil	6	465 - 515	507 - 562	910 - 966	1,054 - 1,118	494 - 563
Barracuda	1	1	516 - 722	563 - 786	967 - 1,193	–	–
Dolphin	1	2	723 - 928	787 - 1,011	1,194 - 1,420	1,119 - 1,381	564 - 845
Eel, Weed	1	2	929 - 979	1,012 - 1,067	1,421 - 1,477	1,382 - 1,447	846 - 915
Eye, Floating	1	3	980 - 1,082	1,068 - 1,180	1,478 - 1,591	1,448 - 1,579	916 - 1,056
Lamprey, Normal	1	4	1,083 - 1,289	1,181 - 1,404	1,592 - 1,818	1,580 - 1,842	1,057 - 1,338
Men: Merchant Sailor/Fisherman	1	5	1,290 - 1,701	1,405 - 1,854	1,819 - 2,273	1,843 - 2,368	1,339 - 1,901
Men: Pirate/Buccaneer	1	5	1,702 - 2,113	1,855 - 2,303	2,274 - 2,727	–	–
Nixies	1	6	–	–	2,728 - 2,841	–	–
Packasite	1	6	2,114 - 2,216	2,304 - 2,415	2,842 - 2,954	2,369 - 2,500	1,902 - 2,042
Piranha, Giant	1	6	2,217 - 2,268	–	–	–	–
Provocator	n/a	6	2,269 - 2,319	2,416 - 2,472	2,955 - 3,011	2,501 - 2,566	2,043 - 2,112
Men: Adventurer	1+	5	2,320 - 2,371	2,473 - 2,528	3,012 - 3,068	2,567 - 2,631	2,113 - 2,183
Troutman	1+	8	2,372 - 2,474	2,529 - 2,640	3,069 - 3,182	2,632 - 2,763	2,184 - 2,324
Astral Searcher	2	1	2,475 - 2,526	2,641 - 2,696	3,183 - 3,238	2,764 - 2,829	2,325 - 2,394
Eel, Giant	2	2	2,527 - 2,732	2,697 - 2,921	3,239 - 3,466	–	
Golem, Guardian	2	3	2,733 - 2,783	2,922 - 2,977	3,467 - 3,522	2,830 - 2,894	2,395 - 2,465
Sprite, Water	2	7	2,784 - 2,886	2,978 - 3,090	3,523 - 3,636	2,895 - 3,026	2,466 - 2,605
Zombie, Talking	2	8	2,887 - 2,938	3,091 - 3,146	3,637 - 3,693	3,027 - 3,092	–
Selkie	2 +	7	–	–	–	3,093 - 3,158	2,606 - 2,676
Sword, Perpetual Swinging	2+	7	2,939 - 2,989	3,147 - 3,202	–	3,159 - 3,223	2,677 - 2,746
Beaver, Great Red Marauding	3	1	–	–	3,694 - 3,750	–	–
Hippocampus	3	3	2,990 - 3,092	3,203 - 3,314	3,751 - 3,863	–	–
Vortex	3	8	3,093 - 3,144	3,315 - 3,370	3,864 - 3,920	3,224 - 3,289	2,747 - 2,817
Enveloper	3+	3	3,145 - 3,196	3,371 - 3,427	3,921 - 3,977	3,290 - 3,355	2,818 - 2,887
Troglodyte	3+	8	3,197 - 3,608	3,428 - 3,876	3,978 - 4,431	3,356 - 3,881	2,888 - 3,450
Huecuva	4	4	3,609 - 3,659	3,877 - 3,932	4,432 - 4,488	3,882 - 3,947	–
Ixitxachitl: Cleric	4	4	3,660 - 3,711	3,933 - 3,988	–	–	–
Lamprey, Giant	4	4	3,712 - 3,814	3,989 - 4,101	4,489 - 4,602	3,948 - 4,079	3,451 - 3,591
Obsidian Lotus	4	6	3,815 - 3,866	4,102 - 4,157	–	–	–
Oyster, Giant, Sea	4	6	3,867 - 3,917	4,158 - 4,213	4,603 - 4,659	4,080 - 4,144	3,592 - 3,662
Truculent Terrifier	4	8	3,918 - 3,969	4,214 - 4,269	4,660 - 4,715	4,145 - 4,210	–
Ogre, Aquatic	4+	6	3,970 - 4,175	4,270 - 4,494	4,716 - 4,943	4,211 - 4,473	3,663 - 3,943
Doppleganger	5	2	4,176 - 4,226	4,495 - 4,550	4,944 - 5,000	4,474 - 4,539	3,944 - 4,014
Ixitxachitl: Vampire	5	4	4,227 - 4,278	4,551 - 4,606	–	–	–
Strangle Plant, Weed	5	7	4,279 - 4,690	4,607 - 5,056	–	–	–
Anti-Elemental, Earth	5+	1	4,691 - 4,742	5,057 - 5,112	5,001 - 5,056	4,540 - 4,605	4,015 - 4,084
Grieving Herald	6	3	4,743 - 4,793	5,113 - 5,168	5,057 - 5,113	4,606 - 4,671	4,085 - 4,155
Jurassic Creatures: Icthyosaurus	6	4	4,794 - 5,000	5,169 - 5,393	5,114 - 5,340	4,672 - 4,934	4,156 - 4,436
Zombie, Brain-Eating	6	8	5,001 - 5,051	5,394 - 5,449	5,341 - 5,397	4,935 - 5,000	4,437 - 4,507
Zombie, Flesh-Eating	6	8	5,052 - 5,103	5,450 - 5,505	5,398 - 5,454	5,001 - 5,065	4,508 - 4,577
Zombie, Giant	6	8	5,104 - 5,154	5,506 - 5,561	5,455 - 5,511	5,066 - 5,131	4,578 - 4,647
Anti-Elemental, Air	6+	1	5,155 - 5,206	5,562 - 5,617	5,512 - 5,568	5,132 - 5,197	4,648 - 4,718
Anti-Elemental, Fire	6 +	1	–	–	–	–	4,719 - 4,788
Triton, Common	7	8	5,207 - 5,309	5,618 - 5,730	5,569 - 5,681	5,198 - 5,328	4,789 - 4,929
Vengeful Troubadour	7+	8	5,310 - 5,360	5,731 - 5,786	5,682 - 5,738	5,329 - 5,394	4,930 - 5,000
Doppleganger, Master	8	2	5,361 - 5,412	5,787 - 5,842	5,739 - 5,795	5,395 - 5,460	5,001 - 5,070
Gagwaller	8	3	5,413 - 5,463	5,843 - 5,898	5,796 - 5,852	5,461 - 5,526	5,071 - 5,140
Swanman, Swanmay	8	7	–	–	5,853 - 5,909	–	–
Zombie, Monster	8	8	5,464 - 5,515	5,899 - 5,954	5,910 - 5,965	5,527 - 5,592	5,141 - 5,211

Name	HF	HoB	STA Tropical d10,000 roll	STB Subtropical d10,000 roll	STC Temperate d10,000 roll	STD Subarctic d10,000 roll	STE Arctic d10,000 roll
Dragon, Mist	Variable	2	5,516 - 5,566	5,955 - 6,011	–	–	–
Dragon, White	Variable	2	–	–	–	–	5,212 - 5,352
Elf, Grel Cleric	9	3	5,567 - 5,670	6,012 - 6,123	5,966 - 6,079	5,593 - 5,723	5,353 - 5,492
Elf, Shadow Grel	10	3	5,671 - 5,773	6,124 - 6,235	6,080 - 6,193	5,724 - 5,855	5,493 - 5,633
Golem, Blood	10	3	5,774 - 5,824	6,236 - 6,292	6,194 - 6,249	5,856 - 5,920	5,634 - 5,704
Nereid	10	6	5,825 - 5,876	6,293 - 6,348	6,250 - 6,306	5,921 - 5,986	5,705 - 5,774
Pan-Dimensional Rover	10	6	5,877 - 5,927	6,349 - 6,404	6,307 - 6,363	5,987 - 6,052	5,775 - 5,844
Golem, Flesh	11	3	5,928 - 5,979	6,405 - 6,460	6,364 - 6,420	6,053 - 6,118	5,845 - 5,915
Skeleton, Monster	11	7	5,980 - 6,030	6,461 - 6,516	6,421 - 6,477	6,119 - 6,184	5,916 - 5,985
Djinni	12	2	6,031 - 6,082	6,517 - 6,572	6,478 - 6,533	6,185 - 6,249	5,986 - 6,056
Nefarian: other: Soul Cloaker	12	5	6,083 - 6,133	6,573 - 6,629	6,534 - 6,590	6,250 - 6,315	6,057 - 6,126
Rift Vortex	n/a	7	6,134	6,630	6,591	6,316	6,127
Skeleton, Giant	12	7	6,135 - 6,186	6,631 - 6,686	6,592 - 6,648	6,317 - 6,382	6,128 - 6,198
Crypt Thing	13	2	6,187 - 6,237	6,687 - 6,742	6,649 - 6,705	6,383 - 6,448	6,199 - 6,268
Djinni, Black	13	2	6,238 - 6,289	6,743 - 6,798	6,706 - 6,762	6,449 - 6,514	6,269 - 6,338
Dopplemeister	13	2	6,290 - 6,341	6,799 - 6,854	6,763 - 6,819	6,515 - 6,579	6,339 - 6,409
Haunt	13	3	6,342 - 6,392	6,855 - 6,910	6,820 - 6,875	6,580 - 6,645	6,410 - 6,479
Teroth	13	7	6,393 - 6,444	6,911 - 6,967	6,876 - 6,932	6,646 - 6,711	6,480 - 6,550
Water Weird	13	8	6,445 - 6,495	6,968 - 7,023	6,933 - 6,989	6,712 - 6,777	6,551 - 6,620
Snake, Sea, Giant	14	7	6,496 - 6,701	–	–	–	–
Spider, Sea	14	7	6,702 - 6,908	7,024 - 7,247	6,990 - 7,216	6,778 - 7,040	6,621 - 6,902
Elemental, Earth	14+	3	6,909 - 6,959	7,248 - 7,304	7,217 - 7,273	7,041 - 7,106	6,903 - 6,972
Taunter	14+	7	6,960 - 7,011	7,305 - 7,360	7,274 - 7,330	7,107 - 7,171	6,973 - 7,043
Triton, Exceptional	15	8	7,012 - 7,114	7,361 - 7,472	7,331 - 7,443	7,172 - 7,303	7,044 - 7,183
Vagabond, Astral	Variable	8	7,115 - 7,165	7,473 - 7,528	7,444 - 7,500	7,304 - 7,369	7,184 - 7,254
Jurynday, Freshwater	16	4	7,166 - 7,217	7,529 - 7,585	7,501 - 7,557	7,370 - 7,434	–
Djinni, Noble	17	2	7,218 - 7,268	7,586 - 7,641	7,558 - 7,614	7,435 - 7,500	7,255 - 7,324
Golem, Clay	17	3	7,269 - 7,320	7,642 - 7,697	7,615 - 7,671	7,501 - 7,566	7,325 - 7,395
Zoolem, Dawg/Monkey, etc.	17	8	7,321 - 7,371	7,698 - 7,753	7,672 - 7,728	7,567 - 7,632	7,396 - 7,465
Zoolem, Hawk/Eagle	17	8	7,372 - 7,474	7,754 - 7,865	7,729 - 7,841	7,633 - 7,763	7,466 - 7,606
Elemental, Air	18+	3	7,475 - 7,526	7,866 - 7,922	7,842 - 7,898	7,764 - 7,829	7,607 - 7,676
Elemental, Water	18+	3	7,527 - 7,578	7,923 - 7,978	7,899 - 7,955	7,830 - 7,895	7,677 - 7,747
Doom Harvester	19	2	7,579 - 7,629	7,979 - 8,034	7,956 - 8,012	7,896 - 7,961	7,748 - 7,817
Golem, Gristle	19	3	7,630 - 7,681	8,035 - 8,090	8,013 - 8,068	7,962 - 8,027	7,818 - 7,888
Sirine	20	7	7,682 - 7,784	8,091 - 8,202	8,069 - 8,182	–	–
Jurassic Creatures: Nothosaurus	21	4	7,785 - 7,990	–	–	–	–
Vile Shadow Fiend	22	8	7,991 - 8,041	8,203 - 8,259	8,183 - 8,239	8,028 - 8,092	7,889 - 7,958
Worm, Purple, Mottled	22	8	8,042 - 8,145	8,260 - 8,371	8,240 - 8,352	8,093 - 8,224	7,959 - 8,099
Dragon, Ancient Albino Scoria	Variable	2	8,146 - 8,196	8,372 - 8,427	8,353 - 8,409	8,225 - 8,290	8,100 - 8,169
Dragon, Bronze	Variable	2	8,197 - 8,248	8,428 - 8,483	8,410 - 8,466	–	–
Triton, Spellcaster	26	8	8,249 - 8,299	8,484 - 8,539	8,467 - 8,523	8,291 - 8,355	8,170 - 8,240
Zoolem, Lion/Tiger	26	8	8,300 - 8,402	8,540 - 8,652	8,524 - 8,637	8,356 - 8,487	8,241 - 8,380
Vision	27	8	8,403 - 8,454	8,653 - 8,708	8,638 - 8,693	8,488 - 8,553	8,381 - 8,451
Jurassic Creatures: Plesiosaurus	28	4	8,455 - 8,866	–	–	–	–
Aerial Servant	29	1	8,867 - 8,918	8,709 - 8,764	8,694 - 8,750	8,554 - 8,619	8,452 - 8,521
Prowler Fish	29	6	8,919 - 8,969	8,765 - 8,820	8,751 - 8,807	8,620 - 8,684	8,522 - 8,592
Triton, Leader	30	8	8,970 - 9,021	8,821 - 8,877	8,808 - 8,864	8,685 - 8,750	8,593 - 8,662
Time Elemental, Common	n/a	8	9,022 - 9,072	8,878 - 8,933	8,865 - 8,921	8,751 - 8,816	8,663 - 8,733
Portal of Devouring	31	6	9,073 - 9,124	8,934 - 8,989	8,922 - 8,977	8,817 - 8,882	8,734 - 8,803
Squid, Giant, Common	31	7	9,125 - 9,227	8,990 - 9,101	8,978 - 9,091	8,883 - 9,013	8,804 - 8,944
Righteous Avenger	32	7	9,228 - 9,278	9,102 - 9,157	9,092 - 9,148	9,014 - 9,079	8,945 - 9,014
Guardian Spirit	33	3	9,279 - 9,330	9,158 - 9,214	9,149 - 9,205	9,080 - 9,145	9,015 - 9,085
Turtle, Dragon	34	8	–	9,215 - 9,270	9,206 - 9,261	–	–
Avenging Servant	35	1	9,331 - 9,382	9,271 - 9,326	9,262 - 9,318	9,146 - 9,211	9,086 - 9,155
Zoolem, Horse/Deer	35	8	9,383 - 9,485	9,327 - 9,438	9,319 - 9,432	9,212 - 9,342	9,156 - 9,296
Bane Lords	39	1	9,486 - 9,536	9,439 - 9,494	9,433 - 9,489	9,343 - 9,408	9,297 - 9,366
Dragon, Slag-Scaled Titanium	Variable	2	9,537 - 9,588	9,495 - 9,551	9,490 - 9,546	9,409 - 9,474	9,367 - 9,437
Elemental, Greater Periodic	53	3	9,589 - 9,639	9,552 - 9,607	9,547 - 9,602	9,475 - 9,540	9,438 - 9,507
Death Harvester	71	2	9,640 - 9,691	9,608 - 9,663	9,603 - 9,659	9,541 - 9,605	9,508 - 9,578
Time Elemental, Noble	n/a	8	9,692 - 9,742	9,664 - 9,719	9,660 - 9,716	9,606 - 9,671	9,579 - 9,648
Angel	161	1	9,743 - 9,794	9,720 - 9,775	9,717 - 9,773	9,672 - 9,737	9,649 - 9,718
Ocean Camel	284	6	9,795 - 9,845	9,776 - 9,831	9,774 - 9,830	9,738 - 9,803	9,719 - 9,789
Octogorgon	383	6	9,846 - 9,897	9,832 - 9,888	9,831 - 9,886	9,804 - 9,868	9,790 - 9,859
Adapter	Variable	1	9,898 - 9,948	9,889 - 9,944	9,887 - 9,943	9,869 - 9,934	9,860 - 9,930
Dispatcher	Variable	2	9,949 - 10,000	9,945 - 10,000	9,944 - 10,000	9,935 - 10,000	9,931 - 10,000

Table 20–V: Random Encounter Tables – Aerial: Day

Name	HF	HoB	VA Tropical d10,000 roll	VB Subtropical d10,000 roll	VC Temperate d10,000 roll	VD Subarctic d10,000 roll	VE Arctic d10,000 roll
Bird: Condor	0	1	1 - 548	1 - 548	1 - 513	1 - 606	–
Cerebral Parasite	0	2	549 - 822	549 - 822	514 - 769	607 - 909	–
Scarab of Seeking	0	7	823 - 959	823 - 959	770 - 897	910 - 1,061	–
Venom Sparrow	0	8	–	–	898 - 1,410	–	–
Phantom	Nil	6	960 - 1,096	960 - 1,096	1,411 - 1,538	1,062 - 1,212	1 - 169
Provocator	n/a	6	1,097 - 1,233	1,097 - 1,233	1,539 - 1,667	1,213 - 1,364	170 - 339
Astral Searcher	2	1	1,234 - 1,370	1,234 - 1,370	1,668 - 1,795	1,365 - 1,515	340 - 508
Monkey, Flying	2	5	1,371 - 1,644	1,371 - 1,644	1,796 - 2,051	1,516 - 1,818	509 - 847
Sword, Perpetual Swinging	2+	7	1,645 - 1,781	1,645 - 1,781	–	1,819 - 1,970	848 - 1,017
Chaos Corpse	2-30	2	1,782 - 1,918	1,782 - 1,918	2,052 - 2,179	1,971 - 2,121	1,018 - 1,186
Bird: Collector	3	1	–	–	2,180 - 2,436	–	–
Vortex	3	8	1,919 - 2,055	1,919 - 2,055	2,437 - 2,564	2,122 - 2,273	1,187 - 1,356
Huecuva	4	4	2,056 - 2,192	2,056 - 2,192	2,565 - 2,692	2,274 - 2,424	–
Doppleganger	5	2	2,193 - 2,329	2,193 - 2,329	2,693 - 2,820	2,425 - 2,576	1,357 - 1,525
Anti-Elemental, Earth	5+	1	2,330 - 2,466	2,330 - 2,466	2,821 - 2,948	2,577 - 2,727	1,526 - 1,695
Anti-Elemental, Water	5+	1	2,467 - 2,602	2,467 - 2,602	2,949 - 3,077	2,728 - 2,879	1,696 - 1,864
Grieving Herald	6	3	2,603 - 2,739	2,603 - 2,739	3,078 - 3,205	2,880 - 3,030	1,865 - 2,034
Sylph	6	7	2,740 - 2,876	2,740 - 2,876	3,206 - 3,333	3,031 - 3,182	2,035 - 2,203
Anti-Elemental, Air	6+	1	2,877 - 3,013	2,877 - 3,013	3,334 - 3,461	3,183 - 3,333	2,204 - 2,373
Anti-Elemental, Fire	6 +	1	–	–	–	–	2,374 - 2,542
Doppleganger, Master	8	2	3,014 - 3,150	3,014 - 3,150	3,462 - 3,589	3,334 - 3,485	2,543 - 2,712
Gagwaller	8	3	3,151 - 3,287	3,151 - 3,287	3,590 - 3,718	3,486 - 3,636	2,713 - 2,881
Necrophidius	9	5	3,288 - 3,424	3,288 - 3,424	3,719 - 3,846	3,637 - 3,788	2,882 - 3,051
Pan-Dimensional Rover	10	6	3,425 - 3,561	3,425 - 3,561	3,847 - 3,974	3,789 - 3,939	3,052 - 3,220
Skeleton, Monster	11	7	3,562 - 3,698	3,562 - 3,698	3,975 - 4,102	3,940 - 4,091	3,221 - 3,389
Djinni	12	2	3,699 - 3,835	3,699 - 3,835	4,103 - 4,230	4,092 - 4,242	3,390 - 3,559
Rift Vortex	n/a	7	3,836	3,836	4,231	4,243	3,560
Skeleton, Giant	12	7	3,837 - 3,973	3,837 - 3,973	4,232 - 4,360	4,244 - 4,395	3,561 - 3,729
Chimera	13	2	3,974 - 4,247	3,974 - 4,247	4,361 - 4,616	–	–
Djinni, Black	13	2	4,248 - 4,384	4,248 - 4,384	4,617 - 4,744	4,396 - 4,546	3,730 - 3,899
Dopplemeister	13	2	4,385 - 4,521	4,385 - 4,521	4,745 - 4,872	4,547 - 4,698	3,900 - 4,068
Elemental, Earth	14+	3	4,522 - 4,658	4,522 - 4,658	4,873 - 5,001	4,699 - 4,849	4,069 - 4,238
Taunter	14+	7	4,659 - 4,795	4,659 - 4,795	5,002 - 5,129	4,850 - 5,001	4,239 - 4,407
Vagabond, Astral	Variable	8	4,796 - 4,932	4,796 - 4,932	5,130 - 5,257	5,002 - 5,152	4,408 - 4,577
Djinni, Noble	17	2	4,933 - 5,069	4,933 - 5,069	5,258 - 5,385	5,153 - 5,304	4,578 - 4,746
DragonHorse	17	2	5,070 - 5,206	5,070 - 5,206	5,386 - 5,513	5,305 - 5,455	4,747 - 4,916
Para-Elementals: Smoke	17+	6	5,207 - 5,343	5,207 - 5,343	5,514 - 5,641	5,456 - 5,607	4,917 - 5,085
Elemental, Air	18+	3	5,344 - 5,480	5,344 - 5,480	5,642 - 5,770	5,608 - 5,758	5,086 - 5,255
Elemental, Fire	18+	3	5,481 - 5,617	5,481 - 5,617	5,771 - 5,898	5,759 - 5,910	5,256 - 5,424
Elemental, Water	18+	3	5,618 - 5,754	5,618 - 5,754	5,899 - 6,026	5,911 - 6,061	5,425 - 5,594
Angel: Redeemer	19	1	5,755 - 5,891	5,755 - 5,891	6,027 - 6,154	6,062 - 6,213	5,595 - 5,763
Doom Harvester	19	2	5,892 - 6,028	5,892 - 6,028	6,155 - 6,282	6,214 - 6,364	5,764 - 5,933
Dragon, Cloud	Variable	2	6,029 - 6,165	6,029 - 6,165	6,283 - 6,411	–	–
Invisible Stalker	21	4	6,166 - 6,302	6,166 - 6,302	6,412 - 6,539	6,365 - 6,516	5,934 - 6,102
Vile Shadow Fiend	22	8	6,303 - 6,439	6,303 - 6,439	6,540 - 6,667	6,517 - 6,667	6,103 - 6,272
Dragon, Ancient Albino Scoria	Variable	2	6,440 - 6,576	6,440 - 6,576	6,668 - 6,795	6,668 - 6,819	6,273 - 6,441
Dragon, Red-Crested Amber Bellied	Variable	2	6,577 - 6,713	6,577 - 6,713	6,796 - 6,923	6,820 - 6,970	6,442 - 6,611
Chimera: Mimera	27	2	6,714 - 6,850	6,714 - 6,850	6,924 - 7,052	–	–
Vision	27	8	6,851 - 6,987	6,851 - 6,987	7,053 - 7,180	6,971 - 7,122	6,612 - 6,780
Aerial Servant	29	1	6,988 - 7,124	6,988 - 7,124	7,181 - 7,308	7,123 - 7,273	6,781 - 6,949
Chimera: Gorgimera	29	2	7,125 - 7,261	7,125 - 7,261	7,309 - 7,436	–	–
Time Elemental, Common	n/a	8	7,262 - 7,398	7,262 - 7,398	7,437 - 7,564	7,274 - 7,425	6,950 - 7,119
Portal of Devouring	31	6	7,399 - 7,534	7,399 - 7,534	7,565 - 7,693	7,426 - 7,576	7,120 - 7,288
Dragon, Silver	Variable	2	–	7,535 - 7,671	7,694 - 7,821	–	–
Dragon, Swack Iron	Variable	2	7,535 - 7,808	7,672 - 7,945	7,822 - 8,077	7,577 - 7,879	7,289 - 7,627
Dragon, Swack Iron Albino	Variable	2	7,809 - 7,945	7,946 - 8,082	8,078 - 8,205	–	–
Righteous Avenger	32	7	7,946 - 8,082	8,083 - 8,219	8,206 - 8,334	7,880 - 8,031	7,628 - 7,797
Guardian Spirit	33	3	8,083 - 8,219	8,220 - 8,356	8,335 - 8,462	8,032 - 8,182	7,798 - 7,966
Avenging Servant	35	1	8,220 - 8,356	8,357 - 8,493	8,463 - 8,590	8,183 - 8,334	7,967 - 8,136
Couatl	35	2	8,357 - 8,493	–	–	–	–
Bane Lords	39	1	8,494 - 8,630	8,494 - 8,630	8,591 - 8,718	8,335 - 8,485	8,137 - 8,305
Dragon, Gold	Variable	2	8,631 - 8,767	8,631 - 8,767	8,719 - 8,846	8,486 - 8,637	8,306 - 8,475
Dragon, Slag-Scaled Titanium	Variable	2	8,768 - 8,904	8,768 - 8,904	8,847 - 8,974	8,638 - 8,788	8,476 - 8,644
Giant, Cloud	45	3	8,905 - 9,041	8,905 - 9,041	8,975 - 9,103	8,789 - 8,940	8,645 - 8,814
Elemental, Greater Periodic	53	3	9,042 - 9,178	9,042 - 9,178	9,104 - 9,231	8,941 - 9,091	8,815 - 8,983
Giant, Storm	54+	3	9,179 - 9,315	9,179 - 9,315	9,232 - 9,359	9,092 - 9,243	8,984 - 9,153
Ki-Rin	80	4	9,316 - 9,452	9,316 - 9,452	9,360 - 9,487	9,244 - 9,394	9,154 - 9,322
Time Elemental, Noble	n/a	8	9,453 - 9,589	9,453 - 9,589	9,488 - 9,615	9,395 - 9,546	9,323 - 9,492
Angel	161	1	9,590 - 9,726	9,590 - 9,726	9,616 - 9,744	9,547 - 9,697	9,493 - 9,661
Adapter	Variable	1	9,727 - 9,863	9,727 - 9,863	9,745 - 9,872	9,698 - 9,849	9,662 - 9,831
Dispatcher	Variable	2	9,864 - 10,000	9,864 - 10,000	9,873 - 10,000	9,850 - 10,000	9,832 - 10,000

Table 21: Hacklopedia of Beasts Stats Overview

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Aarakian Brood Watcher	L	2	1	5	2	2-12	Poison/Webbing	Nil	8-10	15"	13	N
Aarakian Queen Mother	G	3	10	12	1	0	Nil	Nil	13-14	0"	20	N
Aarakian Warrior	M	2	3	3+3	1	2-16	Webbing	Nil	5-7	15"	12	N
Aarakian Worker	M	1	5	2	1	1-8	Burrowing	Nil	2-4	12",6" burrow	8	N
Aardvark, Dire	L	2	7	3	4	1-4/1-4/1-6/1-3	Burrowing	None	2-4	9", 3" burrow	12	N
Aardvarkians	S	1	6	2+2	2	1-3/1-3 or wpn/1-3	Burrowing	Nil	8-14	12", 3" burrow	12	N
Aarnz Hound	M	1	7	2+2	3	2-5/2-5/1-8	Nil	Nil	8-10	18", 12" in trees	7	NE
Adapter	M	Spcl.	Spcl.	Spcl.	Spcl.	Spcl./Spcl.	Adapting	Adapting	Unknown	Spcl.	Spcl.	CN (E)
Adarupikus	T	0	4	1hp	1	See text	Direction Control	Armor	2-4	6", 3" on web	16	NE
Aerial Servant	L	29	3	16	1	8-32	Surprise, grab, rage	+1 or better wpns. to hit	2-4	Fly 24" (A)	14	N
Alligator, Giant	G	29	4	20	1 or 1	5-50 (bite) or 8-32 (tail)	Tail stun	Nil	1	9" (15" for 2 rounds), 24" swim	19	N
Ameoba, Giant	L	20	9	12	1	4-24	Absorbs organic mat.	Regeneration, immune to mental attacks	1	6" swim	16	N
Angel	L	161	9	17th lvl ftr w/200hp	4	by wpn type (+12 dmg)	Many	Many more	24	18", 40" Fl (B), 18"	20	Any good
Angel: Redeemer	M	19	2	10	1	1-10+15 (+15 holy avenger)	Soothing Word, holy sword	Heaven's Call	13-18	12", fly 24" (B)	17	LG
Ankou	M	32	0	10	1	2-16	Level Drain	Regeneration	3-18	12"	20	N
Ankou's Skeletal Draught Horses...	M	0	7	4+4	3	2-8/2-8/1-4	None	none	0	48"	20	N
Ant Hunter	M	2	7	1+1	2	1-4/1-4	+4 vs. ants, +2 vs. insects & arachnids	+4 saves vs. insect & arachnid poisons	8-10	9"	11	NG
Ant Lion, Giant	L	10	2	8	1	5-20	See text	Nil	1	9", (1" in loose soil)	14	N
Ant Men Queen	L	15	1	8+8	1	by wpn	Spells	Nil	5-7	15"	14	LN
Ant Men, Enforcer	L	11	2	6+6	3	2-8/1-2/1	Poison	Nil	5-7	15"	12	LN
Ant Men, Red Fire	Var.	Var.	Var.	Var.	Var.	Var.	Var.	Immune to heat	5-16	15"	Var.	LN
Ant Men, Shaman	M	6	1	3+3	1	by wpn	Poison	Nil	13-14	15"	12	LN
Ant Men, Workers	S	1	3	1+1	1	1-4	Nil	Nil	5-7	15"	5	LN
Ant, Giant (warrior)	S	3	3	2	2	1-6/1-3	Warriors have poison sting, grab w/pincers	Nil	1	18"/queen 22" fly	14	N
Ant, Giant (worker)	S	1	3	2	2	1-6/1-3	Warriors have poison sting, grab w/pincers	Nil	1	18"/queen 22" fly	14	N
Anthraxian	S	1	9	10 hp	1	1-6	Cause Disease	Nil	2-4	12"	15	NE
Anti-Elemental, Air	L-H	6	8	8/12/16	1	4-32	Folding bodies & slapping w/heads	-2 or worse to hit	5-7	6"	16	NE
Anti-Elemental, Earth	L-H	5	8	8/12/16	1	2-20	Whirlwind	-2 or worse to hit	5-7	36"	16	NE
Anti-Elemental, Fire	L-H	6	8	8/12/16	1	5-30	Freezing	-2 or worse to hit	5-7	6", 18" Swim	16	NE
Anti-Elemental, Water	L-H	5	8	9/12/16	1	3-24	Withering	-2 or worse to hit	5-7	12"	16	NE
Ape Shaman	M	2	6	4	3	1-3/1-3/1-6	Spells	Nil	13-14	12", 9" in trees	11	N (G/E)
Ape Shaman Warrior	L	3	6 (3 w/armor)	5+1	3	1-3/1-3/1-6	Nil	Nil	8-14	12", 9" in trees	13	N (G/E)
Ape, Carnivorous	L	4	6	5	3	1-4/1-4/1-8	Rending	+2 bonus on surprise roll	5-7	12", 9" in trees	11	N
Ape, Gorilla	M	3	6	4+1	3	1-4/1-6/1-6	Squeeze	Nil	5-7	12", 9" in trees	9	N
Ape, Pack (escaped - see Ape, Gorilla)	M	3	6	4+1	3	1-4/1-6/1-6	Squeeze	Nil	5-7	12", 9" in trees	9	N
Ape, Shadow	M	1	5	1+1	2	1-10/1-10	Nil	Shadow Defenses	8-10	6", 6" in trees	6	LN (E)
Apparition	M	25	0	8	1	horror	Nil	Magic or silver to hit	8-10	24"	20	CE
Arcane Merchant	L	16	5 (3)	10	1	1-8 (wpn)	Nil	Invisibility, Dimension Door	17-18	12"	15	LN
Argos	L–G (6' per D)	130	0	25	3	1-4 or by wpn	1-3 wpns., enfolds, bite, digest, magic	magic powers from eyes	5-14	4", 3" fly (E)	16	N
Armadillo, Dire	S	5	3 (0)	3	3	1-2/1-2/1-4	Leprosy	Ball of hiding	5-7	5"	14	CE
Armored Foliage Creeper	M-L	4	3	2-8	2-8	1-4+ no. of HD	Strangulation	Camouflage	2-4	6"	9	N
Arvanger, Speckled	H	15	2	8	3	1-6/1-6/2-16	Acid Spew	Nil	0	6", 24" fly (D)	18	N
Arvanger, Spotted	H	18	1	9	3	1-6/1-6/2-16	Acid Spew	Nil	0	6", 24" Fly (D)	18	N
Ashen Prowler	M	8	5	4+2	3	1-6/1-6/2-12	Ash Breath	Immune to Heat	2-4	18", 6" in lava	12	CE
Astral Searcher	M	2	10	2	1	1-6+Spcl.	All victims AC5	Nil	0	12"	7	Any
Attention Grabber	S	1	7	1+1	1	1-3	Nil	Shape Changing/Invisibility	11-12	12"	6	NE
Augerlisk	L	7	3	6	2	1-8/1-10	Petrifaction	Nil	5-7	6"	11	NE
Avenging Servant	M	35	1	16	2	(1-10)+5	+5 two-handed sword	See text	13-14	12"	20	LN
Avianderthal	M	1	7	1+2	2	1-6/1-6 (clubs)/2-8 (thrown clubs) /1-3 (beak/talons)	Talons or beak 1-3/Shamans have cleric spells	Nil	8-10	6", 36" fly (C)	13	NG
Babbler, Cantakerous	M	1	9	15 hp	1	1-2	Babbling	Nil	5-7	12"	14	CN
Babbler, Incessant	M	2	9	15 hp	1	1-2	Babbling	Magical protection	5-7	12"	14	CN
Babbler, Incoherent	M	2	9	15 hp	1	1-2	Babbling	camouflage	5-7	12"	14	CN
Babbling Instigator	S	2	8	10 hp	1	1-4	ESP	Invisibility, Anonymous Screen	15-16	6"	12	CN
Baboon	S	1	7	1+1	2	1-8/1-4	Strong elongated jaws, diseased saliva	Nil	1	14"/12" in trees	6	N
Baboon-Man	S	1	6	2+2	1	1-4 or by wpn.	Stench	Climbing	5-14	12", 6" in trees	6	CN
Badger, Common	S	0	4	1+2	3	1-2/1-2/1-3	Nil	Nil	2-4	3", 1" burrow	8	N (G/E)

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Badger, Dread	S	1	4	1+4	3	1-2/1-2/1-3	Rabies, Death Leap	Nil	5-7	3", 1" burrow	17	N (G/E)
Badger, Giant	H	3	4	3	3	1-6/1-6/2-12	Claws, bite	Nil	2-4	6", 3" burrow	8	N
Bandy Tailed Fighting Cock	L	4	8 (body), -1 (legs)	5+5	3	1-8/1-8/1-10	Nil	Toxic Smoke	8-10	18"	8	CE
Bane Lords	M	39	-3	10+4 or higher	2	by wpn.	Gaze of Fear/Undead Army	Regeneration	17-18	12" (24" w/ undead horse)	14	CE
Banshee Lord	M	39	0	9	1	1-12/1-20	See text	+2 or better wpn. to hit	17-18	15"	17	LE
Banshee: Groaning Spirit	M	22	0	7	1	1-8	Deat Wail	+1 or better to hit	15-16	15"	13	CE
Barbarian, Urban	M	0	6	2+2	1	by wpn.	Nil	Nil	5-14	12"	14	C (G/E)
Barbarian, warrior	M	3	3	5+2	3/2	by wpn.	Nil	Nil	5-16	12"	16	C (G/E)
Barracuda	S-L	1	6	1-3	1	2-8 + no. of HD	Nil	Nil	0	30" swim	5	N
Basilisk, Burrowing	T	2	6	1+1	1	1-3 or burrowing	Burrowing, Petrifaction	Nil	2-4	6"	6	N
Basilisk, Greater	L	44	2	10	3	1-6/1-6/2-16	See text	Surprised only on 1	5-7	6"	16	N (E)
Basilisk, Lesser	M	12	4	6+1	1	1-10	Stone Gaze	Nil	1	6"	12	N
Basilisk: Dracolisk	H	30	3	7+3	3	1-6/1-6/3-12 (also 4d6 w/acid spit)	Petrifaction, acid spit	Nil	5-10	9", 15" fly (E)	15	CE
Bat, Sinister	L	8	3	4+4	1	2-5	Magic use	Missile protection	8-16	2", 21" fly (A)	16	LE
Bat, Arcane	L	7	7	4	1	2-8	Spells	Blending/Detection	11-12	1", 21" fly	13	N
Bat, Azmyth	S	4	2	2	2	1/1-2	Magic use	Magic use	13-14	3", 24" fly (A)	14	CN
Bat, Common	T	0	8, 4 (ideal flying cond.)	1-2 hp	1	1	Disruption, blinding	Nil	1	1", 24" fly (B)	3	N
Bat, Fire	S	1	8	2	1	2-8	Nil	Immune to fire	2-4	6", 20" fly (B)	6	NE
Bat, Giant	H	1	8	6	1	2-8	Screech	AC 2 ideal flying conditions	0	3", 18" fly (V)	12	N
Bat, Huge	S	3	7	4	1	1-2/1-4	Rabies	-3 to hit	5-7	3", 15" fly (C)	6	NE
Bat, Night Hunter	M	2	6	2+2	4	1-4/1-2x2/1-6 or 3-12	Nil	Nil	8-14	2", 18" fly (A)	11	NE
Bat, Pack	S	0	8	1+1	1	1-4	Nil	Nil	8-10	6"/18" fly (C)	15	CN
Beaked Horror	L	6	8	9	3	1-6 (talons), 1-10 (beak)	Kidnap	Nil	5-7	12"	14	Evil
Beaked Terror	L	1	6	3	3	1-4 (x2)/1-6 (see short sword)	Nil	Nil	1	18"	14	N
Bear, Black	M	1	7	3+3	3	1-3/1-3/1-6	Hug	Nil	2-4	12"	8	N
Bear, Blizzard	H	14	4	10+10	3	2-16x2/3-24	Hug	Nil	2-4	12", swim 9"	14	N
Bear, Cave	H	2	6	6+6	3	1-8/1-8/1-12	Hug	Nil	2-4	12"	9	N
Bear, Grizzly	L	5	6	5+5	3	1-6/1-6/1-8	Hug	nil	2-4	12"	10	N
Bear, Poisonous	H	14	5	9+9	3	1-12/1-12/3-18	Poison hug	Nil	2-4	12", 9" swim	12	N
Bear, Polar	H	10	6	8+8	3	1-10x2/2-12	Hug	Nil	2-4	12", 9" swim	8	N
Beast of Burden, Horse, Riding	L	0	7	3	2	1-2/1-2	Nil	Nil	1	24"	9	N
Beast of Burden: Donkey	M	0	7	3	1 or 2	1 or 1-2/1-2	Nil	Nil	1	9"	9	N
Beast of Burden: Horse, Draft	L	0	7	3	1	1-3	Nil	Nil	1	12"	6	N
Beast of Burden: Horse, Heavy War	L	1	7	3+3	3	1-3/1-8/1-8	Nil	Nil	1	15"	7	N
Beast of Burden: Horse, Light War	L	0	7	2	2	1-4/1-4	Nil	Nil	1	24"	5	N
Beast of Burden: Horse, Medium War	L	0	7	2+2	1-3/1-6/1-6	1-3/1-6/1-6	Nil	Nil/Nil	1	18"	6	N
Beast of Burden: Horse, Pony	M	0	7	1+1	1	1-2	Nil	Nil	1	12"	6	N
Beast of Burden: Horse, Wild	L	0	7	2	1	1-3	Nil	Nil	1	24"	5	N
Beast of Burden: Mule	M	0	7	3	1 or 2	1-2/ or 1-6/1-6	Nil	Nil	1	12"	7	N
Beast of Burden: Ox	L	2	4	5	2	1-6/1-6	Nil	Nil	1	9"	12	N
Beast Shaman	M	Var.	6	1-10th lvl druid	1	by wpn.	Spells	spells	11-16	12"	15	any but lawful
Beaver, Giant	M	6	6	4	3	4-16/4-16/2-12	Nil	Nil	5-11	6"/12" swim	9	NG
Beaver, Great Red Marauding	L	3	5	6	3	4-16/4-16/2-12	Nil	Nil	8-14	6", 12" swim	17	NE
Bee, Giant Bumblebee	L	5	5	6+4	1	1-6+poison	Sting	Nil	5-7	6", 24" fly (E)	19	N
Bee, Giant Soldier	M	3	5	4+2	1	1-4+poison	Sting once	Nil	5-7	12", 30" fly (C)	20	N
Bee, Giant Worker	M	2	6	3+1	1	1-3+poison	Sting once	Nil	5-7	9", 30" fly (D)	20	N
Bee, Regular	T	0	3	1 hp	1	1 per bee	Sting once	Nil	0	1", 3" fly (A)	20	N
Beetle, Giant Artillery	M	6	4	4+4	1	4-24	Molten bombs	Stink, heat resistance	0	9"	14	N
Beetle, Carnage	L	4	3	6	1	2-16	Sharp mandibles, appendage severing	Nil	0	6"	15	N
Beetle, Common	T	0	8	1 hp each	1	See text	Nil	blinding	0	1"	3	N
Beetle, Death Watch	M	14	3	9	1	3-12	Death vibe	Camouflage	1	12"	14	N
Beetle, Dung	S	1	4	2	1	1-6	Nil	Nil	0	12"	9	N
Beetle, Flesh-Eating Gargantuan	G	25	1	15	3	5-30/1-12x2	Stun saliva	Nil	5-7	12"	16	NE
Beetle, Giant Bombardier	S	2	4	2+2	1	2-12	Acid cloud	Firing Cloud	0	9"	13	N
Beetle, Giant Boring	L	3	3	5	1	5-20	Nil	Nil	1	6"	14	N
Beetle, Giant Fire	S	0	4	1+2	1	2-8	Nil	Nil	0	12"	12	N
Beetle, Giant Rhinoceros	L	10	2	12	2	3-18/2-16	Nil	Nil	0	6"	14	N
Beetle, Giant Stag	L	5	3	7	3	4-16/1-10x2	Nil	Nil	0	6"	13	N

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Beetle, Giant Water	M	2	3	4	1	3-18	Nil	Nil	0	3", 9" swim	14	N
Beetle, Predacious Diving	S	3	3	5	1	3-12	Saw attack	Nil	1	6", 12" swim	14	N
Beetle, Predacious Dungeon	L	11	2	8	3	4-20/1-6x2	Nil	Nil	8-10	12"	4	LE
Beetle: Goldbug	T	1	9	1-6 hp	1	1-4	Poison	camouflage	0	1"	16	N
Behemoth	H	5	4	10+5	1	4-16 or 6-24	Cows 4-16, bulls 6-24	Nil	1	6", 12" swim	13	N
Beholder, Blind	M	34	0/2/7	45-75 hp	6	2-8/1-6x5	Magic, flailing	Nil	13-14	3" fly	16	LE
Beholder, Common	M	79	0/2/7	45-75 hp	1	2-8	Magic	anti-magic ray	15-16	3" fly	18	LE
Beholder, Death Kiss	H	77	4/6/8	1d8+76 hp	10	1-8x10	Blood drain	regeneration	8-14	9" fly (B)	17	NE
Beholder, Elder Orb	G	237	-4/-2/3	35	1	2-20	Life stealing, powerful magic	hp absorption, beholder creation	21+	1" (D)	20	LE
Beholder, Eye of the Deep	S-M	16	5	10-12	1/3	1-6 or 2/8/2-8/1-6	Pincers, blinding poisonous light, spells	Nil	11-12	6" swim	15	LE
Beholder, Gauth	L	22	5	6+6/9+9	3	2-8/2-8/1-6	Magic	Regeneration	15-16	6" swim	15	LE
Beholder, Spectator	M	8	4/7/7	4+4	1	3-12	Magic	magic	11-14	9" fly (B)	18	NE
Beholder, Undead	M	34	0/2/7	45-75 hp	1	2-8	Magic	Anti-magic eye	Spcl.	2" fly (C)	14	LN
Beholder, Voyeur	M-L	13	4/7/7	9	1	1-6	Magic	Invisibility	11-12	12" fly (B)	10	CN
Beholder-kin, Director	H	28	2 (4)	12 (8)	2	2-8/2-8	Magic	Nil	8-10	15", 3" fly (A)	18	LE
Beholder-kin, Examiner	M	19	5	8	1	1-6 or wpn.	Magic	magic	8-10	6" fly (C)	11	LN
Beholder-kin, Hive Mother	H	105	0	20	1	5-20	Magic	anti-magic	17-18	6" fly (A)	18	LE
Beholder-kin, Lensman	M	4	3/7	2	1	1-8 or by wpn.	Nil	magic	5-7	9"	14	NE
Beholder-kin, Overseer	H	68	2/7	14	1	3-12	Magic	magic	19-20	1"	16	LE
Beholder-kin, Watcher	L	4	7	3+3	1	3-18	Magic	magic	2-4	7"	10	N
Bird, Flightless, Aquatic	S	0	7	2-12 hp	1	1-2	Nil	Nil	1		9	N
Bird: Collector	L	3	4	6	1	2d8	Nil	Nil	1	5", 29" fly (E)	9	N
Bird: Condor	M	0	7	3+3	1	2-5	Nil	Nil	2-4	3", 24" fly (D)	9	N
Bird: Falcon	S	0	5	1+1	3	1/1/1	Nil	Nil	1	1", 36" fly (B)	6	N
Bird: Flightless	M-L	0	7	1 to 3	1	1-4 or 1-6 or 1-8	Nil	Nil	2-4	18"	9	N
Bird: Hawk, Large	M	0	6	1	3	1-2/1-2/1	Nil	Nil	2-4	1", 33" fly (B)	9	N
Bird: Standard	T	-1	4	1 hp	1	1	Nil	Nil	1	1", 12" fly (A)	2	N
Bird: Swan	M	0	7	1d8+2 hp	3	1/1/1-2	Nil	Nil	1	3", 18" fly (D)	6	N
Bison'vyders	L	4	6	5	1 or 1	by wpn. or 2-12	Charge	Head is AC 3	8-14	15"	11	NG
Black Annis	L	14	0	7+3-12	3	2-9/2-9/3-9, +7 for STR	Flesh stripping, grapple, magic	iron skin	5-16	15"	7	CE
Black Poppy	T	1	10	1d* hp	1	Poison	Poison gas cloud	Nil	0	0"	19	CE
Blind Wretched Pursuer	M	15	3	7	2	1-8/1-8	Level drain	immunity to illusions	5-7	15"	13	NE
Blink Dawg	M	2	5	4	1	2-8	From rear most of the time	Teleportation	8-10	12"	12	LG
Blood Guzzler	L	23	0	13	2 or 1	1-6+10/1-6+10	Ripping	Nil	11-12	9"	12	CE
Blood Hawk	S	1	7	12 hp	3	1-4/1-4/1-6	Nil	Nil	2-4	1", 24" fly (B)	11	N
Blue Throttle	S	1	5	8 hp	1	1-4	Paralyze	Nil	1	6", 18" fly (C)	12	N
Boar, Giant	L	2	6	7	1	3-18	Nil	Nil	1	12"	16	N
Boar, Man	M	1	6	4	2	by wpn./tusks 1-4	Nil	Nil	13-18	15"	14	CG
Boar, Snow	M	3	5	4	2	1-6/1-6	Nil	camouflage	1	12"	19	N
Boar, Warthog	M	1	7	3	2	2-8/2-8	Nil	Nil	1	12"	17	N
Boar, Wild	M	1	7	3+3	1	3-12	Nil	Nil	2-4	15"	14	N
Bog Lurker	M	56	0 (4)	13	1	3-30	Chilling blow, life force drain	AC 0 before feeding (+2 wpns. or better to hit)	17-18	12" (16" after feeding)	12	NE
Bogels: Trows	S	5	-2	2	4	1-4x4	Cause disease	Nil	5-7	18"	9	NE
Boggelman	S	1	6	1	Nil	Nil	Nil	shape changing	11-12	12"	6	LE
Bolter	L	7	7	6+6	1 or 2	by wpn. or 1-6/1-6	Nil	shape change, immune to animal control spells, 10% chance humanoid form at will	15-16	9" or 12" when bolting	9	NE
Bone Scavenger	T	1	9	1/2	1	1-4	Nil	Nil	5-7	6"	9	CE
Boobrie	H	4	5	9	3	1-6x2/2-16	Ambush	Nil	2-4	15", 15" fly (D)	12	N
Boot Mauler	T	0	10	1d12 hps	1	1-4	Toe removal	camouflage	2-4	1"	12	N
Boring Barnacles	T	2	2 to -2	10 hps	1	Increasing dmg. to wood when attached	Wood dissolve	Nil	0	0", 1" swim	20	N
Bovinians	M	2	5	3	1 or 1	by wpn. or 1-6	Charge	Nil	8-10	12"	9	CN
Bowler	S-M	1	4	11-20 hps	1	1 per 2-5 hp	Crushing	Nil	2-4	6"+ Spcl.	8	N
Brain Mite, Carnivorous	T	1	8	1 hp	1	mental drain	Mental/intelligence/ memory drain	miniscule size, almost undetectable	0	1"	17	N
Brain Mole	T	0	9	1 hp	Nil	Nil	Psionic	psionic	1	1", 3" burrow	6	N
Brownie, Barbarian	T	3	4	2+2	1	1-5	Berserk Rage	Save as 9th-level fighter	5-7	12"	19	CN
Brownie, Greater	T	1	3	11-20 hps	Nil	Nil	Refuse to fight	become invisible, teleport	13-14	12"	8	LG
Brownie, Normal	T	1	3	11-20	1	1-2	Spells	save as 9th-level priest	13-14	12"	11	LG
Brownie, Quickling	T	3	-3	1, 3 for leaders	3	1-3	Spells, poison	saves as 19th level priest	13-18	96"	14	CE (N

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Buffalo/Bison	L	3	7	5	2	1-8/1-8	Charge	Head is AC3	2-4	15"	6	N
Bugbear	L	2	7	3+1	1	2-8 or by wpn.	Surprise, +2 dmg.	Nil	5-10	9"	12	CE
Bugbear, Greater	L	9	3 (9)	8	3/2	2-8+7 or by wpn. +7	Surprise, STR 19	Nil	8-14	12"	15	CE
Bulette	L	22	-2/4/6	9	3	4-48/3-18/3-18	8' jump	Nil	1	12, (3")	20	N
Bulette, Hammerhead	L	22	-2/4/6	9	3	4-48/3-18/3-18	Ramming	Nil	1	12", (3")	20	N
Bull Angler	L	15	4	10	1	2-20	Lure	Nil	5-7	12"	12	N
Bullboon	S	1	6	4	3 or 1	1-3/1-3/2-5 or by wpn.	Nil	Nil	5-10	6", 12" in trees	3	N
Bullfrog, Giant	L	2	8	4	1	1d2/1-10/1-6 per round	Tongue lash/ poisonous tongue	secretes poisonous substance on skin	0	15", 9" swim	13	N
Bullfrog, Giant Man-eating	L	3	8	5	1	2-12	Swallow, hop	Nil	0	15", 9" swim	13	N
Bullywug	S-M	1	6+	1	3 or 1	1-2/1-2/2-5 or by wpn.	Hop	Camouflage	5-10	3", 15 swim (9" in armor)	10	CE
Bullywug, Advanced	M-L	4	6+	3	3 or 1	3-4/3-4/4-7 or by wpn. +2	Hop	camouflage	8-14	3", 15" swim (9" in armor)	13	CE
Butterfly, Steed/Mount	S	1	8	1+1	1	1	Nil	invisibility, dimension door	5-7	1", 15" fly	12	G (Any)
Camel, Carrion	L	2	7	3	1	1-6	Nil	Nil	5-7	21"	12	NE
Camel, Wild	L	2	7	3	1	1-4	Spitting	Nil	1-4	21"/18"	9	N
Camp Moth	T	1	9	3d4 hp	1	1-2	Nil	scent	0	3", 6" fly (C)	15	N
Carcass Seether	M	2	9	2	1	total destruction if failed save	Burrowing seeds	Nil	0	0"	3	N
Carnagesaur	H	11	4	15	4	1-6/1-6/1-8/5-40	Nil	Nil	0	6"	20	N
Carnivorous Coral	S	2	3	1	2	1-6/paralyze	Paralyzation	calcium armor	0	1/16"	19	N
Carrion Crawler	L	3	3/7	3+1	1/8	1-2	Paralysis	Nil	0	12"	20	N
Carrion Crawler, Nine-Tentacled	L	3	3/7	3+3	2/9	1-2/by wpn.	Paralysis	Nil	2-4	12"	13	NE
Carrion Grub	S	1	8	1	1	Nil (1)	Blinding, boring, organ damage	Nil	0	3"	6	N
Carrion Pecker	T	1	8	9-12 hps	1	1-3	Sharp beaks, +1 to hit undead	Spcl. defenses against undead	1	9" fly (B)	13	N
Cat, Great: Common Lion	M	7	5/6	5+2	3	1-4/1-4/1-10	Rear claws 2-7x2	surprised 1 in 10	2-4	12"	11	N
Cat, Great: Mountain Lion	M	4	6	3+1	3	1-3/1-3/1-6	Rear claws 2-8x2	surprised in 1 in 10	2-4	12"	10	N
Cat, Great: Spotted Lion	L	8	5/6	6+2	3	1-4x2/1-12	Rear claws 2-8x2	surprised 1 in 10	2-4	12"	9	N
Cat, Great: Cheetah	M	4	5	3	3	1-2/1-2/1-8	Rear claws 1-2x2	surprised 1 in 10	1	15", 45" sprint	9	N
Cat, Great: Giant Lynx	M	2	6	2+2	3	1-2x2/1-4	Rear claws 1-3x2	75% chance of detecting traps	11-12	12"	9	N
Cat, Great: Jaguar	L	5	6	4+1	3	1-3/1-3/1-8	Rear claws 2-5x2	surprised 1 in 10	2-4	15"	10	N
Cat, Great: Leopard	L	4	6	4+1	3	1-3/1-3/1-8	Rear claws 1-4x2	surprised 1 in 10	2-4	15"	10	N
Cat, Great: Smilodon	L	9	6	7+2	3	2-5/2-5/2-12	Rear claws	surprised 1 in 10	1	12"	10	N
Cat, Great: Snow Leopard	M	5	6	4+2	3	1-4/1-4/2-7	Rear claws 1-4x2	surprised 1 in 10	2-4	15"	9	N
Cat, Great: Wild Tiger	L	7	6	5+5	3	2-5/2-5/1-10	Rear claws 2-8x2	surprised 1 in 10	2-4	12"	10	N
Cat, Small: Domestic	T	0	6	2-8 hp	3	1-2/1-2/1	Rear claw rake 1-2	surprise 8 out of 10, only surprised on 2 in 10	1	9"	8	N
Cat, Small: Elven	T	6	4	3+6	3	1-2/1-2/1-3	Spells, -5 to enemy surprise rolls	spells, move silently, only surprised 1 out of 10	2-7	18"	13	N
Cat, Small: Wild	T	1	5	3-18 hps	3	1-2/1-2/1-2	Rear claw rake 1-2/1-2	face attack, frighten	1	18"	10	N
Cataplasm	S	5	10	2+1	1	1-8	Electricity	metal wpns. harm those who strike cataplasm	5-7	24", 6" fly (D)	9	CE
Catfish, Giant	L	8	7	7-10	1	3-12	Poison spines, swallowing	barbs	1	18" swim	13	N
Catoblepas	L	13	7	6+2	1	1-6+ stun	Death Ray	Nil	2-4	6"	12	N
Cattle, Wild	L	3	7	4	2	1-6/1-6	Charge	head is AC 4	1	15"	8	N
Cave Chameleon, Gargantuan	H	26	3	12	1	4-24	Surprise	Nil	5-7	4"	11	N
Cave Chameleon, Large	L	12	4	6	1	3-12	Surprise	Nil	5-7	2"	10	N
Cave Cricket, Carnivorous	M-L	3	7	3+3	4	1-2/1-2/1-6	Jump/kick	nil	1	6"	14	N
Cave Fisher	M	5	4	3	2	2-8/2-8	Adhesive Trap Line	filament cut only cut by +1 wpns., camouflaged filament	2-4	1"	10	N
Cave Moray	M	8	0/5	4+4	1	2-8	Surprise 8 in 10	withdraw	1	3"	12	N
Centaur	L	2	5 (4)	4	3	1-6/1-6 and wpn.	Nil	Nil	5-10	18"	14	N or CG
Centaur Ant	L	7	1	4+4	3	1-3/1-3/1-8	Trample	Nil	2-4	18"	10	N
Centaur, Syntaur	L	2	5 (3)	5-7	3	1-6/1-6 and wpn. +2	Nil	Nil	5-10	18"	16	CN (E)
Centipede, Giant	T	0	9	2 hp	1	Poison	Nil	Nil	0	15"	6	N
Centipede, Huge	T	35	9	1 hp	1	Poison	Nil	Nil	0	21"	6	N
Centipede, Megalo-	M	4	5	3	1	death or 2d4	Poison	Nil	1	18"	9	N
Centipede, Tunnel	G	14	4	9+3	1	2d8	Lunging	Nil	0	6"	12	N
Centipus	G	40	9	20	1-100 plus 1	1-6 per attack plus bite 2-20	Nil	Nil	5-7	36" swim	20	N
Centisteed	G	9	7	7	2 per 3' opponent's ht.	1-6 each	Trample	amazing speed	5-7	48" (96")	9	N
Cerebral Mauler/Marauder	M	12	5	3+3	2+ Spcl.	1-8/1-8+ Spcl.	Slicing appendages, mind control,	same as above	13-14	6" fly (D)	16	CE

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
							paralyzation pulse, psionics					
Cerebral Parasite	T	0	n/a	n/a	1	1 PSP per parasite while psionicist uses powers	Drains PSPs	Same as above	0	n/a	20	N
Chaos Corpse	M	230	1 to 10	1 to 10	1 to 6	1-20	Nil	Chaos Factor	0	3" to 23"	19	CN
Chaos Feeder	L	11	3	5	3	2-8/2-8/3-18	Pincers, stinger tooth, poison, paralysis	Surprised only on 1 in 10	8-10	18"	12	LE
Chimera	L	13	6/5/2	9	6	1-3x2/1-4x2/2-8/3-12	Breath wpn.	Nil	2-4	9", 18" fly (E)	14	CE
Chimera: Gorgimera	L	29	5/2	10	5	1-3x2/2-8/2-8/3-12	Breath wpns.	Nil	2-4	12", 15" fly (C)	14	N
Chimera: Mimera	L	27	6/5/2 (or by armor)	9	6	1-4x2/2-8/2-8/3-12	Breath wpns., mimicking	Nil	5-7	12", 18" fly (C)	14	CE
Chimera: Shymera	L	15	5	8	3	1-4x2/1-6	Breath wpn.	Nil	2-4	12", 18" fly (B)	14	CE
Chimney Mites	T	0	n/a	too small to att. w/melee wpns	1 vs. immobile	Death to immobile victims in 2 rounds if save not made, otherwise 2-20 hps	Attack & devour immobile creatures	small size	0	3" fly (A)	19	N
Chimney Sneak	M	3	3	3	2	1-6/1-6	Sticky tongue, +2 to hit from above, +6 if gains surprise.	Nil	0	3", 6" burrow backwards	12	N
Chimparians	S	1	6	2+2	1	by wpn.	Confusion Speech	Nil	5-14	12", 12" in trees	9	CN
Cloaker	L	18	3 (1)	6	2+ Spcl.	1-4/1-4 + Spcl.	Engulfs victims	whip-like tail	13-14	1", 15" fly (D)	14	CN
Clubnek	L	0	8	2	3	1-6/1-6/1-8	Nil	Nil	5-7	12", 24" bursts 1 out of 5 rounds	14	N
Cockatrice	S	11	6	5	1	1-3	Stone Touch	Nil	1	6", 18" fly (C)	12	N
Cockatrice: Cryolisk	S	17	6	6+2	1	1-4	Gaze	Immune to Cold Attacks	5-7	5", 18" fly (C)	12	NE
Cockatrice: Polylisk	S	9	6	5	1	1-3	Polymorph Touch	Nil	1	6", 18" fly (C)	12	N
Cockatrice: Pyrolisk	S	17	6	6+2	1	1-4	Gaze	Immune to Fire	5-7	6", 18" fly (C)	12	NE
Cockroach, Carnivorous Giant	M	6	3	5	3	1-2/1-2/1-12	Nil	nil	2-4	3", 9" (E)	15	N
Cockroach, Hair Lipped	M	3	6	2	1	1-4	Cause Disease	Nil	0	6", 6" fly (D)	20	N
Cockroach, Hissing	S	1	3	1+1	1	1-4	Nil	Nil	2-4	6", 12" fly (D)	12	N
Cockroach, Lightning	S	6	4	3+1	1 or 1	1-10 or 3-18	Lightning Blast	Immune to Lightning	1	6", 18" (B)	14	N
Cockroach, Oriental	S	1	4	2+1	3	1-2/1-2/1-8	Nil	Nil/Nil	1	6", 12" (D)	15	N
Cockroach, Shortwinged	M	4	5	4	3	1-4/1-4/1-10	Nil	Nil	0	12"	17	N
Cockroach: Cheetah	T	1	4	1+2	2	2-7/2-7	Nil	Nil	2-4	3", 18" fly (C)	17	N
Cockroach: Dire	S	4	4	2+3	1	1-8	Nil	Nil	0	6", 12" fly (D)	19	N
Coffer Corpse	M	3	8	2	1	1-6 or by wpn.	Nil	Magic wpns. to hit	5-7	6"	20	CE
Confusion Beast	L	12	4	6	1 or 3	2-7 or 1-4/1-4/1-6	Spell, tail club	immune to confusion spells or confusion-producing magic items	2-4	15"	12	N
Corby, Dire	M	1	6	2	2	1-6/1-6	Nil	Nil	5-7	12"	20	NE
Corpse Crab	M	1	3	1/2	1	1-3, 1-6 or by wpn.	Flail arms of host, wpn. use	cannot be turned	2-4	3", 6"	9	N
Corpse Skink	S	0	7	2	2	1-6/1-2	Nil	Nil	1	6"	6	N
Couatl	M	35	5	9	2	1-3/2-8	Poison/Magic/ Constriction/Psionics	ethereal at will	17-18	6", 18" fly (A)	14	LG
Crab Man	M-L	1	4	3	2 or 1	1-6/1-6 or 1-8	Nil	Nil	5-10	9", 9" swim	12	N
Crane, Dire	L	5	7	4+2	1	2-12	Swallowing	Nil	2-4	12", 15" fly (C)	14	N (E)
Crawling Claw	T	1	7	2-4 hps	1	1-4 (vs. armored foes) 1-6 (unarmored)	Nil	Edged wpns. do 1/2 damage, magic wpns. do not increase damage	0	9"	20	N
Creeper, Purple Howling	M	3	8	3+4	1-6	1-3 per attack	Howl	Nil	1	6"	14	N
Creeper, Yellow Musk	L	4	7	3	1	2-12	Trance inducing dust, brain attack	only killed by destroying root	0	Immobile	20	N
Creeping Horror	M	2	3	3	5	1-6x4/1-8	Nil	Nil	5-7	9"	17	CE
Cricket, Common	T	0	10	1 hp	1	0	Nil	Nil	0	1", 3" jumping	3	N
Criocamp	M	2	6	3+2	1	2-12 or 1-6	Charge	Nil	1	24" swim	15	N
Crocodile, Giant	H	11	4	7	2	3-18 (bite)/2-20 (tail)	Surprise	Nil	1	6", 15" swim	11	N
Crocodile, Normal	L	3	5	3	2	2-8(bite)/2-12 (tall)	Surprise	Nil	1	6", 12" swim	9	N
Crocolisk	H	11	3	7	1 or 1	3-18 (bite)	Eye ray	Nil	1	3", 12" swim	9	N
Crop Lurker	M	3	4	2+1	3	1-3/1-3/1-6	Nil	Camouflage	5-7	12", 18" sprints	9	NE
Crouching Hopper	S	2	7	1+4	3	1-4/1-4/2-8	Surprise	Nil	5-7	15' across/4' up/3'back	12	N
Crustacean: Crab, Dire	L	6	3	5	2	4-10/4-10	Nil	Surprise	2-4	9"	17	NE
Crustacean: Crab, Giant	L	3	3	3	2	2-8/2-8	Nil	Surprise	1	9"	13	N
Crustacean: Crayfish, Giant	L	5	4	4+4	2	2-12/2-12	Nil	Surprise	1	6", 12" swim	13	N
Crustacean: Lobster, Giant	H	8	4	6+6	2	4-24/4-24	Nil	Surprise	1	6", 12" swim	13	N
Crypt Thing	M	13	3	6	1	1-8	Teleports victims	can only be attacked by magical wpns.	11-12	12"	12	CN
Culvert Fiend	S	1	6	1+2	1	1-4	Blood drain	Nil	0	3"	14	N
Cyclops, Common	H	11	5	8	1	2-20	Nil	Nil	8-10	15"	9	CE

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Cyclops, True	G	60	3	18	1	5-50	Titan STR, 1 in 10 call lightning & thunder & use magic	immune to all lightning attacks	13-14	24"	17	NE
Dao	L	24	3	8+3	1	3-18	Magic	cannot be harmed by earth-based spells	5-12	9", 6" burrow, 15" fly (B)	9	NE
Dark Folk, Creeper	S	2	0 or 8	1+1	1	1-4	Abilities of 4th-lvl thieves, magic	Nil	8-10	9"	9	CN
Dark Folk, Stalker	M	3	0 or 8	2+1	1	1-6	Abilities of 6th-lvl thieves, magic	Wall of Fog	8-10	12"	14	CN
Dark Seether	S	3	10	4+3	1	Spores/consumes dead flesh	Spores/consumes dead flesh	Nil	0	Immobile	20	N
Dawg, Rottweiler	M	1	7	2+3	1	2-5	Jaw lock, mauling	Nil	1	18"	15	N
Dawg, War	M	0	6	2+2	1	2-8	Nil	Nil	2-4	12"	9	N
Dawg, Wild	S	0	7	1+1	1	1-4	Nil	Nil	2-4	15"	6	N
Death Dawg	M	2	7	2+1	2	1-10/1-10	Disease	Nil	2-4	12"	12	NE
Death Harvester	M	71	0	n/a	1	Death Blow	Death scythe	No wpns. can harm a Death Harvester	8-14	12"	12	N
Death Knight	M	52	0	9 (10-sided dice)	1 with +3 bonus	by wpn.	Magic wpns., magic	cannot be turned	17-18	12"	17	CE
Death Weaver	M	6	6	5	1	by wpn.	See text	See text	11-12	9"	12	NE
Death's Minions	M	3	0	3	1	1-8	Nil	Nil	8-10	12"	20	NE
Deepspawn	H	72	6	14	6	3-12x3 (bites)/2-5x3 (slaps) or by wpn. x3	See text	See text	17-18	6", 8" swim	16	CE
Demilich	M	114	-6 & Spcl.	50 hps & Spcl.	See text	See text	See text	See text	19-20	Spcl.	20	NE
Denzelian	M-L	7	10	4-10	1	1-8 + (1 to6)	See text	See text	0	3"	12	N
Desmodian	M	1	8	2	1	1-6	Blood Drain	See text	8-12	3", 15" fly (C)	7	N (C)
Disenchanter	M	4	5	5	1	Magic drain	See text	Magic wpns. to hit	8-10	12"	9	N
Dispatcher	M	Var.	Var.	Var.	Var.	Var.	Var.	Var.	18	12"	20	Any
Displacer Beast	L	6	4	6	2	2-8/2-8	See text	See text	2-4	15"	12	N
Djinni	L	12	4	7+3	1	2-16	See text	Nil	8-14	9", 24" fly (A)	15	CG
Djinni, Black	L	13	4	7+3	1	2-16	See text	Nil	8-14	9", 24" fly (A)	13	CE
Djinni, Noble	L	17	3	10	1	3-24	See text	Nil	15-16	9", 24" fly (A)	16	CG
Dolphin	M	1	5	2+2	1	2-8	Nil	Save as 4th lvl ftr	11-12	30" swim	11	LG
Doom Harvester	M	19	-2	12	2	by wpn. +2	See text	Nil	13-18	12"	19	NE
Doombat, Mortal	L	3	4	6+3	2	1-6/1-4	Shriek	Nil	1	18" fly (C)	9	NE
Doorant, Spirit	M	5	7	4	1	by wpn. or 1-12	Nil	Nil	13-14	12"	13	NE
Doorant, Tree	M	14	-2	7	1	1-12	Nil	Nil	11-12	0"	17	CN
DoppleEwe	M	5	3	3+1	2-5	2-8 each	See text	See text	2-4	9"	16	CE
Doppleganger	M	5	5	4	1	1-12	Surprise 7 in 10	See text	11-12	9"	9	N
Doppleganger, Master	M	8	5	6	1	1-12	Surprise 8 in 10	See text	15-16	9"	14	N
Doppleganger, Predator	M	10	1	5	3	1-12x3	Surprise 7 in 10	See text	8-10	12"	12	NE
Dopplemeister	H	13	6	10	1	2-24	Surprise 5 in 10	See text	13-14	3"	16	N
Doppler Croc	L	6	4	6+1	3	1-6/1-6/2-8	Nil	Dimension Door	2-4	9", 15" swim	16	N
Draat	S	1	7	2	1	1-6	Disease, Tracking	Nil	2-4	12"	12	N
Dracolich	Per type	45	See text	Per type	Per type	See text	Breath wpn. and spells	Spell immunities & spell use	Per type	As per dragon type	See text	E (Any)
Dragon, Ancient Albino Scoria	G	See text	-5 (base)	16 (base)	3+	1-10/1-10/6-36	Spcl. (see table HOB II)	Var.	21+	12", 40" fly (C), 3" jump, 12" swim	18	CN
Dragon, Black	G	See text	1 (base)	12 (base)	3+	1-6/1-6/3-18	Spcl.	Var.	8-10	12", 30" fly (C), 12" swim	18	CE
Dragon, Blue Horny-Ridged	G	See text	-2 (base)	16 (base)	3+	1-10/1-10/5-30	Spcl.	Var.	17-18	9", 30" fly, 4" burrow	19	LE
Dragon, Blue Spiny-Backed Blue-Ridged	G	See text	0 (base)	14 (base)	3+	1-8/1-8/3-24	Spcl.	Var.	11-12	9", 30" fly (C), 4" burrow	18	LE
Dragon, Blue Spiny-Horned	G	See text	0	9+2	3+	1-8/1-8/3-24	Spcl.	Var.	5-7	9",30" fly (C), 9" burrow	12	LE
Dragon, Brass	G	See text	0 (base)	12 (base)	3+	1-6/1-6/4-16	Spcl.	Var.	13-14	12", 30" fly (C), 6" burrow	17	CG (N)
Dragon, Bronze	G	See text	-2 (base)	14 (base)	3+	1-8/1-8/4-24	Spcl.	Var.	15-16	9", 30" fly (C), 12" swim	17	LG
Dragon, Chromatic	G	306	-20	16 (4128 hps)	6	2-16/3-18/2-20/ 3-24/3-30/1-6	Breath wpn., poison & spells	See text	5(white), 9 (black), 11 (blue), 14 (green), & 18 (red)	6", 18" fly (D)	20	LE
Dragon, Cloud	G	See text	0 (base)	14 (base)	3+	1-10/1-10/3-36	Spcl.	Var.	17-18	6", 39" fly (C), 3" jumping	17	N
Dragon, Cloud - Salamartey	G	See text	-2	14 (154 hps)	3+	7-16/7-16/9-42	Spcl.	Var.	17-18	6", 39" fly (C),	17	CN

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Dragon, Copper	G	See text	1 (base)	13 (base)	3+	1-6/1-6/5-20	Spcl.	Var.	13-14	3" jumping 9", 30" fly (C),	16	CG
Dragon, Copper Slag-	G	See text	1 (base)	13 (base)	3+	1-6/1-6/5-20	Spcl.	Var.	13-14	3" jumping 9", 30" fly (C),	16	CE
Dragon, Gold	G	See text	-4 (base)	16 (base)	3+	1-10/1-10/6-36	Spcl.	Var.	17-18	3" jumping 12", 40" fly (C),	18	LG
Dragon, Green	G	See text	-4 (base)	16 (base)	3+	1-10/1-10/6-36	Spcl.	Var.	11-12	3" jumping, 12" (15") swim 12", 40" fly (C),	18	LE
Dragon, Mist	G	See text	1 (base)	11 (base)	3+	2-5/2-5/2-24	Spcl.	Var.	15-16	3" jumping, 12" (15") swim 12", 39" fly (C),	16	N
Dragon, Mottled	G	See text	or -2 (base) 1 (base)	19 (base)	3+	1-7/1-7/3-19	Spcl.	Var.	5-18	12" swim 12", 30" fly (C),	18	NE
Dragon, Onyx	G	See text	0 (base)	12 (base)	3+	1-6/1-6/4-16	Spcl.	Var.	13-14	12" swim 12", 30" fly (C),	17	NE
Dragon, Platinum - Bahamat	G	301	-20	21 (4640 hps)	3	2-12/2-12/6-48	Breath wpn. & spells	See text	19-20	6" burrow 9", 30" fly (B)	20	LG
Dragon, Red	G	See text	-3 (base)	15 (base)	3+	1-10/1-10/3-30	Spcl.	Var.	15-16	9",30" fly (C),	18	CE
Dragon, Red-Crested Amber Bellied	G	See text	0 (base)	13 (base)	3+	1-9/1-9/2-23	Spcl.	Var.	15-16	3" jumping 15", 35" fly (C)	16	LE
Dragon, Shadow	H	See text	-4 (base)	12 (base)	3+	1-6/1-6/3-18	Spcl.	Var.	17-18	18", 30" fly (D),	16	CE
Dragon, Silver	G	See text	-3 (base)	15 (base)	3+	1-8/1-8/5-30	Spcl.	Var.	15-16	3" jumping 9",30" fly (C),	18	LG
Dragon, Slag-Scaled Titanium	G	See text	-8 (base)	16 (base)	3+	1-10/1-10/3-36	Spcl.	Var.	17-18	3" jumping 12", 40" fly (C),	18	CN
Dragon, Speckled	H	See text	-4 (base)	12 (base)	3+	1-8/1-8/3-24	Spcl.	Var.	5-18	3" jumping, 12" (15") swim 9", 30" fly (D), 3" jumping	19	LE/NE/CE
Dragon, Spiny	G	See text	-3 (base)	15 (base)	3+	2-12/2-12/3-30	Spcl.	Var.	8-10	9", 30" fly (C), 3" jumping	18	CE
Dragon, Swack Iron	G	See text	-3 (base)	15 (base)	3+	1-8/1-8/5-30	Spcl.	Var.	15-16	9", 30" fly (C), 3" jumping	18	LN (E)
Dragon, Swack Iron Albino	G	See text	-3 (base)	15 (base)	3+	1-8/1-8/5-30	Spcl.	Var.	17-18	9", 30" fly (C), 3" jumping	18	N
Dragon, White	H	See text	1 (base)	11 (base)	3+	1-6/1-6/2-16	Spcl.	Var.	5-7	12", 40" fly (C), 12" swim	16	CE
DragonFaerie	T	9	5 (1 when invisible)	See text	1	1-2	Spcl.	Invisibility	17-18	6", 24" fly (A)	11	CG
Dragonfish	S	1	4	10 hps	1	1-6	Poison Spines	Camouflage	0	6" swim	3	N
Dragonfly, Giant	L	15	3	8+1	1	4-16	+2 initiative bonus, Snatch 'n Carry	See text	0	1", 36" fly (B)	19	N
DragonHorse	L	17	0	8	2	1-8/1-8	Breath/Spells	See text	8-16	24", 48 fly (B)	12	N (G)
DragonKomodo	M	4	4	3	1	1-12	Bacteria	Camouflage	2-4	6"	12	N
DragonKomodo, Dire	M	8	4	4	1	1-12	Bacteria	Nil	1	6"	17	N
DragonKomodo, Giant	H	15	5	10	3	1-6/1-5/2-24	Bacteria	Nil	2-4	12"	16	N
DragonLord	M	6	8 (base)	Var. plus hp bon	1	by wpn. or spell	See text	See text	5-18	12"	14	Any
Dragonne	M	22	6 (flying)/ 2 (ground)	9	3	1-8/1-8/3-18	Roar	Nil	5-7	15", 9" fly (E)	15	N
Dragonnel	L	6	3	8+4	3	1-6/1-6/4-16	Nil	Nil	2-4	12", 18" fly (C), (D if mounted)	12	N (E)
Dralch	L	4	5 (10)	5+5	1	by wpn. +4 STR bon.	See text	Nil	8-10	6"	8	N
Drelb	M	11	2	5+3	1	3-12	See text	See text	8-12	6"	17	N (E)
Drider	L	16	3	6+6	1	1-4 or by wpn.	See text	Nil	13-20	12"	14	CE
Drow	M	8	4 (10)	2	1 or 2	by wpn.	See text	See text	13-20	12"	14	CE
Drow, Half-	M	1	4 (10)	1+2	1	by wpn.	Nil	+1 bonus on saves vs. all forms of magic attacks	13-18	12"	14	CN
Drowtaur	L	7	6	4	2 or 1	1-4/1-4 or by wpn.	See text	See text	13-18	24"	13	CE
Dryad	M	6	9	2	1	1-4 (knife)	Charm	See text	13-14	12"	12	N
Dune Stalker	M	3	6	4	3	1-4/1-4/1-10	Surprise	Nil	5-7	3", 12" burrow	9	N (E)
Dungeon Anemone	M	5	8	6	8	1-4x8	See text	Nil	2-4	3" fly (D)	12	N
Dungeon Cat	S	1	7	1	3	1/1/1d4-2	Nil	See text	2-4	9"	9	N
Dust Digger	L	4	4/7	4	1	1-8+AC of victim	See text	Nil	2-4	3"	14	N
Dwarf, Derro	S	4	5, 4 (8)	3 (See text)	1	by wpn.	See text	See text	13-18	9"	12	CE
Dwarf, Duergar	S	6	4	1+2	1	by wpn.	See text	save at +4	8-18	6"	13	LE (N)
Dwarf, Gully	S	1	6 (10)	1+2	1	by wpn.	See text	See text	5-10	6"	14	C (Any)
Dwarf, Hill	M	1	4 (10)	1+1	1	by wpn.	See text	See text	17-18	6"	14	LG
Dwarf, Mountain	M	1	4 (10)	1+1	1	by wpn.	See text	See text	17-18	6"	14	LG
Dwarf, Pygmy	S	1	6 (10)	1+1	1	by wpn.	See text	See text	11-12	6"	12	LG
Dwarven Warhorse	M	1	7 (3)	5+5	3	2-7/2-7/1-4	Nil	Nil	2-4	18"	14	N

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Eagle, Gargantuan	H	5	7	6	3	2-8/2-8/2-16	Nil	Nil	13-14	6", 72" fly (D)	16	LG
Eagle, Giant	M	3	7	4	3	1-6/1-6/2-12	Nil	Nil	8-10	3", 48" fly (D)	13	N
Eagle, Wild	M	0	6	5-10 hps	3	1-2/1-2/1	Nil	Nil	1	1", 30" fly (C)	9	N
Eblis	M	36	3	4+4	4	1-4x4	Spells	See text	5-10	12", 12" fly (C)	15	LE
Eel, Electric	M	2	9	2	1	1-3	Jolt	Nil	0	12" swim	3	N
Eel, Giant	L	2	6	5	1	3-18	Nil	Nil	0	9" swim	9	N
Eel, Weed	S	1	8	1+1	1	1	Poison	Nil	0	15" swim	9	N
Efreeti	L	23	2	10	1	3-24	See text	See text	11-12	9", 24" fly (B)	16	N (LE)
Elemental, Air	L-H	18	8	8/12/16	1	2-20	See text	+2 or better to hit	5-7	36" fly (A)	17	NE
Elemental, Earth	L-H	14	8	8/12/16	1	4-32	See text	+2 or better to hit	5-7	6"	17	NE
Elemental, Fire	L-H	18	8	8/12/16	1	3-24	See text	+2 or better to hit	5-7	12"	17	NE
Elemental, Greater Periodic	L	53	4	16	6	1-4/1-6/1-8/1-10/ 1-12/1-20	See text	See text	5-7	6"	18	N
Elemental, Water	L-H	18	8	8/12/16	1	5-30	See text	+2 or better to hit	5-7	6", 18" swim	17	NE
Elephant, Club Trunked	L	12	6	10	5	2-12x4/7-12	Nil	Nil	2-4	12"	6	N
Elephant, SabreToothed	L	15	6	10	3	2-16x2/4-24	See text	Nil	2-4	15"	12	N
Elephant, Small-Eared	L	10	6	10	5	2-12x5	Nil	Nil	2-4	12"	9	N
Elephant, Standard	L	11	6	10	5	2-16x2/2-12x3	Nil	Nil	2-4	15"	9	N
Elf, Aquatic	M	2	6 (9)	1+2	1 or 2	by wpn.	See text	See text	11-18	6", 9" swim	13	CG
Elf, Grel Cleric	M	9	6	5+1	1	by wpn.	See text	See text	13-14	12"	16	CE
Elf, Grel Mages	M	2	7	7+1	1	by wpn.	See text	See text	11-12	12"	14	CE
Elf, Grey	M	2	5 (10)	1+1	1	by wpn.	See text	See text	15-20	12"	13	CG
Elf, Grugach	M	3	6	2+2	1	by wpn.	See text	See text	5-14 (5-12)	15"	19	C (Any)
Elf, Half-	M	1	5 (9)	1+1	1	by wpn.	See text	See text	4-18	12"	14	CG
Elf, High	M	2	5 (10)	1	1	by wpn.	See text	See text	11-20	12"	13	CG
Elf, Hunter Grel	M	6	6	4+1	1	by wpn.	See text	See text	8-12	12"	15	CE
Elf, Shadow	M	5	4	2+2	1	by wpn.	See text	See text	15-20	12"	14	N
Elf, Shadow Grel	M	10	4	6+1	1	by wpn.	See text	See text	11-14	12"	17	CE
Elf, Valley	M	2	4 (10)	1+2	1	by wpn.	See text	See text	15-20	12"	15	CN
Elf, Wood	M	2	5 (10)	1+1	1	by wpn.	See text	See text	11-20	12"	13	CG
Elk, Dire	L	3	7	4+1	1	2-12	Impaling	Nil	2-4	15"	14	N (E)
Elven Pony	L	3	5	3	3	1-3/1-3/1-4	See text	Nil	5-7	36"	12	N (G)
Elven Wardawg	M	4	6	3+1	1	1-8	See text	See text	5-7	18"	14	NG
Enchanted Doors	M-L	10	4	5+1 per 1' over 6' tall	1	1-6+1 per 1' over 6	See text	See text	5-16	Nil	19	Any
Enigma Lice	T	0	10	1 hp	1	See text	See text	See text	0	1"	20	N
Enslaver of the Deep	H	21	4	8	4	1-6x4	See text	Slime	13-14	3", 18" swim	13	LE
Enveloper	L	3	4	3, 5, 7 etc.	2	1-8/1-8	See text	Nil	Var.	9"	Var.	Var.
Ettercap	M	9	6	5	3	1-3/1-3/1-8	Poison	Traps	5-9	12"	13	NE
Ettin	H	12	3	10	2	2-16/3-18	Nil	Surprised only on a 1	5-7	12"	15	CE
Eye, Floating	T	1	9	10 hps	Nil	Nil	Hypnotism	Nil	1	30" Swim	3	N
Fairy, Carnivorous, Glitter	T	0	5	6 hps	1	by wpn.	See text	See text	8-14	6", 12" fly (A)	13	NE
Fairy, Carnivorous, Hardcore	T	1	3	1+2	1	by wpn.	See text	See text	13-14	6", 12" fly (A)	18	CE
Fairy, Carnivorous, Hunter	T	1	3	1+2	1	by wpn.	See text	See text	13-14	6", 12" fly (A)	18	CE
Fairy, Carnivorous, Seasoned	T	1	4	1	1	by wpn.	See text	See text	11-12	6", 12" fly (A)	15	NE
Fairy, Carnivorous, Wild	T	0	5	12 hps	1	by wpn.	See text	See text	5-14	6", 12" fly (A)	14	CE
Fairy, Gorge	T	0	5	9 hps	1	by wpn.	See text	See text	8-14	9", 12" fly (A)	12	LG
Fairy, Standard	T	0	5	3 hps	1	by wpn.	See text	See text	8-14	6", 12" fly (A)	9	LG
Fairy, Water Crested	T	0	5	6 hps	1	by wpn.	See text	See text	8-14	6", 9" fly (B), 12" swim	9	LG
Felarn	M	1	6	2	3 or 1	1-3/1-3/1-3 or by wpn.	Nil	Nil	8-10	15"	12	CN
Ferret, Man-Eating	S	1	7	1+1	1	1-4	Jaw Lock	See text	1	6"	12	N
Festering Reaver	M	41	2	12	1	3-36	Disease	See text	1	6"	13	N
Fire Ants	T	0	9	1 hp	1	1/10	See text	See text	0	3"	20	N
Fire-Monk	S	2	8	1+4	1 or 2	2-12 or 1-4/1-4	Fire Breath	Resistant to Fire	5-7	9", 12" climbing	8	N
Firedrake	M	5	5	4	1	2-8	Breath wpn.	Nil	2-4	6", 18" fly (C)	9	N
Firefly, Dire	S	4	4	1+4	1	1-2	See text	Immune to electrical & fire attacks	1	3", 15" fly (B)	9	N (E)
Firenewt, Cleric	M	6	5	3+3	1	by wpn.	See text	See text	11-12	9"	12	NE
Firenewt, Common	M	3	5	2+2	1	by wpn.	Fire breath	See text	5-7	9"	12	NE
Firenewt, Elite	M	5	3	3+3	1	by wpn.	Fire Breath	See text	8-10	9"	14	NE
Firenewt, Overlord	M	11	1	5+5	3/2	by wpn.	Fire Breath	See text	13-14	9"	15	NE
Firenewt, Strider	L	5	6	4	2	1-4/1-4	Nil	See text	2-4	15"	9	N
Firetoad	S	4	10	4+1	1	Var.	Fire Breath	Nil	2-4	6"	3	CN

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Flail Snail	L	8	4 (-8)	4 to 6	4 to 6	1-8 per tentacle	Nil	See text	2-4	3"	9	N
Flailing Wailer	M	6	4	3	4	2-7 x4	Stun	Missile Deflection	5-7	12"	17	CN
Flesh Thrasher	L	20	2	10	3	2-8/2-8/3-36	See text	See text	0	12"	20	CE
Fleshpecker	T	0	5	3-8 hps	1	1-4	Skull Poke	Nil	2-4	15" fly (B)	7	N (E)
Fly, Giant Horse-	L	5	5	6	1	2-16 or 1-4	See text	jump	0	15" fly	20	N
Frog, Chain Reaction	S	1	7	2	1	1-6	Exploding	Nil	0	3", 9" swim	6	N
Frog, Giant	S-M	1	7	1 to 3	1	1-3 or 1-6 or 2-8	Tongue/Swallow Hole	Nil	0	3", 9" swim	8	N
Frog, Killer	S	1	8	1+4	3	1d4-2/1d4-2/2-5	Nil	Nil	0	6", 12" swim	6	N
Frog, Poisonous	T	1	8	1	1	1	Nil	Poison	0	3", 9" swim	6	N
Frog, Yellow	T	0	10	2-8 hps	1	1	See text	See text	0	3"	3	N
Fungi, Violent	S-M	4	7	3+3	2	See text	See text	See text	1	6"	20	N
Fungi, Violet	S-M	3	7	3	1-4	Rots flesh	See text	See text	0	1"	20	N
Fungroid	M-L	15	3	6+6	1	Spore Jet	Spore Jet	See text	2-4	12" (builds up at 3" per round)	15	N (E)
Fungus Rot (Disease/Parasite)	S	0	9	n/a	1	See text	See text	See text	0	n/a	n/a	N
Gagwaller	M	8	3	3	1	by wpn.	See text	See text	9-18	6" or 12"	9	CE
Galeb Duhr	L	29	-2	8 to 10	2	2-16/3-18	See text	See text	11-12	6"	15	N
Gar, Giant	G	13	3	8	1	5-20	See text	Nil	0	30" (swim)	15	N
Gargoyle Lord	L	17	0	8+8	4	1-3/1-3/1-6/1-4 (+7 for 19 STR)	See text	+2 or better to hit	13-14	12", 15" Fly (B)	15	CE
Gargoyle, Common	M	4	5	4+4	4	1-3/1-3/1-6/1-4	Nil	+1 or better to hit	5-7	9", 15" Fly (C)	11	CE
Gargoyle, Kapoacinth	M	5	4	4+6	4	1-3/1-3/1-6/1-4	Nil	+1 or better to hit	5-7	9", 12" Swim	11	CE
Gas Spore	M	0	9	1 hp	1	See text	See text	See text	0	3" Fly (E)	20	N
Gelatinous Cube	L	8	8	4	1	2-8	Paralyzation, Surprise 3 in 6	See text	0	6"	20	N
Ghast	M	8	4	4	3	1-4/1-4/1-8	See text	See text	11-12	15"	20	CE
Ghost	M	14	0 to 8	10	1	Age 10-40 yrs	See text	See text	13-14	9"	See text	LE
Ghoul, Common	M	4	6	2	3	1d4-1/1d4-1/1-6	Paralyzation	See text	5-7	9"	20	CE
Ghoul: Lacedon	M	4	6	2	3	1d4-1/1d4-1/1-6	Paralyzation	See text	5-7	9" Swim	20	CE
Giant Desert Beaver	M	5	7	4	1	1-12	Nil	See text	2-4	9", 3" Burrow	14	N (E)
Giant, Cloud	H	45	0	16+2-7	1	1-10 or by wpn. (6-24 + 11)	Hurling Rocks (2-24)	Surprised only on a 1	8-12	15"	18	N (G/E)
Giant, Firbolg	L	24	2	13+7	1	1-10 or by wpn., +7 STR bonus	Spells	Swat away missiles	8-18	15"	16	N (CG)
Giant, Fire	H	45	-1 (5)	15+2-5	1	1-8 or by wpn. (2-20 + 10)	Hurling Rocks 2-20	Resistant to Fire	5-10	12"	16	LE
Giant, Fog	H	22	1	14	1	1-10 or by wpn. (3-18 + 11)	Hurling Rocks	See text	8-14	15"	14	N (G/E)
Giant, Fomorian	H	24	3	13+3	1	By wpn. x 2 (+8 STR bonus)	Surprise	Only surprised on a 1	14-20	9"	14	NE
Giant, Frost	H	31	0 (5)	14+1-4	1	1-8 or by wpn. (2-16 +9)	Hurling Rocks 2-20	Impervious to cold	5-10	15"	14	CE
Giant, Gorge	H	23	2	16+1	1	1-12 or by wpn. (2-24+11)	Missiles	See text	8-16	15"	16	CE
Giant, Hill	H	14	4 (1)	12+1-2	1	1-6 or by wpn. (2-12 +7)	Hurling rocks 2-16	Nil	5-7	12"	14	CE
Giant, Mist	H	28	2	13	1	1-8 or by wpn. (2-16+9)	Hurling driftwood	See text	8-14	15"	12	N (G/E)
Giant, Mountain	H	24	4	15+3	1	1-8 or by wpn. (4-40+10)	Hurling rocks 2-20	Nil	8-10	12"	16	CN
Giant, Prairie	H	19	1	13	1	1-10 or by wpn. (2-12+7)	Hurling rocks 2-20	See text	8-10	15"	16	LN
Giant, Scorn	H	23	0	13	1	1-10 or by wpn. (2-16+10)	Hurling rocks 2-20	See text	5-7	15"	19	CE
Giant, Stone	H	31	0	14+1-3	1	1-8 or by wpn. (2-12+8)	Hurling rocks 3-30	See text	8-10	12"	16	N
Giant, Storm	G	54	0 (-6)	19+2-7	1	1-10 or by wpn. (3-30+12)	See text	Immune to Electricity	15-16	15" 15" Swim	18	CG
Giant, Verbeeg	H	6	4+	5+5	2	By wpn. x2 (+6 STR bonus)	Spear throw	See text	8-12	18"	14	N (E)
Gibbering Mouther	M	9	1	4+3	6+	1 (x6) +1 per round	See text	See text	2-4	3" (6")	17	N
Gibbon	S	1	7	1-1	1	1-4	Nil	Climbing trees	2-4	9", 9" Bc	6	N
Githyanki	M	Var.	Per armor	1+	Per class & lvl	By wpn. type	Spell use, magic wpns.	Nil	15-18	12", 96" om Astral Plane	8-14	E (Any)
Githzerai	M	Var.	Var.	1+	Per class & lvl	By wpn. type	Spell use, magic wpns.	Nil	15-18	12", 96" in Limbo	8-12	CN
Gloomwing	M	7	1	5+1	3	1-3/1-3/1-8	Pheromone	Confusion	1	12" Fly (D)	14	N
Glow Worm	S	0	9	1	1	1-2	Nil	Nil	0	6"	4	N
Gnarl-rons	M	3	5 (10)	2+3	1 or 2	by wpn.	Nil	Nil	8-10	12"	13	LE
Gnoll, Desert	L	1	7 (10)	2+1	1	by wpn.	Nil	Nil	5-7	12"	11	CE
Gnoll, Headhunter	L	1	8 (10)	2	1	by wpn.	Nil	Nil	5-7	9", 6" Climb, 9" Swim	12	CE
Gnoll, Standard	L	See text	5 (10)	2	1	by wpn.	Nil	Nil	5-7	9"	11	CE
Gnome Titans	S	1	4+	1-1	1	by wpn.	See text	See text	5-16	6"	18	LN
Gnome, Common	S	1	6+	1	1	by wpn.	See text	See text	7-18	6"	12	NG
Gnome, Feral	S	1	5+	1+1	3	1-2/1-2/1-3	See text	See text	3-10	9", 3" Burrow	16	CN
Gnome, Forest	S	1	10	1	1	by wpn.	Traps	See text	3-18	9"	14	NG
Gnome, Svirfneblin	S	3	2+	1	1	by wpn.	Stun darts	See text	3-18	9"	13	N (G)
Gnome, Tinker	S	1	10 or 5	1	1	by wpn.	Nil	See text	8-18	6"	8	G (N/L)
Gnomeling	S	0	10	1-1	1	By wpn.	Nil	Nil	5-18	4"	9	NG

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Gnomish Doom Lord	S	3	-4 (8 if unarmored)	10d10	2	By wpn. +2	Stunning	Nil	8-16	3" (6" unencumbered)	18	N/LG
Goat, Common	M	1	7	1+2	1	1-3	Charge	Nil	1	15"	12	N
Goat, Giant	L	2	7	3+1	1	2-16	Charge	Nil	2-4	18"	14	N
Goblin, Common	S	0	1	1-1	1-6 (by wpn)	1-6 (by wpn.)	Nil	Nil	5-10	6"	10	LE
Goblin, Gibbering	S	5	5 (10)	3+3	2	1-6 (by wpn.)/1	See text	See text	8-10	6"	12	CE
Gold Bane	T	0	5	1 hp	1	1	Eating Gold	Non-Detection and See text	0	1"	11	N
Golem Master	M	8	8+	As 9th lvl mage & up	1	by wpn.	Spells	Spells	11-18	12"	12	Any
Golem, Blood	S	10	6	50 hp (6 HD)	2	1-8/1-8	See text	See text	0	15"	20	N
Golem, Clay	L	17	7	70 (11 HD)	1	3-30	See text	See text	0	7"	20	N
Golem, Flesh	L	11	9	60 hp (9 HD)	2	2-16/2-16	See text	See text	2-4	8"	20	N
Golem, Gristle	H	19	10	90 hp (16 HD)	2	1-12/1-12	See text	See text	0	9" (15")	20	N
Golem, Guardian	M	2	5	22 hp (5 HD)	1	2-8	Nil	See text	0	6"	20	N
Golem, Iron	L	50	3	100 hp (18 HD)	1	4-40	See text	See text	0	6"	20	N
Golem, Muck	S-M	6	8	45 hp (5 HD)	1 and 1	1-6	See text	See text	0	3"	20	N
Golem, Muck, Diseased	S-M	8	8	45 hp (5 HD)	1 and 1	1-6	See text	See text	0	3"	20	N
Golem, Puppet	T	2	1	30 hp (2 HD)	1-2	1-2	See text	See text	2-4	3"	20	N
Golem, Stone	L	27	5	80 hp (14 HD)	1	3-24	See text	See text	0	6"	20	N
Goo, Amber	S-L	0	6	10	0	0	Absolute Truth	Nil	0	6"	Nil	N
Gopher, Sewer	M	3	6	3+2	3	1-4/1-4/1-6	See text	See text	5-7	9"	12	N
Gorangatang	L	3	5	5	5	1-3/1-3/1-6/1-6/1-12	Wpn. emulation	Nil	1	6", 12" Climb	16	N
Gore Monger, Insatiable	H	13	4	12	2	2-9/2-9/2-12	Nil	Nil	5-7	18"	18	CE
Gorecupine	L	5	5	6	1	2-8	Shoot Quills	Quills	1	6"	9	N
Goregon	L	18	2	8	1	2-12	See text	Nil	1	12"	18	N
Gorger, Dire	L	25	0 (5)	12	3	2-8/1-6/1-6	See text	See text	1	9", 6" Burrow	18	N
Gorizzla	L	4	4	4	2	1-8/1-8	Hug	Nil	5-7	9"	14	N
Gorphin	M	4	3	3+3	2	2-8/1-20	See text	Nil	8-10	6", 15" burrow	15	NG
Gouger, Cave	M	2	7	2	2	1-6/1-6	See text	Never Surprised	5-7	7"	12	CN
Gouger, Dark	M	3	6	2+4	2	2-7/2-7	See text	Never Surprised	5-7	6"	16	CN
Gouger, Fanged	M	3	6	3	1	2-12	See text	Never Surprised	5-7	6"	14	CN
Gouger, Great	L	5	4	4	2	3-12/3-12	See text	Never Surprised	1	5"	14	CN
Grappling Thrasher	M	12	5	5	2	1-10/1-10	See text	Immune to edged wpns. less than +2	2-4	6"	16	CN
Grave Scrounger	M	2	4	2+3	2	1-4/1-4	Nil	Nil	5-7	9"	20	CE
Gremlin	T	6	4	4	1	1-4	Nil	+1 or better wpn. to hit	11-12	6", 18" Fly (B)	6	CE
Gremlin, Galltrit	T	0	2	2 hp	1	1-2	See text	Nil	8-10	3", 18" Fly (B)	9	CE
Grendel	H	88	-4	16	2	1-4 + 12 (x6)	See text	Nil	8-10	15"	20	CE
Grieving Herald	M	6	0	4	1	1-10	Nil	See text	8-12	9" (Var.)	10	L (E)
Griffon	L	5	3	7	3	1-4/1-4/2-16	Nil	Nil	2-4	12", 30" Fly (C, D if mounted)	12	N
Grig	S	2	2	1/2+1	3 or 2	By wpn.	See text	Spells	5-10	6", 12" leap	9	N (G)
Grim	M	12	0	4+2-8	See text	See text	See text	See text	8-10	18" or 36" Fly (B)	18	NG
Grimlock	M	3	5	2	1	1-6 or by wpn.	Nil	See text	8-10	12"	13-15	NE
Grippli	S	1	9	1+1	1	1-4 or by wpn.	Surprise 7 in 10	Nil	11-16	9", 15" Hop, 15" Climb	12	N
Grizzled Bankrass	H	11	6	6+1	1 or 1	1-10 or 1-4	Poison	Nil	2-4	9", 21" Swim	14	N
Grizzly Squirrel	S	1	6	1+1	1	1-6	See text	Nil	1	9"	14	CE
Grynurian Monk	S	1	7	2+2	2	1-6/parry	See text	Nil	5-7	6", 9" Climb	9	NG
Guardian Familiar	S to L	18	8 (base)	1 to 9	3	1-6/1-4/1-4	Nil	See text	Spcl.	12" (base)	20	Any
Guardian Spirit	S to L	33	0	7+7	2 (human form)	By wpn.*	See text	See text	11-18	18"	20	NG
Gummy Fiend	L	19	8	11+1	8	1-6 x8	See text	See text	1	6"	17	N
Gut Waller	Var.	1	subt. 1 to 3	7	Var.	Add 30%	See text	See text	Add 1-3	Var.	19	CE
Gut Waller Serpent	L-H	3	6	4+	1	1-6+1 per 2 HD	Constriction	Nil	2-4	6", 9" Climb	9	CE
Hag, Green	M	24	-2	9	2	2-7+6/2-7+6	See text	See text	5-12	12"	12	NE
Hag, Sea	M	41	0	11	2	2-7+4/2-7+4	See text	See text	8-14	9", 18" Swim	14	NE
Halfling, Hairfoot	S	1	7 (10)	1	1	by wpn.	+1 w/thrown wpns. & slings	See text	11-12	6", (9")	12	LG
Halfling: Stout	S	1	6 (10)	1	1	by wpn.	+1 w/thrown wpns. & slings	See text	11-12	6", (9")	12	LG
Halfling: Tallfellow	S	1	6 (10)	1	1	by wpn.	+1 w/thrown wpns. & slings	See text	11-12	6", (9")	12	LG
Halfling: Thug	S	1	7 (10)	1	1	by wpn.	+1 w/thrown wpns. & slings	See text	11-12	6", (9")	12	C (Any)

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Hangman Tree	H	33	3/5	6+	3	1-3	See text	See text	5-7	(6' per hour)	18	N (E)
Harpy	M	9	7	7	3	1-3/1-3/1-6 or 1-3/1-3/by wpn.	Singing and charm	Nil	5-7	6", 15" Fly (C)	14	CE
Haunt	Var.	13	0/Victim's AC	5+	1 or 1 (as 5 HD creature)	by wpn.*	See text	See text	0	6"/as victim	16	Any
HedgeHawg, Giant	M	3	6	4	3	1-4/1-4/1-6	Nil	Quills	2-4	3", 1" burrow	12	N
HedgeHawg, Vorpal-Clawed	M	7	5	4+4	3	5-8/5-8/5-10	Vorpal claws	Quills	2-4	6", 3" burrow	15	N (E)
Hedley Kow	L	8	8	5	1	1-4	See text	See text	8-10	9"	11	NG (C)
Heel Borer	T-S	2	2	2	1	1-8	See text	Nil	1	3"	12	N
Herd Animals	S-L	1	8 or 7	1 to 5	Var.	Var.	Stampede	Nil	1	15" to 24"	2-3	N
Hippocampus	H	3	5	4	1 or 2	1-4 or 1-4/2-12	See text	Nil	8-10	24" Swim	12	CG
Hippogriff	L	2	5	3+3	3	1-6/1-6/1-10	Nil	Nil	2-4	18", 36" Fly (C,D)	9	N
Hippopotamus	L	6	6	8	1	2-12 or 3-18	See text	Nil	1	9", 12" Swim	14	N
Hoar Fox	S	2	6	2	1	1-6	Breath wpn.	Nil	1	15"	10	N
Hoar'daa Bull	M	13	3(2)	6	2	1-4/1-4 or by wpn.	See text	See text	11-12	15"	19	N
Hoar'daa Cow	L	12	7	10	1	3-18	Nil	See text	5-7	3"	12	N
Hoar'daa Larvae	S	2	6	2 to 5	1	2-7	Nil	Immune to Acid	0	1" (6")	14	N
Hobgoblin	M	0	5 (10)	1+1	1	By wpn.	Nil	Nil	8-10	9"	12	LE
Hollyphant	T	51	-4	8+8	2	1-3/1-3	See text	See text	17-18	9", 42" Fly (B)	18	G (L)
Homonculous	T	1	6	2	1	1-3	Bite causes sleep	See text	Spcl.	6", 18" (B)	14	Var.
Hood Winker	S-M	4	6	2+2	1	1-4	See text	Immune to Sleep spells	2-4	6"	15	N
Hook Horror	L	3	3	5	2	1-8/1-8	Nil	Nil	5-7	9"	15	N
Horned Rager	L	6	2	6	4	1-6/1-6/1-6/2-8 (+6 for STR)	Nil	Nil	5-7	9", 12" Climbing	15	CE
Horned Simian Bush-Grappler	L	2	6	3+1	3	See text	Grappling	Nil	2-4	12"	14	N
Hornet, Carnivorous	T	0	Spcl.	1 hp per 10	1	Spcl.	Poison	See text	0	12" Fly (A)	20	N
Hornet, Giant	M	2	2 (flying)/ 4 (ground)	5	1	1-4	Poison & See text	Nil	2-4	24" Fly (B)	16	N
Hound of Ill Omen	M	0	n/a	0	1	Spcl.	See text	See text	0	n/a	20	N
Hubrisite	T	18	3	10	2	1-6/ *	See text	See text	11-12	9"	10	CE
Huecuva	M	4	3	2	1	1-6	Disease	Hit only by silver or +1 wpns.	2-4	9"	11	CE
Hulking Mound	M	23	-1	7+5	2	2-12/2-12	Suffocation	See text	2-4	12", 6: Swim	18	NE
Humanimals, Greater	M	7	5 (8)	5	1	1-80 or by wpn.	See text	Regeneration	13-14	9"	12	NE
Humanimals, Lesser	M	3	7 (10)	3	1	1-6 or by wpn.	See text	Regeneration	5-7	9"	7	NE
Hunched Shocker	L	9	4	6	1	1-4	See text	See text	5-7	9"	12	N
Hydra: common	G	4	5	5 to 12	5 to 12	Spcl.	Nil	Never Surprised	2-4	9"	11	N
Hydra: Cryo	G	7	5	5 to 8	5 to 8	Spcl.	Cold	Never Surprised	2-4	9"	11	N
Hydra: Lernaean	G	9	5	5 to 12	5 to 12	Spcl.	Extra Heads	Extra Heads	2-4	9"	11	N
Hydra: Medusa	G	14	5	10 to 16	10 to 16, or 1	Spcl.	Gaze, Poison	See text	2-4	9"	11	NE
Hydra: Pyro	G	7	5	7 to 8	7 to 8	Spcl.	Fire	Never Surprised	2-4	9"	11	N
Hyena, Common	M	2	7	3	1	2-8	Laugh	Nil	1	12"	9	N
Hyena, Giant	L	3	7	5	1	3-12	Laugh	Nil	1	12"	12	N
Ice Fiend	M	2	3	4+2	2	2-8/2-8	Nil	Nil	2-4	9"	20	N
Ichthyocentaur	L	2	6	4	1	By wpn.	Nil	Nil	8-12	18" Swim	12	N (G)
Igneous Walker	M	7	3	4+4	1	1-8	Lava spit	Nil	8-16	3", 6" through rock	12	N
Impaler, Crimson	S	1	5	1	1	1-6	Impaling	Nil	5-7	9"	9	LE
Impaler, Purple	L	4	4	4	1	1-12	Impaling	Nil	2-4	12"	12	NE
Impaler, Rainbow	H	7	6	8	1	3-24	Impaling	Nil	13-14	9"	14	CE
Impeder, Great Lucid	H	33	4	10+100	1 or 1	2-12 or 1-6 *	See text	See text	5-7	3"	17	N
Incinerator	L	8	4	5	2	4-16 *	See text	Nil	5-10	9"	12	NE
Indigo Ambusher	S	2	3	2+1	1 and 1	1-4 and 2-12	Nil	Immune to Elictricity	1	6" Fly (D)	14	N
Infernal Slayer	L	24	2	6+6	2	5-12/5-12	See text	See text	8-16	12", 24" Fly (C)	20	LG
Insidious Ichor	M	3	9	3 to 6	1	Spcl.	See text	See text	8-16	6"	14	NE
Insidious Stalker	S	7	3	2+1	1 or 1	1-6 or 1-4	Strangulation *	Immune to Acid	5-7	12"	11	NE
Intellect Devourer, Adult	M	31	4	6+6	4	1-4/1-4/1-4/1-4	Psionics, Stalking	+3 or better to hit	11-12	15"	18	CE
Intellect Devourer, Larva	T	10	5	3+3	1	2-5	Psionics, Poison	Psionics	0 *	9"	6	N (E)
Invisible Heckler	L	17	3	8	1	2-8	Rapier Wit	Invisibility	13-14	12"	16	CN
Invisible Horror	S	0	Spcl.	Spcl.	Up tp 6	Spcl.	See text	See text	17-18	3" Fly (D)	11	CE
Invisible Stalker	L	21	3	8	1	4-16	Surprise 8 in 10	Invisibility	13-14	12"	14	N
Iron Cobra	S	2	0	1	1	1-3	Poison	See text	0	12"	20	N
Ixitxachitl: Cleric	M	4	6	Var.	1	3-12	See text	See text	8-14	12" Swim	12	CE
Ixitxachitl: Standard	M	0	6	1+1	1	3-12	Nil	Nil	8-14	12" Swim	12	CE
Ixitxachitl: Vampire	M	5	6	2+2	1	3-12	See text	See text	8-14	12" Swim	14	CE

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Jabbervock, Vile	L	21	2	10+1	4	2-12/2-12/ 1-8/3-18+venom	Venom, Fear	Only Surprised on 1 in 10	5-7	15"	20	CE
Jackal	S	0	7	1/2	1	1d4-2	Nil	Nil	2-4	12"	3	N
Jackalope, Pronghare	S	1	6	1	1 or 2	2-8 or 1-6/1-4	Thumping	Nil	1	12"	3	N
Jackalope, Standard	S	0	6	1	1	1-4	Nil	Nil	1	18"	3	N
Jackalwere	S or M	6	4	4	1	2-8 or by wpn.	Gaze causes sleep	Iron or +1 or better wpns. to hit	11-12	12"	12	CE
Jaculi	L	1	6	1	1	1-6	Nil	Camoflage	1	9"	9	N
Jaded Mannacle	S	8	-2	4	1	Spcl.	Nil	See text	0	n/a	19	N
Jann	M	14	2 (5)	6+2	1	1-8 + STR bonus or by wpn. + STR bonus	See text	See text	11-16	12", 30" Fly (A)	16	NG
Jarvin-taur	S	1	7	1+1	1	1-4 or by wpn.	Nil	+4 on saves	8-12	15"	11-12	LG
Jaundiced Grappler	H	10	4	10	11	1-2x10/2-16	See text	Nil	5-14	6" Fly (D)	14	NE
Jelly, Grease	S	7	9	6	1	2-8	See text	See text	0	3"	20	N
Jelly, Mustard	L	18	4	7+14	1 or 2	5-20 or 2-8/2-8	See text	+1 or better wpn. to hit	8-10	9" *	15	N
Jelly, Ochre	M-L	7	8	3+3	1	2-16	Corrodes Metal	See text	1	1"	10	N
Jelly, Symbiotic	S	2	8	2	Nil	Nil	See text	See text	11-12	1"	6	N
Jellyfish, Common	T-S	0	9	1/2	1	1	See text	Nil	0	1" Swim	18	N
Jellyfish, Dire Man O' War	G	8	9	8+2	1-8	See text	See text	Nil	0	6" Swim	20	N
Jellyfish, Flying Swamp	L	3	8	5	1-4	See text	See text	Nil	0	6" Fly (D)	19	N
Jellyfish, Giant	H	3	10	6	1-4	1-6	See text	Nil	0	3" Swim	20	N
Jellyfish: Man-O-War	S-L	1	9	1 to 4	1	1-10	Paralyzation	Camoflage	0	1" Swim	18	N
Jellyling	L	15	9	9	1 or 1-6	2-12 or Paralyzation	Paralyzation	Regeneration	2-4	3"	18	N
Jungle Terror	H	14	5	9	1-6	1-10 each	See text	See text	2-7	12"	15	NE
Jungle-Drac	M-L	9	5	4 to 8	1 or 1	2-12 or 1-8	See text	Camoflage	2-4	6", 3" Climb	12	N
Jurassic Creatures: Ankylosaurus	H	3	6	9	1	3-18	Nil	Nil	1	6"	13	N
Jurassic Creatures: Archaeopteryx	S	0	7	1+1	3	1-3/1-3/1-4	Nil	Nil	2-4	6", 15" Fly (B)	13	N
Jurassic Creatures: Brontosaurus	G	42	5	30	1 or 1	3-18 or 4-40	Stepping	Nil	1	6", 1" Swim	3	N
Jurassic Creatures: Camptosaurus	S-L	2	7	1-3	0	0	Stampede	Nil	0	9", 18" Stampede	3	N
Jurassic Creatures: Deinonyschus	L	4	4	4+1	3	1d4-2/1d4-2/2-8	Gutting Talons	Nil	0	21" 1" Jump	14	N
Jurassic Creatures: Dimetrodon	L	3	4	3 to 5	1	6-15	Nil	Nil	1	12", 6" Swim	17	N
Jurassic Creatures: Diplodocus	G	31	6	24	1	2-16 or 3-30	See text	Nil	1	6"	12	N
Jurassic Creatures: Elasmosaurus	G	19	7	15	1	4-24	Nil	Nil	1	3", 15" Swim	12	N
Jurassic Creatures: Icthyosaurus	H	6	7	8	1	3-18	Nil	Nil	1	21" Swim	3	N
Jurassic Creatures: Lambeosaurus	H	9	6	12	1	2-12	Nil	Nil	1	12"	11	N
Jurassic Creatures: Mamenchisaurus	G	22	7	18	1	2-16	Stampede	Nil	1	6"	3	N
Jurassic Creatures: Nothosaurus	G	21	6	14	3	5-30/3-12x2	Nil	Nil	1	3", 18" Swim	14	N
Jurassic Creatures: Plesiosaurus	G	28	7	20	1 or 2	5-20 or 2-12x2	Nil	Nil	1	15" Swim	16	N
Jurassic Creatures: Pteranodon	L	3	7	3+3	1	2-8	Skewer	Nil	1	3", 15" Fly (B)	9	N
Jurassic Creatures: Stegosaurus	H	19	2/5	18	1	5-20	Nil	Nil	1	6"	6	N
Jurassic Creatures: Triceratops	H	22	2/6	16	3	1-8/1-12/1-12	Charge/Stampede	Nil	1	9"	9	N
Jurassic Creatures: Triloblights	L	19	0	7	3	1-3/1-3/1-12	Paralysis	Nil	1	12" Swim	19	N
Jurassic Creatures: Tyrannosaurus Rex	G	24	5	18	3	1-6/1-6/5/40	Swallow Whole	Nil	0	15"	19	N
Jurassic Creatures: Velociraptor	M	8	4	6+1	5	1-4x4/1-6	See text	Nil	2-4	21", 30" Sprints	15	N
Jurynday, Freshwater	L	16	2	9	1 or 1 or 2	3-24 or 2-12 or 2-8/2-8	Ramming	Nil	1	3", 15" Swims	19	N
Jurynday, Saltwater	L	26	2	14	1 or 1 or 2	4-32 or 2-16 or 2-12/2-12	Ramming	Nil	1	2", 18" Swim	19	N
Kangarai Warrior	M	2	6	3+1	4 or 3	1-3x4 or by wpn./1-3/1-3	Hop Attack	Nil	5-14 (5-12)	18", 24" Sprints	12	CN (G)
Kangaroo Flea, Giant	M	1	4	1	1	1-4	Blood Drain	Nil	0	6", 12" Hop	11	N
Kangaroo, common	M	1	6	1	4	1d4-2 (x2)/1d6-3 (x2)	Nil	Nil	1	18", 36" Sprints	6	N
Kangaroo, Marauding	M	2	6	2+4	4	1-2 (x2)/1-3 (x2)	Nil	Nil	2-4	18", 36" Sprints	12	CN
Karkadann	L	11	7	5+5	3	1-6/1-6/1-12	Nil	Teleport at will	8-10	24"	16	CG
Kenku	M	3	5	2 to 5	3 or 1	1-4/1-4/1-6 or by wpn.	Nil	See text	8-10	6", 18" Fly (D)	13	N
Ki-Rin	L	80	-5	12	3	2-8/2-8/3-18	Spells	See text	19-20	24", 48" Fly (C)	18	LG
Killwi	M	3	7	4	1	1-10 + impaling	Impaling	Nil	2-4	15"	15	N
Kobold, Greater	S	0	5	1+	1 or 1	2-8 or by wpn.	Nil	Nil	8-12	9"	12	LE
Kobold, Lesser	S	0	7	1/2	1 or 1	1-4 or by wpn.	Nil	Nil	5-10	6"	6	LE
Kobold, Woodland	S	0	8	1/2	1 or 1	1-4 or by wpn.	Nil	Nil	8-10	9"	9	LE
Kraken	G	66	6/0	20	2 or 4-6 or 1	2-12x2 or 2-8x(4-6) or 5-20	See text	See text	17-24	3" (21")	20	NE
Krueller	L	12	5	8	1	4-24	See text	See text	5-7	3" crawl, 12" roll	16	CE
Kuo-Toa: common	M	4	4	2+	1 or 2	2-5 and/or by wpn.	See text	See text	13+	9", 18" Swim	13	NE (CE)
Kuo-Toa: Monitors	M	16	1	7th-lvl ftrs	4	2-8/2-8/2-5/2-5	Subduing, See text	See text	13+	18", 36" Swim	15	NE (L)

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Kuo-Toa: Shaman	M	5	4	2+	1 or 2	2-5 and/or by wpn.	See text	See text	13+	9", 18" Swim	14	NE
Lamia, Common	M	14	3	9	1	1-4 (wpn.)	See text	Nil	13-14	24"	14	CE
Lamia, Great-Horned	L	21	3	9+5	1	2-8	See text	Nil	15-16	24"	16	CE
Lamia, Noble	M	21	3	10+1	1	1-6 (wpn.)	See text	Nil	13-14	9"	14	CE
Lammasu, Common	L	16	6	7+7	2	1-6/1-6	See text	See text	17-18	12', 15" Fly (D)	16	LG
Lammasu, Greater	L	31	3	12+7	2	2-12/2-12	See text	See text	17-18	15", 30" Fly (B)	18	LG
Lamprey, Giant	M	4	6	5	1	1-6	Blood Drain	Nil	0	9" Swim	16	N
Lamprey, Land	S	1	7	1+2	1	1 per round	Blood Drain	Nil	0	12"	14	N
Lamprey, Normal	S	1	7	1+2	1	1d4-2	Blood Drain	Nil	0	12" Swim	14	N
Larantula	M	7	4	4	1	1-4	Poison, Webs	Nil	11-12	12"	5	NE
Latrine Ambusher	M	2	7	2	3	1-4/1-4/1-6	See text	Nil	5-7	6", 12" Swim	5	N
LavaSpawn: Fighters	M	6	4	4 and 5	3	1-6/1-6/1-12	See text	See text	8-10	9"	11	N
LavaSpawn: Multi-Classed	M	12	4	6	3	1-6/1-6/1-12	See text	See text	13-14	9"	12	N
LavaSpawn: Spell Casters	M	10	4	5	3	1-6/1-6/1-12	See text	See text	11-12	9"	12	N
Leech, Bony-Ridged	T	2	9	1	2	1-4/1-4	Sharp bony ridge/suction	Sharp bony ridge	0	1" crawl, 9" swim	10	N
Leech, Cistern	T	1	10	1/2	1	1-4	See text	Blending	0	1"	19	N
Leech, Giant	S-M	1	8	1 to 4	1	1-3	Blood Drain	Nil	0	9"	20	N
Leech, Groin	T	0	8	1-1	1	1-3	Blood Drain	Nil	0	3", 6" Swim	20	NE
Leech, Level-Draining Muck	T	1	9	1/2	1	1 + level drain	Level Drain	See text	0	1/2", 3" Swim	19	N
Leech, Luck-Draining Muck	T	0	8	1/4	1	Spcl.	Luck Drain	Luck	0	1/2"	20	N
Leech, Sinus	T	0	10	1 hp	1	Spcl.	See text	Nil	0	3" Swim	20	N
LeechMan, Guard	M	4	5	3+2	1	by wpn.	See text	Nil	8-12	6", 9" Swim	14	N
LeechMan, Swamp-dwelling	M	2	8	2+2	1	by wpn.	See text	Nil	5-10	6", 9" Swim	11	N
Lemur, Common	S	0	8	1	1	1-4 or by wpn.	Nil	Nil	2-4	6", 12" in trees	3	N
Lemur, Feces-Flinging	S	1	8	1	1	Spcl. or 1-4	See text	Nil	2-4	6", 12" in trees	9	N
Lemur, Flying	S	1	7	1+1	1	1-4 *	See text	Nil	2-4	6", 18" Fly (C)	9	N
Lemur, Pygmy Mouse	T	0	8	1/2	1	1	Nil	Hide (60%)	2-4	3", 3" in trees	6	N
Lemur, Ringtail	S	0	8	1	1	1-4 or by wpn.	Nil	Nil	2-4	12"	6	N
Leucrotta	L	9	4	6+1	1 or 2	3-18 or 1-6x2	See text	Kick in retreat	8-10	18"	14	CE
Leviathan	G	575	8	1000 hp (200 HD)	1	10-100	Swallowing, Breath wpn., See text	See text	5-7	48" Swim	19	N
Lich	M	57	0	11+	1	1-10	See text	+1 or better wpn. to hit	19-20	6"	18	E (Any)
Lich Master	M	99	-2	16+	1	1-10 + level drain	See text	See text	21+	12"	20	E (Any)
Lime Green Quivering Mass	M	311	10	3 to 10	1	1-12	See text	See text	2-4	6"	14	N
Liontaur	L	4	6 (5)	5+8	2 claws or 1 wpn	1-4/1-4 or by wpn.	Nil	Surprised only on a 2 in 10	8-10	12"	16	N
Lizard, Fire	G	17	3	10	3	1-8/1-8/2-16	See text	Nil	1	9"	14	N
Lizard, Giant	H	2	5	3+1	1	1-8	See text	Nil	0	15"	15	N
Lizard, Ice	S	14	1	3+3	3	1-6/1-3/1-3	Spells, breath wpn.	See text	5-7	9", 15" Fly (C or E in White Dragon form)	13	CE
Lizard, Minotaur	G	10	5	8	3	2-12/2-12/3-18	See text	Nil	1	6"	18	N
Lizard, Red-Bellied Armored	H	14	2	6	1 (leap) or 2	7-16/2-20	Leap	Nil	1	6"	10	N
Lizard, Subterranean	H	7	5	6	1	2-12	See text	Nil	0	12"	14	N
Lizard-Newt, Pygmy	S	1	8	1+1	1	by wpn. or bite 1-4	Nil	Camoflage	5-12	6", 12" Swim	10	N (G)
Lizardman, Common	M	1	5	2+1	3 or 1	1-2/1-2/1-6 or by wpn.	Nil	Nil	5-7	6", 12" Swim	14	N
Lizardman, King	L	9	3	8	1	5-20	Skewer	Nil	8-10	9", 15" Swim	16	CE
Lizardman, Magic-user	M	1	5	2+	3 or 1	1-2/1-2/1-6 or by wpn.	Spells	Spells	8-18	9", 15" Swim	12	N
Lizardman, Thief	M	1	5	2+2+	3 or 1	1-2/1-2/1-6 or by wpn.	Nil	Nil	8-16	9", 15" Swim	12	N
Lizotaur	L	5	4	3+2	5	1-2/1-2/1-6/by wpn./1-6	Charge	Nil	5-12	15", 12" Swim	13	N
Llama, Wild	L	1	8	3+3	1 or 2	1-4 or 1-6/1-6	Nil	Nil	1	15"	6	N
Loathsome Prowler	T	1	8	1+1	1	1-4	See text	Nil	5-7	3", 6" Swim	5	CE
Lobe Footed Marsh Dweller	S	2	7	1	1	1-6	Stun Call	Run on Water	1	3", 6" Swim, 12" Fly (C)	6	N
Locathah	M	0	6	1	1	by wpn.	Nil	Nil	11-12	12", 12" Swim	10	N
Longtailed Silver Slasher	S	1	7	2+2	1 or 1	1-4 or 1-6	Tail Slash	Nil	2-4	12"	10	N
Luck Eater	T	4	7	4	Nil	Nil	See text	See text	5-7	15"	10	N
Lunger, Crevice	M	6	2	5	2	1-10/Entangle	See text	See text	2-4	6"	12	N
Lunger, Hedgerow	M	7	4	6+6	2	1-10/Entangle	See text	Nil	2-4	9"	12	N
Lunger, Rafter	M	5	3	4+4	2	1-10/Entangle	See text	Nil	2-4	6", 12" Climb	12	N
Lunger, Saw-Backed	M	6	3	5+5	2	1-10/Entangle	See text	Nil	2-4	15" Swim	12	N
Lurker Above	H	12	6	10	1	1-6	Nil	Nil	0	1", 9" Fly (B)	11	N
Lurker Below	H	12	6	10	1	1-6	Nil	Nil	0	1", 9" Fly (B)	11	N
Lurker Within	L	4	6	6	1	1-4	Nil	Nil	13-14	1", 6" Fly (B)	11	N
Lurker, Cactus	S	3	6	3+3	1-10	1 per needle	Poison	Nil	2-4	9"	11	N
Lycanthrope: Foxwoman	S-M	18	2/4/6	8+1	1/1 or 1/1	1-4/1-2 or 2-12/1-3	Charm, Spells	Silver or +1 to hit	8-16	24"/18"/12" by form	12	CE

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Lycanthrope: Were-Badger	M	8	5/6/7	6+6	3 or 3 or 1	1-3/1-3/1-6 or by wpn./1-2/1-6 or by wpn.	Nil	Silver or +1 to hit	5-10	3", 3" Br or 4", 6" Br or 9"	20	CE
Lycanthrope: Were-Bear	M-L	16	2/3/4	7+3	3 or 3 or 1	1-3/1-3/2-8 or by wpn./1-2/2-7 or by wpn.	Hug for 2-16	Silver or +1 to hit	11-12	9"/9"/12"	14	CG
Lycanthrope: Were-Boar	M	6	4/4/6	5+2	1 or 1 or 1	2-12 or 3-9 or by wpn.	Nil	Silver, Cold iron or +1 to hit	8-10	12"/12"/12"	13	N
Lycanthrope: Were-Dwolf	M	7	4/4/5	4+12	1 or 1	2-8+2 or by wpn.	Nil	Nil	8-10	12"/10"/9"	19	CE
Lycanthrope: Were-Goat	M	4	6/6/7	3+2	1 or 1	1-6 or by wpn.	Ram for 2-12	Silver or +1 to hit	8-10	12"/12"/12"	14	CE
Lycanthrope: Were-Lynx	M	6	6/7/7	2+2	3 or 2 or 1	1-2/1-2/1-4 or 1-2/by wpn. or by wpn.	Rear claws 1-3/1-3	See text	11-12	12"/12"/12"	13	N
Lycanthrope: Were-Rat	S-M	3	6/7/8	3+1	1 or 1	1d6-4 or by wpn.	Nil	Silver or +1 to hit	11-12	12"/12"/12"	12	LE
Lycanthrope: Were-Shark	M-L	21	0/0/2	10+3	1 or 1 or 1	5-20 or 4-16 or by wpn.	Nil	Silver, Cold iron or +1 to hit	5-16	24" Swim or 12", 24" Swim or 12"	19	NE
Lycanthrope: Were-Tiger	M-L	11	3/4/4	6+2	3 or 3 or 1	1-4/1-4/1-12 or 1-4/1-4/1-6 or 1-4	Rake 2-5/2-5	Nil	8-10	12"/12"/12"	14	N
Lycanthrope: Were-Wolf	M	5	5/5/7	4+3	3 or 3 or 1	1-4/1-4/2-8 or 1-3/1-3/1-6 or by wpn.	Nil	Silver or +1 to hit	8-10	15"/15"/12"	12	CE
Mad Titterling	S	4	3 (0 rolled up)	1+4	1	1d4-2	Maddening Giggle	Defensive Posture	1	9"	14	N (C)
Madger	M	5	6	4	3	1-6/1-6/1-8	See text	Nil	8-10	9"	19	CN
Magic Mocking Mouth	M	0	3	Spcl.	1	Sarcasm	See text	Nil	13-18	Nil	20	CN
Magic Mouth, Common	M	0	3	Spcl.	1	1-6	See text	See text	8-10	3" Fly (E)	20	N
Magic Mouth, Rogue	M	0	3	Spcl.	1	1-4	See text	See text	8-10	3" Fly (E)	20	N
Magic Mouth, Sassy	M	0	3	Spcl.	1	1-3	See text	See text	8-10	3" Fly (E)	20	CN
Mammoth, Ram-Horned	H	13	5	13	3 or 1	2-16/2-12/2-12 or Charge	Charge	Nil	2-4	15"	9	N
Mammoth, Wooly	L	13	5	13	5	3-18/3-18/2-16/2-12/2-12	Nil	Nil	2-4	15"	9	N
Mandragora	S	3	5	2+2	1 or 2	1-4 or 1-4/1-4	See text	Spells	5-10	12", 6" burrow	8	NE
Mantari	M	0	9	1+1	1	Spcl.	Nil	Nil	1	1", 18" Fly (C)	12	NE
Manticore, Common	H	10	4	6+3	3	1-3/1-3/1-8	Tail Spikes	Nil	5-7	12", 18" Fly (E)	14	LE
Manticore, Womanticore	H	8	4	5+3	3	1-3/1-3/1-8	Tail Ray	Nil	8-10	12", 18" Fly (E)	12	LE
Mantis, Deadly Preying	M	1	5	3	3	2-5/2-5/2-7	Nil	Nil	0	9", 15" Hop	15	N
Mantis, Dire Field	H	21	3	10	1 or 1	2-12 or 3-12	See text	Camoflage	0	6", 12" Fly (D)	12	N
Mantrap	H	5	6	4 to 9	2-5	Spcl.	See text	Nil	0	Nil	19	N
Marble Mugger	M	1	2	1 to 6 hp (2/3 HD)	2	2-5/2-5	See text	See text	5-7	9"	5	NE
Margoyle	M	11	2	6	4	1-6/1-6/2-8/2-8	Nil	+1 or better wpn. to hit	5-7	6", 12" Fly (C)	14	CE
Marid	H	163	0	13	1	4-32	See text	See text	13-18	9", 15" Fly (B), 24" Swim	16	CN
Marmoset	S	0	8	1/2	1	1-4	Nil	Nil	2-7	6", 6" Climb	6	N
Marrow Mite	T	0	n/a	Spcl.	1	Spcl.	See text	See text	0	3"	19	N
Marsh Gibberer	H	4	6	5	3	1-6/1-6/1-8 or by wpn.	See text	Nil	8-10	6" (erect), 12" (on all fours)	17	CE
Masticator, Articulated	L	27	5	14	1	4-16	Swallowing	Nil	8-10	6" fly	14	CE
Masticator, Subterranean	L	17	5	12	1	4-16	Swallowing	Nil	5-7	6", 9" Burrow	16	CE
Mastiff, Shadow	M	7	6	4-	1	2-8	Panic Bay	Hide in Shadows	2-4	18"	12	N (E)
Mastodon	L	7	6	12	5	2-16/2-16/2-12/2-12/2-12	Nil	Nil	2-4	15"	12	N
Maulsquito	M	10	4	4	1 or 1	Tackle or 1-4	See text	Magic resistant armor	0	6", 18" Fly (C)	19	N
Mea-Zel	M	7	8	4	2 or 1	Spcl.	See text	Nil	5-7	12"	12	CE
Medusa, Gorgon	L	102	-3	133 hp (16 HD)	1 + wpn	1-4	See text	Poisonous Blood	13-14	15"	19	LE
Medusa, Greater	M	29	5	8	1	1-4	Petrification, Poison	Nil	11-12	9"	13	LE
Medusa, Lesser	M	14	3	6	1 + wpn	1-4	Petrification, Poison	Poisonous Blood	11-12	12"	14	LE
Meenlock	S	11	7 (See text)	4	2	1-4/1-4	Paralyzation	Dimension Door	11-12	9"	14	LE
Men: Aborigine/Caveman	M	1	8	1-6 hp/2 HD	1	By wpn.	Possible spell use	Nil	3-18	12"	9	N
Men: Adventurer	M	1	Varies	Var.	1	By wpn.	Possible spell use	Nil	3-18	12"	Var.	Any
Men: Apprentice	M	1	Varies	3-18 hp	1	By wpn.	Possible spell use	Nil	3-18	12"	Var.	Any
Men: Bandit/Brigand	M	1	10 to 6	1	1	By wpn.	Possible spell use	Nil	3-18	12"	15	CE
Men: Bard/Street	M	1	9 to 7	1	1	By wpn.	Possible spell use	Nil	3-18	12"	10	Any
Men: Beggars	M	0	10	16-19 hp	1	By wpn.	Possible spell use	Nil	3-18	12"	8	Any non-lawful
Men: Berserker/Dervish	M	1	10 to 6	1+	1	By wpn.	Possible spell use	Nil	3-18	12"	20	N/ LG

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Men: Caravan Guard	M	1	7 to 4	1	1	By wpn.	Possible spell use	Nil	3-18	12"	11	L (Any)
Men: Cavalry	M	1	7 to 2	1+	1	By wpn.	Possible spell use	Nil	3-18	12"	12	Any
Men: Cleric	M	1	Varies	1+	1	By wpn.	Possible spell use	Nil	3-18	12"	Var.	Any
Men: Farmer, Burly	M	1	10 to 9	1+	1	By wpn.	Possible spell use	Nil	3-18	12"	12	Any
Men: Farmer/Herder	M	1	10	1-6 hp	1	By wpn.	Possible spell use	Nil	3-18	12"	9	N
Men: Gentry	M	1	10	1-6 hp	1	By wpn.	Possible spell use	Nil	3-18	12"	9	Any
Men: Gypsy	M	1	9 to 7	1 to 3	1	By wpn.	Possible spell use	Nil	3-18	12"	8	Any non-lawful
Men: Hermit	M	1	10	1-6 hp	1	By wpn.	Possible spell use	Nil	3-18	12"	9	N (Any)
Men: Knight	M	1	4 or 2	2+	1	By wpn.	Possible spell use	Nil	3-18	12"	14	L (Any)
Men: Magic-User	M	1	10	Var.	1	By wpn.	Possible spell use	Nil	3-18	12"	Var.	Any
Men: Mercenary	M	1	7 to 4	1+1	1	By wpn.	Possible spell use	Nil	3-18	12"	12	Any
Men: Merchant Sailor/Fisherman	M	1	10 to 8	1-6 hp	1	By wpn.	Possible spell use	Nil	3-18	12"	11	Any
Men: Merchant, Dishonest	M	1	7	1-6 hp	1	By wpn.	Possible spell use	Nil	3-18	12"	8	E (Any)
Men: Merchant/Trader	M	1	10 to 5	1-6 hp	1	By wpn.	Possible spell use	Nil	3-18	12"	10	Any
Men: Middle Class Citizen	M	1	10	1-6 hp	1	By wpn.	Possible spell use	Nil	3-18	12"	9	Any
Men: Partisan	M	1	10 to 6	1+2	1	By wpn.	Possible spell use	Nil	3-18	12"	15	Any non-lawful
Men: Peasant/Serf	M	0	10	1-6 hp	1	By wpn.	Possible spell use	Nil	3-18	12"	9	Any
Men: Pilgrim	M	0	10 to 8	1-6 hp	1	By wpn.	Possible spell use	Nil	3-18	12"	9	Any
Men: Pirate/Buccaneer	M	1	10 to 6	1	1	By wpn.	Possible spell use	Nil	3-18	12"	11	E (Any)
Men: Police/Constable	M	1	7 to 4	1	1	By wpn.	Possible spell use	Nil	3-18	12"	12	L (Any)
Men: Prostitute	M	1	10	.5	1	By wpn.	Possible spell use	Nil	3-18	12"	10	Any non-lawful
Men: Sailor	M	1	10 to 8	1-6 hp	1	By wpn.	Possible spell use	Nil	3-18	12"	9	Any
Men: Servant/Torch Bearer	M	0	10 to 5	1-6 hp	1	By wpn.	Possible spell use	Nil	3-18	12"	9	Any
Men: Slaver	M	1	10	1-6 hp	1	By wpn.	Possible spell use	Nil	3-18	12"	10	Any
Men: Soldier	M	1	8 to 4	1	1	By wpn.	Possible spell use	Nil	3-18	12"	12	Any
Men: Thief/Thug	M	1	10 to 7	1 to 3	1	By wpn.	Possible spell use	Nil	3-18	12"	Var.	Any non-good
Men: Tradesman/Craftsman	M	1	10	1-6 hp	1	By wpn.	Possible spell use	Nil	3-18	12"	8	Any
Men: Trapper/Woodsman	M	1	8 to 6	1-6 hp	1	By wpn.	Possible spell use	Nil	3-18	12"	9	Any
Men: Tribesman	M	1	10	1-6 hp	1	By wpn.	Possible spell use	Nil	3-18	12"	8	Any
Men: Viking	M	1	7 to 3	1+	1	By wpn.	Possible spell use	Nil	3-18	12"	13	Any
Men: Waitress/Wench	M	1	10	1-6 hp	1	By wpn.	Possible spell use	Nil	3-18	12"	8	Any
Men: Wild men	M	1	9 to 6	1-6 hp	1	By wpn.	Possible spell use	Nil	3-18	12"	11	C (Any)
Mer-Folk: Mermaid	M	1	8 and up	1+1/2/3/4/5	1	By wpn.	Grapple ship	See text	11-12	1", 18" swim	10	N
Mer-Folk: Merman	M	1	7 and up	1+1/2/3/ 4/5/6	1	By wpn.	Grapple ship	See text	8-10	1", 18" Swim	10	N
Mer-Folk: MerShaman	M	10	7 and up	3	1	By wpn.	Grapple ship	See text	8-16	1", 18" swim	10	N
Mimic, Animal	M	18	6	5/6	1	2-12	Glue	Camoflage	8-10	12"	11	N
Mimic, Common	L	25	7	7/8	1	3-12	Glue	Camouflage	8-10	3"	15	N
Mimic, Killer	L	31	7	9/10	1	3-12	Glue	Camouflage	2-4	3"	13	N (E)
Mimic, Mineral	S	13	3	3/4	1	1-6/1-8	Glue	Camoflage	2-4	3"	15	NE
Mimic, Tasty Beverage	S	3	9	1	1	1-4	See text	See text	5-7	3", 6" swim	16	NE
Mimic, Vegetable	S	7	6	2	1	1-4	Glue	Camouflage	5-7	3"	14	N
Mind Flayer: Arcane	M	47	5	8+4	4	2 (See text)	See text	Magical powers	17-18	12"	15	LE
Mind Flayer: Psionic	M	52	5	8+4	4	2 (See text)	See text	Nil	17-18	12"	15	LE
Minotaur, Ami-Dugis Grove	L	12	2	7+3	2	See text	Grapple, charge	+2 to surprise	8-10	12"	13	CE
Minotaur, Common	L	8	6	6+3	2	2-8/2-8 or See text	Grapple, charge	+2 to surprise	5-7	12"	13	CE
Minotaur, Free Range	L	20	6 and up	6+3	2	2-8/2-8 or See text	See text	+2 to surprise	13-14	15"	11	NE
Minotaur, Tauridon/Tarusian	L	14	6	6+3	2	2-8/2-8 or See text	Grapple, charge	+2 to surprise	8-10	15"	14	LE
Minotox	L	12	6	9+4	2	2-8+2/2-8+2	Charge	+1 to surprise	5-7	12"	15	CE
Modron: Cylindeton	M	159	-1	13+13	7	1-10 (x7)	Crumble, See text	+2 or better to hit, immune to psionics	15-16	9", 9" swim	15	LN
Modron: Decaton	L	196	-4	16+16	4	4-26 (x4)	Crumble, See text	+3 or better to hit	19-20	12", 24" fly (B), 12" swim	18	LN
Modron: Dodecahedrone	M	17	4	4+4	4 or 2	4-7(x4) or 4-9(x4) or by wpn. type	Crumble, attacks as an 8 HD creature	Immune to illusion and mind-affecting magic	15-16	15", 15" Fly (D)	12	LN
Modron: Dodecaton	L	244	-5	17+17	3	5-40 (x3)	Crumble, See text	+4 or better to hit	19-20	12", 9" climb	19	LN
Modron: Hexahedrone	S	6	6	2+2	2	2-5/2-5 or by wpn. type	Crumble	Immune to illusion and mind-affecting magic	8-10	9", 9" Fly (E), 3" swim	12	LN
Modron: Hexaton	L	176	-2	14+14	6	2-13 (x6)	Crumble, See text	+3 or better to hit	17-18	12", 12" fly (C), 12" swim	16	LN

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Modron: Icosahedrone	M	36	3	5+5	5	5-8(x5)	Crumble, paralyzing gas	Never surprised, +1 or better to hit, levitate, resistance to heat/cold/acid	17-18	18", 6" Fly (D)	12	LN
Modron: Octahedrone	M	10	5	3+3	3	3-6/3-6/3-6 or by wpn. type	Crumble	Immune to illusion & mind-affecting magic	11-12	12"	12	LN
Modron: Octaton	L	184	-3	15+15	5	3-17 (x5)	Crumble, See text	+3 or better to hit	17-18	6", 6" fly (C), 6" swim	17	LN
Modron: Parallelpipeton	L	151	0	12+12	8	1-8 (x8)	Crumble, See text	+2 or better to hit, immune to psionics	15-16	9", 1" Fly (E), 9" swim	14	LN
Modron: Primus	L	972	-10	911 hp	1	20-160	Crumble, See text	+5 or better to hit	21+	24" in all environments, fly (A)	20	LN
Modron: Prisaton	M	114	2	10+10	10	1-4 (x10)	Crumble, spell use	+2 or better to hit	13-14	15", 1" Fly (E), 9" swim	12	LN
Modron: Tetrahedrone	S	3	7	1+1 or 1-1 (messenger)	1 or Nil (messenger)	1-4 or by wpn. type	Crumble	Immune to illusion & mind control	5-7	6", 18" Fly (D) messenger	12	LN
Modron: Tetraton	L	128	1	11+11	9	1-6 (x9)	Crumble, spell use	+2 or better to hit	13-14	18", 9" swim	13	LN
Modrons: Icosaton	L	424	-6	18+18	2	6-72 (x2)	Crumble, See text	+4 or better to hit	21+	18" in all environments, fly (B)	20	LN
Mold, Brown	S-L	0	9	n/a	0	n/a	Freezing	Absorb heat	0	1"	n/a	N
Mold, Cling	S-L	0	9	n/a	0	n/a	Sticking	See text	0	0	n/a	N
Mold, Russet	S-L	0	9	n/a	0	n/a	Spores	See text	0	0	n/a	N
Mold, Yellow	S-L	0	9	n/a	1	n/a	Poison spores	See text	0	1"	n/a	N
Mole Man	S	1	9	1+1	2	2-5/2-5	Nil	Burrowing	5-18	3", 9" burrow	6	LN
Mongoose, Common	S	0	4	1/2	1	1-4	See text	Nil	1	6"	15	N
Mongoose, Giant	M	5	5	4	1	2-8	See text	Nil	1	12"	18	N
Mongoose, King	L	56	-2	12	1	3-12	See text	Nil	19-20	24"	19	NG
Monkey, Blind	S	1	7	1+1	1	By wpn.	See text	Nil	2-4	3", 6" climb	8	N
Monkey, Flying	M	2	5	2+2	2	1-6/ by wpn.	Snatch n' grab	Nil	5-7	6", 24" Fly (C)	14	LE
Monkey, Ice	S	1	7	1+1	1	1-4	Nil	Camoflage	5-7	12"	5	N
Monkey, Musk	S	2	8	2	1	1-4	Musk	Nil	2-4	6", 9" climb	5	N
Monkey, Poison	S	7	6	3+1	5	1d4-2/1d4-2/ 1-3/1-3/1-3	Poison	Immune to poison	5-7	6", 9" climb	15	CE
Monkey, Six Ribbed Skink	S	2	4	2	1	1-4/1-4/1-4	See text	Nil	2-4	3", 6" climb	9	N
Monoceros	L	7	6	5+2	1 or 3	1-10 or 1-10/1-8/1-8	Nil	Nil	1	21"	20	N
Moon Dawg	M	4	0	9+3	1	3-12	Bay, howl	+2 or better to hit	15-16	30", 9" bipedal	18	NG
Moose, War	L	2	8	3+4	2 or 1	1-8/1-8 or 1-12	Charge	Nil	2-4	8"	12	N
Morgue Prowler	S	34	2	7+2	3	1d4-2/1d4-2/1-12	Razor chomp	See text	8-10	9"	11	CE
Morkoth	M	22	3	7	1	1-10	Hypnosis	Spell reflection	15-16	18" Swim	14	CE
Morlog	S	1	10	1	1	1-8	See text	Nil	5-7	9"	17	CN
Mosquitos, Ravenous	T	0	8	1 hp	1	1	Nil	Nil	0	6"	19	N
Moss, Memory	S	1	10	1-2 hp (1/2 HD)	Nil	Nil	See text	See text	8-10	Nil	9	NE
Moss, Shimmer	S	1	9	1 per patch	Nil	Nil	See text	Nil	0	0	20	N
Moth, Ginger	S	0	9	1+1	1	1	Nil	Nil	1	3", 15" Fly (B)	8	N
Muckdweller	S	0	6	1/2	1	1-6	Blinding water jet	Nil	8-10	3", 12" swim	5	LE
Mud Man	S	4	10	2	1	Nil	See text	See text	0	3"	19	N
Mugglawump	M	9	7	5	1 or 3	Suffocation or 1-4/1-4/1-4	See text	Camouflage	2-4	6", 6" swim	16	N
Mummy, Adherer	M	8	3	4	1	1d6-3	Adhesion (See text)	See text	2-4	9"	12	LE
Mummy, Fetid	M	17	10	4	1	1-8	See text	See text	5-7	9"	20	CE
Mummy, Follower	M	25	3	6+3	1	1-12	Fear, disease	See text	5-7	9"	15	LE
Mummy, Lord	M	62	2	8+3+*	1	3-18	See text	See text	17-18	9"	18	LE
Mummy, Minion	M	19	6	5	1	1-6	See text	See text	11-12	9"	12	NE
Mummy, Warrior	M	37	0 (or lower)	10	1 or 2	1-12 or by wpn.	See text	See text	8-10	12"	20	LE
Murk Slither	S	3	6	1+2	1	1d6-3	Poison	Camouflage, regeneration	1	6", 9" Swim	8	N
Muskrat, Dire	S	0	7	1/2	1	1-4	Disease	Nil	1	9", 6" swim	14	N
Mutable Juggernaut	M-G	83	3/4/5/6/7	5/10/ 15/20/25	2 or 1	1-6/1-6 or 3-18 (+ bonuses)	See text	See text	5-7	6"/12"/18"/24"/30"	19	NE
Mute-Screecher	M	6	8	5	1	1-8	Nil	Nil	15-16	15"	11	NE
Myconid	S to L	3	10	1 to 6	1	1-4 to 6-26	See text	See text	8-10	9"	12	LN
Mynx	S or M	5	6 or 4	4	2 or 3	1d6-4/1 or 1-4/1-4/1-4	See text	See text	8-10	9" or 12"	10	N (50% CN)
Naga, Guardian	H	28	3	9	2	1-6/2-8	See text	Nil	15-16	15"	15	LG
Naga, Spirit	H	33	4	11	1	1-3	See text	Nil	13-14	12"	14	CE
Naga, Water	L	37	5	13	1	1-4	See text	Nil	11-12	9", 18" swim	11	N
Nar Wasp, Crimson	L	5	3	3+1	8	1-10/1-10 &	See text	Nil	1	12", 18" (C)	16	N

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Nar Wasp, Yellow Jacketed	L	3	3	2+2	7	paralyze x6 2-12 & paralyze x6	See text	Nil	I	12", 18" (C)	14	N
Necrophidius	L	9	2	2	I	1-8	See text	See text	8-10	9"	19	N
Needle Fiend	M	35	-1	7+2	5 or 10	1d4-2x5 or 1d4-2x10	See text	See text	13-14	9"	16	LE
Nefarian: Daemon Royalty: Anthraxus	L	301	-6	25 (233 hp)	2	2-12/2-12 +disease	See text	See text	21+	9", 18" fly	20	NE
Nefarian: Daemon Royalty: Charon	M	171	-5	140 hp (20 HD)	I	2-8 + paralysis	Fear gaze	Nil	21+	18" (over all surfaces)	20	NE
Nefarian: Daemon: ArcanaDaemon	M	116	-2	13+39	4	1-4/1-4/2-16/1-6	See text	See text	19-20	12"/18" Fly	20	NE
Nefarian: Daemon: Charonadaemon	M	31	-1	10+20	I	2-8	Fear gaze	Nil	15-16	18"	18	NE
Nefarian: Daemon: Derghodaemon	L	46	0	11+22	5 or 6	See text	See text	See text	5-7	12"	18	NE
Nefarian: Daemon: Guardian Daemon	Var.	24	I	8	3	1-6/1-12/1-12	See text	+2 or better to hit	11-12	9" (See text)	20	NE
Nefarian: Daemon: Hydrodaemon	L	49	2	9+36	3 or 5	1-4/1-4/1-8/ 1-8/1-10	Energy Drain	See text	5-7	6", 6" Fly (D), 24" Swim	18	NE
Nefarian: Daemon: Maenes	S	I	7	I	3	1-2/1-2/1-4	Nil	+1 or better to hit	2-4	3"	13	NE
Nefarian: Daemon: Mezzo Daemon	M	55	-3	10+40	2 or by wpn	7-12/7-12 or by wpn.	See text	See text	13-14	15"	12	E (Any)
Nefarian: Daemon: Nycadaemon	L	83	-4	12+36	2 or by wpn	9-16/9-16 or by wpn.	See text	See text	17-18	12", 36: fly	18	E (Any)
Nefarian: Daemon: Piscodaemon	M	21	-1	6	2	2-16/2-16	See text	See text	8-10	6". 18" Swim	15	NE
Nefarian: Daemon: UltroDaemon	M	106	-5	14+28	2	2-8/2-8	See text	+2 or better to hit	19-20	15", 15" Swim, 15" Fly (C)	14	NE
Nefarian: Daemon: YagnoDaemon	L	53	I	13+13	I	1-10+12	See text	See text	5-7	18"	17	NE
Nefarian: Demodand: Farastu	M	38	-1	11	3	2-7/2-7/3-12	See text	See text	13-14	15", 30" fly	12	CE
Nefarian: Demodand: Kelubar	M	62	-2	13	3	2-8/2-8/4-16	See text	See text	15-16	12", 24" fly	14	CE
Nefarian: Demodand: Shator	M	95	-3	15	3	2-9/2-9/5-20	See text	See text	17-18	9:, 18" fly	16	CE
Nefarian: Dem. Min.: Dark Enchantress	M	31	3	10+2	2	1-8/1-8	See text	See text	15-16	12"	9	CE
Nefarian: Dem. Min.: Ebony Death	L	40	-3	7+14	1 or 3	By wpn. +7 or 2-5/2-5/2-8	See text	See text	11-12	15"	16	CE
Nefarian: Demon Minion: Hordling	S-L	See text	3/2/1/0	6+3/7+2/ 8+1/9	See text	(Base) 1-3/ 1-3 (hands) 1-4 (bite)	See text	See text	8-10	6"/9"/12"/15"	18	CE
Nefarian: Demon Minion: Loogey Spit	S	13	0	5+5	3	1-4/1-4/1-6	See text	See text	11-12	12"	19	CE
Nefarian: Demon Minion: Mangy	M	5	2	4	3	1-4/1-4/1-6	See text	See text	8-10	15"	6	CE
Nefarian: Demon Minion: Nathraak	M	17	I	5+1	1 or 2	By wpn. or 2-7/2-7	See text	See text	8-10	12"	12	CE
Nefarian: Dem. Min.: Nefaryn, Imm.	M	13	5 (or lower)	5+2 to 5+20	3	2-8/2-8/3-12	See text	See text	11-12	15", 15" Fly (C)	12	CE
Nefarian: Dem. Min.: Nefaryn, Mature	M	25	-5	5+20	3	2-8/2-8/3-12	See text	See text	11-12	15", 15" fly (C)	15	CE
Nefarian: Demon Minion: Predator	L	59	-2	15+1	3	1-8/1-8/1-12	See text	+1 or better to hit	17-18	18"	20	CE
Nefarian: Demon Minion: Quasit	T	11	2	3	3	1-2/1-2/1-4	See text	See text	5-7	15"	9	CE
Nefarian: Demon Minion: Spawn	M	See text	10 (w/o armor)	Var.	I	By wpn.	See text	See text	8-10	15"	14	Var.
Nefarian: Demon Minion: Succubus	M	28	0	6	2	1-3/1-3	Energy drain	+1 or better to hit	13-14	12", 18" Fly (C)	16	CE
Nefarian: Demon Minion: Type I	L	22	0	8	5	1-4/1-4/1-8/1-8/1-6	See text	See text	5-7	12", 18" Fly (D)	12	CE
Nefarian: Demon Minion: Type II	L	33	-2	9	3	1-3/1-3/4-16	See text	See text	5-7	6", 12" Swim	14	CE
Nefarian: Demon Minion: Type III	L	38	-4	10	5	2-12/2-12/1-3/1-3/1-6	See text	See text	8-10	9"	15	CE
Nefarian: Demon Minion: Type IV	L	43	-1	11	3	1-4/1-4/2-8	See text	+1 or better to hit	11-12	9", 12" Fly (D)	16	CE
Nefarian: Demon Minion: Type IX	H	61	-5	11+11	4	1-8x4	See text	+1 or better to hit	15-16	12", 18" Fly (E)	20	CE
Nefarian: Demon Minion: Type V	L	46	-7/-5	7+7	7	2-8 & 6 by wpn.	See text	+1 or better to hit	13-14	12"	17	CE
Nefarian: Demon Minion: Type VII	L	54	2	9+9	2	2-8/2-8	See text	+1 or better to hit	13-14	6", 12" Fly (E)	19	CE
Nefarian: Demon Minion: Type VIII	H	59	-4	10+10	9	1-8x8/ 2-20 (scepter)	See text	+1 or better to hit	15-16	12"	20	CE
Nefarian: Demon Minion: Type X	H	60	-2	12+12	I	1-6	See text	+2 or better to hit	17-18	6"	20	CE
Nefarian: Demon Minion: Type XI	H	119	-5	120 hp (18 HD)	3	1-12/1-8/1-8	See text	+2 or better to hit	19-20	6"	20	CE
Nefarian: Demon Royalty: An'Gnarl	L	144	-5	100 hp (19 HD)	1 (Spcl.)	3-18 +Spcl.	See text	+1 or better to hit	15-16	6"	20	CE
Nefarian: Dem. Roy.: Arch Dem. Kaleb	L	113	-3	153 hp (16 HD)	2 or 3	By wpn./ 3-10 or 3-10/3-10/3-8	See text	See text	15-16	12", 15" Fly (C)	19	CE
Nefarian: Demon Roy.: Demogorgon	H	209	-8	200 hp (28 HD)	3	Spcl.	See text	+2 or better to hit	21+	15"	20	CE
Nefarian: Demon Royalty: Dread	H	199	-6	120 hp (25 HD)	2	Spcl.	See text	+3 or better to hit	19-20	9", 18" Fly	20	CE
Nefarian: Demon Royalty: Duke of Evil	L	150	-5	112 hp (21 HD)	I	2-40	See text	See text	21+	12"	20	CE
Nefarian: Demon Royalty: Gar'Rangeeze	L	133	-7	88 hp	I	4-40	See text	+2 or better to hit	13-14	3"	20	CE

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Nefarian: Demon Royalty: Graagyn	H	90	-3	(17 HD) 96 hp (18 HD)	1	By wpn. +10	See text	See text	21+	16"	18	CE
Nefarian: Demon Royalty: Lord Scroud	L	45	-2 (-5 w/ring)	9	1 or 3	See text or 1-3/1-3/4-16	See text	See text	11-12	6", 12" Swim	13	CE
Nefarian: Demon Royalty: Prince Kraas	L	194	-9	155 hp (26 HD)	1	By wpn. +8	See text	+2 or better to hit	21+	12", 36", 24" Fly (A)	20	CE
Nefarian: Dem. Roy.: Prince Murgan	L	185	-9	186 hp (27 HD)	2 or 4	By wpn.	See text	+2 or better to hit	21+	12"	20	CE
Nefarian: Demon Royalty: Taur'Raad	L	83	-4	106 hp (19 HD)	3	2-12/5-8/11-20	See text	+2 or better to hit	17-18	24"	20	CE
Nefarian: Demon Royalty: Uthbos Evaar	H	101	-2	233 hp (22 HD)	3 and 1	See text	See text	See text	21+	12", 18" Fly (D)	19	CE
Nefarian: Demon Royalty: Zyandal	L	158	-10 (-2)	66 hp (19 HD)	2 or 1	4-16 +poison & webs	See text	See text	21+	1", 9", 15"	20	CE
Nefarian: Demon: Minion Type VI	L	49	-2	8+8	1	2-12	See text	+1 or better to hit	13-14	6", 15" Fly (D)	18	CE
Nefarian: Devil Minion: Bone Devil	L	44	-1	9	1 or 2	3-12 or 2-8/2-8	See text	See text	11-12	15"	15	LE
Nefarian: Devil Minion: Dark Minion	M	2	9	1	2 or 1	1-2 (x2) or by wpn.	Nil	See text	0	6"	9	LE
Nefarian: Devil Minion: Dark Soultress	M	19	2	6+6	1	2-8	See text	See text	8-10	6", 21" Fly (C)	12	LE
Nefarian: Devil Minion: Devee'yant	M	27	1	6+6	1 or 3	By wpn. or 1-8/1-2/1-2	See text	See text	11-12	15"	19	LE
Nefarian: Devil Minion: Hell Sentinel	M	22	0	8	3	2-8/2-8/3-12	See text	See text	11-12	12"	14	LE
Nefarian: Devil Minion: Hell Spawn	L	34	-2	10+6	2	1-8/1-8	Energy drain	See text	11-12	9"	20	CE
Nefarian: Devil Minion: Horned Devil	L	27	-5	5+5	4 or 1+ by wpn	1-4/1-4/2-5/1-3 or 1-3/ by wpn.	See text	See text	13-14	9", 18" Fly (B)	14	LE
Nefarian: Devil Minion: Ice Devil	L	92	-4	11	3 or 1	2-8/2-8/3-12 or 2-12	See text	+2 or better to hit	13-14	6"	16	LE
Nefarian: Devil Minion: Lemure Devil	M	4	7	3	1	1-3 or by wpn.	Nil	See text	2-4	3"	9	LE
Nefarian: Devil Minion: Pit Fiend	L	112	-3	13	2	8-14/7-12	See text	+2 or better to hit	15-16	6", 15" Fly (B)	20	LE
Nefarian: Devil Minion: Soul Broker	M	28	4	5+5	1	By wpn.	See text	See text	13-14	12"	13	LE
Nefarian: Devil Minion: Spiny Devil	S	12	3	3+3	1 and/or 2	By wpn. or 1-4/1-4	See text	See text	11-12	6", 18" Fly (C)	19	LE
Nefarian: Dev. Roy.: Arch Dev. Malefane	L	253	-5	166 hp (25 HD)	1	2-12 +poison	See text	+3 or better to hit	17-18	9", 24" Fly(C)	19	LE
Nefarian: Devil Royalty: Asmodeus	H	370	-7	199 hp (30 HD)	1	4-14	See text	See text	19-20	12", 24" Fly	20	LE
Nefarian: Dev. Roy.: Burgraad Baydylax	L	255	-4	154 hp (24 HD)	2	By wpn. +2	See text	See text	17-18	9", 15" Fly (B)	20	LE
Nefarian: Devil Royalty: De'Yin Vay	L	159	-2	126 hp (19 HD)	1 and 1	By wpn. +7/3-12	See text	See text	17-18	18"	20	LE
Nefarian: Devil Roy.: Duke Atan'Nyus	L	217	-3	139 hp (24 HD)	2	By wpn. +7	See text	See text	17-18	6", 20" (D)	20	LE
Nefarian: Dev. Roy.: D. Braax Mourgon	L	197	-3	106 hp (23 HD)	2	By wpn. +6	See text	See text	15-16	12"	20	LE
Nefarian: Devil Royalty: Evilynn	L	107	-2	69 hp (15 HD)	2	By wpn. +4	See text	See text	15-16	15", 30"Fly (B)	16	LE
Nefarian: Devil Royalty: Harbinger	M	94	-2	86 hp (14 HD)	3	By wpn. +3	See text	See text	19-20	15", 30" Fly (D)	19	LE
Nef.: Dev. Roy.: L. Gargruss Vlaadmaar	H	212	-3	133 (23 HD)	3	3-18/3-18/2-8	See text	+2 or better to hit	15-16	3", 18" Fly (C)	20	LE
Nefarian: Devil Royalty: Mephistopheles	L	229	-6	188 hp (23 HD)	2	By wpn.	See text	See text	19-20	15", 18" Fly (C)	20	LE
Nefarian: Dev. Roy.: Saurgaas Baydylax	H	158	-4	111 hp (19 HD)	2	By wpn. +8	See text	See text	17-18	9". 18" Fly (B)	20	LE
Nefarian: Devil Royalty: Thraar	L	185	-3	126 hp (20 HD)	3	8-11/8-11/4-16	See text	See text	15-16	12"	20	LE
Nefarian: Devil Royalty: Vorgaal'Lad	M	193	-2	144 (22 HD)	See text	See text	See text	See text	17-18	15"	17	LE
Nefarian: oth.: Bullweiller	L	8	3	5	1	3-12	Death charge	Head is AC 1, protection from good	1	18"	16	NE
Nefarian: oth.: Devil Dawg	M	7	6	6	1	2-8	Throat attack	Nil	8-10	12" (30")	14	LE
Nefarian: oth.: Diakk, Broad	M	21	3	8+8	2	2-8/2-8	See text	See text	5-7	21" or 12"	15	NE
Nefarian: oth.: Diakk, Tall	L	19	0	6+6	1	1-12	See text	See text	5-7	21" or 12"	14	NE (L)
Nefarian: oth.: Face Seeking Claw	S	42	3	10	1 or 1	2-12 or grab	See text	See text	5-7	9" Fly (D)	19	CE
Nefarian: oth.: Frightmare	L	42	2	7+3	3	2-12/2-12/1-8	See text	See text	2-4	24"	16	CE
Nefarian: oth.: Hellcat	L	16	6	7+2	3	2-5/2-5/2-12	Nil	See text	8-10	12"	15	LE
Nefarian: oth.: Hellephant	G	87	2	15+15	8	See text	See text	See text	13-14	20", 30" Fly (C)	16	CE
Nefarian: oth.: HellGoat	M	4	6	2+2	1 or 1	2-8 or 1-12	Charge	50% fire resistance	5-7	15"	16	N
Nefarian: oth.: HellHound	M	18	4	4 to 7	1	1-10	Breathe fire	See text	5-7	12"	13	LE
Nefarian: oth.: HellSpider	S	4	6	2	1	1-6	See text	Immune to fire	1	9"	10	N
Nefarian: oth.: Imp, Common	T	13	2	2+2	1	1-4	See text	See text	8-10	6", 18" Fly (A)	9	LE
Nefarian: oth.: Imp, Limp-Wristed	T	15	2	2	1	1-4	See text	See text	11-12	6", 18" Fly (A)	6	LE
Nefarian: oth.: Imp, Penster	T	17	2	2+2	1	1-4	See text	See text	15-16	6", 18" Fly (A)	12	LE
Nefarian: oth.: Impling	S	3	4	1+1	1 or 1	By wpn. or	Poison tail	Nil	11-12	6", 12" Fly (D)	9	LE

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Nefarian: oth.: Shadow Demon	M	24	9/5/1	7+3	3	1-4 +poison 1-8/1-6/1-6	See text	See text	11-12	12" (See text)	See text	CE
Nefarian: oth.: Soul Cloaker	M	12	1	5	Nil	Nil	See text	Nil	0	Nil	19	N
Nefarian: oth.: Soul Flayer, greater	L	35	-3	6	2	See text	See text	+2 or better to hit	15-16	15"	17	NE
Nefarian: oth.: Soul Flayer, lesser	M	8	3	3	2	See text	See text	+1 or better to hit	11-12	12"	14	CE
Nefarian: oth.: Soul Larva	M	0	7	1	1	2-5	Nil	Nil	5-7	6"	9	E (Any)
Nereid	M	10	10	4	Nil	Nil	Spit, water manipulation, thunderous noise	Immune to men, water manipulation	11-12	12", 12" swim	7	C (Any)
Newt, Jelly-Banded, Common	T	0	10	1-2 hp	1	Nil	Nil	Irritating rash	1	2", 3" climb	6	N
Newt, Jelly-Banded, Giant	S	0	8	1-1	1	1-4	Nil	Very irritating rash, poisonous skin	1	6", 9" climb	7	N
Nid'Hogg	H	49	2	10+2	1 or 1	2-16 or breath wpn.	Breath wpn., constriction	Spells	13-14	15"	13	LE
Nighthag	M	50	9	8	1	2-12	See text	See text	15-16	9"	18	NE
Nightmare	L	32	-4	6+6	3	4-10/4-10/3-8	Burning hooves	Paralyzing cloud	11-12	15", 36" fly (C)	14	NE
Nixies	T	1	7	1	1	By wpn.	Charm	Summon fish	11-12	6", 12" swim	10	N
Nizar'fang	M	2	5	2+2	3 or 3	1d4-2/1d4-2/1-6 or by wpn./1d4-2/1d6	Nil	Nil	13-14	12", 9" swim, 12" fky (D)	11	NE
Norker	S	1	3	1+2	2 or 1	3-8/3-8 or 1-4	Nil	Nil	8-10	9"	10	NE
Nymph	M	11	9	3	0	Nil	Spells	Extreme beauty, spells, Dimension Door	15-16	12"	7	N
Obsidian Clan Commoner	M	0	8	1	1	By wpn.	Nil	Nil	8-10	12"	11	LE
Obsidian Clan Shaman	M	2	5	1+	1	By wpn.	Spells	Nil	15-16	12"	18	LE
Obsidian Clan Warrior	M	1	6	2+	1	By wpn.	Obsidian blades	Nil	11-12	12"	15	LE
Obsidian Lotus	M	4	9	2+8	3	See text	Shooting flowers	Nil	0	Nil	20	N
Ocean Camel	G	284	6	100	1 or 1	1-20 or See text	Spit globule, surfacing	Damage ignorance	5-7	18" swim	17	N
Octogorgon	G	383	8	60	1 to 8 or 1	3-30 or See text	See text	See text	8-10	3", 18" swim	19	NE
Octopus, Giant	L	23	7	8	7	1-4 x6/ 2-12	Constriction	Ink, color change	1	3", 12" swim	13	N
Ogre, Aquatic	L	4	4	4+4	3 or 1	1-6/1-6/2-8 or by wpn. +3/+6	Surprise	Camouflage	8-10	9", 12" swim	12	CE
Ogre, Common	L	2	5	4+1	1	1-10 or by wpn. +3/+7	Nil	Nil	8-10	9"	11	CE
Ogre, Half	L	2	4 (8)	3+1	1	By wpn. +1 for STR	Nil	Nil	5-12	9"	13	CE
Ogre, High: Chub-Foot	L	8	4	39	1	1-10 or by wpn. +3/+7	Nil	Nil	8-10	6"	16	CE
Ogre, High: Flat-Footed	L	7	4	39	1	1-10 or by wpn. +3/+7	Nil	Nil	8-10	9"	16	CE
Ogre, High: Rogue	L	7	4	39	1	1-10 or by wpn. +3/+7	Nil	Nil	8-10	9"	18	CE
Ogre, High: Ryngar	L	7	4	13+5	1	1-10 or by wpn. +3/ +7	Nil	Nil	8-10	9"	17	CN
Ogre, High: Webbed-toe	L	7	4	39	1	1-10 or by wpn. +3/+7	Nil	Nil	8-10	9", 9" swim	16	CE
Ogre, Lord	L	6	3	8+4	1	1-12 or by wpn. +3/+8	Nil	Nil	11-12	9"	13	CE
Ogre, Low: Hedge	L	2	4	4+2	1	1-10 or by wpn. +3/+7	Nil	Nil	8-10	9"	10	LE
Ogre, Low: Trash	L	2	4	4	1	1-10 or by wpn. +3/+7	Nil	Nil	5-7	9"	12	CE
Ogre, Magi	L	33	4	5+2	1	1-10 or by wpn. +3/+6	Spells	Regeneration	13-14	9", 15" fly (B)	14	LE
Oliphant, War	H	15	4+	10+5	4	3-12/3-12/3-12/3-12	See text	Nil	5-7	15"	13	N
Oliphant, Wild	L	9	4	8+4	4	3-12/3-12/3-12/3-12	See text	Nil	5-7	15"	11	N
Omen Sayer	M	2	10 (Var.)	1+	1	By wpn.	Nil	Curse foretelling	13-14	12"	12	Any non-good
Onerous Carbuncle	H	6	9	8	1 or 4 or 1	2-20 or 1-6 x4 or 1d4-2	Drowning	Pus burst	5-7	Nil	18	N
Ooze, Crystal	M	11	8	4	1	4-16	Paralyzing poison, wood disintegration	Acid, cold, heat, and fire immunity, wpn. resistence	1	1", 3" swim	18	N
Ooze, Gray	M-L	4	8	3+3	1	2-16	Metal disintegration	Heat and cold immunity, wpn. breakage	1	1"	19	N
Ooze, Scathing	M	11	9	5	1	1-10	Severe taunting, acidic consumption	See text	11-12	6"	11	NE
Opinicus	M	47	-2	7+7	4	1-3/1-3/1-6/1-6	See text	Never surprised, spells	13-14	21", 30" fly (B)	15	CG
Orange Tail Plant Squaller	M	7	5	3	3	1-4/1-4/1-6	Plant manipulation	Psionic resistance	5-7	12", 12" climb	12	CE
Orc, Bottomland	M	0	6 (10)	1+1	1	By wpn.	Nil	Nil	8-10	9" (12")	12	LE
Orc, Bounty Hunters	M	2	4 (10)	1+	1	By wpn.	Nil	Nil	11-12	12"	18	LE
Orc, Brigands	M	0	5 (10)	1+2	1	By wpn.	Nil	Nil	8-10	9" (12")	14	LE
Orc, Cloven-Hoof	L	1	4 (10)	3+1	1	By wpn.	Nil	Nil	11-12	12"	15	LE
Orc, Common	M	0	6 (10)	1	1	By wpn.	Nil	Nil	8-10	9" (12")	11	LE
Orc, Half-	M	Var.	Var.	1+	1	By wpn.	Nil	Nil	5-18	9" (12")	Var.	Var.
Orc, High Priest	M	24	3 (10)	15/15	1	By wpn.	Spells	Spells	17-18	9" (12")	15	LE
Orc, Highland	M	0	7 (10)	1+1	1	By wpn.	Nil	Nil	8-10	9" (12"), 9" climb	12	LE
Orc, Jester	M	1	8 (10)	1	1	By wpn.	Nil	Nil	13-14	9" (12")	10	LE

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Orc, Lord, Gibbering	M	4	3 (10)	4+4	1	By wpn. or 1 (bite)	Gibbering disease	Nil	11-12	9" (12")	19	CE
Orc, Orkin Bandits	M	0	6	1+1	1	By wpn.	Nil	Ambush, resistance	8-10	12"	12	LE
Orc, Orkin Lowland Pony	M	1	7	2+2	1	1-8	Nil	Poison/disease resistance	1	24"	11	N
Orc, Orkin Wardawg	M	1	6	2	1 or 2	3-9 or 1-6/1-6	Nil	Nil	2-4	15"	13	N
Orc, Orkin Witch Doctor	M	5	5	4	1	By wpn.	Spells	Spells	13-14	12"	14	LE
Orc, Slavers	M	1	5 (10)	2+1	1	By wpn.	Nil	Nil	8-10	9" (12")	14	LE
Orc, Southern, Tribe	M	0	4 (10)	1+2	1	By wpn.	Nil	Nil	11-12	9" (12")	13	LE
Orc, Vampire	M	11	3	5	1	By wpn. or 3-8	Energy draining bite	Regeneration 2hp/rd	13-14	12"	17	CE
Orc, Vampire High Priest	M	40	1	10	1	By wpn. or 5-10	Energy drain, charm, spells	Regenerate 3 hp/rd, see text	15-16	12"	20	CE
Org	M	1	5	3+1	1	By wpn.	Nil	Nil	5-7	9"	15	CE
Otter, Giant River	L	2	5	5	1	3-18	Nil	Nil	2-4	9", 18" swim	10	N
Otter, Giant Sea	L	2	5	1+1	1	5-20	Nil	Nil	2-4	9", 18" swim	12	N
Otter, River	S	0	5	1-1	1	1d4-2	Nil	Nil	1	12", 18" swim	8	N
Otter, Sea	S	0	5	1+1	1	1d4-1	Nil	Nil	1	12", 18" swim	10	N
Ottermen	S	2	7	2	1 or 1	By wpn. or 1-4	Nil	See text	13-14	6", 18" swim	13	CG
Otyugh	L	13	3	6 to 8	3	1-8/1-8/2-5	Grab, disease	Never surprised	5-7	6"	11	N
Otyugh, Neo-	L	29	0	9 to 12	3	2-12/2-12/1-3	Grab, disease	Never surprised	11-12	6"	17	N
Ouroboros	G	153	-4	120 hp (20th lvl ftr)	3	11-18/11-18/11-18	Always wins initiative	Never surprised	17-18	12"	20	N
Overhorde	L	260	3 (See text)	10	1 (See text)	1-6 (see text)	See text	See text	2-4	6"	19	N
Owl, Common	S	1	5	2d4 hp	3	1d4-2/1d4-2/1	Swoop, surprise	Nil	1	1", 27" fly (D)	5	N
Owl, Giant	L	3	6	4	3	2-8/2-8/2-5	Surprise	Nil	11-12	3", 18" fly (E)	11	N
Owl, Talking	S	3	3	2+2	3	1-4/1-4/1d4-2	Swoop	Never surprised, spell immunities	15-16	1", 36" fly (C)	15	LG
Owlbear, common	L	5	5	5+2	3	1-6/1-6/2-12	Hug	Nil	5-7	12"	12	N
Owlbear, Great Horned	L	5	5	5+2	5	1-6/1-6/2-12/1-4/1-4	Charge	Nil	5-7	12"	13	N
Owlbear, Lesser	S	2	4	2	3	1d4-2/1d4-2/1d6	Swarm tactics	Nil	8-10	6"	11	N
Owlbear, Spotted	M	4	4	4+1	3	1-4/1-4/1-10	Leap	Nil	5-7	9"	14	N
Oyster, Giant, River	M	3	2 (9)	4	1	3-18	Surprise 8 in 10	Camouflage	1	3" swim	11	N
Oyster, Giant, Sea	M	4	2 (9)	5	1	4-24	Surprise 8 in 10	Camouflage	1	3" swim	11	N
Packasite	T	1	8	1	1	1d6-2	Nil	Invisibility	8-10	6"	10	CN
Pan-Dimensional Rover	S	10	7	6	2	By wpn.	Nil	Plane Shift at will	11-12	12"	12	N
Panda Bear, Common	M	2	7	3+3	3	1d4-1/1d4-1/1-6	Hug	Nil	1	12"	11	N
Panda Bear, Trans-Planar	M	10	7	6	3	1d4-2/1d4-2/1d4	Nil	Dimension hopping	13-14	12"	16	CN
Para-Elementals: Ice	L	22	3	8/12/16	1	3-36	See text	See text	5-7	6"	20	N
Para-Elementals: Magma	L	18	3	8/12/16	1	4-24	See text	See text	5-7	6"	20	N
Para-Elementals: Ooze	L	17	3	8/12/16	1	2-16	See text	See text	5-7	36"	20	N
Para-Elementals: Smoke	L	17	3	8/12/16	1	3-16	See text	See text	5-7	6", 18" fly (E)	20	N
Parasites: Diseased	T	0	3	1 hp/100	1	Disease	See text	See text	0	3" fly (A)	20	N
Parasites: Dreaded Tape Worm	S	2	9	5	1	1	Nil	Nil	0	3"	20	N
Parasites: Magus Ticks	T	0	3	1 hp	1	See text	Nil	Nil	0	1"	20	N
Parasites: Paralyzing Fleas	T	0	1	1 hp/10	1	1 per turn	Paralyzation	Nil	0	3"	20	N
Parasites: Pin Worms, Dire	T	2	7	3	1	1-3	Nil	Nil	0	3"	20	N
Parrot, Greater Psionic	S	8	8	3+6	3	1d4-2/1d4-2/1d4	Psionics	See text	5-7	2", 18" fly (C)	11	N
Parrot, Grey Ghost	S	6	0	2	1	1-6	Chill touch, voice imitation	Insubstantial	8-10	15" fly (C)	19	N
Parrot, Lesser Psionic	S	2	7	2+2	3	1/1/1d6-3	Psionics	See text	2-4	1", 12" fly (B)	10	N
Pegasus, Greater	L	9	6	6	3 or 1	1-8/1-8/1-3 or 2-12	Dive, rear kick	Nil	11-12	24", 48" fly (C,D w/rider)	14	CG
Pegasus, Obsidian	L	9	6	5	3 or 1	2-9/2-9/2-5 or 2-12	Dive, rear kick, blood drinking	Nil	8-10	24", 48" fly (C)	15	CE
Pegasus, Standard	L	5	6	4	3 or 1	1-8/1-8/1-3 or 2-12	Dive, rear kick	Nil	8-10	24", 48" fly (C, D w/rider)	13	CG
Pendulous Feltcher	S	3	7	3	1	1-6	Pick pockets	Stealth	5-7	9", 12" Bc	6	N
Penguin, common	S	0	7	1	1	1d6-2	Nil	Nil	1	9", 15" swim	11	N
Penguin, Dire	S	1	7	1+1	1	2-5	Surprise, ice trap	Nil	2-4	9", 15" swim	14	N
Penguin, Dire Sand	S	1	7	1+2	1	2-5	See text	Nil	2-4	12"	15	N
Pernicon	S	1	3	1/2	1	1d4-1	Constitution drain	Nil	2-4	12"	10	N
Peryton	M	9	7	4	1	4-16	+2 to hit	+1 or better to hit	8-10	12", 21" fly (C)	16	CE
Phantom	M	0	Nil	0	Nil	Nil	Fear	Nil	0	9"	Nil	N
Phantom Fog	M-H	3	0	7	1	1-10	Smothering	Incorporeal	8-10	9"	12	E (Any)
Phantom Follower	M	2	3	1-1	1	0	Howl of despair	See text	8-10	12"	11	Any

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL non-good
Phantom Stalker	L	19	3	6	2	1-4/1-4	See text	Immune to fire	2-4	12", 24" fly (Var. maneuverability)	16	N
Phoenix	L	223	-3	20	1 or 2	2-12 or 1-8/1-8	Shriek	+3 or better to hit, never surprised	17-18	6", 39" fly (D)	15	NG
Phycomid	S	10	5	4	2	3-6/3-6	Infection	See text	0	3"	19	N
Pied Viper	S	3	7	3	1	1-3	Poison	Nil	15-16	9", 36" fly (A)	11	LE
Piercer	S	1	3	1 to 4	1	1-6 or 2-12 or 3-18 or 4-24	90% surprise	Nil	1	1"	14	N
Pig, Blood	M	2	8	3	1	1-10	Nil	Nil	2-4	15"	15	N
Pig, domesticated	M	1	8	2	1	1-10	Nil	Nil	2-4	15"	11	N
Pig, giant	L	4	8	6	1	3-12	Nil	Nil	2-4	18"	13	N
Pig, Wild	M	2	8	3+1	1	2-11	Nil	Nil	2-4	15"	16	N
Pigdawg, Prancing	M	2	6	3+4	1	2-12	Surprise 7 in 10	Surprised only on a 1 in 20	2-4	18"	17	CE
Pigeon, Carrier	S	0	7	0	1	1	Nil	See text	1	3", 12" fly (C)	11	N
Pigeon, Common	S	0	8	0	1	1	Nil	Nil	1	3", 12" fly (C)	6	N
Pike, Giant	L	6	5	4	1	4-16	Surprise 8 in 10	Nil	0	36" swim	19	N
Pincher	L	14	2	6+1	2	1-6/1-6	Pinching	Wall passage ability	11-12	12", 3" burrow through rock	13	CE
Pinnard	S	1	2	1	1	1	Rolling	Nil	2-4	3"	15	N
Piranha, Cold Water	S	0	8	0	1	1d4-1	Feeding frenzy	Nil	1	9" swim	6	N
Piranha, Common	S	0	8	0	1	1d4-1	Feeding frenzy	Nil	1	9" swim	6	N
Piranha, Giant	M	1	7	2+2	1	1-6	Feeding frenzy	Nil	1	15" swim	10	N
Pit Howler	M	3	6	4	3	1-8/1-4/1-4	See text	Nil	5-7	12"	13	CN
Pit Mauler	S	11	0	5	6	1-3(x3)/1-6(x3)	Nil	Hide in shadows 85%	2-4	6"	19	CE
Pit Maw	M-L	4	3	4 to 8	1	4-12 +1 per hit die over 4	Nil	Camouflage	5-7	3"	14	CE
Pitbull	M	2	6	2+5	1	1-8	Bloodlust, rend flesh	Fear	2-4	12"	17	N
Pixie, Common	S	2	5	1/2	1	By wpn.	See text	See text	15-16	6", 12" fly (B)	11	N
Pixie, Elder	S	33	4	3+	1	By wpn.	See text	See text	17-18	6", 12" fly (B)	13	NG
Pixie, Fighter	S	14	3	0+	1	By wpn.	See text	See text	15-16	6", 12" fly (C)	14	NG
Pixie, Hybrid: Pixie Fairy	T	Var.	8	0	1	By wpn.	See PHB	See PHB	13-14	4", 18" fly (B)	11	CG
Pixie, Lich	S	72	1	9	1	See text	See text	See text	17-18	6"	17	NE
Pixie, Mage	S	19	6	0+	1	By wpn.	See text	See text	17-18	6", 12" fly (B)	12	NG
Pixie, Mirror	S	2	5	0	1	By wpn.	See text	See text	15-16	6", 12" fly (B)	14	50% LG / 50% CE
Pixie-kin: Leprosychaun	T	1	9	1/2	1	See text	See text	See text	15-16	9"	14	N
Pixie-kin:Leprechaun	T	2	8	1/2	0	Nil	See text	See text	15-16	15"	11	CG
Pixie: Hybrid: Pixie Leprechaun	T	2	6	5	1	1-3	See text	See text	15-16	12", 12" fly (A)	11	CN
Pixie: Hybrid: Pixie-Brownie	T	2	5	5	1	1-3	See text	See text	15-16	9", 12" fly (B)	11	N
Planetar	L	201	-7	144 hp (17th lvl ftr)	3	By wpn. +7 damage	See text	See text	21+	15", 48" swim, 24" fly (B)	19	G (Any)
Pleistocene Deer	H	2	7	4	1 or 2	2-12 or 2-12/2-12	Throwing	Nil	1	18"	14	N
Pod Plant, Malicious	L	9	8	5	1-4	1-8 x 1-4	See text	See text	2-4	Nil	15	N
Pod Plant, Podling	M	0	7	2	2	Punching, wrestling or by wpn.	Acid	Nil	1	6"	19	N
Poltergeist, Common	M	0	10	0	1	1d6-4	Fear	See text	5-7	6"	14	LE
Polterzeitgeist	M	4	9	1 to 4	1	1d6-4	See text	See text	8-10	6"	15	Any
Porculisk	S	9	7	4	1-4 or 1	1d4-1 each or stone gaze	Stone gaze	Quills	2-4	6"	11	N
Porcupine Warrior	S	3	6	2+3	1-4 and 1	1d4-2 per quill and by wpn.	Death hug	Quills	8-10	9"	12	N
Porcupine, common	S	1	6	1	1-4	1d6-4 each	Quills	Quills	1	6"	6	N
Porcupine, Giant	M	5	6	4	1-4	1-4 each or Spcl.	Quills and leap	Quills	1	12"	10	N
Porcupine, Orcupine	M	5	6	3	1-4 or 1	1-4 each or Spcl.	Quills and leap	Quills	2-4	9"	14	NE
Porcupine, Poison	S	2	6	1+2	1-4	1d4-2 each	Poison quills	Quills	1	6"	11	N
Portal of Devouring	M	31	10	10	1	See text	See text	Illusions	0	3" fly (D)	20	N
Predacat	M	9	6 (See text)	4+2	3	1-4/1-4/1-6	Piercing screech	Limited thief shills	5-7	18" or 24" (see text)	14	CE
Predacious Growler	L	6	5	6	3	5-8/5-8/5-13	Leap attack	Fear howl	5-7	15"	14	CE
Predacious Howler	S	2	6	2	3	1-4/1-4/1-8	Leap attack	Fear howl	5-7	12"	12	CE
Provocator	n/a	0	n/a	n/a	Nil	Nil	Nil	See text	1	12"	19	N
Prowler Fish	G	29	3 (head),	18+18	1	7-28	Swallow whole	See text	1	18"	20	N

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
			5 (body)									
Prying Silverfish	S	0	8	1/2	1	Nil	See text	Nil	1	15" swim	6	N
Pseudo Undead, Ghast	M	6	4	4	3	1d4-1/1d4-1/1-6	Stench	Nil	8-10	15"	14	NE
Pseudo Undead, Ghoul	M	2	6	2	3	1d4-1/1d4-1/1-6	Nil	Nil	5-7	9"	10	NE
Pseudo Undead, Specter	M	9	2	7+3	1	1-8	Nil	Nil	8-10	15"	14	NE
Pseudo Undead, Wight	M	3	5	4+3	1	1-4	Nil	Nil	8-10	12"	11	NE
Pseudo Undead, Wraith	M	5	4	5+3	1	1-6	Nil	Nil	8-10	12"	11	NE
Pseudo Vampire: Greater	M	34	3	6+1	1	1-6	See text	See text	11-12	13"	16	E (Any)
Pseudo Vampire: Least	M	9	7	4	1	1-3	See text	See text	8-10	12"	14	Non-good
Pseudo Vampire: Lesser	M	22	5	5+1	1	1-4	See text	See text	11-12	12"	15	Non-good
Pseudo Vampire: Lord	M	50	1	7+2	3	1-2/1-2/1-8	See text	See text	17-18	14"	17	CE
Pseudo-Dragon, Common	T	5	2	2	1	1d4-1	Poison	Chameleon power	8-10	6", 24" fly (B)	10	N
Pseudo-Pseudo-Dragon	T	5	2	2	1	1d4-1	Poison	Chameleon Power	8-10	6", 24" fly (B)	2	N (E)
Pudding, Black	S-L	24	6	10	1	3-24	Dissolve wood & metal	See text	0	6"	13	N
Pudding, Deadly	M	20	3	8	2	Nil	Poison gas	Nil	0	18"	19	N
Purple Death Bloom	L	3	8	3+8	See text	See text	See text	Nil	0	Nil	20	N
Purple Gilly	S	2	9	2	1	See text	Spores	See text	0	Nil	20	N
Pyrosnake	S	2	6	2	1	1-4 +paralyzation	Paralyzation	Fire immunity	2-4	4"	15	N
Quaggoth, Common	L	1	6	2+2	2 or 1	1-4/1-4 or by wpn.	Berserk rage	Immune to poison	5-7	12"	15	N
Quaggoth, Jald	L	3	5	3+3	2 or 1	1-4/1-4 or by wpn.	Berserk rage	Immune to poison	5-7	12"	16	N
Quaggoth, Thonot	L	4	6	2+2	2 or 1	1-4/1-4 or by wpn.	Berserk rage	Immune to poison	5-7	12"	16	N
Quarrel Mite	T	0	n/a	See text	n/a	See text	See text	See text	0	3" fly (A)	19	N
Quasi-Elemental Lightning	S	14	2	6, 9 or 12	1	1-6 +1 per Hit Die	See text	See text	5-7	18" fly (A) (see text)	19	N
Quay Lurker	S	2	7	2+1	1	1-4/1-4	See text	See text	8-10	9", 12" swim	10	NE
Quickwood	L	20	5	5-10	See text	3-12 (bite)	See text	Never surprised	11-12	1", 3" for roots	15	N
Quivering Disembowler	L	8	8	5+2	2	By wpn.	Paralyzation, surprise 5 in 10	See text	2-4	9"-11"	16	N
Rabbit, common	S	0	8	.33	1	1	Nil	Nil	1	12"	3	N
Rabbit, giant	M	1	9	3	1 or 1	1-4	Panic hop	Nil	1	18"	5	N
Rabbit, Predator	S	18	-2	5	3	1-100	Decapitation	See text	5-7	12" (see text)	20	CE
Rabid Hummingbirds	T	1	2	1/4	1	1d6-3	Disease	Nil	1	12" Fly (A)	20	N
Radiation Elemental	M	35	0	8/12/16	1	50-200	See text	See text	5-7	9"	20	N
Raging Bucentaurus	L	4	6	4+1	1 or 2	2-8/2-8 or by wpn. +2	Charge	Nil	8-10	18"	13	N
Rakshasa, Common	M	29	-4	7	3	1-3/1-3/2-5	Illusion	See text	11-12	15"	15	LE
Rakshasa, Maharajah	M	79	-5	13+39	3	1-6/1-6/2-10	See text	See text	15-16	18"	17	LE
Rakshasa, Rajah	M	48	-5	8+16	3	1-6/1-6/2-10	See text	See text	13-14	18"	15	LE
Rakshasa, Ruhk	M	44	-5	8+16	3	1-6/1-6/2-10	See text	See text	13-14	18"	16	LE
Ram	M	1	6	2	1	1d4-2	Charge	Nil	1	15"	15	N
Ram'koaran	M	3	5	3	3 or 1	1-4/1-4/by wpn. or charge (2-12)	Charge	Nil	8-10	12"	12	CN
Ram, Battering	L	8	6	6	1	2-16	Charge	Nil	2-4	18"	16	N
Ram, Giant	L	4	6	5	1	1-8	Charge	Nil	1	18"	15	N
Rambumatta	M	2	4 (7)	4	3 or 1	2-7/2-7/3-8 or by wpn.	Nil	Nil	8-10	6", 9" BC	13	C (G/E)
Rat, Carnivorous	T	0	7	.25	1	1d6-3	Swarm	Nil	1	15"	8	NE
Rat, Common	T	0	7	.25	1	1	Disease	Nil	1	15"	2	N (E)
Rat, Dire Albino	S	0	7	1	1	1-4	Nil	Nil	2-4	12"	10	N (E)
Rat, Giant	S	0	7	d4+8 hp	1	1d6-2	Disease	Nil	2-4	12", 6" swim	4	N (E)
Rat, Large	T	0	7	.25+1	1	1d4-2	Disease	Nil	1	15"	3	N (E)
Rat, Osquip	S	2	7	3+1	1	2-12	Nil	Nil	1	12", 3" burrow	7	N
Rat, Ravenous	T	0	7	.25+1	1	1d4-2	Swarm	Nil	1	15"	14	NE
Rat, Sand	T	0	7	.25+1	1	1d4-2	Surprise	Camouflage	1	15"	4	N (E)
Rat, Sewer	T	0	7	.25	1	1d4-2	Disease	Nil	1	15", 12" swim	8	N (E)
Rat, Vapor	S	2	7	2	1	1d4-2	Stinking Cloud	Gaseous Form	5-7	12", 6" burrow, 1" fly (D)	6	C (N)
Rath Lord	M	45	1	9+	1	1-8	See text	See text	15-16	12"	19	E (Any)
Ratweiller	M	3	7	4	1	2-8	See text	Nil	1	15"	17	NE
Ray, Pungi	L	5	7	4	1-12	1-4 each	See text	Nil	0	12" swim	14	N
Ray: Deathray	H	10	6	8	1	2-12	See text	Immune to death spells	0	18" swim	19	NE
Ray: Giant Manta	G	8	6	8 to 11	1 and 1	3-12 and 2-20	See text	Nil	0	18" swim	11	N
Ray: Stingray	S	0	7	1	1	1-3	See text	Nil	0	9" swim	10	N
Reaving Dervishes	M	5	5 (+Dex)	2	2	By wpn./ by wpn.	Whirling	Resistant to cold	15-16	12", 15" dancing	15	CN
Relic Devourer	M	125	-10	131 hp	2	5-10/5-10	See text	Immune to relics & artifacts	15-16	15"	16	N

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Remorhaz	G	51	0 (head 2, underbelly 4)	(12th lvl ftr) 7 to 14	1	4-24 (7-8 HD), 5-30 (9-12 HD), 6-36 (13-14 HD)	Swallow whole, heat lash	Melt metal	1	12"	17	N
Repeller, Electric	S	6	7	2	1 or 1	1-4 or See text	See text	See text	5-7	6"	5	CN
Repulser	M	10	10	4	1 or 1	By wpn. or gaze	Teleporting gaze	Teleporting gaze	8-10	9"	20	CN
Retch Plant	H	7	8	5 to 8	Nil	Nil	See text	See text	0	Nil	20	N
Retriever, Reckless	M	33	9	9+	2	By wpn.	See text	See text	5-7	12"	19	CE
Retriever, Relentless	M	33	9	9+	2	By wpn.	See text	See text	11-12	12"	6	NE
Retriever, Ruthless	M	33	9	9+	2	By wpn.	See text	See text	8-10	12"	14	LE
Retriever, Skullsplitter	L	60	-2	10	4	3-18 each	Eye rays	Nil	5-7	18"	19	CE
Revenant	M	30	10	8	1	2-16	Paralyzation	See text	See text	9"	20	N
Revenger	M	29	5	10	1	2-12	See text	See text	13-14	15"	19	NE
Rhinoceros, Black	L	7	6	9	1	2-12	Charge	Nil	1	12"	15	N
Rhinoceros, White	L	6	6	8	1	2-8	Charge, trample	Nil	1	12"	14	N (E)
Rhinoceros, Wooly	L	8	5	10	1	2-12	Charge	Nil	1	12"	16	N
Rib Splitter	M	4	1	2+1	n/a	2-12	Heart Boring	Nil	0	6" - 12" Fly (C)	18	N
Rift Vortex	S	0	9	See Text	n/a	See text	See Text	See Text	0	9" - 15"	20	N
Righteous Avenger	M	32	2	5+5	2	By wpn. +4/by wpn. +4	See Text	See Text	15-16	12"	20	LG
Roaring Ghoul	M	24	2	6	3	4-7/4-7/4-9	Paralyzation, Roar Cone	Undead, immune to holy water damage	5-7	9"	20	CE
Robolds	S	0	7	1-1	2 or 2	1d4 - 1/1d4 - 1 or by wpn.	Nil	Nil	8-10	6"	11	CE
Roc, Birch	H	19	5	12	2 or 1	2-12/2-12/ or 3/18	Suprise 6 in 10	Immune To Poison	2-4	3", 24" Fly (C)	12	N
Roc, Common	G	32	4	18	2 or 1	3-18/3-18 or 4-24	Suprise 6 in 10	Immune to poison	1	3", 30" Fly (C)	11	N
Roc, Frost	G	29	4	18	2 or 1	3-18/3-18 or 4-24	Surprise 8 in 10	Immune to Cold	1	3", 30" Fly (C)	12	N
Roc, Marsh	L	13	5	9	3	1-6/1-6/2-16	Surprise 6 in 10	Immune to Poison	1	15"	11	N
Roc: Ruhk	G	67	6	35	2 or 1	5-30/3-30 or 8-48	Surprise 6 in10	Immune to Poison	1	9", 90" Fly (C)	15	N
Rock Bear	L	6	5	6+6	3 or 1	2-6/2-6/3-12 or 2-20	Rock Throwing	Nil	5-7	9", 6" Climb	15	CE
Rock Reptile	M-L	5	3	5+1+	1	1-4	Surprise 1-4	Chamelion Powers	1	6"	14	N
Rock Worm	S	9	2	3	1 or 1	4-32 and 2-12	Charge, heat	Heat Attacks Heal Damage	5-7	12", 3" Burrow	11	N
Roof Fiend	S	2	7	2+1	2 or 1	1d6-3/1d6-3 or boulder dmg.	Hurl Debris	Polymorph to inanimate object	5-7	9"	9	NE
Rook: Horned Raven	S	0	8	1+1	2	1-4/1-4	Mocking	Nil	2-4	3", 15" Fly (C)	5	N (E)
Rook: Raven, Common	S	0	7	1-2 hp	1	1	Nil	Nil	1	1", 36" Fl (8)	9	N (E)
Rook: Raven, Giant	M	1	4	3+2	1	3-6	Nil	Nil	2-4	3", 18" Fl (D)	13	E (Any)
Rook: Raven, Huge	S	0	6	1-1	1	1d4-2	Nil	Nil	5-7	1", 27" Fl (C)	11	NE
Roper, Common	L	41	0	10 to 12	1	5-20	Strength Drain	See text	15-16	3"	15	CE
Roper, Storoper	M	22	0	6	1	5-20	Strength Drain	Immune to normal missles	13-14	1"	15	CE
Rot Grub, Candy Striped	T	0	9	1 hp	1	1	Burrow to Heart	Nil	0	1"	20	N
Rot Grub, Common	T	0	9	1 hp	1	1	Burrow to Heart	Nil	0	1"	20	N
Rot Grub, giant	S	1	8	1	1	1-8	Burrow to Heart	Nil	0	6"	20	N
Rothe'	L	1	7	2	3	1-8/1d4-1/1d4-1	Stampede	Nil	1	9"	5	N
Rust Monster, Common	M	8	2	5	2	Nil	Rusting	NIl	1	18"	11	N
Rust Monster, Magnetic	M	13	2	6	2	Nil	Rusting, Magnetism	Nil	1	12"	12	N
Sahuagin, Common	M	3	5	2+2	3 or 1	1d4/1d4-2/1d4-2 or by wpn.	Foot Rake	Nil	11-12	12', 24" Swim	15	LE
Sahuagin, Mutant	M	4	5	5 or 2	2+2	5-2	1d4/1d4-2x4 or by wpns.	Foot Rake	NIl	11-12	12", 27" swin	16 LE
Salamander	M	18	5/3	7+7	2	By wpn./2-12	Heat	+1 or better wpns. to hit, immune to heat & fire	13-14	9"	17	CE
Samaritans	M	0	7 (10 w/o armor)	1+	1	By wpn.	Nil	Nil	8-18	12"	10	LG
Samurai Jackal	M	3	3 (6 w/o armor)	3rd–7th lvl ftrs	1	2-16	Nil	Standard	8-14	9"	19	L (60% E, 30% N, 10% G)
Sandling	L	7	3	4	1	2-16	Nil	Immune to normal crushing/ puncturing wpns.	0	12" (6")	19	N
Satyr, Common	M	17	5	5	1	2-8 or by wpn.	Satyrical music	Nil	11-12	18"	13	N
Satyr, Faun	S	6	5	3	1	1-6	Music	Nil	8-10	15"	8	N
Satyr, Korred	S	23	5	6+1	1	3-6 or by wpn. +4	See text	Nil	11-12	9"	14	CN
Satyr, She-, Common	S	12	5	5	1	2-8	Charge	Sobering	11-14	15"	17	N (L)
Satyr, She-, Great Horned	M	20	5	7+2	1	2-16	Charge	Sobering	15-16	15"	18	N (L)
Scarab of Seeking	T	0	8	5	1	See text	Boring	Reformation	0	1", 3" Fly (C)	20	N
Scarab, common	T	0	8	3-12 hp	0	0	Blinding	Nil	0	1", 3" fly (C)	10	N

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Scarab, giant	M	1	4	3+2	2	1-6/2-8	Nil	Nil	0	3", 9" Fly (C)	15	N
Scarecrow	M	9	6	5	1	1-6 and Spcl.	Charm	Nil	0	6"	20	E (Any)
ScareRaven	S	1	7	1+2	1	1-4	Fear Graze	Nil	1	3", 15'Fly (B)	9	N (E)
Scorpion, common	T	0	6	0.25	1	1	Poison Sting	Nil	0	3"	10	N
Scorpion, Giant	M	6	3	5+5	3	1-10/1-10/1-4	Poison Sting	Nil	0	15"	11	N
Scorpion, Hell	M	11	3	5+5	5	1-10/1-10/1-4/2-7/1-4	Poison sting	Nil	0	12"	14	N
Scorpion, Huge	S	7	3	4+4	3	1-8/1-8/1d4-1	Poison Sting	Nil	0	9"	8	N
Scorpion, Large	S	3	3	2+2	3	1-4/1-4/1	Poison Sting	Nil	0	9"	8	N
Screacher	M	4	3	4	3	1d4-1/1d4/1-10	Screech	1/4 dmg. from crushing wpns. & rockslides, can survive w/o air	5-7	9", 9" climb	16	CE
Screaming Desert Tortoise	M	15	2/5	6	1	1-4	Scream	Surprise, shell	2-4	3"	11	N
Screaming Meanies	M	1	7	1	1 or 1	By wpn. or See text	Oil bombs	Nil	8-10	12"	9	CE
Scroll Devourer	T	0	2	0.25	Nil	Nil	Surprise, paper consumption	Camoflage	0	12", (3")	11	N
Scylla	H	114	-3	159 hp (25 HD)	6	2-24x6	Sailor Snatching	Nil	11-12	15", 12" Swim	19	NE
Scylla: Charybdis	G	134	0	243 hp (29 HD)	1	See text	Watery Consumption	See text	2-4	See text	20	NE
Sea Harker	G	21	6	15	1 or 2	5-30 or 3-12/3-12	Whirlpool, Capsize	Nil	5-7	15" See text	19	N
Sea Lion	L	6	5/3	6	3	1-6/1-6/2-12	Mauling	Nil	2-4	18" Swim 1"	12	N
Sea Monster	G	306	3	100	1 or1	10-100 or See text	Constriction, breath wpn.	Nil	2-4	15"	17	N
Sea Stalker	M	4	6	5	3	1-4/1-4/1-12	Surprise 5 in 10	Nil	11-12	6", 18" swim	16	NE
Seagull	S	0	7	.5	1	1d4-2	Nil	Nil	1	3", 15" fly (B)	7	N
Seahorse, Giant	L	0	7	2/3/4	1	1-4 or 2-5 or 2-8	Nil	Nil	2-4	21" swim	6	N
Seal, Feral	M	3	10	5	1	1-6	Nil	Nil	1	12"	15	N (CG)
Seawolf, Greater	M	10	4	9+2	3 or 1 (tail)	2-8/1-4/1-4 or 3-12	Nil	Nil	8-10	9", 27" swim	18	CE
Seawolf, Lesser	M	2	6	2+2	1	2-8	Nil	Nil	2-4	30", 9" swim	16	N
Sedusa	M	22	4	9	1	by wpn.	Spells, Poison Bite	Immune to poison	11-16	12"	15	NE
Seeall	M	11	3 (8 w/o armor)	3	2	By wpn.	Initiative	Never surprised Parry	8-16	12"	15	LN
Seeker, Ear	T	0	9	3-18hp	1	See text	See text	Nil	0	1" fly (A)	19	N
Seeker, Eye	S	0	10	2-24 hp	1	See text	See text	Nil	0	6"	19	N
Seeker, Nose	T	0	9	1 hp	1	1	Suprise 7 in 10, Blood Drain	Nil	0	1"	14	N
Seeping Gelatinous Seeker	S	0	10	2-24 hp	1	See text	See text	Nil	0	6"	19	N
Selkie	M	2	5 (10 in human form)	3+3	1	1-6 by wpn.	Spells	Spells	8-16	12", 36" swim	12	N (G)
Serpent, Barbed	L	6	7	5+5	1	2-12	Constriction	Barbs	2-4	6:, 3" Climb	11	N
Serpent, Cerastes	S	2	7	2	1	1-6	Poison	Nil	1	9"	13	N
Serpentine	S	4	5/3	2	1	1-3	Poison	Shell	1	9"	6	N
Sewer Grub	T	0	9	1-2 hp	1	See text	See text	Nil	0	1"	20	N
Sewer Snapper	T	0	8	0.5	1	1d4-2	Frenzy	Nil	1	9" Swim	10	N
Shade	See Text	26	See Text	See Text	See text	See text	See text	See Text	See Text	See Text	See Text	Any non-good
Shadow Fiend	M	12	5 (See text)	5 (See text)	2	1-4/1-4	Advanced Imitation	Regeneration	1	6" See Text	11	N
Shadow Render	M	20	0	9+1	1	1-8/1-8/1-10	See text	See Text	13-14	12"	See Text	CE
Shadow, Common	M	5	7	3+3	1	2-5	Strength Drain	+1 or better to hit, immune to cold	5-7	12"	See Text	CE
Shambling Mound	L	26	0	8 to 11	2	2-16/2-16	Suffocation	Stealth, see text	5-7	6", 12" swim	18	NE
Shank Shrub	S	2	6	2+1	2-8	1-4	Seed infection	Nil	0	Nil	20	N
Shark, Angel	S	1	8	2	1	2-5	Nil	Camoflage	0	6"	14	N
Shark, Dawg Fish	S	3	8	4	1	1-6	Nil	Poison Spine	1	6"	14	N
Shark, Giant Megalodon	G	22	5	15	1	6-24	Swallow Whole	Nil	0	18"	20	N
Shark, Goblin	L	11	5	8	1	1-12	Pointed Snout	Lightning Resistance	0	6"	19	N
Shark, Wobbegong	M	4	6	6	1	1-8	Nil	Camoflage	0	15"	15	N
Shedu, Greater	L	77	2	14+14	2	3-18/3-18	Nil	Ward Off Evil aura	17-18	15", 30"fly (B)	20	LG
Shedu, Lesser	L	36	4	9+9	2	1-6/1-6	Nil	Nil	15-16	12", 24" Fly(C)	16	LG
Sheep, Carnivorous	M	2	7	2+3	1	1-12	Sever Limbs	See Text	2-4	12"	18	NE
Sheep, Common	S-M	0	7	2-12 hp	1	1d4-2	Nil	Nil	1	9"	6	N
Sheep, Giant	L	0	7	4	1	1-4	Nil	Nil	1	12"	7	N
Sheet Ghoul	M	7	2	4+2	3	1d4-1/1d4-1/1-6	Acid Squirt	NIl	8-10	9"	19	CE
Sheet Phantom	M	6	3	3	1	1-4	Suffocation	Camoflage	8-10	6"	19	CE
Shirkmare	L	7	6	6	3	1-6/1-8/1-8	Rear Kick 1-12	Never Surprised	2-4	26"	15	CN
Shocker	M	3	0 or 10	1+2	1	10	Electricity Zap	Immune to Electricity,	2-4	9"	16	N (C)

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
								poison, & paralyzation				
Shrew Klutcher	S	2	10 (-10)	.25	1	Nil	Paralyzing Touch, Life Stealing	Immune to Non-magical or non-dwarf crafted wpns.	8-10	9" (floating)	19	NE
Shrew Mouse, Common	T	-1	10	0	1	.25	Nil	Nil	1	1"	2	N
Shrew Mouse, Giant	T	0	9	3-6 hp	1	.5	Nil	Nil	1	2"	3	N
Shriek, The	M	21	5	7+2	2	2-8/2-8	Rending	See text	8-10	12"	14	CE
Shrieker	M	2	7	3	0	Nil	Shriek	Nil	0	Nil	20	N
Shrill Lancer	T	1	6	0	1	1-4	Impaling	Shrill	2-4	2", 12" fly (B)	13	N
Simian Orc	M	1	8	3	1 or 2	by wpn. or 1d4-1/1-6+7	Nil	Nil	2-4	12', 3" Bc	19	NE
Simurgh	G	76	-5	144 hp (18 HD)	3	2-12/2-12/5-30	Wing beat	See text	15-16	9", 36" fly (B)	19	LG
Sinewy Mugger	S	2	4	2	6	1 x6	Surprise on 6 in 10	Nil	5-7	3"	14	NE
Sirine	M	20	3	4 to 7	1	By wpn.	Song, Stupidity touch, Spells	Spells, Water Breathing, Immune to Gas	13-18	12", 24" Swim	12	Any
Sivian Banshee	M	51	2	12	1	Nil	Wail of Dispair	+2 or better (or blessed) wpns. to hit	8-14	9", 12" Fly(c)	19	LE
Skankgither	M	8	3	4+4	1	2-12	Psychically draining bite	Nil	5-7	15"	14	N
Skeleton Warrior	M	44	2 or lower	9+2 to 9+12+	2	By wpn. +3 to hit	See text	See text	15-16	6"	19	NE
Skeleton, Animal	S-M	1	8	1-1	1	1-4	Nil	See text	0	6"	20	N
Skeleton, Animated	M	2	7	1	1	1-6	Nil	See text	0	12"	20	N
Skeleton, Giant	L	12	4	4+4	1	1-12	Nil	See text	0	12"	20	N
Skeleton, Monster	L	11	6	6	1	1-10	Nil	See text	0	12"	20	N
Skeleton, Red Eyed	M	14	2	6	1	1-12	See text	See text	2-4	12"	20	NE
Skeleton, Screaming	M	2	7	1+2	1	1-6	Fear scream	See text	0	12"	20	N
Skin Walker	M	5	6	4th lvl druid+	1	By wpn.	Spells	Spells, shape change	13-14	12"	14	N
Skink, Blink	S	2	4	1	1	1d4-2	Nil	Teleporting	5-7	6"	14	CG
Skink, Clink	L	17	0	7+3	1	3-12	Tongue attack	Nil	1	9"	8	N
Skink, Drink	M	2	6	2+3	1	2-8	Drowning	Nil	1	9", 6" swim	10	N
Skink, Fink	S	1	6	1	1	1d4-1	Nil	Stealth	13-14	9"	10	LE
Skink, Mink	M	3	5	4+1	1	3-10	Surprise 7 in 10	Camouflage	1	6", 3" burrow	14	N
Skink, Pink	S	1	9	1+4	1	1-4	Fighting blind	Immune to visual effects	1	6"	15	N
Skink, Stink	S	1	7	1	1	1-4	Stinking cloud	Immune to stink	2-4	9"	11	N
Skink, Think	S	2	6	1	1	1d4-2	Nil	Nil	17-18	6"	13	LN
Skithering Yith-Monkey	S	1	7	1 to 4	1	By wpn.	Spells	Spells	13-18	6", 9" climb	11	LE
Skraagon	G	43	4	12	2 or 7	1-8/2-5 or 2-8/1-6x6	Lightning Bolt	Immune to electricity and poison	5-7	15"	15	NE
Skulking Carcass	M	3	6	2+1	2	1-6/1-6	Stealth, backstab	Undead	8-10	12"	18	NE
Skullbreaker	S	2	7	2+1	2	1-6/1-6	Wpn. hands	Resistant to shape change	11-12	9"	18	NE
Skunk	S	0	8	3-12 hp	1	1	Stink musk	Stink Musk	1	12"	6	N
Skunk, Giant	M	3	7	5	1	1-6	Stink Musk	Stink Musk	1	9"	10	N
Slaad Lord Stendam	M	181	-6	17	3 or 1	2-16x3+ energy drain or Spcl.	See text	See Text	19-20	16"/19"	18	CN
Slaad Lord Ygori	L	187	-7	26	2	See text	See text	85%	19-20	18"	20	CN
Slaad Lord, Death	M	128	-4	15+7	3 or 2	2-20/3-18/3-18 or by wpns.	See text	See text	17-18	9"	19	CN
Slaad, Blue	L	33	2	8+4	5	2-16/2-12x4	See text	See text	5-7	6"	12	CN
Slaad, Green	L	48	3	9+3	3	2-16/3-8/3-8	See text	See text	8-10	9"	14	CN
Slaad, Grey: Executioner	M	73	1	10+6	3 or 2	2-16/4-10/4-10 or by wpns.	See text	See text	11-12	12"	16	CN
Slaad, Red	L	25	4	7+3	3	1-4/1-4/2-16	See text	See text	5-7	6"	11	CN
Slapping Durnkin	M	3	-8	1-1	2	1d6-4/1d6-4	See text	Nil	8-10	12"	15	LN
Slazstoids	M	1	6	1	1	By wpn.	Nil	Nil	5-7	6"	10	CE
Slime, Green	S	0	9	2	0	Transformation	Transformation	Nil	0	0"	20	N
Slime, Olive	S	5	9	2+2	0	nil	Metamorphosis	See text	0	0"	17	N
Slime, Olive - Host	M	5	9	3+2/5+2/8+2	1	1-4 or 2-8 or 4-16	See text	See text	1	6"	19	N
Slithering Slasher	S	5	6	2+4	1 or 1	2-8 or poison spit	Poison spit	Parry	1	9"	15	N
Slithering Tracker	S	9	5	5	0	Nil	Paralyzation	Transparency	8-10	12"	17	N
Slobgoblins, Greater	M	3	4	3+1	1	By wpn.	Nil	Immune to disease	8-10	12"	16	CE
Slobgoblins, Lesser	S	1	6	1+2	1	By wpn. -1	Nil	Immune to disease	8-10	9"	12	CE
Sloth, Greater Mossback	M	10	4	6	2	2-16/2-16	Nil	Need magic wpns. to hit	2-4	3"	16	N
Sloth, Prehistoric	L	6	5	10	2	3-24/3-24	Nil	Nil	1	6"	18	N
Slug, Giant	H-G	45	8	12	1	1-12	Acid Spit	Immune to Crushing wpns.	0	6"	12	N
Snake Man	M	5	5+	3 to 4	2	By wpn. and 1d4-1 (bite)	Transforming bite	Nil	8-10	9", 18" climb	16	C (Any)

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Snake, Amphisbaena	M	13	3	6	2	1d4/1d4-1	Poison	Immune to cold	1	12"	9	N
Snake, Boalisk	L	9	5	5+1	2	1d4-1/2-7	Gaze, Constriction	Nil	1	12"	13	N
Snake, Constrictor	L	4	5	3+2	2	1-4/2-8	Constrict	Nil	1	9"	11	N
Snake, Constrictor, Giant	L	8	5	6+1	2	1-4/2-8	Constrict	Nil	1	9"	11	N
Snake, Heway	M	2	7	1+3	1	1d4-1	Poison/Charm	Nil	5-7	12", 6" swim	6	N
Snake, Humongus	G	23	5	16	2	1-8/2-20	Constrict/Charm	Nil	2-4	15"	15	N
Snake, Sea, Giant	M	14	5	10	1	1d4	poison	Nil	1	15"	9	N
Snake, Snow Serpent	G	19	6	14	2	1-4/2-20	Constrict	Nil	1	6"	12	N
Snake, Spitting	M	5	5	4+2	2	1d4-1	Poison Spit	Nil	1	12"	11	N
Snake, Venomous	S	2	6	2+1	1	1	Poison	Nil	1	15"	8	N
Snake, Venomous, giant	M	7	5	4+2	1	1d4-1	Poison	Nil	1	15"	9	N
Snapper-Saw	L	9	4 (stalks), 7 (leaves), 9 (bush)	5	3 to 6	2-5	Traps	Nil	0	Nil	19	N
Snarl Beast	L	12	4	10	5	2-8/2-8/3-12/2-7/2-7	Paralyzing snarl	Nil	2-4	15"	18	N
Snatcher, Map	S	4	5	1-1	1	By wpn.	Snatching, spells	Invisibility, stealth	8-10	9"	5	CE
Snow Beasts	H	3	4	3+1	3	1-4+7/1-4+7/2-8	Surprise 5 in 10	Immune to cold	2-4	12"	17	CE
Snow Strider	H	33	2	13	5	5-10/5-10/5-12/1-3/1-3	+2 to initiative	Immune to cold	2-4	15"	19	CE
Snyad	S	3	-4	1-1	1	By wpn.	+6 to initative, stealing	Dodge bonus	5-7	21"	4	N
Solifugid, Giant	S	6	-4	6+6	1	By wpn.	+6 to initiative, stealing	Dodge Bonus	5-7	21"	4	N
Solifugid, Huge	M	4	5	5+5	2 or 1	1-4/1-4 or 3-12	Rip	Nil	0	9"	19	N
Solifugid, Large	M	2	6	3+3	2 or 1	1d4-1/1d4-1 or 2-8	Grip	Nil	0	9"	19	N
Solifugid, Tempusfugid	M	7	6	3+3	2 or 1	1d4-1/1d4-1 or 2-8	Grip, time stop	Nil	0	9"	19	N
Solitary Wasp, Giant	L	84	4	4	1	1-8 (females only)	Paralyzation (females only)	Nil	0	6", 15" fly (C)	19	N
Spasm Master	S	3	7	2	2	1d6-3/1d6-3	Spasm strike	Immune to non-magical mind control	8-10	6"	9	LE
Speckle Coated Horned Charger	L	6	7	5+10	1 or 2	Charge or 1-6/1-6	Charge, trample	Nil	1	3" up to 18" (see text)	16	N
Spectre, Bound	M	46	0	8+4	1	2-8	Energy Drain	+1 or better to hit, undead	15-16	15", 30" fly	19	LE
Spectre, Standard	M	30	2	7+3	1	1-8	Energy Drain	+1 or better to hit, undead	13-14	15", 30" fly (B)	15	LE
Sphinx, Androsphinx	L	44	-2	12	2	2-12/2-12	Roar; Spells	Spells	15-16	18", 30" Fly (D)	18	CG
Sphinx, Criosphinx	L	18	-1	10	2	2-8/2-8/3-18	Nil	Nil	8-10	12", 24" Fly (D)	18	N
Sphinx, Gynosphinx	L	23	-1	8	2	2-8/2-8	Symbol	Spells	17-18	15", Fly 24" (D)	18	N
Sphinx, Hieracosphinx	L	14	1	9	3	2-8/2-8/1-10	Swoop	Nil	5-7	9", 36" Fly (C)	13	CE
Spider, Cave	L	9	6	4+4	1	1-8	Poison, Web	Nil	2-4	6", 12" Web	10	LE
Spider, Crab	M	11	3	4+4	3	1-6/1-6/1d4-1	Poison, netting	Nil	2-4	6", 12" swim	14	N
Spider, Dire Cave	H	18	4	6+6	1	3-10	Poison, web	Nil	5-7	9", 15" web	16	LE
Spider, Gargantuan	G	24	4	8+8	1	2-12	Surprise 7 in 10, poison, web	Stealth	5-7	9", 12" web	18	CE
Spider, Giant	L	6	4	3+3	1	1-8	Poison	Nil	5-7	3", 12" web	14	CE
Spider, Giant Trapdoor	L	8	4	4+4	1	2-8	Surprise, poison, entangle	Nil	5-7	15", 12" web	11	CE
Spider, Huge	M	2	6	2+2	1	1-6	Poison	Nil	1	18"	8	N
Spider, Large	S	1	8	1+1	1	1	Poison	Nil	0	6", 15" web	7	N
Spider, Phase	H	14	7	5+5	1	1-6	Speed, Poison	Phase	5-7	6", 15" Web	15	N
Spider, Sea	L	14	4	7+7	1	3-12	Poison	Nil	2-4	15", 15" Swim	17	N
Spider, Tarantubat	T	1	7	0	1	1	Poison, web	Nil	1	3", 12" fly (B)	11	N
Spider, Water	M	5	5	3+3	1	1-4	Poison	Nil	2-4	12", 12" Swim	14	N
Spirit Fiend	M	47	0	10	1	0 (see text)	Possession by touch	Blessed, holy or +3 or better wpns. to hit, invisible	13-14	9" (see text)	19	E (Any)
Spirit Mass	L	230	0	35	1 or 1	10-60 or Magic Jar	Magic Jar	Insubstantal	5-7	Nil	19	CE
Spirit, Demented	M	2	10 to 1 (See text)	2	1	0 (see text)	"Latching on"	Ethereal	8-10	12"	17	CN
Spirit, Rogue	M	8	2	3+1	1	1-6	Dream intrusion	Insubstantial	13-14	12"	11	Any
Spirit, Vexing	M	8	2	3	1	1-6	Magic jar, fear, spells	Insubstantial	8-10	12"	11	C (Any)
Spirit, Wild	M	6	0	3+1	2	1-6/1-6	Fear, Chill, spells	Insubstantial, undead, immune to non-magical wpns.	17-18	12"	8	Any
Spriggan	S or L	21	3 or 5 (10)	4 or 8+4	2	2-8/2-8 or by wpn. +7	Spells Thief Abilities	See Text	8-16	9" or 15"	16	CE
Sprite, Common	S	1	6	1	1	By wpn.	Sleep Poison	Invisibility	11-12	9", 18" Fly(B)	11	N
Sprite, Grig	T	1	-2	.25	1	By wpn.	Sleep darts	Spells, naturally invisible	11-12	3", 6" jump, 9" fly (A)	10	CG
Sprite, Spite	S	1	6	1	1	By wpn.	Sleep poison	Nil	11-12	9", 18" fly (B)	16	N (E)
Sprite, Water	S	2	6	1	1	By wpn.	Slow Touch	See Text	11-12	6", 24" swim	11	CN
Spry Gecko	M	1	7	2+2	1	1-6	Tongue snag	Nil	1	12", 9" climb, 6" jump	15	N
Spry Railer	S	0	7	1-1	1	1d6-3	Swarm	Nil	1	3", 9" fly (C)	10	N
Squealer	L	22	6	12	3	7-12/1d4-1/1d4-1	Sound Mimicry, surprise 5 in 10, squeeze	Camouflage	2-4	12", 9" (Bc)	18	N

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Squid, Giant Arboreal Land	L	9	6/3	6	7	1-6 (x6)/2-12	Constriction	Obscuring cloud	I	6", 12" Bc	14	N
Squid, Giant, Common	G	31	7/3	12	9	1-6(x8)/5-20	Constriction	Ink Jet	0	3" swim, 18" jet	13	N
Squid, Giant, Land	G	33	5/3	12	9	1-6x8/5-20	Constriction	Stinking Cloud	0	3", 9" Burrow	11	N
Squid, Giant, Sand	G	38	6/3	12	9	1-6 (x8), 5-20	Constriction	Sand cloud, heat resistant	0	6", 12" burrow	14	N
Squid, Giant, Snow	G	38	6/3	12	9	1-6 (x8), 5-20	Constriction, freezing spray	Immune to Clod	0	3', 12" swim	15	N
Squirrel, Carnivorous Flying	T	0	7	1-1	1	1d4-2	Surprise 6 in 10	Nil	I	9", 15" fly	14	N
Squirrel, Giant Black	S	0	6	1+1	1	1d4-1	Nil	Nil	2-4	12"	11	N (E)
Squirrel, Ordinary	T	0	8	1-2 hp	1	1	Nil	Nil	I	9"	6	N
Stag, Common	L	2	7	3	1 or 2	2-8 or 1d4-1/1d4-1	Nil	Nil	I	24"	9	N
Stag, Giant	L	4	7	5	1 or 2	4-16 or 1-4/1-4	Nil	Nil	I	21"	11	N
Stegocentipede	L	36	3/6	9	1	2-8	Poison	Spine armor	0	15"	19	N
Stench Kow	L	10	2	3+3	1	2-8	Charge, Trample, Breath	Immunities (see Text)	I	15"	17	N
Stirge, Common	S	1	8	1+1	1	1d4-1	Blood Drain	Nil	I	3", 18" fly (C)	8	N
Stirge, Humming	T	0	2	1 hp (1 HD)	1	1	Blood drain	Nil	I	1", 12" fly (A)	7	N
Stirge, wingless	S	0	6	1+2	1	1d4-1	Nil	Nil	I	6"	9	N
Stone Guardian	M	15	2	4+4	2	2-9/2-9	Nil	See Text	0	10"	20	N
Stone Warblers	S	2	3	1	1	1-4	Bonding	Reduced damage from wpns.	2-4	1"	6	N
Stork, Dire	M	5	7	4+2	1	1-10	Water running, surprise 7 in 10	Nil	I	9", 15" fly (C)	14	N (E)
Strangle Plant, Tomato	M	16	6	5 to 8	3-12	See text	Strangulation	See text	Var.	Nil	Var.	Var.
Strangle Plant, Vine	L	60	6/5	25	8+	1-4	Strangulation	See text	0	Nil	19	N
Strangle Plant, Weed	S	5	6	2 to 4	3-12	See text	Strangulation, Drowning	Nil	I	Nil	19	N
Straw Mound	S-L	6	5	3-12	1	1-6 +1 per HD	Suffocation	Nil	5-7	6" jump	11	N
Stump Horror	S	16	3 (root tentacles), 5 (body), 7 (eyestalks)	9	1-3	1-4 each	Entanglement, surprise 9 in 10	Camouflage	5-7	1"	14	N
Stun Jelly	L	5	8	4	1	2-8	Paralyzation	Wall Mimicry	I	3"	13	N
Stygian Face Slapper	M	26	2	9+	2 or 5 or 3	By wpn. or 1-4/1-4/1-6	Rage	Immune to mundane wpns.	11-12	12", 15" fly (D)	17	LE
Su-Monster	M	14	6	5+5	5	1-4/1-4/1-4/1-4/2-8	Surprise 6 in 10 Haste Rage	Immune to psionic attack	8-10	9",9" Bc	10	C (E)
Subcutaneous Feeder	T	0	3	1	1	1	Muscling boring	Nil	0	1", 9" fly (C)	19	N
Subterranean Magna-Ferrets	M	1	7	2+1	1	1-8	Jaw Lock	Nil	2-4	9", 6" burrow	7	N (C)
Sundew, Giant	M	13	7	8	3	1-3 (See text)	Sap, Suffocation, Enzymes	Half damage from projectiles and fire	2-4	1"	9	N
Surgeon Beetle	T	0	8	5	1	See text	Internal organ damage	Nil	I	2"	6	N
Sussurus	T	12	8	8	1	See text	internal organ damage	Nil	I	2"	6	N
Swamp Terror	H	81	2 (tentacles), 4 (body), 6 (tongue)	16	1 (tongue) or 4	See text or 5-8 x4	Tongue snare	Immune to non-magical fire, electricity resistance	I	2", 8" swim	17	N
Swanman, Bird Maiden	M	15	7	2 to 8	2 or as cleric	1/1d4-1 or by wpn.	Spells	+2 or better wpns. to hit	13-14	12" or 3", 36" fly (C)	13	Any
Swanman, Swanmay	M	8	7	2 to 12	3 or as ranger	1/1/1d4-2 or by wpn.	Nil	+1 or better wpns. to hit	13-18	3" or 15", 19" fly (D)	15	as a ranger
Sword, Perpetual Swinging	S	2	3	3	1 to 2	1-8/1-8 (See text)	See text	See text	0-14	3" fly (D)	20	Var.
Swordfish, Bastard	M	1	6	2+2	1	3-12	Nil	Nil	I	24" swim	14	N
Swordfish, Long	M	0	6	1+1	1	2-12	Nil	Nil	I	24" swim	12	N
Swordfish, Vorpal	L	5	6	3+3	1	4-16	Vorpal attack	Nil	I	24" swim	16	N
Sylph	M	6	9	3	1	By wpn.	Spells	Spells, invisibility	15-16	12", 36" fly (B)	11	N
Symbiotic Tapeworm	S	0	10	1	Nil	Nil	Intestinal cramps	Nil	11-12	1", Spcl.	11	N
Tainter	M	10	3	4	2	1d4-1/1d4-1	Taint	Fight at negative hp	2-4	9"	19	NE
Tangle web	H	25	3 (tree), 9 (roots)	8 to 14	1	1	Entangle	1/8 damage from fire	2-4	1"	19	NE
Tanuki	S	1	9	2	3 or 1	1-6/1-4/1-4 or See text	Illusions (30% of population)	Illusions (30% of population), transformation	8-10	6", 9" Burrow	10	CG
Tarrasque	G	577	-3	70	6	1-12/1-12/2-24/ 5-50/1-10/1-10	See text	See text	I	9", 15" rush	15	N
Tasloi	S	1	5 (6)	1	2 or 1	1d4-1/1d4-1 or by wpn.	Surprise 6 in 10	Hide in shadows	5-7	9", 15" Bc	10	CE
Taunter	M	14	5	6+	1	By wpn.	See text	See text	17-18	12"	18	CN
Tavern Lice, Giant	T	0	3	1	1	1d6-3	Burrow, blood drain	Nil	0	6" fly (B)	19	N
Teether	M	8	6	6	1	1-12	Saliva	Nil	8-10	6"	14	CN
Tenta'Kill	L	15	4	5	11	1-4 x10/ 1-6	Paralyzing poison,	Immune to lightning,	8-10	12" fly (D)	16	NE

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
							constriction	move silently				
Termite Giant Harvester soldier	M	2	2/8 (head/body)	2+2	1	1-4	Blinding spray	Nil	2-4	9"	19	N
Termite, Giant Harvester King	M	5	5 (head/body)	6+6	1	3-18	See text	Nil	2-4	6"	20	N
Termite, Giant Harvester Queen	L	9	4 (head/body)	8+8	1	5-30	See text	Nil	5-7	3"	11	N
Termite, Giant Harvester worker	S	0	2/10 (head/body)	1-2	1	1d4-2	Nil	Nil	1	9"	18	N
Teroth	M	13	3	4+4	5	1d4-1/1d4-1/ 1-4/1-4/1-6	Spells	Disguise, magical or blessed wpns. to hit	13-14	12", 15" fly (C)	19	LE
Thatcher, Banded Crest	M	0	9	5	1	1-6	Nil	Attracting predators	1	3"	10	N
Thessalhydra	G	64	0	16	Up to 10	1-6 x6/1-12/1-20	Acid	Immune to acid	5-7	12"	15	N
Thessilkrat	S	6	5	2	1-4 or 1	1 each or 1d4-1	Projectile barbs	Regeneration	11-12	6", 12" fly (B)	12	LN
Thought Eater	S	6	9	3	0	Nil	Mental absorption	Immune to mental attacks	0	6" (ethereal plane only)	6	N
Thought Ghoul	M	6	4	3	3	1-6/1-6/1d4-1	Mental drain	Nil	5-7	12"	19	CE
Thrasher	L	9	4	6	1	2-16	Thrash	Nil	2-4	18"	19	CE
Thri-Kreen	M	15	5	6+3	5 or 3	1-4 x4/2-5 or by wpn. +2	Severe criticals, paralyzing poison	See text	13-14	18"	14	CN
Throat Grappler	S	3	7	2+3	1 or 1	1-4 or 2-8	See text	See text	2-4	6"	11	N (E)
Throat Leech	T	0	10	1	1	1-3	Choke	Nil	0	1", 1" swim	19	N
Thunderherder	H	11	3	7	1	1-6	See text	Nil	2-4	20", 9" burrow	6	N
Tick, Giant Mottled	S	4	3	3 to 5	1	1-4	Blood drain	Nil	0	3"	19	N
Tick, Giant, Common	S	3	3	2 to 4	1	1-4	Blood drain	Nil	0	3"	19	N
Tick, Groin	S	5	3	2 to 4	1	1-4	Blood drain, painful bite	Nil	0	3"	19	N
Tiger Fairy	S	5	6	2	3 or 5	1d4-1/1d4-1/1-4 or 1d4-1/1d4-1/1-4/1-3/1-3	Surprise 4 in 10 (fairy-kin 7 in 10), rear claw rake	Immune to pixie dust and fairy-kin poisons	1	6", 9" fly (C)	15	N
Tiger Fly, Female	M	8	4	4	4 or 1	0 or 4-16	Paralyzing poison	Nil	0	6", 18" fly (C)	19	N
Tiger Fly, Larva	S	0	9	1-1	1	2-8	Nil	Nil	0	6"	19	N
Tiger Fly, Male	M	12	4	6	2 or 1	1-8/1-8 or 4-24	Poison	Nil	0	6", 18" fly (C)	19	N
Tiger Horse, Flying Albino	L	30	0	7+2	3	2-8/2-8/2-5	Swoop, snatch	Invisibility, Protection from normal missiles	15-16	21", 42" fly (B)	16	NG
Tigertrap, Creeping	M	3	7	4	2	2-7/2-7	Trap	Camouflage	5-7	3"	16	N
Time Elemental, Common	S	0	2	12/16	1	3-12 or 4-16	Aging	Time travel	13-14	1"	20	N
Time Elemental, Noble	S	0	2	20	1	5-20	Aging, spacetime teleport	Time travel, time stop	19-20	1"	20	N
Tin Soldier	M	9	5	5	1	1-10	Nil	Toxic when melted, painted	0	9"	20	N
Titan	G	217	0	20	2	4-40 +16 or by wpn. +14	See text	See text	19-20	36"	18	CG
Titanothere	L	15	6	12	1	2-16	Charge, stampede	Nil	1	12"	19	N
Toad, Doom	L	13	2	7	1	4-24	Swallow whole	Immune to stench	2-4	6", 12" hop	17	E (Any)
Toad, Giant	M	1	6	2+4	1	2-8	Swallow whole	Nil	1	6", 6" hop	7	N
Toad, Giant Coconut	S	1	7	2+1	1 or 1	1d6-3 or 2-12	Shell spitting	Nil	2-4	9", 12" jump	14	CN
Toad, Ice	L	7	4	5	1	3-12	See text	Nil	8-10	9", 9" hop	10	N
Toad, Poisonous	M	1	7	2	1	2-5	See text	Nil	1	6", 6" hop	7	N
Tongue, Giant Slithering	H	29	10	14	1`	1-6 + saliva	Dissolving saliva	Immune to acid	1	9"	17	N
Toucan, Hornbilled Terror	S	3	4	2+1	1	1-8	Voice mimicry	Nil	2-4	6", 18" fly (C)	16	N (E)
Toxic Buttercup	L	18	3	8	3	2-8/2-8/3-9	Surprise 8 in 10, nutrient drain	Camouflage	8-10	9"	16	N (E)
Transposer	M	13	7	6 (max 48 hp)	2	1-6/1-6	Damage inversion	Change self	5-7	15"	15	N
Trap, Living	L	22	2	8	1	3-12	Sticky	Camouflage	13-14	3"	11	CE
Trapper	L	38	3	12	1	4 +AC	Automatic surprise if undetected	Camouflage, resistant to cold and fire	13-14	3"	17	N
Treant, Bonsai Ninja	S	8	2	2	2	By wpn.	Surprise 8 in 10, stealth	Never surprised, camouflage	11-12	12"	16	N
Treant, Common	H	30	0	7 to 12	2	Var.	Animate trees	Never surprised, camouflage	11-12	12"	15	CG
Treant, Undead	H	23	1	7 to 12	1	2-16	Animate dead plants	Never surprised	11-12	6"	19	CE
Tree Buffalo	L	3	7	4+2	1	1-6	Charge	Nil	2-4	15", 3" fly (D)	5	N
Triceratortoise	L	50	1 (5)	16	1 or 1	1-4 or 3-18	Charge	Reduced damage	1	3"	17	N
Triclops	L	8	6	6+6	1	6-15	See text	Never surprised	5-7	9"	12	CE
Triton, Common	M	7	5	3	1	By wpn.	Nil	Nil	13-14	15" swim	13	N (G)
Triton, Exceptional	M	15	5	4 to 6/7 to 8	1	By wpn.	See text	See text	13-14	15" swim	15	N (G)
Triton, Leader	M	30	2	9+	1	By wpn.	See text	See text	15-16	15" swim	16	N (G)

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Triton, Spellcaster	M	26	5	7+	1	By wpn.	Spells	Spells	15-16	15" swim	14	N (G)
Troglodyte	M	3	5	2	3 or 1	1d4-2/1d4-2/2-5 or 2-8 wpn.	Surprise 6 in 10, weakening stench	Chameleon disguise	5-7	12", 9" swim	11	CE
Troll Mage	L	18	4	6+3	2	4-7/4-7	Spells	Regeneration, spells	13-14	12"	12	CE
Troll, Ancient Gnarled-Toothed	H	24	2	10+10	3	By wpn. +5/6-10/2-8	Nil	Regeneration	8-10	15"	15	N (E)
Troll, Common	L	13	4	6+6	3	5-8/5-8/5-12	Nil	Regeneration	5-7	12"	14	CE
Troll, Crested	L	14	5	7+2	3	6-9/6-9/6-13	Nil	Regeneration	8-10	12"	12	CE
Troll, Crested Gutter	L	20	3+	7+7	3	By wpn. +3/6-9/6-13	Berserk fury	Regeneration, immune to disease	8-10	12"	17	LE
Troll, Culvert	L	34	3	12	3	7-10/7-10/7-12	Nil	Regeneration	5-7	12"	10	CE
Troll, Festering	L	17	4	8+6	3	5-8/5-8/4-9	Nil	Regeneration	5-7	12"	14	CE
Troll, Forest	L	6	3	3+3	1	By wpn. +4	Surprise 5 (3) in 10	Regeneration	5-7	12"	16	CE
Troll, Giant	H	25	4	8	1	By wpn. +7	Hurl boulders/victims	Regeneration	5-7	12"	15	CE
Troll, Giant Two-Headed	H	27	4	10	4	5-8/5-8/1-12/1-12	Split attacks	Regeneration, surprised only 1 in 10	8-10	12"	16	CE
Troll, Glamour	L	12	4	6+1	2	By wpn. +4/5-8	See text	Regeneration	8-10	12"	12	NE
Troll, Gutter	L	13	4	6+8	3	5-8/5-8/2-12	Disease	Regeneration, stench	5-7	12"	15	CE
Troll, Hill	L	13	4	6+6	3	6-9/6-9/3-12	Nil	Regeneration	5-7	12"	14	CE
Troll, Ice	L	3	8	2	2	1-8/1-8	Nil	Regeneration, see text	8-10	9"	11	CE
Troll, Iron	L	65	-2	12	3	7-11/7-11/9-19	Hug attack, see text	Regeneration, +3 or wpn. better to hit	8-10	9"	19	CE
Troll, Marine - freshwater	L	11	3	5+5	3	2-5/2-5/3-12	Nil	Regeneration	5-7	3", 12" swim	14	CE
Troll, Marine - saltwater	L	14	2	6+12	3	1-4/1-4/9-17	Nil	Rgeneration	5-7	3", 12" swim	16	CE
Troll, Merga	L	22	3	10	2	By wpn./5-8	Nil	Regeneration	11-12	12"	13	NG
Troll, Muck	M	9	8	4+4	3	2-5/2-5/2-7	Suffocation in muck	Regeneration, fire resistance	2-4	3", 9" swim	11	CE
Troll, Quorum	M	6	5	4+2	3	3-6/3-6/2-9 or by wpn.	Nil	Regeneration	5-7	12"	11	LE
Troll, Rock	L	16	3	7+7	3	5-8/5-8/5-12	Rock throwing	Regeneration	5-7	12"	14	CE
Troll, Spirit	L	26	0	8	3	3-6/3-6/3-10	Nil	Regeneration, immune to normal wpns.	11-12	12"	19	CE
Trollkin Auxiliaries	L	4	5+	3+	1	By wpn.	Nil	Regeneration	5-16	12"	15	Var. (50% CE)
Trolls, Sand	L	20	0	6+6	3	6-9/6-9/3-12	Surprise 5 in 10	Regeneration, fire/heat absorption	5-7	15"	14	CE
Troutman	S	1	7	2	1	By wpn.	Underwater charge	Nil	15-16	3", 12" swim	11	LN
Truculent Terrifier	M	4	2	12	1 (See text)	Fear or Fireball	Fear, Fireball	Undead	13-14	9"	15	CE
Tunnel Squid	S	26	3 (tentacles), 1 (head)	8	2	1-6/1-6	Constriction, Paralysis	Nil	0	1"	19	N
Turtle, Bombadier	S	7	3 (shell)/7	3+3	1 or 1	1-4 or 4-24	Fiery projectiles	Retraction, fire resistance	2-4	3", 9" swim	10	N
Turtle, Dragon	G	34	0	12 to 14	3	2-12/2-12/4-32	Breath wpn., capsizing	Nil	11-12	3", 9" swim	17	N
Turtle, Gargantuan Snapping	G	39	0 (shell)/5	20	1	12-48	Capsizing	Retraction	1	6", 4" swim	11	N
Turtle, Giant Sea	L	16	2 (shell)/5	15	1	4-16	Capsizing	Retraction	1	1", 15" swim	2	N
Turtle, Giant Snapping	L	18	0 (shell)/5	10	1	6-24	Surprise 7 in 10, capsizing	Retraction	1	3", 12" swim	11	N
Turtle, Humongus Sea	G	36	2 (shell)/5	30	1	8-32	Capsizing	Retraction	1	2", 18" swim	4	N
Tween	M	0	10	1	1	By wpn.	"Luck" field	Ethereal, "luck" field	11-12	Var.	18	N
Typhon	L	22	3	6+5	2-8 or 1 or 1	1-4 each (+ poison) or 3-24 or Confusion	Lava blob spewing, confusion wind	Immune to fire and heat	11-12	9"	16	CE
Uarvax	L	7	6	5+5	3	2-8/2-8/1-12	Rear claw rake 2-8/2-8	Nil	5-7	18"	11	N
Umber Hulk, Common	L	32	2	8+8	3	3-12/3-12/1-10	Surprise 8 in 10, confusion	Nil	8-10	6", 1-6" burrow	13	CE
Umber Hulk, Under Hulk	L	15	2	8	3	3-12/3-12/1-10	Nil	Summon eels	8-10	3", 6" swim	13	CE
Unicorn, Anhiram	L	11	2	4+4	3	2-7/2-7/2-13	See text	See text	5-7	24"	18	CE
Unicorn, Common	L	20	2	4+4	3	1-6/1-6/1-12	Charge	Detect enemy, stealth, teleport	8-10	24"	14	CG
Unicorn, Cortazon	L	18	1	3+1	3	2-8/2-8/1-10	See text	See text	8-10	15"	16	CN
Unicorn, Licorn	M	15	4	3+1	3	1d4-2/1d4-2/1d4	See text	See text	13-14	18"	12	CG
Unicorn, Rimu	M	14	0	3+5	3	1-4/1-4/1-6	See text	See text	8-10	21"	11	CG
Unicorn, Tricorn	L	22	2	4+4	5	1-6/1-6/1-12/1-12/1-12	Charge, impale	Detect enemy, stealth, teleport	8-10	24"	16	CN
Urchin, Cannibal Street	S	3	5	2	3	1/1/1-4	Nil	Regeneration, frail appearance, stealth	8-10	9"	18	CE
Urchin, Giant Black	S	0	4	1+1	1	1-6	Fire spikes	Nil	2-4	9", 15" swim	12	N
Urchin, Giant Green	S	1	3	2+1	2	2-7/2-7	Fire spikes	95% invisible in ocean	2-4	9". 18" swim	13	N
Urchin, Giant Land	S	3	3	3+3	2-12	1d4-2 each	Paralyzing venom	Blinding cloud	1	12"	17	N
Urchin, Giant Red	S	4	2	3+1	3	2-5/2-5/2-5	Fire spikes, sleep venom	Nil	2-4	9", 18" swim	14	N
Urchin, Giant Silver	S	11	0	5+3	5	2-5 each	Venom	Nil	2-4	12", 21" swim	15	N
Urchin, Giant Yellow	S	7	1	4+2	4	1-6 each	Paralyzing venom	95% invisible on ocean floor	2-4	12", 18" swim	16	N
Vaargurdian	M	6	4	3+6	3 or 1	1-6/1-4/1-4 or by wpn.	Stench	Immune to cold	5-7	18"	14	N

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Vagabond, Astral	As form	Var.	As form	As form	As form	As form	As form	As form	17-22	As form	18	N (any)
Valkyrie	M	30 to 49	-6	8-13	Var.	By wpn.	See text	See text	15-16	15"	19	CG
Valkyrie's Steed	L	21	-2	8	7	1-10 x6, 2-5	Dive, rear kick	Nil	13-14	36", 48" Fly (C, even w/rider)	19	
Vampire Hordes, The	M	16	4	5	3	3-8/3-8/3-6	Nil	Regeneration	2-4	9"	15	CE
Vampire Hound	S	4	5	3+3	1	5-10	Fear	Regeneration, immune to darkness	8-10	15"	18	E (Any)
Vampire Thrall	M	5	6+	4+4+	1	By wpn. +3	See text	Regeneration, +2 on all saves	13-14	12"	17	NE
Vampire, Ancient Regal	M	61	1	10+3	1	5-10	Energy drain	+2 or better wpns. to hit	17-18	12", 18" fly (C)	18	CE
Vampire, Asanbosam	M	32	1	8+3	1	5-10	Energy drain	+1 or better to hit	15-16	12", 18" fly (C)	16	CE
Vampire, Chiang-Shi	M	33	1	8+3	3	5-10/5-10/5-10	See text	+1 or better to hit	15-16	12", 18" fly (C)	16	CE
Vampire, Common	M	36	1	8+3	1	5-10	Energy drain	+2 or better wpns. to hit	17-18	12", 18" fly (C)	18	CE
Vampire, Empusas	M	37	3	8+3	1	By wpn.	Energy drain, charm person	+1 or better to hit	17-18	12"	14	CE
Vampire, Executioner	M	42	0	9+3	1	5-10	Energy drain	+1 or better wpn. to hit	11-16	12", 18" fly (C)	19	Var.
Vampire, Headlong	M	13	10 or 8 (See text)	4	1	1-6	Blood drain, hypnosis	Regeneration	8-10	12", 12" fly (D)	19	LE
Vampire, Mulo	M	24	4	8+3	1	5-10	Energy drain	+1 or better to hit	15-16	9"	17	CE
Vampiricat	S	24	3	5+5	3	4/4/4-5	Energy draining bite, charm	Regeneration	11-12	24"	17	CE
Vargouille	S	2	8	1+1	1	1-4	Permanent hit point drain	Nil	5-7	12" fly (B)	15	NE
Vegepygmy Dawg	M	12	4	4	1	2-5 +Spcl.	Entangling	Puncture resistant, immune to electricity	1	15"	20	N
Vegepygmy, Bipedal	S	9	4	1 to 6	1	1-6 or by wpn.	Surprise 5 in 10	Puncture resistant, immune to electricity	5-7	12"	19	N
Vengeful Troubadour	M	7	Var.	4+	1	By wpn.	Demoralizing tune	Immune to fear, high threshold of pain	13-14	12"	14	NE
Venom Sparrow	T	0	1	1-2 hp	1	1	Poison	Nil	1	3", 12" fly (A)	19	N
Vent-Squawler	S	8	4	3+2	3	1-4/1-4/1-4	Squeal	Dodging missiles	8-10	9", 12" climb	12	NE
Ver'Men	T	0	7	5	1	1d4-2 or 1d4	Surprise 7 in 10, see text	Camouflage, immune to disease, see text	8-18	15"	5	NE
Verminator	S	3	7	2+1	1	1-6 (+2 for acid)	Acid	Immune to acid	2-4	12", 9" swim	13	NE
Vicious Beach Mite	T	0	-4	1	1	1	Swarm	Nil	0	6"	19	N
Vile Double-Crested Crawdad	M	4	4	4+2	2	1-6/1-6	Drag underwater	Nil	0	6", 9" swim	10	N
Vile Shadow Fiend	M	22	0	7	2	1d6-3/1d6-3	Possession	Only harmed by magical, blessed or holy objects	8-10	3"	19	NE
Vile Thunder Beast	H	13	4	4 to 9+1+	1	2-12	Charge	Fog cloud, stench	1	9", 18" charge	11	N
Viper, Spit	S	1	7	1	1	1	Poison	Nil	1	6"	10	N
Virusentient, Giant	L	31	9	12	1	See text	Strength and Constitution drain	Immune to poison & disease	0	6"	20	N
Vision	M	27	0 (10)	8	1	See text	Aging	Silver, magical, or blessed wpn. to hit	11-12	15"	19	LE
Vodrax	M	8	4	5+1	1-6	1-8 each	See text	Immune to hacking & puncturing	2-4	9"	17	N
Vortex	Var.	3	0	2+2	1	1-3	Spinning to death	Nil	0	15" fly (A)	20	CN
Vulchling	M	1	7	2	1 or 2	2-5 or 1-4/1-4	Nil	Nil	5-7	6", 3" fly (C)	8	CE
Vulture, Common	S	0	6	1+1	1	1d4-2	Nil	Nil	1	3", 27" fly (E)	6	N
Vulture, Giant	M	0	7	2+2	1	1-4	Nil	Nil	5-7	3", 24" fly (D)	9	N
Vultures, Red Crested Snow	M	0	6	1+3	1	2-5	Nil	Cold resistant	1	3", 27" fly (E)	14	N
Walker	Var.	3	0	2+2	Nil	Nil	Possession (corpse)	See text	8-18	12"	19	E (Any)
Walking Stick, giant	S	1	4	1+1	1	1-6	Ka-thunk blow	Camouflage	0	9"	13	N
Walrus, common	L	9	4	6	2	1-8/1-8	Surprise 4 in 10	Thick skin, cold resistance	2-4	3", 18" swim	14	N
Walrus, Rabid	L	12	4	6+4	2	2-9/2-9	Rabies, surprise 4 in 10	Thick skin, cold resistance	2-4	3", 18" swim	19	N
Walrus, Wretched	H	16	5	11	2	2-16/2-16	Nil	Thick skin, cold resistant	1	6", 15" swim	15	N
War-Hawg	L	9	6	5	1	2-8	Charge	Half damage from puncturing wpns.	1	9"	15	N
Waryur, Lowland	L	3	10	2	1	2-8 (+3)	Sharp broadswords	Confusion aura	5-7	12"	19	CN
Wasp, Giant	M	6	4	4	2	2-8/1-4	Poison	Nil	0	6", 21" fly (C)	19	N
Water Buffalo, Marauding	L	3	7	4	2 or 1	1-6/1-6 or 1-12	Charge	Nil	1	12", 3" swim	13	NE
Water Weird	L	13	4	3+3	1	Nil	Drowning, elemental possession	Reformation, sharp wpn. resistance, half damage from fire	11-12	12" swim	19	CE
Weasel, Acid	S	2	7	2	1 or 1	1-4 or 2-12	Acid spit	Immune to acid	2-4	12", 3" climb	10	NE
Weasel, Common	S	0	6	0	1	1	Blood drain	Nil	1	15"	12	N
Weasel, Extradimensional	S	4	6	5+1	1	By wpn.	Nil	Plane shifting	15-16	12"	12	N
Weasel, Giant	M	2	6	3+3	1	2-12	Blood drain	Nil	1	18"	15	N
Web Queen	L	74	2	10	1 or 1	1-6 or web	Poison, charm spiders, spells	Spells	17-18	12", 12" climb	14	NE
Webbird	S	0	8	5	1	1	Web, egg laying	Nil	2-4	3", 18" fly (B)	12	N
Weeants	S	2	4	2+2	2	1-3/1-3	Entangle	Nil	13-14	6"	11	NG

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Weevil, Blood, Adult	T	0	4	1-2 hp	1	1	Inject eggs (females)	Nil	0	1", 3" fly (D)	14	N
Weevil, Larva	T	0	9	1/10	1	See text	Infect host	Nil	0	1"	19	N
Werebird	M	12	2 (5)	4+2	3	1-4/1-4/1-6	Swoop, surprise 7 in 10 from sky	Silver or magical wpns. to harm	13-14	12", 24" fly (B)	16	N
WereMimic	M	Var.	10 or Var.	As per victim	1	By wpn. or Var.	Possible	Silver or magical wpns. to hit	Var.	12" or Var.	11	Var., (N)
Whale, Common	G	37	4	12 to 36	1	See text	Tail slap, ramming	Nil	5-7	18" swim	15	N
Whale, Giant	G	96	3	18 to 54	1	See text	Tail slap, leaping	Nil	8-10	18" swim	15	N
Whale, Killer	H	16	4	9 to 12	1	5-20	Swallow whole, drowning	Nil	8-10	30" swim	14	N
Whale, Narwhal	G	4	6	4+4/5+5/6+6	1	2-24	Nil	Nil	1	21" swim	12	N
Whip Scorpion, Giant	L	9	2	4+4	3	1-8/1-8/2-8	Poison gas	Nil	0	6"	19	N
Whip Scorpion, Huge	S	2	4	2+2	3	1-6/1-6/1-8	Grip	Nil	0	9"	19	N
Whip Scorpion, Large	S	0	7	1+1	1	1-8	Nil	Nil	0	12"	19	N
Whipweed	Var.	3	6 (stalks), 4 (base)	2+4 (stalks), 1+4 (base)	2	1-10/1-10	Dying blow	Nil	2-4	3"	17	N
Wight	M	13	5	4+3	1	1-4	Energy drain	Silver or +1 wpn. to hit	8-10	12"	14	LE
Wild Cat O' Nine Tails	M	37	5 (parent), 6 (offspring)	9	1	2-20 (or 1-8)	Multiplying	Regeneration	5-7	9" (parent), 12" (offspring)	14	CE
Will-O-(the)-Wisp	S	59	-8	9	1	2-16	Electrical discharge	Invisibility	15-16	18" fly (A)	17	CE
Willow, Black	L	34 to 55	2	12 to 19	7 to 12	1-4 each	Acid digestion	Aura of drowsiness	8-10	1/4"	19	N (E)
Wind Walker	L	23	7	6+3	1	3-18	Wind blast	+3 or better wpns. to hit	11-12	15", 30" fly (A)	17	N
Witherstench	S	3	7	2+2	2	1-6/1-6	Nil	Stench aura	2-4	6"	15	N
Witherweed	L	510	8	3 to 6	1-10 (per victim)	Nil	Dexterity drain	Poisonous smoke	0	Nil	19	N
Wolf, Common	S	0	7	3	1	2-5	Nil	Nil	2-4	18"	10	N
Wolf, Sturm	L	12	5	6+6	3	1-4/1-4/1-12	Thrashing	Nil	1	15"	20	CE
Wolf, Timber	M	1	6	2+1	1	2-8	Nil	Nil	5-7	18", 3" climb	11	N
Wolf, Winter	L	8	5	6	1	2-8	Frost breath	Immune to cold	8-10	18"	13	NE
Wolf: Dire	M	1	6	4+4	1	2-8	Nil	Nil	5-7	18"	11	N
Wolf: Worg	L	1	6	3+3	1	2-8	Nil	Nil	5-7	18"	10	NE
Wolfwere	M	24	3	5+1	2	2-12/ by wpn.	Slow song	Only hit by pure iron or magical wpns.	13-14	15"	14	CE
Wolverine	S	6	5	3	3	1-4/1-4/2-5	Musk	Immune to fear	2-4	12"	19	N (E)
Wolverine, Giant	M	8	4	4+4	3	2-5/2-5/2-8	Musk	Immune to fear	2-4	15"	19	N (E)
Wolverwere	M	23	2	6+4	3	2-8/2-8/by wpn.	Wolfsbane rage	Only hit by pure iron, silver, or magical wpns.	8-10	12"	20	CE
Wombat, Fiendish Orange	H	3	8	1+2	3	1d4-1/1d4-1/1-4	Nil	Nil	2-4	6", 9" climb	5	N
Woodland Fiend	M	28	3	6	1	Nil (See text)	Control animals & plants, entangle	Control animals and plants	11-12	9", 12" climb	14	LE
Wooly Mound	L	7	7	6+3	1	2-16	Knockdown, disease	Stench, absorption healing	2-4	9"	18	N
Worm, Banana	S	1	10	.5	Nil	Nil	Slippery slime	+2 save vs poison	0	3"	19	N
Worm, Belch	L	15	5	8	1	1-4	Stench	+2 save vs poison	0	3", 6" burrow	19	N
Worm, Blood, Giant	H	7	4	6	1	1-8	Blood drain, surprise 6 in 10	Nil	0	6", 2" burrow	12	N
Worm, Dredger	G	23	4	12	1	Nil (See text)	Swallow whole	+2 save vs poison	1	6", 15" burrow	11	N
Worm, Giant Canker	M	1	9	1	2	1-4/1-8	Poison	Nil	0	6"	9	N
Worm, Purple, Common	G	22	6	15	2	2-24/2-20	Swallow whole, poisonous tail	Nil	0	9", 9" burrow	12	N
Worm, Purple, Mottled	G	22	6	15	2	2-24/2-20	Swallow whole, poisonous tail	Nil	0	9", (' swim	12	N
Worm, Purple, Sand	G	27	6	30	1	3-36	Sand dive	Nil	0	12", 12" burrow	19	N
Worm, Spiny Gutter	L	18	7	10	1-4	6-9 each	See text	+2 save vs poison	0	12"	19	N
Worm, Tenebrous	M	35	1	10	1	2-16	Poisonous mandibles	Poisonous bristles	1	10"	13	N
Worm, Yack	M	5	9	3	1	2-16	Acid spit, surprise 5 in 10	Nil	0	3", 6" burrow	19	N
Wraith Lord	M	41	2	7+3	1	2-12	Energy drain, spells	Silver or +1 wpns. to hit	15-16	12", 24" fly (B)	19	LE
Wraith, Standard	M	17	4	5+3	1	1-6	Energy drain	Silver or +1 wpns. to hit	11-12	12", 24" fly (B)	15	LE
Wraith-Ryder	M	78	0	15	1	By wpn.	Spells	Spells, silver or +1 wpn. to hit	15-16	12"	19	LE
Wyrm, Gargantuan Amber	G	40	2	14	3	2-5/2-5/1-10	Fiery breath, spells	Immune to fire, spells	15-16	9", 24" fly (C)	12	CE
Wyrm, Gargantuan Bantering Snod	G	47	2	12	3	1-4/1-4/3-12	Fiery breath, spells	Immune to fire, spells	17-18	9", 24" fly (C)	13	LE
Wyrm, Gargantuan Blood	G	50	2	13	3	1-6/1-6/1-8	Fiery breath, spells	Immune to fire, spells	11-12	9", 24" fly (C)	10	NE
Wyrm, Gargantuan Guardian-Sun	G	90	1	16	3	1-8/1-8/2-16	Fiery breath, spells	Immune to fire, spells	17-18	9", 24" fly (C)	16	LG
Wyrm, Gargantuan Sludge	G	33	2	10	3	2-5/2-5/1-10	Fiery breath, spells	Immune to fire, spells	5-7	9", 24" fly (C)	12	N
Wyrm, Gargantuan Snow	G	43	2	11	3	1-4/1-4/3-12	Fiery breath, spells	Immune to fire, spells	13-14	9", 36" fly (B)	13	NG
Wyrm, Skraag	G	65	1	13+3	3	4-9/4-9/4-11	Fiery breath, spells	Immune to fire, spells	13-14	9", 24" fly (C)	14	NE
Wyvern	G	15	3	7+7	2	2-16/2-16	Poison, surprise 6 in 10	Nil	5-7	6", 24" fly (E)	14	N (E)
Xeblor	S	2	5 (chain mail)	1+2	1	By wpn.	+1 to hit non-lawful creatures	+6 to all saving throws	11-12	9"	14	LN
Xill	M	24	0	5	4	1-4/1-4/1-4/1-4	+3 to hit	Ethereal shifting, surprise 9 in 10,	11-12	15"	12	LE

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Xorn	M	37	-2	7+7	4	1d4-1/1d4-1/1d4-1/6-24	Surprise 5 in 10	paralyzing venom (see text) Immune to cold & fire, half damage from electricity	8-10	9", 9" burrow	16	N
Xorn Hunter	M	9	5	5	1	By wpn. 91-10 sword, +3/+6 for STR)	See text	See text	15-16	12"	14	N
Xorn, Xaren	M	23	1	5+5	4	1d4-1/1d4-1/1d4-1/4-16	Surprise 5 in 10, wpn. breaking	Immune to cold & fire, half damage from electricity	8-10	9", 3" burrow	15	N
Xyloid	S	3	6 or 3	2	1	By wpn.	Blinding pollen	Camouflage, poison resistance	8-10	9"	10	N
Yak, Shadow	L	15	7	4+2	1	By wpn.	Charge	+2 to save vs mental attacks, cold resistance	15-16	12", 3" swim	12	N
Yakitani	M	6	7	5+1	1	2-8	Charge	Nil	1	15", 3" swim	10	N (E)
Yeth Hound	M	9	0	3+3	1	2-8	Howl of fear	silver or magical wpns. to hit	5-7	15", 27" fly (B)	16	NE
Yeti, Arctic	L	7	6	4+4	2	1-6/1-6	Squeeze	Immune to cold, camouflage in snow & ice	5-7	15"	13	N
Yodeling Thrasher	S	2	3	1+2	2	1-4/1-4	Yodel, thrashing	Nil	5-7	9", 6" climb	9	N
Yuan-Ti, Abomination	L	33	0	9	2	By wpn. or 1-8	Spells	Spells	17-18	9"	15	CE
Yuan-Ti, Half-Breed	M	25	4 or 0	7 or 8	2	By wpn.	Spells, see text	Spells, see text	17-18	12", 9" slither	14	CE
Yuan-Ti, Pureblood	M	12	4	6	2	By wpn.	Spells	Spells	17-18	12"	14	CE
Zarnithan	L	121	-5	17	2	2-12/2-12	Death touch	Stupidity	0	12"	19	N
Zealot	M	Var.	10	1+	1	By wpn.	Suicide run	Nil	8-16	12"	20	Any
Zebotaur	M	5	4	2+2	1	By wpn.	+4 to hit with ranged wpns.	Nil	11-12	24"	9	N (C)
Zebra, Common	M	1	6	3	1	1-4	Nil	Nil	1	24"	5	N
Zebra, Zebricorn	M	12	5	4	3	2-5/2-5/1-8	Charge	Teleport w/o error	8-10	24"	12	NG
Zebra, Zegasus	L	13	4	5	3	1-6/1-6/1-4	Swoop	Nil	8-10	24", 36" fly (B)	10	NG
Zebra, Zightmare	M	25	3	6+6	3	3-6/3-6/2-5	Entrancing stripes	Immune to poisons	11-12	24", 24" fly (C)	17	NE
Zephyr Beast	S	2	4	2	1	2-5	Swoop	Nil	1	3", 18" fly (A)	10	N
Zephyr Rider	T	3	6	1	1	By wpn.	Poison arrows	Feather fall	8-10	6"	14	NG
Ziz	G	245	0	40 (208 hp)	2 or 1	6-36/6-36 or 9-54	Drop	Avian dominance, immune to poison	19-20	12", 120" fly (C)	19	N
Zombie, Brain-Eating	M	6	8	2	1	1-8	Brain eating	Slow regeneration, immune to cold and poisons, cannot be turned	5-7	6"	20	N (E)
Zombie, Common	M	1	8	2	1	1-8	Nil	Immune to cold & poison	0	6"	20	N
Zombie, Flesh-Eating	M	6	8	2	1	1-8	See text	Immune to cold & poison, cannot be turned	2-4	6"	20	N (E)
Zombie, Giant	H	6	7	8	1	5-20	Nil	Immune to cold & poison	0	9"	20	N
Zombie, Indentured	M	1	8	2	1	1-8	Nil	Immune to cold & poison	0	6"	20	N
Zombie, Ju Ju	M	12	6	3+12	1	3-12	Strike as 6 HD monster	Immune to cold & poison	0	9"	20	N (E)
Zombie, Monster	L	8	6	6	1	4-16	Nil	Immune to cold & poison	0	9"	20	N
Zombie, Talking	M	2	8	2	1	1-8	Nil	Immune to cold & poison	13-14	6"	19	NE
Zombie, Yellow Musk	M	0	Var.	2	1	By wpn.	Nil	Immune to mental attacks, cannot be turned	0	Var.	20	N
Zoolem, Dawg/Monkey, etc.	M	17	3	4	1	2-8	Surprise 6 in 10	Detect magic, magical wpns. to hit	0	9"	20	N
Zoolem, Hawk/Eagle	S	17	3	4	3	1d4-2/1d4-2/1-6	Surprise 6 in 10	Detect magic, magical wpns. to hit	0	6"	20	N
Zoolem, Horse/Deer	L	35	3	8	3	3-10/3-10/3-6	Surprise 6 in 10	Detect magic, magical wpns. to hit	0	12"	20	N
Zoolem, Lion/Tiger	L	26	3	6	3	3-8/3-8/3-10	Surprise 6 in 10	Detect magic, magical wpns. to hit	0	9"	20	N
Zorbo	S	10	10 (see text)	4+2	2	1d4-2/1d4-2 (See text)	Absorption	Absorption	2-4	15", 9" climb	15	N
Zygom	Var.	3	Var.	3	Var.	Var.	Infestation	Immune to all mental attacks	0	Var.	20	N

Note: Any creature entry 'Var.' or 'See text' is explained in more detail in the creature's original HOB entry.
AL = Alignment. Those alignments noted with parentheses indicate a tendency that varies from the base alignment. For example CN(E) means chaotic neutral with evil tendencies.
Var. = Varies or Variable
Spcl. = Special
Wpn. = Weapon
STR = Strength


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HackMaster Coupon

Booster Shot

Monster heals 1d10+2 hit points

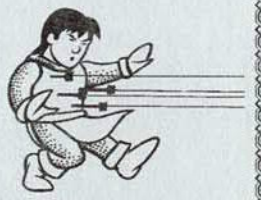


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Body Blow

Monster adds 1d10 points of damage to a successful hit



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Speed Kills

Monster Hasted for 5 rounds



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Exit Stage Left

Monster Blinks 30 feet away to avoid pursuit



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No Quarter

Monster fights to the death, cannot be bribed

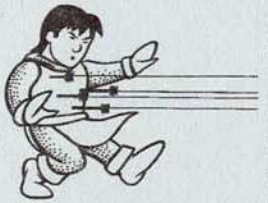


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Warm Knife Through Butter

Monster automatically does penetration damage



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Pretty Sneaky Sis

Monster automatically succeeds at a save vs. a spell or spell effect



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Burnin' Ring of Fire

Monster surrounded by Fire Shield (warm or chill) for 7 rounds



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Grendel's Mum

Once the monster is killed, its larger, meaner parent shows up (elder variant)



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Cold as Ice

Monster immune to cold damage for 1 turn



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HackMaster Coupon

Sadie Hawkins Round

Monster chooses anyone in 30 foot radius as melee partner next round



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HackMaster Coupon

The Real Heal

Monster heals 4d4 hit points



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Coupon Sheet — 4/4

HackMaster Monster Matrix



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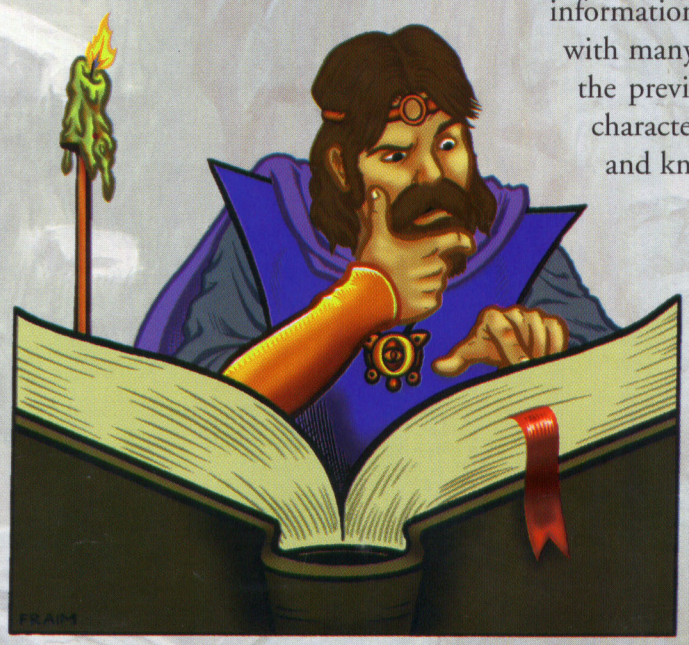
Hacklopedia of Beasts – Monster Matrix

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The Hacklopedia of Beasts: This comprehensive set of reference manuals is a must for HackMaster GMs. What you hold in your hands is a supplement to the first eight volumes of the Hacklopedia of Beasts. It does not contain new monster descriptions of the kind you are used to seeing in the other volumes. Think of it more as a tool for the GM to use for corralling all the 1600+ monsters in the previous volumes. This volume is packed to the gills with detailed information on how to make the most of your monsters, including:

- Information on Fatigue Factors, Thresholds of Pain, and Critical Hit Base Severity Levels,
- How-to info for building your own customized encounter tables,
- Ways to make use of HackFactor ratings in-game,
- Monster skills, quirks, flaws and talents,
- Intelligent monsters and Honor,
- Expanded random encounter tables,
- How to determine risk vs. reward for both monsters and PCs,
* A detailed summary chart showing vital statistics for all of the monsters in Hacklopedia Volumes 1-8, and
- More tables and charts than you can swing a sword at!

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