

# OLD-SCHOOL ESSENTIALS

## CLASSIC FANTASY

### Monsters

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**NECROTIC  
GNOME**

# Attack Matrix by Monster HD or THACO

Monster HD	THACO	Attack Roll to Hit AC												
		-3	-2	-1	0	1	2	3	4	5	6	7	8	9
Normal H	20 [-1]	20	20	20	20	19	18	17	16	15	14	13	12	11
Up to 1	19 [0]	20	20	20	19	18	17	16	15	14	13	12	11	10
1+ to 2	18 [+1]	20	20	19	18	17	16	15	14	13	12	11	10	9
2+ to 3	17 [+2]	20	19	18	17	16	15	14	13	12	11	10	9	8
3+ to 4	16 [+3]	19	18	17	16	15	14	13	12	11	10	9	8	7
4+ to 5	15 [+4]	18	17	16	15	14	13	12	11	10	9	8	7	6
5+ to 6	14 [+5]	17	16	15	14	13	12	11	10	9	8	7	6	5
6+ to 7	13 [+6]	16	15	14	13	12	11	10	9	8	7	6	5	4
7+ to 9	12 [+7]	15	14	13	12	11	10	9	8	7	6	5	4	3
9+ to 11	11 [+8]	14	13	12	11	10	9	8	7	6	5	4	3	2
11+ to 13	10 [+9]	13	12	11	10	9	8	7	6	5	4	3	2	2
13+ to 15	9 [+10]	12	11	10	9	8	7	6	5	4	3	2	2	2
15+ to 17	8 [+11]	11	10	9	8	7	6	5	4	3	2	2	2	2
17+ to 19	7 [+12]	10	9	8	7	6	5	4	3	2	2	2	2	2
19+ to 21	6 [+13]	9	8	7	6	5	4	3	2	2	2	2	2	2
21+ or >	5 [+14]	8	7	6	5	4	3	2	2	2	2	2	2	2

# Monster Saving Throws

Hit Dice	Death	Wands	Paralysis	Breath	Spells
Normal Human	14	15	16	17	18
1-3	12	13	14	15	16
4-6	10	11	12	13	14
7-9	8	9	10	10	12
10-12	6	7	8	8	10
13-15	4	5	6	5	8
16-18	2	3	4	3	6
19-21	2	2	2	2	4
22 or more	2	2	2	2	2

# Monster Morale: Roll 2d6

**Result:** Higher than morale score: monster surrenders or flees.

**When to check:** First death on side; side half incapacitated.

**Morale scores of 2 or 12:** Score of 2: Never fights (unless cornered). Score of 12: Never checks morale.

# Monster Reactions: Roll 2d6

**CHA modifier:** Of interacting PC applies.

# Monster Reaction Roll

2d6	Result
2 or less	Hostile, attacks
3-5	Unfriendly, may attack
6-8	Neutral, uncertain
9-11	Indifferent, uninterested
12 or more	Friendly, helpful

## Game Statistics

### Armour Class (AC)

The monster's ability to avoid damage.

**Ascending AC:** The optional AAC score is listed afterwards in square brackets.

### Hit Dice (HD)

The number of d8s rolled to determine an individual's hit points.

**Asterisks:** The number of special abilities the monster has, for XP calculation.

**Modifiers:** Modifiers to the HD (e.g. +3, -1) are applied after rolling hit points.

**Fractional Hit Dice:** Some monsters are listed as having less than one HD, either as  $\frac{1}{2}$  (roll 1d4) or as a fixed number of hp.

**Average hit points:** The average hit point value is listed in parentheses.

### Attacks Usable Per Round (Att)

The attacks that the monster can use each round, with the inflicted damage in parentheses.

**Alternative attack routines:** Square brackets are used to distinguish between alternative attack routines that a monster may choose from.

### Saving Throw Values (SV)

The monster's saving throw values: **D:** Death/poison; **W:** Wands; **P:** Paralysis/petrification; **B:** Breath attacks; **S:** Spells/rods/staves.

**Save as HD:** The HD at which the monster saves is listed in parentheses (NH indicates that it saves as a normal human).

### Attack Roll "to Hit AC 0" (THACO)

The monster's ability to hit in combat.

**Attack bonus:** The monster's attack bonus (required when using the optional rule for Ascending AC) is listed afterwards in square brackets.

### Movement Rate (MV)

The speed at which the monster can move. (Encounter movement rate noted in parentheses.)

**Modes of movement:** If the monster has multiple modes of movement (e.g. walking, flying, climbing), they are listed individually, separated by slashes.

### Morale Rating (ML)

The monster's likelihood to flee in battle.

### Alignment (AL)

The monster's affiliation to Law, Neutrality, or Chaos.

### XP Award (XP)

Pre-calculated XP award for the monster.

### Number Appearing (NA)

The number of monsters encountered in the dungeon or wilderness/lairs.

### Treasure Type (TT)

The letter code used to determine the treasure possessed by the monster(s).

## Infravision

All non-human monsters have infravision to 60' (unless specified otherwise).

## Languages

20% of intelligent monsters speak Common (unless specified otherwise).

## Persons

The following monsters in this book are classified as "persons", for the sake of magical effects: acolyte, bandit, berserker, brigand, buccaneer, bugbear, dervish, dwarf, elf, gnoll, gnome, goblin, halfling, hobgoblin, kobold, lizard man, medium, merchant, neanderthal, nixie, noble, normal human, ogre, orc, pirate, pixie, sprite, trader, troglodyte, veteran.

## Less than 1 HD

Bat, normal  
Centipede, giant  
Goblin  
Halfling  
Hawk  
Killer bee  
Kobold  
Normal human  
Rat  
Rat, giant  
Sprite

## 1 HD

Acolyte  
Bandit  
Beetle, giant fire  
Berserker  
Brigand  
Buccaneer  
Dervish  
Dwarf  
Elf  
Ferret, giant  
Gnome  
Hobgoblin  
Medium  
Merchant  
Mermen  
Nixie  
Nomad  
Orc  
Pirate  
Pixie  
Pterodactyl  
Shrew, giant  
Skeleton  
Snake, spitting cobra  
Stirge  
Termite, swamp  
Trader  
Veteran

## 2 HD

Bat, giant  
Bat, giant vampire  
Beetle, giant oil  
Camel  
Cave locust  
Crocodile  
Dryad  
Fish, giant bass  
Fly, robber  
Ghoul  
Gnoll  
Golem, wood  
Green slime  
Herd animal, small  
Horse, riding  
Insect swarm  
Lizard man  
Mule  
Neanderthal  
Pegasus  
Rock baboon  
Shadow  
Shark, bull  
Snake, pit viper  
Spider, giant crab  
Termite, freshwater  
Toad, giant  
Troglydte  
Veteran  
Wolf  
Yellow mould  
Zombie

## 3 HD

Beetle, giant tiger  
Boar  
Bugbear  
Carcass crawler  
Cat, mountain lion  
Crab, giant  
Fish, giant piranha  
Grey ooze  
Harpy  
Hawk, giant  
Hellhound  
Herd animal, medium  
Hippogriff  
Horse, draft  
Horse, war  
Insect swarm  
Living statue, crystal  
Lizard, giant gecko  
Lycanthrope, wererat  
Noble  
Shrieker  
Snake, sea snake  
Spider, giant black widow  
Thoul  
Veteran  
Wight

## 4 HD

Ape, white  
Bear, black  
Blink dog  
Cat, panther  
Centaur  
Doppelgänger  
Driver ant  
Gargoyle  
Gelatinous cube  
Hellhound

## 4 HD Continued...

Insect swarm  
Living statue, iron  
Lizard, giant draco  
Lycanthrope, wer-eboar  
Lycanthrope, werewolf  
Medusa  
Ogre  
Rhagodessa  
Scorpion, giant  
Shark, mako  
Snake, giant rattler  
Spider, giant tarantella  
Termite, sea  
Unicorn  
Weasel, giant  
Wolf, dire  
Wraith

## 5 HD

Bear, grizzly  
Cat, lion  
Cockatrice  
Fish, giant rockfish  
Hellhound  
Hydra  
Hydra, sea  
Living statue, rock  
Lizard, giant horned chameleon  
Lycanthrope, weretiger  
Mummy  
Ochre jelly  
Owl bear  
Pteranodon  
Rust monster  
Snake, rock python

## 6 HD

Basilisk  
Bear, polar  
Caecilia  
Cat, tiger  
Crocodile, Large  
Dragon, white  
Hellhound  
Hydra  
Hydra, sea  
Leech, giant  
Lizard, giant  
tuatara  
Lycanthrope, wer-  
ebear  
Manticore  
Minotaur  
Rhinoceros, nor-  
mal  
Roc, small  
Sea serpent (less-  
er)  
Spectre  
Squid, giant  
Troll  
Warp beast  
Whale, killer

## 7 HD

Bear, cave  
Djinni (lesser)  
Dragon, black  
Griffon  
Hellhound  
Hydra  
Hydra, sea  
Vampire  
Wyvern

## 8 HD

Cat, sabre-toothed  
tiger  
Dragon, green  
Dragon, sea  
Elemental, air  
(lesser)  
Elemental, earth  
(lesser)  
Elemental, fire  
(lesser)  
Elemental, water  
(lesser)  
Fish, giant catfish  
Giant, hill  
Golem, bone  
Gorgon  
Hydra  
Hydra, sea  
Invisible stalker  
Octopus, giant  
Rhinoceros,  
woolly  
Salamander, flame  
Shark, great white  
Treant  
Vampire

## 9 HD

Chimera  
Dragon, blue  
Elephant  
Giant, stone  
Hydra  
Hydra, sea  
Lycanthrope, devil  
swine  
Vampire

## 10 HD

Black pudding  
Dragon, red  
Efreeti (lesser)  
Fish, giant stur-  
geon  
Giant, frost  
Golem, amber  
Hydra  
Hydra, sea

## 11 HD

Dragon, gold  
Giant, fire  
Hydra  
Hydra, sea  
Stegosaurus  
Triceratops

## 12 HD

Elemental, air  
Elemental, earth  
Elemental, fire  
Elemental, water  
Giant, cloud  
Hydra  
Hydra, sea  
Roc, large  
Salamander, frost  
Titanothera  
Whale, narwhal

## 13 HD

Cyclops

## 15 HD

Crocodile, giant  
Giant, storm  
Mastodon  
Purple worm

## 16 HD

Elemental, air  
(greater)  
Elemental, earth  
(greater)  
Elemental, fire  
(greater)  
Elemental, water  
(greater)

## 20 HD

Golem, bronze  
Tyrannosaurus rex

## 30 HD

Dragon turtle

## 36 HD

Roc, giant  
Whale, sperm