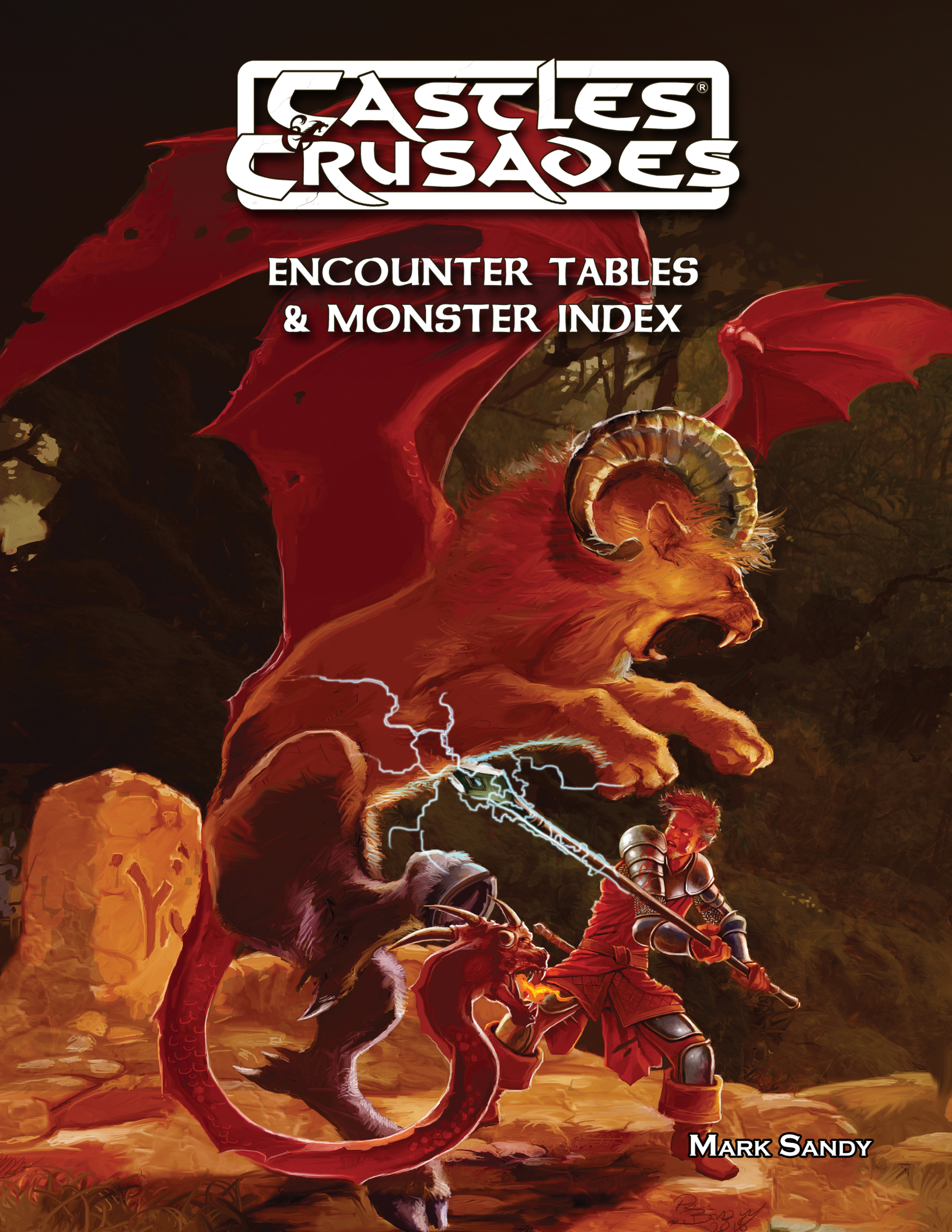


CASTLES & CRUSADES

ENCOUNTER TABLES & MONSTER INDEX



MARK SANDY



ENCOUNTER TABLES & MONSTER INDEX

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Printed in the United States of America

RANDOM ENCOUNTER TABLES

Within these pages you will find tables for generating random encounters. These tables are designed for encounters which occur on the prime material plane, and are divided both by level ranges (1st-3rd, 4th-7th, 8th-12th, and 13th+) and by area (outdoor/above ground and dungeon/underground).

It should be noted that not every monster from the **Monsters & Treasures** is included, because some monsters do not fit well as random encounters. This could be because of inherent story elements, such as the Klabautermann, which only shows up on a ship about to wreck, or the White Stag, whose appearance presages some momentous event. Some

monsters are native to another plane and only appear when summoned. Other monsters reside in a specific terrain or environment in which adventures do not commonly travel, such as Sahuagin and similar creatures which live only in the sea, or the Frostmen who can only live in frigidly cold environs. Most of these types of monsters would only be seen as part of a planned encounter.

That does still leave a significant number of monsters for the characters to randomly encounter as they travel through the wilderness overland or root around in the depths of a forgotten dungeon.

1ST THRU 3RD LEVEL

OUTDOOR/ABOVE GROUND ENCOUNTERS

D100	MONSTER	PAGE			
1	Aethoni	16	77	Sandman	265
2	Al-mi'raj (unicorn hare)	21	78-80	Stirge	281
3	Amphisbaena	22	81-82	Tavis wyrm	286
4-17	Animal/Beast, roll on table below		83-84	Trikill	291
18	Arrowhawk	24	85-92	Undead, roll on table below	
19	Assad	25	93-94	Vegepygmy	298
20	Black dog	40	95	Volt	300
21	Bowlya	47	96-97	Worg	302
22	Cadaver caterpillar	50	98-99	Yellow musk creeper	307
23	Carbuncle	51	100	Yeth hound	308
24	Centaur	54	D100	ANIMAL/BEAST	PG
25-26	Centipede, giant	53	1-3	Ape, great	23
27	Chawl witch	55	4-5	Avia	28
28	Clubnek	60	6-8	Badger	30
29	Cynocephaly	65	9-10	Banderlog	31
30	Dustdigger	92	11-14	Bear	35
31	Ear seeker	93	15-18	Bird of prey	39
32	Elemental, 2HD, roll on table below		19-20	Blood hawk	41
33-39	Fey, roll on table below		21-23	Boar, wild	41
40-44	Fey beast, roll on table below		24	Bonesnapper	46
45	Firedrake	145	25-26	Boyg	47
46	Flail snail	146	27	Death dog	68
47	Flesh crawler	147	28-34	Dog (coyote)	72
48-49	Fungus, violet	150	35-37	Frog, giant	148
50	Gorilla bear	169	38-39	Gulon	172
51-52	Green slime	169	40-44	Herd animal	178
53	Hippogriff	179	45-48	Jackal	189
54-61	Humanoid, roll on table below		49-50	Jaculus	190
62	Ipotane	188	51-52	Ketta	193
63	Jaculi	190	53	Land lamprey	201
64	Luck devourer	206	54-55	Lizard, giant	205
65-66	Lycanthrope, wererat	211	56-58	Lynx, giant	213
67	Lycanthrope, weresnake	211	59	Muck dweller	223
68	Lycanthrope, werespider	212	60-62	Ogrerat	237
69	Mantari	215	63-69	Rat, giant	255
70	Mara	216	70-74	Raven	256
71	Mudman	223	75	Schnabelgeiss	266
72-74	Ogre	236	76-80	Snake	277
75	Ophidian	239	81-84	Spider	280
76	Pseudodragon	251	85	Throat leech	288
			86-88	Tick, giant	289
			89-92	Toad, giant	290
			93-100	Wolf	302

D100	ELEMENTAL	PG			
1-20	Elemental, air	95	65	Faery, mallt y nos	133
21-24	Elemental, ash	98	66-67	Faery, morgan	122
25-39	Elemental, dust	98	68-69	Faery, oakmen	123
40-54	Elemental, earth	96	70-72	Faery, pixie	123
55-59	Elemental, fire	96	73	Faery, polpegan	133
60-67	Elemental, lightning	99	74	Faery, pren elves	115
68-82	Elemental, mud	100	75	Faery, puki	123
83-85	Elemental, radiance	101	76-77	Faery, pwca	124
86-93	Elemental, smoke	101	78-80	Faery, red cap	134
94-95	Elemental, steam	102	81	Faery, roane	115
96	Elemental, vacuum	102	82-84	Faery, spriggan	134
97-100	Elemental, water	97	85	Faery, urusk	116
			86	Faery, ysgoiaid	134
			87	Forlarren	149
			88	Huldra	183
			89	Klaas vaak	195
			90	Mossakarrigen	222
			91	Naides	231
			92-93	Nymph	235
			94	Quickling	254
			95	Rubezahl	260
			96-97	Satyr	265
			98	Vaettir	298
			99-100	Wiht	301
D100	FEY	PG	D100	FEY BEAST	PG
1-3	Atomic	26	1-5	Fey beast, aderyn y corph	136
4-5	Blud	42	6-15	Fey beast, bisclaverit	136
6-7	Buckawn	48	16-25	Fey beast, boobrie	137
8-9	Bysen	50	26-35	Fey beast, cath sith	137
10-11	Dryad	90	36-40	Fey beast, ceffyl dwr	137
12	Ellepiger	106	41-45	Fey beast, dobhar chu	138
13-15	Faery, alfar	112	46-50	Fey beast, each tened	138
16	Faery, askrfroa	112	51-60	Fey beast, glastyn	139
17-18	Faery, attorcrope	125	61-65	Fey beast, gwartheg y llyn	138
19-20	Faery, ballybogs	117	66-70	Fey beast, labh-allan	139
21	Faery, bargane	127	71-75	Fey beast, llamhigyn y dwr	141
22	Faery, barguest	126	76-80	Fey beast, moddey dhoo	141
23	Faery, biasd bheulach	126	81-90	Fey beast, padfoot	142
24-26	Faery, boggy	127	91-100	Fey beast, ychain bannog	142
27	Faery, brag	127			
28-30	Faery, brunaidh	117			
31	Faery, bugal noz	118			
32	Faery, cearb	127			
33	Faery, clurichaun	117			
34	Faery, dearg du	128			
35	Faery, derrick	118			
36-37	Faery, doonie	118			
38-39	Faery, dunters	128			
40	Faery, dusa	128			
41	Faery, ellyll	113			
42	Faery, fachan	129			
43-44	Faery, faelcone	119			
45	Faery, fideal	129			
46	Faery, fir collach	129			
47	Faery, fir dearg	119			
48	Faery, fir glas	120			
49	Faery, fuath	130			
50	Faery, gallytrot	131			
51	Faery, glastic	132			
52	Faery, goric	121			
53-54	Faery, grig	120			
55-56	Faery, gruagach	121			
57	Faery, gwyll	133			
58	Faery, henkies	113			
59-60	Faery, hogmen	121			
61-62	Faery, korred	120			
63	Faery, leprechaun	121			
64	Faery, loireag	122			
D100	HUMANOID	PG			
1	Acephali	14			
2	Bauk	34			
3-6	Bugbear	48			
7-8	Dark stalker	67			
9-13	Dwarf	92			
14-18	Elf	105			
19-21	Flind	147			
22-23	Gig	162			
24-28	Gnoll	163			
29-33	Gnome	163			
34-38	Goblin	164			
39-44	Halfling	174			
45-47	Harpy	175			
48	Heinzelmannchen	177			
49-53	Hobgoblin	180			
54-63	Human	184			
64-68	Kobold	195			

4 CASTLES & CRUSADES

69	Krasnoludek	198	46-51	Humanoid, roll on table below	
70-72	Lizardfolk	205	52	Iron cobra	188
73	Mennotal	218	53	Lycanthrope, wererat	211
74	Ogrillon	237	54	Lycanthrope, werespider	212
75-80	Orc	239	55-56	Mantari	215
81	Panes	243	57	Mudman	223
82	Polevik	249	58	Naga, ghost	229
83-84	Pygmaioi	252	59-60	Ogrerat	237
85-87	Qual-man	253	60-64	Ooze, gray	238
88-89	Ruel	260	65-66	Ophidian	239
90	Shishiga	272	67-69	Pech	243
91	Skulk	276	70-74	Piercer	247
92-93	Taer	284	75-78	Rock reptile	259
94-95	Thirs	288	79-80	Sandman	265
96-98	Troglodyte	291	81-83	Screecher	266
99-100	Xa	305	84	Stirge	281
D100	UNDEAD	PG	85-86	Stun jelly	282
1-5	Alp	20	87-89	Tavis wym	286
6-11	Coffer corpse	60	90-91	Thoquua	287
12-14	Drekavak	88	92-94	Trikill	291
15-18	Ghast	155	95-99	Undead, roll on table below	
19-28	Ghoul	156	100	Volt	300
29-38	Poltergeist	248	D100	ANIMAL/BEAST	PG
39-40	Rusalka	261	1-5	Badger	30
41-45	Shadow	268	6-10	Land lamprey	201
46-65	Skeleton	274	11-30	Rat, giant	255
66-75	Skeleton, animal	274	31-45	Snake	277
76-90	Zombie	310	46-65	Spider	280
91-100	Zombie, monster	310	66-75	Tick, giant	289
1ST THRU 3RD LEVEL			76-90	Toad, giant	290
DUNGEON/UNDERGROUND ENCOUNTERS			91-100	Witherstench	303
D100	MONSTER	PAGE	D100	ELEMENTAL	PG
1	Adherer	15	1-5	Elemental, air	95
2-3	Amphisbaena	22	6-11	Elemental, ash	98
4-5	Animal/Beast, roll on table below		12-21	Elemental, dust	98
6	Black dog	40	22-41	Elemental, earth	96
7-8	Blindheim	40	42-46	Elemental, fire	96
9-10	Cadaver caterpillar	50	47-48	Elemental, ice	98
11-15	Cave fisher	53	49-54	Elemental, magma	100
16-18	Centipede, giant	53	55-74	Elemental, mineral	100
19-20	Cynocephaly	65	75-86	Elemental, mud	100
21-22	Darkmantle	67	87-90	Elemental, salt	101
23	Dire corby	72	91-93	Elemental, smoke	101
24	Dragonet	75	94-95	Elemental, steam	102
25	Ear seeker	93	96	Elemental, vacuum	102
26	Elemental, roll on table below		97-100	Elemental, water	97
27	Eye killer	111	D100	FEY	PG
28	Fey/Fey beast, roll on table below		1-20	Dokkalfar	73
29-30	Flail snail	146	21-30	Faery, blue cap	116
31-32	Flesh crawler	147	31-40	Faery, coblyn	116
33-34	Fungus, violet	150	41-50	Faery, dunters	128
35-36	Gelatinous cube	152	51-70	Faery, knockers	120
37-38	Gibbering mouther	162	71-80	Faery, spriggan	134
39-40	Gorbel	167	81-90	Fey beast, labh-allan	139
41-43	Green slime	169	91-100	Klaas vaak	195
44-45	Grue	170			

D100	HUMANOID	PG	11	Ascomoid	25
1-2	Acephali	14	12	Assassin vine	25
3-4	Bauk	34	13	Basilisk	33
5-6	Boggle	45	14	Belker	37
7-9	Bugbear	48	15	Bistysia	39
10-12	Dark creeper	66	16	Caterwaul	52
13-15	Dark stalker	67	17	Ceryneian	55
16-19	Derro	69	18-19	Chimera	57
20-22	Drow	106	20-21	Cockatrice	60
23-29	Duergar	91	22	Disenchanter	75
30-35	Dwarf	92	23	Doombat	74
36	Flind	147	24	Dragon, roll on table below	
37-40	Gib	162	25	Dustdigger	92
41-44	Gig	162	26	Eagle, giant	93
45-46	Gnoll	163	27	Elemental, roll on table below	
47-51	Gnome	163	28	Enveloping death	108
52-57	Goblin	164	29	Ettercap	109
58-60	Heinzelmannchen	177	30-33	Fey, roll on table below	
61-63	Hobgoblin	180	34	Flail snail	146
64	Human	184	35	Flesh crawler	147
65-67	Jarim	190	36-38	Giant, roll on table below	
68-69	Karzeek	192	39	Goodall	166
70-76	Kobold	195	40	Gorilla bear	169
77-78	Mennotal	218	41	Gravelor	169
79	Orc	239	42	Green slime	169
80-82	Qual-man	253	43	Griffon	170
83-84	Shishiga	272	44	Hellhound	178
85-91	Svirfneblin	283	45-54	Humanoid, roll on table below	
92-94	Taer	284	55	Hydra	185
95-97	Troglodyte	291	56	Hydra, pyro	185
98-100	Xa	305	57	Insectus	187
D100	UNDEAD	PG	58	Kamadan	191
1-5	Allip	20	59	Kech	192
6-7	Becolaep	36	60	Lammasu	200
8-10	Coffer corpse	60	61	Likhoradka	204
11-14	Draugr	88	62-63	Manitcore	216
15-20	Ghast	155	64	Mishtu	220
21-25	Ghoul	156	65-69	Monstrous humanoid, roll on table below	
26-31	Nachzehrer	226	70	Nightmare	234
32-36	Poltergeist	248	71	Ophidian	239
37-43	Shadow	268	72	Ophiotaurs	239
44-67	Skeleton	274	73	Orthos	240
68-75	Skeleton, animal	274	74	Pegasus	244
76-79	Wight	301	75	Peryton	246
80-95	Zombie	310	76	Pyrolisk	253
96-100	Zombie, monster	310	77	Sandling	264
4TH THRU 7TH LEVEL			78	Sandman	265
OUTDOOR/ABOVE GROUND ENCOUNTERS			79	Scarecrow	266
D100	MONSTER	PAGE	80	Scucca	267
1	Adacha	15	81	Shade	268
2	Adherer	15	82	Shadow mastiff	269
3	Aethoni	16	83	Shambling mound	270
4	Ala	18	84-87	Shapechanger, roll on table below	
5	Androphagus	22	88	Skohls	274
6-9	Animal/beast, roll on table below		89	Sphinx, gyno	279
10	Arrowhawk	24	90	Treant	290
			91-95	Undead, roll on table below	
			96	Vegepygmy	298
			97	Vogel gryff	299

6 CASTLES & CRUSADES

98	Weisse frau	300	40-54	Elemental, earth	96
99	Windwalker	302	55-59	Elemental, fire	96
100	Worg	302	60-67	Elemental, lightning	99
			68-82	Elemental, mud	100
			83-85	Elemental, radiance	101
			86-93	Elemental, smoke	101
			94-95	Elemental, steam	102
			96	Elemental, vacuum	102
			97-100	Elemental, water	97
D100	ANIMAL/BEAST	PG	D100	FEY	PG
1-2	Ankheg	21	1-4	Blud	42
3-5	Ant lion	23	5-7	Ellepiger	106
6-7	Ape, great	23	8-10	Faery, alder witch	125
8-9	Banderlog	31	11-14	Faery, athach	125
10-15	Bear	35	15-17	Faery, bargane	127
16-18	Bloodsucking worm	42	18-20	Faery, bog hag	126
19-23	Boar, wild	41	21-23	Faery, cawr	118
24-25	Bonesnapper	46	24-26	Faery, dearg du	128
26-27	Boobrie	47	27-29	Faery, faery, oakmen	123
28-29	Boyg	47	30-33	Faery, fideal	129
30-31	Bukavak	49	34-36	Faery, fomor	130
32-35	Centipede, giant	53	37-39	Faery, gan ceann	130
36-39	Crocodile	63	40-42	Faery, gwrach	132
40-41	Death dog	68	43-45	Faery, gwyll	133
42-45	Frog, giant	148	46-47	Fey beast, adar llwch gwin	135
46-47	Gulon	172	48-49	Fey beast, afanc	136
48-49	Hildisvini	178	50-51	Fey beast, burach bhadi	137
50-51	Ketta	193	52-53	Fey beast, ellen trechend	138
52-54	Lion	204	54-55	Fey beast, giant boar	138
55-57	Lizard, giant	205	56-58	Forlarren	149
58-60	Lynx, giant	213	59-61	Huldra	183
61-63	Ogrerat	237	62-64	Hyldemoer	186
64-66	Owlbear	242	65-67	Klaas vaak	195
67-68	Schnabelgeiss	266	68-70	Korred	196
69-75	Snake	277	71-74	Leshi	202
76-83	Spider	280	75-77	Naidies	231
84-87	Tick, giant	289	78-81	Nymph	235
88-90	Tiger	289	82-84	Rubezahl	260
91-94	Toad, giant	290	85-87	Samodiva	263
95-100	Wolf	302	88-91	Satyr	265
			92-94	Vaettir	298
D100	DRAGON	PG	95-97	Ved	298
1-4	Badalisc	30	98-100	Wiht	301
5-7	Couatl	61	D100	HUMANOID	PG
8-12	Dragon, black, fledgling	77	1-3	Acephali	14
13-22	Dragon, black, hatchling	77	4-7	Bauk	34
23-27	Dragon, blue, hatchling	78	8-11	Boeman	44
28-32	Dragon, brass, hatchling	82	12-18	Bugbear	48
33-37	Dragon, bronze, hatchling	83	19-21	Chawl witch	55
38-41	Dragon, copper, hatchling	84	22-27	Cyclops, lesser	65
42-46	Dragon, green, hatchling	79	28-30	Dark stalker	67
47-51	Dragon, white, fledgling	80	31-34	Flind	147
52-61	Dragon, white, hatchling	80	35-42	Gnoll	163
62-65	Dragonet	75	43-45	Hag, annis	172
66-72	Dragonne	87	46-48	Hag, green	173
73-77	Dragannel	87	49-52	Harpy	175
78-85	Pseudodragon	251	53-54	Hellhound	178
86-95	Wyvern	305			
96-100	Ythgewinnes	308			
D100	ELEMENTAL	PG			
1-20	Elemental, air	95			
21-24	Elemental, ash	98			
25-39	Elemental, dust	98			

55-56	Lizard lord	205
57-62	Lizardfolk	205
63-65	Mennotal	218
66-70	Ogrillon	237
71-73	Panes	243
74-76	Polevik	249
77-80	Ruel	260
81-83	Skulk	276
84-88	Taer	284
89-93	Thirs	288
94-100	Troglodyte	291

D100	GIANT	PG
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1-5	Chuhaister	58
6-20	Cyclopes	64
21-30	Giant, eoten	158
31-45	Giant, hill	159
46-50	Giant, jotun	160
51-60	Human giant	184
61-80	Ogre	236
81-85	Ogre mage	236
86-95	Troll	292
96-100	Troll, scandinavian	292

D100	MONSTROUS HUMANOID	PG
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1-4	Arimaspi	24
5-21	Centaur	54
22-36	Cynocephaly	65
37-46	Gargoyle	152
47-51	Ichthyocentaur	186
52-56	Ipotane	188
57-62	Kethontla	194
63-70	Margoye	217
71-74	Medusa	217
75-80	Stuhac	282
81-86	Vodyanoy	299
87-94	Wulver	304
95-100	Xsayarsa	306

D100	SHAPECHANGER	PG
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1-5	Doppleganger	75
6-12	Horerczy	181
13-17	Lycanthrope, werebear	209
18-25	Lycanthrope, wereboar	209
26-30	Lycanthrope, werefox	209
31-40	Lycanthrope, werehound	210
41-60	Lycanthrope, wererat	211
61-70	Lycanthrope, weresnake	211
71-80	Lycanthrope, werespider	212
81-85	Lycanthrope, weretiger	212
86-100	Lycanthrope, werewolf	213

D100	UNDEAD	PG
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1-4	Allip	20
5-8	Alp	20
9-12	Apparition	23
13-14	Banshee	32
15-17	Becolaep	36
18-21	Coffer corpse	60

22	Death knight	68
23-26	Draugr	88
27-29	Drekavak	88
30-32	Drythne	90
33-37	Ghast	155
38-47	Ghoul	156
48-51	Helhest	177
52-55	Irrbloss	189
56-59	Mistflarden	221
60-63	Nachzehrer	226
64-66	Penanggalan	245
67-68	Revenant	258
69	Rusalka	261
70-73	Shadow	268
74-76	Spectre	278
77-81	Wight	301
82-86	Wraith	304
87-91	Zombie	310
92-100	Zombie, monster	310

4TH THRU 7TH LEVEL

DUNGEON/UNDERGROUND ENCOUNTERS

D100	MONSTER	PAGE
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1	Adherer	15
2	Amphisbaena	22
3	Assassin vine	25
4	Behir	36
5	Belker	37
6	Black dog	40
7	Blindheim	40
8	Bloodsucking worm	42
9	Boginki	46
10	Bulette	49
11	Cadaver caterpillar	50
12-13	Cave fisher	53
14-15	Centipede, giant	53
16	Cloaker	59
17	Damueljack	66
18	Dire corby	72
19	Disenchanter	75
20-21	Doombat	74
22	Doppleganger	75
23	Dragonet	75
24	Drider	89
25	Enveloping death	108
26	Elemental, roll on table below	
27	Extraplanar, roll on table below	
28	Eye killer	111
29-30	Fey, roll on table below	
31	Flail snail	146
32	Flesh crawler	147
33-34	Fungus, violet	150
35	Gelatinous cube	152
36	Gibbering mouter	162
37	Golem, clay	165
38	Golem, flesh	165
39	Gorgon	168
40-41	Green slime	169

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42	Gromm	170	37-45	Salamander	263
43	Grue	170	46-54	Sandman	265
44-50	Humanoid/monstrous humanoid, roll on table below		55-72	Tavis wyrm	286
51	Hookfiend	182	73-81	Thoqqua	287
52	Iron cobra	188	82-90	Windwalker	302
53	Itisrevid	189	91-100	Xorn	306
54-56	Lycanthrope, wererat	211	D100	FEY	PG
57	Lycanthrope, werespider	212	1-20	Dokkalfar	73
58-60	Mimic	220	21-35	Faery, ciuthach	128
61	Minotaur	221	36-50	Faery, dunters	128
62	Mudman	223	51-70	Faery, knockers	120
63-64	Mushroomies	225	71-85	Fey beast, labh-allan	139
65	Naga, dark	227	86-100	Klaas vaak	195
66	Naga, spirit	229	D100	HUMANOID/MONSTROUS HUMANOID	PG
67-68	Ogrerat	237	1-4	Acephali	14
69-70	Ooze, gray	238	5-8	Bauk	34
71	Ooze, ochre jelly	238	9-10	Boggle	45
72	Ophidian	239	11-16	Bugbear	48
73	Otyugh	241	17-19	Cyclops, lesser	65
74	Phase spider	244	20-23	Cynocephaly	65
75-76	Piercer	247	24-33	Dark stalker	67
77	Psoglav	251	34-40	Derro	69
78	Rock reptile	259	41-50	Drow	106
79-80	Roper	259	51-52	Flind	147
81	Russet mold	261	53-55	Gnoll	163
82	Rust monster	262	56-65	Karzeek	192
83	Screecher	266	66-69	Margoyle	217
84	Shade	268	70-73	Medusa	217
85	Snake	277	74-79	Mennotal	218
86-87	Spider	280	80-89	Svirfneblin	283
88	Stun jelly	282	90-93	Taer	284
89-90	Tick, giant	289	94-100	Troglodyte	291
91-92	Toad, giant	290	D100	UNDEAD	PG
93	Trikill	291	1-6	Allip	20
94-98	Undead, roll on table below		7-11	Apparition	23
99	Volt	300	12-17	Becolaep	36
100	Witherstench	303	18-23	Coffer corpse	60
D100	ELEMENTAL	PG	24	Death knight	68
1-5	Elemental, air	95	25-30	Draugr	88
6-11	Elemental, ash	98	31-35	Drythne	90
12-21	Elemental, dust	98	36-41	Ghast	155
22-41	Elemental, earth	96	42-50	Ghoul	156
42-46	Elemental, fire	96	51	Mummy	224
47-48	Elemental, ice	98	52-59	Nachzehrer	226
49-54	Elemental, magma	100	60	Revenant	258
55-74	Elemental, mineral	100	61-66	Shadow	268
75-86	Elemental, mud	100	67-71	Spectre	278
87-90	Elemental, salt	101	72-76	Wight	301
91-93	Elemental, smoke	101	77-83	Wraith	304
94-95	Elemental, steam	102	84-94	Zombie	310
96	Elemental, vacuum	102	95-100	Zombie, monster	310
97-100	Elemental, water	97	8TH THRU 12TH LEVEL		
D100	EXTRAPLANAR	PG	OUTDOOR/ABOVE GROUND ENCOUNTERS		
1-9	Crysmal	64	D100	MONSTER	PAGE
10-18	Naga, ghost	229	1-2	Androphagus	22
19-27	Pech	243			
28-36	Rarog	255			

3-8	Animal/beast, roll on table below		D100	ANIMAL/BEAST	PG
9	Ascomoid	25	1-6	Aetolian boar	17
10	Assassin vine	25	7-13	Ankheg	21
11-12	Aurumvorax	27	14-19	Ant lion	23
13-14	Basilisk	33	20-23	Bear, cave	35
15	Basilisk, greater	33	24-26	Behemoth	36
16-17	Behir	36	27-32	Bloodsucking worm	42
18	Bulette	49	33-39	Boobrie	47
19	Cerberus	54	40-46	Bukavak	49
20	Ceryneian	55	47-56	Lion	204
21-22	Chimera	57	57-70	Owlbear	242
23	Claret wraith	59	71-80	Snake	277
24-25	Cockatrice	60	81-92	Spider	280
26	Disenchanter	75	93-100	Tiger	289
27	Doombat	74			
28-30	Dragon, roll on table below		D100	DRAGON	PG
31	Elemental		1-4	Dragon, black, fledgling	77
32	Enveloping death	108	5-7	Dragon, black, young adult	77
33	Ettercap	109	8	Dragon, black, adult	77
34	Extraplanar, roll on table below		9-12	Dragon, blue, fledgling	78
35-41	Fey, roll on table below		13-16	Dragon, blue, young adult	78
42-48	Giant, roll on table below		17-20	Dragon, brass, fledgling	82
49	Golem, stone	166	21-23	Dragon, brass, young adult	82
50	Goodall	166	24-28	Dragon, bronze, fledgling	83
51	Gorgimera	167	29-30	Dragon, bronze, young adult	83
52	Gravelor	169	31-34	Dragon, copper, young adult	84
53	Griffon	170	35-37	Dragon, copper, adult	84
54-55	Hellhound	178	38-39	Dragon, gold, hatchling	85
56-62	Humanoid/monstrous humanoid, roll on table below		40	Dragon, gold, fledgling	85
63	Hydra	185	41-44	Dragon, green, fledgling	79
64	Hydra, pyro	185	45-48	Dragon, green, young adult	79
65	Insectus	187	49-51	Dragon, red, hatchling	80
66	Kech	192	52-53	Dragon, red, fledgling	80
67	Kyreen	198	54-56	Dragon, silver, fledgling	86
68	Lamia	199	57-59	Dragon, silver, young adult	86
69	Lamia queen	200	60-62	Dragon, white, young adult	80
70	Lammasu	200	63-65	Dragon, white, adult	80
71	Manitcore	216	66-74	Dragonne	87
72	Nafuel	227	75-82	Dragonnel	87
73	Ophiotaurus	239	83-92	Wyvern	305
74	Phoenix	247	93-100	Ythgewinnes	308
75	Pyrolisk	253			
76	Rakshasa	255	D100	ELEMENTAL	PG
77	Scarecrow	266	1-8	Adacha	15
78	Scucca	267	9-16	Belker	37
79	Shade	268	17-20	Elemental, ice	98
80	Shambling mound	270	21-30	Elemental, air	95
81-84	Shapechanger, roll on table below		31-35	Elemental, ash	98
85	Sphinx, andro	279	36-40	Elemental, dust	98
86	Sphinx, crio	279	41-50	Elemental, earth	96
87	Sphinx, gyno	279	51-57	Elemental, fire	96
88	Sphinx, hieraco	280	58-65	Elemental, lightning	99
89	Squealer	281	66-75	Elemental, mud	100
90	Thessalhydra	287	76-81	Elemental, radiance	101
91	Treant	290	82-86	Elemental, smoke	101
92-97	Undead, roll on table below		87-90	Elemental, vacuum	102
98	Vogel gryff	299	91-100	Elemental, water	97
99	Will-o'-wisp	301			
100	Yrthak	309			

10 CASTLES & CRUSADES

D100	EXTRAPLANAR	PG			
1-9	Ala	18	40-45	Hag, green	173
10-13	Baku	31	46-49	Ichthyocentaur	186
14-19	Couatl	61	50-54	Ketthontla	194
20-28	Devourer	71	55-61	Lizard lord	205
29-37	Empusai	107	62-69	Margoyle	217
38-47	Hag, night	173	70-75	Medusa	217
48-57	Magnesium spirit	214	76-84	Troll, Scandinavian	292
58-66	Mishtu	220	85-93	Vodyanoy	299
67-74	Nightmare	234	94-100	Xsayarsa	306
75-78	Retriever	257			
79-82	Shelkerow	271	D100	UNDEAD	PG
83-91	Weisse frau	300	1-5	Apparition	23
92-100	Windwalker	302	6-12	Banshee	32
			13-19	Death knight	68
D100	FEY	PG	20-24	Drythne	90
1-5	Faery, alder witch	125	25-32	Ghost	156
6-13	Faery, cawr	118	33-37	Helhest	177
14-23	Fey beast, adar llwch gwin	135	38-42	Irrbloss	189
24-38	Fey beast, afanc	136	43-47	Mistflarden	221
39-47	Fey beast, ellen trechend	138	48-52	Mormolyceion	222
48-56	Hyldemoer	186	53-57	Revenant	258
57-76	Korred	196	58-67	Skeletal warrior	272
77-88	Leshi	202	68-72	Skromt	275
89-100	Ved	298	73-80	Spectre	278
			81-85	Taraxippus	285
D100	GIANT	PG	86-93	Vampire	295
1-5	Chuhaister	58	94-100	Wraith	304
6-12	Cyclopes	64			
13-18	Ettin	109	8TH THRU 12TH LEVEL		
19-25	Firbolg	144	DUNGEON/UNDERGROUND ENCOUNTERS		
26-32	Fomorian	148	D100	MONSTER	PAGE
33-34	Giant, cloud	157	1-3	Assassin vine	25
35-39	Giant, eoten	158	4-6	Behir	36
40-41	Giant, fire	158	7-9	Bloodsucking worm	42
42-43	Giant, frost	159	10-12	Boginki	46
44-52	Giant, hill	159	13-15	Bulette	49
53-60	Giant, jotun	160	16-18	Cloaker	59
61-67	Giant, stone	160	19-21	Damueljack	66
68-75	Human giant	184	22-25	Disenchanter	75
76-81	Ogre mage	236	26-28	Doombat	74
82-91	Ogre	236	29-30	Dragon, roll on table below	
92-100	Troll	292	31-33	Drider	89
			34-35	Enveloping death	108
D100	SHAPECHANGER	PG	36-38	Evil occlus	110
1-20	Lycanthrope, werebear	209	39-40	Elemental, roll on table below	
21-40	Lycanthrope, wereboar	209	41-43	Extraplanar, roll on table below	
41-60	Lycanthrope, werefox	209	44-45	Faery, ciuthach	128
61-80	Lycanthrope, weretiger	212	46-47	Giant/Monstrous humanoid, roll on table below	
81-90	Lycanthrope, werewolf	213	48-49	Golem, clay	165
91-100	Lycanthrope, werehound	210	50-51	Golem, iron	165
			52-53	Golem, stone	166
D100	HUMANOID/MONSTROUS HUMANOID	PG	54-55	Lurker	208
1-5	Arimaspi	24	56-58	Mimic	220
6-15	Cyclops, lesser	65	59-60	Mushroomies	225
16-25	Gargoyle	152	61-63	Naga, dark	227
26-33	Gorgon, greek	168	64-65	Naga, guardian	229
34-39	Hag, annis	172	66-68	Naga, spirit	229
			69-71	Ooze, black pudding	238

72-75	Ooze, ochre jelly	238
76-77	Otyugh	241
78-84	Purple worm	252
85-86	Roper	259
87-88	Russet mold	261
89-90	Rust monster	262
91-92	Shade	268
93-94	Squealer	281
95-100	Undead, roll on table below	

D100	DRAGON	PG
1-5	Dragon, brass, fledgling	82
6-11	Dragon, brass, young adult	82
12-16	Dragon, brass, adult	82
17-26	Dragon, copper, young adult	84
27-36	Dragon, copper, adult	84
37-42	Dragon, gold, hatchling	85
43-51	Dragon, gold, fledgling	85
52-57	Dragon, green, fledgling	79
58-62	Dragon, green, young adult	79
63-68	Dragon, green, adult	79
69-75	Dragon, red, hatchling	80
76-83	Dragon, red, fledgling	80
84-92	Dragon, silver, fledgling	86
93-100	Dragon, silver, young adult	86

D100	ELEMENTAL	PG
1-6	Belker	37
7-11	Elemental, air	95
12-16	Elemental, ash	98
17-26	Elemental, dust	98
27-45	Elemental, earth	96
46-50	Elemental, fire	96
51	Elemental, ice	98
52-57	Elemental, magma	100
58-77	Elemental, mineral	100
78-86	Elemental, mud	100
87-88	Elemental, salt	101
90-92	Elemental, smoke	101
93-94	Elemental, steam	102
95	Elemental, vacuum	102
96-100	Elemental, water	97

D100	EXTRAPLANAR	PG
1-11	Crysmal	64
12-23	Devourer	71
24-38	Magnesium spirit	214
39-50	Rarog	255
51-55	Retriever	257
56-70	Salamander	263
71-75	Shelkerow	271
76-85	Windwalker	302
86-100	Xorn	306

D100	GIANT/MONSTROUS HUMANOID	PG
1-11	Ettin	109
12-21	Fomorian	148
22-33	Giant, stone	160
34-48	Gorgon, greek	168

49-58	Margoye	217
59-68	Medusa	217
69-88	Minotaur	221
89-100	Ogre mage	236

D100	UNDEAD	PG
1-9	Apparition	23
10-17	Death knight	68
18-23	Demilich	69
24-32	Drythne	90
33-41	Ghost	156
42-50	Haunt	176
51-59	Mummy	224
60-65	Revenant	258
66-75	Skeletal warrior	272
76-85	Spectre	278
86-93	Vampire	295
94-100	Wraith	304

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OUTDOOR/ABOVE GROUND ENCOUNTERS

D100	MONSTER	PAGE
1-3	Aerial servant	16
4-6	Aetolian boar	17
7-9	Aurumvorax	27
10	Baku	31
11-12	Behemoth	36
13-15	Claret wraith	59
16-18	Devourer	71
19-21	Dinosaur, triceratops	71
22-24	Dinosaur, tyrannosaurus rex	72
25-28	Dragon, roll on table below	
29-30	Elemental, roll on table below	
31-32	Ettin	109
33-36	Firbolg	144
37-40	Fomorian	148
41-43	Ghost	156
44-45	Giant, cloud	157
46-49	Giant, fire	158
50-51	Giant, frost	159
52-53	Giant, stone	160
54-56	Giant, storm	161
57	Golem, stone	166
58-60	Gorgimera	167
61-63	Kyreen	198
64	Lamia queen	200
65-66	Reaper	256
67	Retriever	257
68-70	Roc	259
71-72	Shelkerow	271
73-75	Skeletal warrior	272
76-77	Skromt	275
78-81	Sphinx, andro	279
82-85	Sphinx, crio	279
86-88	Squealer	281
89-91	Taraxippus	285
92-94	Thessalhydra	287
95-97	Titan	289
98-100	Yrthak	309

D100	DRAGON	PG	28-33	Evil occulus	110
1-4	Dragon, black, adult	77	34-37	Fomorian	148
5-10	Dragon, black, mature	77	38-43	Ghost	156
11-14	Dragon, blue, young adult	78	44-49	Giant, stone	160
15-18	Dragon, blue, adult	78	50-55	Golem, iron	165
19-20	Dragon, blue, mature	78	56-59	Golem, stone	166
21-24	Dragon, brass, adult	82	60-66	Lich	203
25-28	Dragon, brass, mature	82	67-70	Lurker	208
29-30	Dragon, brass, seasoned	82	71-72	Naga, guardian	229
31-35	Dragon, bronze, young adult	83	73-76	Ooze, black pudding	238
36-40	Dragon, bronze, adult	83	77-80	Prysmal eye	249
41-47	Dragon, copper, adult	84	81-87	Purple worm	252
48-53	Dragon, copper, mature	84	88-89	Reaper	256
54-58	Dragon, gold, young adult	85	90-91	Retriever	257
59-61	Dragon, gold, adult	85	92-93	Shelkerow	271
62-64	Dragon, green, adult	79	94-96	Skeletal warrior	272
65-68	Dragon, green, mature	79	95-100	Squealer	281
69-71	Dragon, green, seasoned	79			
72-76	Dragon, red, young adult	80	D100	DRAGON	PG
77-80	Dragon, red, adult	80	1-5	Dragon, brass, adult	82
81-85	Dragon, silver, young adult	86	6-11	Dragon, brass, mature	82
88-90	Dragon, silver, adult	86	12-16	Dragon, brass, seasoned	82
91-94	Dragon, white, adult	80	17-26	Dragon, copper, adult	84
95-100	Dragon, white, mature	80	27-36	Dragon, copper, mature	84
			37-42	Dragon, gold, young adult	85
D100	ELEMENTAL	PG	43-51	Dragon, gold, adult	85
1-20	Elemental, air	95	52-57	Dragon, green, adult	79
21-24	Elemental, ash	98	58-62	Dragon, green, mature	79
25-39	Elemental, dust	98	63-68	Dragon, green, seasoned	79
40-54	Elemental, earth	96	69-75	Dragon, red, young adult	80
55-59	Elemental, fire	96	76-83	Dragon, red, adult	80
60-67	Elemental, ice	98	84-92	Dragon, silver, young adult	86
68-82	Elemental, lightning	99	93-100	Dragon, silver, adult	86
83-85	Elemental, mud	100			
86-93	Elemental, radiance	101	D100	ELEMENTAL	PG
94-95	Elemental, smoke	101	1-5	Elemental, air	95
96	Elemental, vacuum	102	6-10	Elemental, ash	98
97-100	Elemental, water	97	11-20	Elemental, dust	98
			21-40	Elemental, earth	96
13 TH LEVEL & HIGHER			41-45	Elemental, fire	96
DUNGEON/UNDERGROUND ENCOUNTERS			46	Elemental, ice	98
D100	MONSTER	PG	47-52	Elemental, magma	100
1	Aerial servant	16	53-73	Elemental, mineral	100
2-6	Demilich	69	74-83	Elemental, mud	100
7-10	Devourer	71	84-86	Elemental, salt	101
11-17	Dragon, roll on table below		87-90	Elemental, smoke	101
18-23	Elemental, roll on table below		91-93	Elemental, steam	102
24-27	Ettin	109	94-95	Elemental, vacuum	102
			96-100	Elemental, water	97

CLIMATE AND TERRAIN SPECIFIC MONSTERS

There are some monsters which were excluded from the previous random encounter charts because they are exclusive to certain climates or terrains. At times, however, intrepid adventurers may find themselves wander through these very

same areas. Following are listed a number of monsters by their various climates and terrains. These may be substituted by the CK as appropriate in place of encounters generated randomly.

COLD CLIMATE ENCOUNTERS

HD	MONSTER	PAGE
Varies	Cryohydra	186
2 (d8)	Hoar fox	179
4 (d10)	Frost men	149
5 (d8)	Yeti	308
6 (d8)	Winter wolf	303
7 (d10)	Remorhaz	257
11 (d8)	Giant, frost	159
14 (d10)	Frost worm	150

DESERT ENCOUNTERS

HD	MONSTER	PAGE
1 (d4)	Perrun	246
4 (d8)	Sandling	264
6 (d8)	Dune wraith	91
7 (d10)	Dinni	153
10 (d8)	Efreeti	154

MOUNTAIN ENCOUNTERS

HD	MONSTER	PAGE
2 (d8)	Barbegazi	33
3 (d10)	Nefarian	232
4 (d6)	Krampus	198
4 (d8)	Simargl	272
11 (d8)	Giant, frost	159

RIVERS/LAKES ENCOUNTERS

HD	MONSTER	PAGE
1 (d6)	Faery, loireag	122
2 (d6)	Naides	231
2 (d8)	Dragonfish	87
3 (d10)	Fey beast, ceffyl dwr	137
3 (d6)	Faery, nack	122
3 (d6)	Faery, ceasg	113
3 (d8)	Bereginya	39
3 (d8)	Bagiennik	31
3 (d8)	Shark	270
4 (d8)	Fey beast, muirdris	141
4 (d8)	Nereid	233
5 (d20)	Nicor	233
5 (d6)	Vodyanoy	299

6 (d10)	Topielec	290
7 (d8)	Naga, water	230
8 (d8)	Musher	225
10 (d10)	Skolopendra	275
14 (d8)	Shark, megalodon	270

SEAFARING ENCOUNTERS

HD	MONSTER	PAGE
2 (d6)	Faery, roane	115
2 (d6)	Faery, fir glas	120
2 (d6)	Faery, asrai	116
2 (d8)	Sahuagin	262
2 (d8)	Locathah	206
3 (d10)	Selkie	267
3 (d6)	Faery, ceasg	113
3 (d6)	Faery, marmennill	114
3 (d6)	Merrow	114
3 (d6)	Finfolk	144
3 (d8)	Crabman	62
3 (d8)	Crab, giant	62
4 (d8)	Fey beast, muirdris	141
4 (d8)	Hippocampus	178
4 (d8)	Nereid	233
4 (d8)	Merrow	219
4 (d8)	Faery, maighdean-mhara	122
5 (d12)	Grundwergen	171
5 (d20)	Nicor	233
5 (d6)	Seirens	267
6 (d10)	Topielec	290
6 (d12)	Fey beast, nucklavee	141
10 (d10)	Skolopendra	275
10 (d20)	Ketea	193
10 (d8)	Wereshark	211
17 (d8)	Kraken	197

SWAMP/MARSH ENCOUNTERS

HD	MONSTER	PAGE
4 (d8)	Eblis	94
5 (d8)	Algoid	19
5 (d8)	Babbler	29
6 (d8)	Catoplepas	52
7 (d8)	Bolotnyi	46

MONSTER INDEX

Monster											PG
A	Size	HD	AC	Attacks	Special	Saves	Int	Treasure	XP	14	
Aboleth	L	9 (d8)	16	4 tentacle (1d6 + 8)	Enslave, Spell-like, abilities, Slime, Darkvision 60 ft., Mucus Cloud	M	High	8	1,600 + 8	14	
Acephali	M (4-5 ft.)	3 (d6)	14	By weapon	None	P	Average	4	20 + 3	14	
Achaierai	L	6 (d8)	20	2 claw (1d6 + 2), Bite (1d6 + 4)	Darkvision 60 ft., SR5, Limited Regeneration, Height	P	High	6	360 + 6	15	
Azdacha	L (15 + ft.)	5 (d10)	19	Special	Cyclonic Force, Storm Fury	M	Low	5	300 + 5	15	
Adherer	M	4 (d8)	17	2 Fists (1d3)	Adhesion, Camouflage	P	Low	3	90 + 4	15	
Aerial servant	L (8 ft.)	16 (d8)	17	Slam (8d4)	Invisible, Plane Travel, Grasp	P	Inferior	Nil	9,600 + 16	16	
Aethonoi	L (20 + ft)	4 (d10)	16	2 Talon (1d8), Beak (2d6)	Dive, Detect falsehood, Improved Sight, Twilight Vision	P	High	3	60 + 4	16	
Aetolian boar	L (8-15 ft.)	10 (d20)	19	Gore (2d10)	Twilight Vision, Trample	P	Low	1	500 + 10	17	
Agathion	M	8 (d8)	20	By weapon or inherent ability	Altrernate Shape, Bonus Damage, Spell-like Abilities, Telepathy	M, P	Genius	Nil	2,300 + 8	17	
Ala	L (20 + ft.)	5 (d12)	18	2 Claw (3d10), Bite (4d10), By weapon	Deathly Wind, Face of Terror, Possession, Shapechange,	M	Average	5	700 + 5	18	
Algoid	M	5 (d8)	15	2 Fists (1d10)	Resistant to Weapons, Spell Immunity	P	Low	Nil	220 + 5	19	
Alkonost	M	3 (d8)	14	2 Claws (1d3) or By weapon	Healing Song	P	Very	3	35 + 3	19	
Allip	M	4 (d12)	15	Touch (ability drain)	Babble, Darkvision 60 ft., Incorporeal, Madness, Wisdom Drain	M	Average	5	160 + 4	20	
Alp	M	3 (d6)	15	Claw 1d10, Bite 2d8	Nightmares, Vampirism, Shapeshifting, Invisibility	M	Average	4	200 + 3	20	
Al-mi'raj	S	1 (d4), 1 HP	14	Horn (1d4), Bite (1d2)	Sharp Senses	P	Animal	Nil	7 + 1	21	
Ankheg	L	5 (d10)	18	Bite (3d6 + 1d4)	Improved Grab, Spit Acid, Twilight Vision	P	Animal	5	180 + 5	21	
Amphisbaena	S (3-4 ft.)	3 (d6)	14	Bite (4d8)	Constrict, Poison	P	Low	1	200 + 3	22	
Androphagos	L (8-10 ft.)	6 (d10)	17	2 Claws (3d6), Bite (2d10), 6 Tail Spikes (2d12)	Paralyze, Tail Spikes, Twilight Vision Dark Vision (60 ft.)	P	Low	5	210 + 6	22	
Ant, giant	S	1 (d6) 2 (d8) 5 (d8)	16	Bite: Worker (1d3), Soldier (1d3 + 1), Queen (1d8)	Acid Sting	P	Animal	Nil	worker 5 + 1, soldier 15 + 2, queen 80 + 5	22	
Ant lion	L	8 (d8)	18	Bite (5d4)	Grab	P	Animal	See text	375 + 8	23	
Ape, great	M	3 (d8)	14	2 Claw (1d3), Bite (1d6)	Rend, Twilight Vision	P	Animal	Nil	30 + 3	23	
Apparition	M	8 (d8)	12	See Text	Ethereal, Terror, Choke Attack	M	Average	5	825 + 8	23	
Arimaspi	M to L	7 (d8)	15	2 Slam (1d6), By weapon (2d6)	Hug	P	Average	6	500 + 5	24	
Arrowhawk	S to M	3 (d8) 6 (d8) 12 (d8)	20/21/22	Electric Ray (2d6) or Bite (1d6 + 1)	Electric Ray, Darkvision 60 ft., Immunity: Acid (full), Electricity (half), Poison (full)	P	Average	5	3HD 80 + 3, 6 HD 480 + 6, 12 HD 3,550 + 12	24	
Ascomoid	L	7 (d10)	17	Bash (1d10)	Gas Cloud	P	Animal	N/A	315 + 7	25	
Assad	S	1 (d4) (1hp)	15	Bite (1d4)	Paralysis, Lay Eggs	P	Animal	Nil	14 + 1	25	
Assassin vine	S to L	5 (d8)	15	8 vines (1d4)	Construct, Improved Grab, Camouflage, Resistance: Cold and fire (half)	P	not rateable	5	420 + 5	25	
Atomie	S (1 ft.)	1 (d4)	16	2 By weapon	Initiative, Poison, Spells	P	High	2	11 + 1	26	
Aurumvorax	M	12 (d8)	20	Bite (2d4)	Locking Jaw, Resistant to Weapons	P	Animal	3	2,225 + 12	27	
Automaton	Varies	Varies	10-15	By weaponry	Varies by design	P	Low to average	Varies	1,000 + 50 varies	27	
Avatas	M	See Text	See Text	See Text	Immunity (Weapon + 1), Immunity (See text)	M, P	Genius	Nil	See Text	28	
Avia	M	1 (d10)	13	2 Claws (1d4)/Spear (in flight)	Dive attack	P	Average	3	9 + 1	28	
Azer	S (4 - 5 ft.)	1 to 4 (d8)	18	By weapon	N/A	P	Low to High	Nil	5 + 1/ 10 + 2/ 20 + 3/ 40 + 4	29	

B	Size	HD	AC	Attacks	Special	Saves	Int	Treasure	XP	29
Babbler	M	5 (d8)	14	2 Claw (1d4), Bite 1d6	Back Attack	P	Low	2	160 + 5	29
Baboon	S	1 (d6)	13	Bite (1d4)	Twilight Vision	P	Animal	Nil	5 + 1	30
Badalisc	L	4 (d10)	18	Bite (3d6), Claw (1d10)	Fire Breath, Turn to Stone	P	Low	4	400 + 4	30
Badger (ratel)	S	1 (d10)	16	2 Claw (1d3), Bite (1d4)	Ferocity	P	Animal	Nil	9 + 1	30
Bagiennik	S (4 ft.)	3 (d8)	17	Claw (d8), Bite (2d6)	Acidic Oil	M	Average	3	250 + 3	31
Baku	L	13 (d10)	22	3 Gore (3d6), Kick (2d6 x2)	Detect Evil, Telepathy, Trumpet	P	Superior	N/A	3,900 + 13	31
Banderlog	S	4 (d8)	14	2 Fists (1d4 + 1)	N/A	P	Low to average	2	40 + 4	31
Bannik	S (4 ft.)	3 (d6)	15	Claw (1d8)	Divination	M	Average	3	250 + 3	32
Banshee	M	7 (d8)	20	Chilling Touch (1d8)	Keening Wail, Immune to cold and Electricity, SR 10	M	High	7	900 + 7	32
Barbegazi	S	2 (d8)	14	By weapon	Immunity to Cold	P	Average	3	15 + 2	33
Basilisk	M	6 (d10)	16	Bite (1d10)	Petrifying Gaze, Darkvision 60 ft.	P	Animal	5	240 + 6	33
Basilisk, greater	L (10 -12 ft.)	9 (d10)	20	2 Claw (1d8), Bite (1d6)	Petrifying Gaze	P	Low	8	1,000 + 9	33
Bat o' the Flame	S	2 (d8)	12	Bite (2d4), Heat (1d8)	Immunity to Fire	P	Animal	2	22 + 2	34
Bauk	S (4 ft.)	3 (d4)	14	Claw (d6), Bite (d8), By weapon	Nil	M	Average	3	275 + 3	34
Bear, black	M	3 (d8)	13	2 Claw (1d6), Bite (1d8)	Hug	P	Animal	Nil	40 + 3	35
Bear, brown	L	6 (d8)	15	2 Claw (1d8) Bite (1d12)	Hug	P	Animal	Nil	240 + 6	35
Bear, cave	L	8 (d12)	15	2 Claw (1d12) Bite (3d8)	Hug, Blood Rage	P	Animal	5	525 + 8	35
Becolaep	M	4 (d20)	12	By weapon, 2 Claws (3d10)	Incorporeal, Life Drain	P	Average	4	500 + 4	36
Behemoth	L	10 (d8)	16	Bite (3d8)	N/A	P	Animal	N/A	1,050 + 10	36
Behir	L	9 (d10)	20	Bite (2d4), Slam (1d4 + 1), 6 Talon (1d6 each)	Breath Weapon, Cannot be Tripped, Constrict, Darkvision 60 ft., Improved Grab, Immunity: Electricity (full), Rake, Swallow Whole, Twilight Vision	P	Low	9	2,600 + 9	36
Belker	L	7 (d8)	22	2 Wing (2d4), 2 Claw (1d4), Bite (1d6)	Smoke Claws, Darkvision 60 ft., Smoke Form, SR 4	P	Low	7	720 + 7	37
Bendith y Mamau	S	1 (d6)	13	By weapon (1d3)	Invisibility	P	High	1	9 + 1	38
Berbalang	M	2 (d8)	14	2 Claws (1d4) Bite (1d6)	Plane Travel	M	High	Nil	32 + 2	38
Bereginya	M (5 ft.)	3 (d8)	14	By weapon	Nil	M	Average	3	350 + 3	39
Bird of prey	S (1 ft.) - L (5 ft.)	1 (d6)/ 4 (d8)	14/15	2 Talon (1), Beak (1d2);(giant) 2 Talon (1d3), Beak (1d6)	Twilight Vision, Dusk Vision	P	Animal	Nil	5 + 1/ 40 + 4	39
Bisytsia	S (3 ft.)	4 (d6)	18	2 Claw (2d6), Beak (d10)	Song of Allure	M	Average	4	300 + 4	39
Black dog	L (8 ft.)	2 (d8)	12	Bite (3d6), Claw (2d6)	Invisibility	P	Low	Nil	100 + 2	40
Blindheim	S (4 ft.)	4 (d8)	17	Bite (1d6)	Blinding Attack, Disease	P	Animal	2	100 + 4	40
Blink dog	S	2 (d10)	16	Bite (1d6)	Blink, Darkvision 60 ft., Teleport, Twilight Vision	M	Average	1	22 + 2	41
Blood hawk	S	1 (d10)	13	Bite (1d4), 2 Claws (1d2)	N/A	P	Animal	Nil	7 + 1	41
Bloodsucking wrym	L (20 ft.)	6 (d8)	16	Bite (1d6), Blood Drain (1d4)	Blood Drain	P	Animal	6	180 + 6	42
Blud	S (3-4 ft.)	3 (d6)	16	By weapon	Disorientation	M	Average	3	200 + 3	42
Boalisk	L	5 (d10)	15	Bite (1d6)	Constriction, Gaze Attack	P	Animal	N/A	200 + 5	43
Boar, wild (razorback)	M	2 (d8)	16	Gore (2d6)	Twilight Vision	P	Average	Nil	10 + 2	43
Bodak	M	9 (d12)	20	Fist (2d4), or By weapon	Death Gaze, Darkvision 60 ft., Immunity: Electricity (full), Acid (half) and Fire (half)	P	Low	8	1,700 + 12	44
Boeman	M	4 (d6)	18	Claws (3d6), Bite (2d10)	Dark Cloak	M	Average	4	250 + 4	44
Boggart	S to M	5 (d10)	26	Shocktouch (2d6)	Darkvision (30 ft.), Immunity to magic, Invisibility, Confusion, Change Form	P	High	4	300 + 5	44
Boggle	S (3 ft.)	3 (d10)	15	2 Claw (1d4), Bite (1d6)	Secrete Oil, Keen Smell, Teleport	P	Low	2	60 + 3	45

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Boginki	S (4 ft.)	5 (d6)	19	Nil	Incorporeal, Spell-Like Abilities	M	Average	Nil	200 + 5	46
Bolotnyi	M (5-7 ft.)	7 (d8)	17	Bite (5d10), Claw (6d8)	Bog Stealth	P	Low	4	400 + 7	46
Bonesnapper	M (5 ft.)	4 (d8)	16	Bite (2d6)	Bone Snap	P	Animal	Nil	40 + 4	46
Boobrie	L (12 ft.)	9 (d8)	15	Bite (1d10)	Immunity to Poisons	P	Animal	Nil	700 + 9	47
Bowlya	S to M	1 (d8)	16	Crush (See Text)	Camouflage	P	Animal	Nil	7 + 1	47
Boyg	L	3 (d12)	16	Bite (3d10)	Constrict	P	Low	3	500 + 3	47
Buckawn	S	1 (d6)	17	By weapon (1d4)	Invisibility, Poison, Heightened Senses	P	High	3	13 + 1	48
Bugbear	L	3 (d8)	17	By weapon	Darkvision 60 ft.	P	Average	2	20 + 3	48
Bukavak	L (10 ft.)	5 (d10)	15	Bite (4d12), Claw (5d6)	Multiple Attack, Strangle	P	Low	4	300 + 5	49
Bulette	L	9 (d10)	22	2 Claw (3d6), Bite (4d12)	Darkvision 60 ft., Twilight Vision	P	Animal	8	900 + 9	49
Bysen	S	1 (d10)	13	Axe (2d8)	Blindness, Lead Astray	M	Average	1	55 + 1	50
C	Size	HD	AC	Attacks	Special	Saves	Int	Treasure	XP	
Cadaver caterpillar	L (9 ft.)	3 (d10)	13/ 17	8 Antennae (1d2)	Paralysis	P	Animal	2 (in lair)	50 + 3	50
Carbuncle	S	1 (d8)	18	N/A	Limited Telepathy, Incite Anger	M	Low to average	nil (see text)	9 + 1	51
Caryatid columns	M (5 ½ ft.)	4 (d8)	14	By weapon (1d6)	N/A	P	High	Nil	40 + 4	51
Cat	S	1 (d2)	14	N/A	Twilight Vision	P	Animal	Nil	5 + 1	52
Caterwaul	M	4 (d10)	17 (see tex)	2 Claws (1d4), Bite (2d4)	Howl	P	Low	4	90 + 4	52
Catoblepas	L	6 (d8)	13	Tail Swipe (2d4)	Stun, Gaze Attack	P	Animal	Nil	300 + 6	52
Cave fisher	L (10 ft.)	3 (d8)	17	2 Claws (2d4)	Trap Line	P	Animal	2	30 + 3	53
Centipede, giant	M	3 (d8)	15	Bite (1d4)	Poison	P	Animal	Nil	45 + 3	53
Centaur	L	4 (d8)	14	2 Hoof (1d6), By weapon	Darkvision 60 ft., Tracking 5, Woodland Stride	P	Average	4	80 + 4	54
Cerberus	L (5-10 ft.)	5 (d12)	16	2 Claws (4d8), Bite: Hound (5d10), Bite: Serpent (3d6)	See Future	M, P	Average	6	1,000 + 5	54
Ceryneian hound	L (8 ft.)	8 (d20)	20	Gore (5d10), Trample (5d6)	Woodland Stride	P	Average	See text	5,000 + 8	55
Chawl witch	M	4 (d8)	18	2 Claw (1d4) or Cudgel (1d8)	Screech, Languages, Spell-like Abilities	M	Genius	5	110 + 4	55
Chimera	L	9 (d10)	19	2 claw (1d3), Gore (1d4), Bite: Dragon (2d6), Goat (2d4), Lion (3d4)	Breath Weapon, Darkvision 60 ft., Twilight Vision	P	Animal	8	1,000 + 9	57
Chort	M (4 ft.)	6 (d6)	17	Bite (2d10), Claw (3d6), Hoof (d8), By weapon	Possesses 5th level Cleric Spells	M	Average	6	350 + 6	57
Chuhaister	L (12-15 ft)	6 (d10)	15	Slam, Club (4d10)	Heightened Hearing, Ugly Countenance, Forest Blend	M	Low	Nil	300 + 6	58
Cikavak	S (1-2 ft.)	1 (d4)	14	Peck (d6), Claw (d4)	Gather	M	Low	Nil	75 + 1	58
Claret wraith	M	13 (d8)	20 (16)	Wind (3d10)	Bypass Armor	M	Genius	5	3,000 + 13	59
Cloaker	L	6 (d8)	19	Tail Slap (1d6), Bite (1d6)	Moan, Engulf, Darkvision 60 ft., Shadow Shift	P	High	5	330 + 6	59
Clubnek	M (5 ft.)	2 (d8)	12	Bite (1d6), Claw (1d4)	N/A	P	Animal	Nil	10 + 2	60
Cockatrice	S	5 (d10)	14	Bite (1d3)	Petrification, Darkvision 60 ft., Twilight Vision	P	Animal	5	160 + 5	60
Coffer corpse	M	2 (d8)	12	Hand (1d6) or By weapon	Weapon Immunity, Choke Attack	P	Low	3	25 + 2	60
Cooshee	M	3 (d8)	15	Bite (2d4)	Trip, Conceal	P	Low	Nil	40 + 3	61
Couatl	L	9 (d8)	21	Bite (1d3), Construction (2d8)	Constrict, Poison, Spell-like Abilities, Spells, Darkvision 60 ft., Ethereal Jaunt, Telepathy 90 ft.	M, P	Superior	8	1,800 + 9	61
Crab, giant	L	3 (d8)	17	2 Claws (2d6)	Rip (see text)	P	Animal	Nil	40 + 3	62
Crabman	M	3 (d8)	16	2 Claws (1d6)	N/A	P	Average	4	20 + 3	62
Crocodile (alligator)	M	3 - 8 (d8)	15	Bite (2d4), Tail Slap (1d12)	Roll, Twilight Vision	P	Animal	2 (nest only)	30 + 3	63
Crypt thing	M	6 (d8)	17	1 Claw (1d10)	Immunity (Weapon, +1), Teleport	P	High	4	270 + 6	63

Crysmal	S (4 ft.)	6 (d10)	20	Appendage (3d4)	Missile Fire	P	High	9 (gems only)	150 + 6	64
Cyclopes	L (10 ft.)	9 (d8)	17	2 Fist (4d6), Club (5d8)	Rock Throwing, Twilight Vision	P	Low	5	600 + 9	64
Cyclops, lesser	L (7 ½ ft.)	5 (d10)	15	By weapon	N/A	P	Low	4	80 + 5	65
Cynocephaly	M (5 ft.)	2 (d8)		2 Claw (1d8), Bite (1d10), By weapon	Nature Lore	P	Average	4	250 + 2	65
D	Size	HD	AC	Attacks	Special	Saves	Int	Treasure	XP	65
Dakon	M	2 (d8)	15	2 Claws (1d10)	N/A	P	Average	2	10 + 2	65
Damueljack	L	6 (d8)	20	Pseudopod (1d6)	N/A	P	Animal	Nil	120 + 6	66
Dark creeper	S (4 ft.)	1 (d10)	20 (see text)	By weapon	Darkness, Rogue Skills	P	High	5	11 + 1	66
Dark stalker	M (6 ft.)	2 (d10)	21	By weapon	Darkness, Initiative, Teleport, Dying Attack	P	Superior	5	32 + 2	67
Darkmantle	S	1 (d10)	17	Bite (2d4), Constriction (1d4)	Darkness, Improved Grab, Constrict, Blindsight 90 ft.	P	Animal	1	11 + 1	67
Death dog	M	2 (d8)	13	2 Bite (1d10)	Darkvision 60 ft., Trip	P	Animal	Nil	15 + 2	68
Death knight	M	9 (d10)	20	By weapon	Spell-like Abilities, Turn, Dying Attack	P	Genius	6	2,900 + 9	68
Demilich	M	10 (d8)	20	See Text	Energy Drain, Respawn, Spell Resistance, Death Attack, Drain Souls	M, P	Supra Genius	9	4,500 + 10	69
Derro	S (4 ft.)	3 (d6)	14 or By armor	By weapon	Deepvision, Rogue Skills	P	High to Genius	4	30 + 3	69
Devil dog	M	6 (d8)	14	Bite (2d4)	Bleeding Attack	P	Low	Nil	210 + 6	70
Devourer	L	12 (d12)	24	Claw (2d6)	Energy Drain, Trap Essence, Spell Like Abilities, Darkvision 60 ft., Spell Deflection, SR 10	M, P	Superior	10	5,875 + 12	71
Dinosaur, triceratops	L	16 (d8)	18	3 Horn (1d12)	Powerful Charge, Trample, Twilight Vision	P	Animal	9	6,100 + 16	71
Dinosaur, tyrannosaurus	L	18 (d8)	15	Bite (5d8)	Swallow Whole, Scent, Twilight Vision	P	Animal	10	7,900 + 18	72
Dire corby	L (8 ft.)	2 (d8)	18	2 Claw (1d6), Bite (1d8)	Squawk	P	Low to Average	3	20 + 2	72
Dog (coyote)	S	1 (d8)	15	Bite (1d4)	Tracking 10, Twilight Vision	P	Animal	Nil	5 + 1	72
Disenchanter	M (4 ft.)	5 (d8)	15	Kick (1d10)	Drain Magic, Detect Magic	P	Average	Nil	200 + 5	73
Di sma undr Jordi	S	1 (d4)	18	Spear (1d6), Bow (1d4)	N/A	M	Average	1	50 + 1	73
Dokkalfar	M	2 (d6)	12	Sword (2d6), Spear (1d10)	Night vision 150 ft., Making enchanted items, SR 3	M	Average	2	50 + 2	73
Dola	S to M	5 (d10)	18	Varies, By weapon	Shapechange	M	Average to high	5	500 + 5	74
Domovoi	M (5 ft.)	3 (d6)	14	By weapon	N/A	M	Average	3	425 + 3	74
Doombat	M	6 (d8)	16	Bite (1d6), Tail Swipe (1d4)	Shriek	P	Animal	6	210 + 6	74
Doppelganger	M	4 (d8)	15	Slam (1d12)	Twilight Vision 60 ft., Detect Thoughts, Change Shape, Class Abilities, Immunity: Sleep and Charm Effects	P	High	4	150 + 4	75
Dragonet	M	4 (d8)	16	2 Claws (2d6), Bite (2d10)	Breath Weapon, Poisonous Blood	M, P	Average	4	300 + 4	75
Dragon, black	See text	See Text	See Text	2 Claws (1d4), Wing (1d8), Tail (1d8), Bite (2d12)	Breath Weapon, Spell-Like Abilities, Immunity to Acid (full), Water Breathing	M, P	See Text	See Text (hoard)	See Text	77
Dragon, blue	See text	See Text	See Text	2 Claws (1d6), Wing (1d8), Tail (1d8), Bite (4d6)	Breath Weapon, Spell-Like Abilities, Immunity to Electricity (full), Create/Destroy Water	M, P	See Text	See Text (hoard)	See Text	78
Dragon, green	See text	See Text	See Text	2 Claws (1d4), Wing (1d6), Tail (1d6), Bite (2d6)	Breath Weapon, Spell-Like Abilities, Immunity to Acid (full), Water Breathing	M, P	See Text	See Text (hoard)	See Text	79
Dragon, red	See text	See Text	See Text	2 Claws (1d8), Wing (1d10), Tail (1d10), Bite (4d10)	Breath Weapon, Spell-Like Abilities, Immunity to Fire (full)	M, P	See Text	See Text (hoard)	See Text	80
Dragon, white	See text	See Text	See Text	2 Claws (1d4), Wing (1d6), Tail (1d6), Bite (2d8)	Breath Weapon, Spell-Like Abilities, Icelwalking, Immunity to Cold (full)	M, P	See Text	See Text (hoard)	See Text	80

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Dragon, brass	See text	See Text	See Text	2 Claws (1d4), Wing (1d6), Tail (1d6), Bite (4d4)	Breath Weapon, Immunity to Fire (full), Speak with Animals, Spell-Like Abilities	M, P	See Text	See Text (hoard)	See Text	82
Dragon, bronze	See text	See Text	See Text	2 Claws (2d4), Wing (1d8), Tail (1d8), Bite (4d6)	Breath Weapon, Spell-Like Abilities, Immunity to Electricity (full), Speak with Animals, Water Breathing	M, P	See Text	See Text (hoard)	See Text	83
Dragon, copper	See text	See Text	See Text	2 Claws (1d4), Wing (1d8), Tail (1d8), Bite (4d4)	Breath Weapon, Spell-Like Abilities, Immunity to Acid (full), Spider Climb	M, P	See Text	See Text (hoard)	See Text	84
Dragon, gold	See text	See Text	See Text	2 Claws (1d8), Wing (1d8), Tail (1d8), Bite (6d6)	Breath Weapon, Alternate Form, Spell-Like Abilities, Immunity to Fire (full), Water Breathing	M, P	See Text	See Text (hoard)	See Text	85
Dragon, silver	See Text	See Text	See Text	2 Claws (1d6), Wing (1d8), Tail (1d8), Bite (6d6)	Breath Weapon, Spell-Like Abilities, Immunity: Acid (full) and Cold (full)	M, P	See Text	See Text (hoard)	See Text	86
Dragonfish	S	2 (d8)	16	Bite (1d4)	Poison	P	Animal	Nil	20 + 2	87
Dragonne	L	9 (d10)	18	2 Claw (1d8), Bite (4d6)	Roar, Darkvision 60 ft., Twilight Vision, Scent	M, P	Low	7	900 + 9	87
Dragonnel	L (20-25 ft.)	8 (d10)	17	Bite (3d6) or 2 Claw (1d6)	N/A	P	Low	8	250 + 8	87
Draugr	M	4 (d10)	18	By weapon	Weapon Immunity, Respawn	P	High	3	100 + 4	88
Drekavak	S to M	4 (d8)	15	Claw (2d6), Bite (d8)	Distracting Yell	M	Average	4	325 + 4	88
Drelb	M	5 (d10)	18	Slam (3d4)	Trip	P	High	Nil (see text)	80 + 5	88
Drider	L	7 (d8)	17	By weapon, Bite (1d4)	Spells, Web, Poison, Darkvision 60 ft., Fighter Class Abilities, SR 3, Elf Traits	P	High	7	Male: 585+7/ Female: 720+7	89
Dryad	M	2 (d8)	17	Dagger (1d4)	Spell-Like Abilities, Tree Stride, Wild Empathy, SR 10	M, P	High	1	39 + 2	90
Drythne	M	5 (d12)/8 (d12)	13/18	By weapon, Slam, Bite (3d12)	Life Drain, Spread Disease, Woden's Fury	P	Average	2	250 + 5/ 500 + 8	90
Duergar	S	1 (d10)	16 (or by armor worn)	By weapon	Darkvision 120 ft.	P	Average or High	3	7 + 1	91
Dune wraith	M	6 (d8)	17	2 Fist (1d6)	Stun, Track, Summon Sand, Detect Good	P	High	4	420 + 6	91
Dustdigger	L	4 (d8)	16/12	Bite (1d8)	Envelop	P	Low	Nil	70 + 4	92
Dwarf	S	1 (d8)	16	By weapon	Dwarf Traits, Deepvision 120 ft.	M, P	Average	2	7 + 1	92
E	Size	HD	AC	Attacks	Special	Saves	Int	Treasure	XP	93
Eagle, giant	L	4 (d10)	16	2 Talon (1d8), Beak (2d6)	Dive, Twilight Vision, Improved Sight, Detect Falsehood	P	High	3	90 + 4	93
Ear seeker	S (3-6 in.)	1 (d2)	10	N/A	Lay Eggs	P	None	Nil	10 + 1	93
Eblis	M	4 (d8)	17	Beak (1d6)	Spells, Resistant to Fire	P	Average to Superior	5	40 + 4, 60 + 4 for elder	94
Elemental, earth	S	2 (d8)	17	Slam 2d4	Earth Mastery, Darkvision	P	Inferior	1	22 + 2	96
	M	8 (d8)	19	2d8	60 ft., Earth Mastery, Regeneration 2			7	575 + 8	
	L	16 (d8)	24	2d10				9	4,600 + 16	
Elemental, fire	S	2 (d8)	15	Slam + burn 1d4 + 1d2	Burn, Darkvision 60 ft., Immunity to Fire, Regeneration 2	P	Inferior	1	24 + 2	96
	M	8 (d8)	18	2d6 + 1d6				7	650 + 8	
	L	16 (d8)	22	2d8 + 1d8				9	5,100 + 16	
Elemental, water	S	2 (d8)	17	Slam 2d6	Water Mastery, Drench, Vortex, Capsize, Darkvision 60ft., Regeneration 2	P	Inferior	1	37 + 2	97
	M	8 (d8)	19	4d6				7	950 + 8	
	L	16 (d8)	24	5d8				10	7,700 + 16	
Elemental, lesser - ash	S	2 (d8)	16	Slam 1d6	Mastery, Darkvision (60 ft.), Regeneration 2, Immunity (Weapon, +1)	P	Inferior	1	22 + 2	98
	M	8 (d8)	18	1d10				6	650 + 8	
	L	16 (d8)	23	2d8				8	5,700 + 16	
Elemental, lesser - dust	S	2 (d8)	16	Slam 1d6	Mastery, Darkvision (60 ft.), Regeneration 2, Immunity (Weapon, +1)	P	Inferior	1	22 + 2	98
	M	8 (d8)	18	1d10				6	650 + 8	
	L	16 (d8)	23	2d8				8	5,700 + 16	
Elemental, lesser - ice	S	2 (d8)	16	Slam 1d6	Mastery, Darkvision (60 ft.), Regeneration 2, Immunity (Weapon, +1)	P	Inferior	1	22 + 2	98
	M	8 (d8)	18	1d10				6	650 + 8	
	L	16 (d8)	23	2d8				8	5,700 + 16	
Elemental, lesser - lightning	S	2 (d8)	16	Slam 1d6	Mastery, Darkvision (60 ft.), Regeneration 2, Immunity (Weapon, +1)	P	Inferior	1	22 + 2	99
	M	8 (d8)	18	1d10				6	650 + 8	
	L	16 (d8)	23	2d8				8	5,700 + 16	
Elemental, lesser - magma	S	2 (d8)	16	Slam 1d6	Mastery, Darkvision (60 ft.), Regeneration 2, Immunity (Weapon, +1)	P	Inferior	1	22 + 2	100
	M	8 (d8)	18	1d10				6	650 + 8	
	L	16 (d8)	23	2d8				8	5,700 + 16	

Elemental, lesser - mineral	S	2 (d8)	16	Slam 1d6	Mastery, Darkvision (60 ft.), Regeneration 2, Immunity (Weapon, +1)	P	Inferior	1	22 + 2	100
	M	8 (d8)	18	1d10				6	650 + 8	
	L	16 (d8)	23	2d8				8	5,700 + 16	
Elemental, lesser - mud	S	2 (d8)	16	Slam 1d6	Mastery, Darkvision (60 ft.), Regeneration 2, Immunity (Weapon, +1)	P	Inferior	1	32 + 2	100
	M	8 (d8)	18	1d10				6	900 + 8	
	L	16 (d8)	23	2d8				8	7,800 + 16	
Elemental, lesser - radiance	S	2 (d8)	16	Slam 1d6	Mastery, Darkvision (60 ft.), Regeneration 2, Immunity (Weapon, +1)	P	Inferior	1	22 + 2	101
	M	8 (d8)	18	1d10				6	650 + 8	
	L	16 (d8)	23	2d8				8	5,700 + 16	
Elemental, lesser - salt	S	2 (d8)	16	Slam 1d6	Mastery, Darkvision (60 ft.), Regeneration 2, Immunity (Weapon, +1)	P	Inferior	1	22 + 2	101
	M	8 (d8)	18	1d10				6	650 + 8	
	L	16 (d8)	23	2d8				8	5,700 + 16	
Elemental, lesser-smoke	S	2 (d8)	16	Slam 1d6	Mastery, Darkvision (60 ft.), Regeneration 2, Immunity (Weapon, +1)	P	Inferior	1	22 + 2	101
	M	8 (d8)	18	1d10				6	650 + 8	
	L	16 (d8)	23	2d8				8	5,700 + 16	
Elemental, lesser-steam	S	2 (d8)	16	Slam 1d6	Mastery, Darkvision (60 ft.), Regeneration 2, Immunity (Weapon, +1)	P	Inferior	1	22 + 2	102
	M	8 (d8)	18	1d10				6	650 + 8	
	L	16 (d8)	23	2d8				8	5,700 + 16	
Elemental, lesser-vacuum	S	2 (d8)	16	Slam 1d6	Mastery, Darkvision (60 ft.), Regeneration 2, Immunity (Weapon, +1)	P	Inferior	1	22 + 2	102
	M	8 (d8)	18	1d10				6	650 + 8	
	L	16 (d8)	23	2d8				8	5,700 + 16	
Elemental, air	S	2 (d8)	17	Slam 2d4	Air Mastery, Whirlwind, Darkvision 60 ft., Regeneration 2	P	Inferior	1	27 + 2	95
	M	8 (d8)	19	2d8				7	700 + 8	
	L	16 (d8)	24	2d10				9	5,700 + 16	
Elemental lord, Grouzal	L	20 (d6) (110 hp)	27	2 Bash (5d10 each)	Weapon Immunity, Spells, Telepathy, Clairvoyance	M, P	Supra -Genius	18	21,150 + 20 (28,800 + 20 home plane)	102
Elemental lord, Jumkin	L	20 (d8) (100hp)	25	Bash (4d10 each)	Weapon Immunity, Spells, Telepathy, Clairvoyance, Invisibility	M, P	Supra -Genius	18	25,350 + 20 (33,050 + 20 home plane)	103
Elemental lord, Palhyd	L	20 (d8) (100hp)	25	1 Bash (3d10), Envelop	Weapon Immunity, Spells, Telepathy, Clair-voyance	M, P	Supra -Genius	18	23,650 + 20 (31,350 + 20 home plane)	104
Elemental lord, Roog-ar(prince of evil fire creatures)	L	20 (d8) (90 hp)	24	1 Engulf (6d6)	Weapon Immu-nity, Spells, Telepathy, Clairvoyance, Proximity Damage	M, P	Supra -Genius	18	23,650 + 20 (31,350 + 20 home plane)	104
Elephant	L	7 (d8)	15	2 Tusk (2d8), or 2 Stamp (2d6), or Trunk (1d6)	Twilight Vision	P	Animal	Nil	180 + 7	105
Elf	M	1 (d8)	15	By weapon	Elven Traits, Forest Stealth	P	Average	1	9 + 1	105
Ellepiger	M	3 (d6)	14	None	Lure, Drain Life	P	Average	2	45 + 3	106
Empusai	M	8 (d12)	20	Slam (1d20)	Blood Drain, Children of the Night, Dominate, Create Spawn, Energy Drain, Alternate Form, Gaseous Form, Entourage, Electrical Resistance (half), Spider Climb.	M, P	High	8	1,885 + 8	107
Enveloping death	M	6 (d8)	16	2 Fists (1d8)	Feed, Rob Abilities	P	Low	Nil	330 + 6	108
Ethos muse-laurpoli	M	5 (d8)	17	1 Lightning Bolt (5d6)	Uplifting Voice, Regenerate, Resurrection, Ethereal	M, P	Genius	Nil	500 + 5	108
Ethos muse-marbrau	M	5 (d8)	17	1 Lightning Bolt (5d6)	Taunting Voice, Animate Dead, Ethereal	M, P	Genius	Nil	440 + 5	109
Ettercap	M	5 (d8)	14	2 Claw (1d4), Bite (1d8)	Poison, Grab, Web, Twilight Vision	P	Low	5	200 + 5	109
Ettin	L	10 (d8)	18	2 Fist (1d8); or One weapon (4d4) and One weapon (2d6); or 1 Two-handed weapon (5d6)	Twilight Vision, Impossible to Surprise	P	Low	7	900 + 10	109
Evil Oculus of Ice and Fire	M	12 (d8)	18	Fireball (10d6) Icestorm (5d6)	Telepathy, Ethereal, Spell-like Abilities	P	High	Nil	3,325 + 12	110
Executioner's hood	S	3 (d10)	14	Suffocate (1d6)	Suffocation, Shared Damage	P	Low	Nil	50 + 3	110
Eye killer	S	4 (d8)	15	Bite (1d4)	Death Stare	P	Low	4	60 + 4	111
F	Size	HD	AC	Attacks	Special	Saves	Int	Treasure	XP	111
Faery, alfar	M	2 (d6)	13	By weapon	Elf Shot, Faerie Abilities	M	Average	2	45 + 2	112
Faery, askrfroa	M	2 (d6)	14	Slam, Claw (1d8)	Ash Tree Bond	M	Average	0	50 + 2	112
Faery (light), elven folk	S to M	2 (d6)	10	Fey Bow (1d4-1), Quarterstaff (1d4-1)	Faery Knowledge, Vulnerable to Iron, Twilight Vision, Faery Abilities	M, P	High	None	30 + 2	113
Faery (light), ceasg	M (5 ft.)	3 (d6)	12	Bite (+ 2 melee, 1d6)	External Soul	M	Average	3	45 + 3	113

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Faery (light), ellyll	S (1-10 in.)	1 (d4)	25	Spear (+ 1 melee, 1d6), Sword (+ 2 melee, 1d8)	Winged Ways, Faery Abilities	M	Average to Superior	CK's choice	50 + 1	113
Faery (light), henkies	L (8 ft.)	3 (d10)	13	Short Sword (+ 2 melee), Axe (+ 3 melee)	Dark Vision (60 ft.), Faerie Abilities, Regeneration 1	P	Average	3	50 + 3	113
Faery (light), ljosalfar	M	2 (d6)	12	By weapon	Glow of Light	M, P	Average	2	50 + 2	114
Faery (light), marmennill	M	3 (d6)	12	Bite (2d6), Sword (3d6)	Second Sight	P	Average	3	80 + 3	114
Faery (light), merrow	M (5 ft.)	3 (d6)	12	Bite (2d6), Sword (3d6)	Faery Abilities	P	Average	3	80 + 3	114
Faery (light), morwyn elves	M (5 ft.)	2 (d8)	11	Sword (2d6), Spear (1d8)	Twilight Vision, Faery Abilities	M, P	Average to Superior	2	120 + 2	115
Faery (light), pren elves	M (6 ft.)	3 (d8)	13	Sword (2d10), Spear (1d12)	Twilight Vision, Faery Abilities	M, P	Average to Superior	3	130 + 5	115
Faery (light), roane	M (5 ft.)	2 (d6)	11	None	Shed Seal Skin (Shapeshift)	M	Average	Nil	20 + 2	115
Faery (light), urisk	M (4 ½ -5 ft.)	1 (d8)	12	Bite (1d10), Hooves (1d8)	Agility, Speed	P	Average	Nil	35 + 1	116
Faery (twilight), asrai	M (4-6 ft.)	2 (d6)	9	None	Faery Lure	M	Average	2	55 + 2	116
Faery (twilight), coblyn	S (2 ½ -3 ft.)	1 (d8)	11	Sword (-2 melee, 1d6), Spear (-1 melee, 1d8)	Sense Lodes of Ore	P	Average	1	75 + 1	116
Faery (twilight), clurichaun	S (3 ½ ft.)	1 (d6)	9	Staff (-3 melee, 1d4), Knife (+ 1 melee, 1d6)	Faery Abilities	M, P	Average	1	80 + 1	117
Faery (twilight), ballybogs	S (3 ½ ft.)	2 (d4)	10	Spear (1d6), Club (1d4)	Wild Hunt	M	Average	2	15 + 2	117
Faery (twilight), blue caps	S (1 ½ -2 ft.)	1 (d8)	11	Sword (-2 melee, 1d6), Spear (-1 melee, 1d8)	Nil	P	Average	1	75 + 1	117
Faery (twilight), brunaidh	S (4-5 ft.)	2 (d12)	12	Sword (+ 1 melee, 1d8), Staff (-1 melee, 1d6)	Nil	P	Average	2	45 + 2	117
Faery (twilight), bugal noz	S (3 ½ ft.)	1 (d8)	15	Spear (1d6), Sword (1d8)	Horrible Visage	M	Average	1	45 + 1	118
Faery (twilight), cawr	L (10 ft.)	9 (d8)	17	2 Fist (1d8), Giant Club (2d8), Boulder (3d6)	Rock Throwing, Twilight Vision, Wild Hunt	P	Low	7 (hoard)	600 + 9	118
Faery (twilight), derrick	S (3 ft.)	1 (d6)	9	Bite (1d6), Claw (1d4)	Lead Astray, Wild Hunt	M	Average	Nil	40 + 4	118
Faery (twilight), doonie	M (5 ft.)	3 (d12)	14	Bite (2d8), Hoof (3d6)	Shapeshifting, Wild Hunt	M, P	Average	3	60 + 3	118
Faery (twilight), faelcloine	M (5 ft.)	2 (d8)	13	Sword (2d6), Spear (2d4), Bite (1d10), Claw (1d8)	Dog/Wolf Wilder Ways, Wild Hunt	P	Average	2	50 + 2	119
Faery (twilight), fir dearg	S to M	3 (d12)	14	Sword (2d10), Spear (1d12)	Wild Hunt	P	Inferior	3	60 + 3	119
Faery (twilight), fir glas	S (3 ½ -4 ft.)	2 (d6)	11	Spear (1d8), Net	None	P	Average	2	75 + 2	120
Faery (twilight), grig	S (4-4 ½ ft.)	2 (d6)	14	Sword (1d8), Spear (1d6), Bow (1d8)	Blend with Nature, Limb Leap	M, P	Average	2	45 + 2	120
Faery (twilight), knockers	S (3-3 ½ ft.)	2 (d6)	9	Spear (1d6), Short-Bow (1d4)	Faery Abilities, Sense Ore	P	Average	2	40 + 2	120
Faery (twilight), korred	S (3 ft.)	2 (d6)	10	Sword (2d6), Hammer (2d8)	Twilight Vision	M, P	Inferior	2	55 + 2	120
Faery (twilight), goric	S (3-3 ½ ft.)	2 (d12)	13	Fist (3d12)	None	M, P	Inferior	2	45 + 2	121
Faery (twilight), gruagach	M	1 (d10)	12	Sword (2d6), Dagger (2d4)	Faery Abilities	P	Average	1	30 + 1	121
Faery (twilight), hogmen	M (5 ft.)	2 (d4)	10	Bite (1d6), Fist (1d4)	Faery Abilities	P	Average	2	50 + 2	121
Faery (twilight), killmoulis	M (4 ½ -5 ft.)	2 (d10)	12	Fist (1d4), Sword (1d8), Club (1d6)	Faery Abilities, Sense Death	P	Average	Nil	45 + 2	121
Faery (twilight), leprechaun	S (3 ½-4 ft.)	2 (d6)	10	Club (2d6)	Faery Abilities	M, P	Average to Superior	2	55 + 2	121

Faery (twilight), loireag	M (5 ft.)	1 (d6)	11	Claws (2d6)	Faery Abilities	M	Average	1	45 + 1	122
Faery (twilight), maighdean	L (8 ft.)	4 (d8)	15	Slam (1d10), By weapon (+ 4 damage)	Darkvision 60 ft., Faery Abilities	P	Low	3	60 + 4	122
Faery (twilight), morgan	M	1 (d8)	13	By weapon	Twilight Vision, Darkvision 60 ft., Amphibious	P	Average	1	5 + 1	122
Faery (twilight), nack	M	3 (d6)	14	Slam (1d6)	Lure, Shapeshifting	M	Average	3	100 + 3	122
Faery (twilight), oakmen	S (3 ½ ft.)	2 (d6)	10	Sword (1d6), Spear (1d4)	Tree Hide (Oaks)	P	Average	2	45 + 2	123
Faery (twilight), pixie	S	3 (d6)	12	Sword (1d6), Spear (1d4), Bow (1d6 + 1)	Blend with Nature (Camouflage), Twilight Vision, Faery Abilities	M, P	Average	3 (see text)	75 + 3	123
Faery (twilight), puki	M	3 (d6)	13	Bite (2d8), Claw (3d4)	Shapeshifting, Faery Lights	P	Average	2	50 + 3	123
Faery (twilight), pwca	S to L	3 (d6)	13	Bite (2d8), Claw (3d4)	Shapeshifting	P	Average	3	50 + 3	124
Faery (dark), alder witch	L (15 ft.)	8 (d8) + 40	16	Branch (1d10 + 6)	Twilight Vision, Plant Traits	M, P	Inferior to Average	Nil	1,200 + 8	125
Faery (dark), athach	L (15-18 ft.)	4 (d12)	17	Club (3d10), Fist (2d10)	None	M, P	Inferior	3	90 + 4	125
Faery (dark), attercrope	S to M	1 (d6)	15	Bite (2d4), Claw (1d4)	Poisonous	P	Low	1	30 + 1	125
Faery (dark), baobhan sith	M (5 ft.)	2 (d10)	13	Bite (3d12), Claw (2d8)	Vampiric Hunger, Wild Hunt, Faery Lure	M	Superior	2	100 + 2	125
Faery (dark), barguest	M (4-5 ft.)	3 (d6)	12	Bite (3d8), Claw (2d6)	Shapeshifting, Wild Hunt	M	Inferior	3	70 + 3	126
Faery (dark), biasd bheulach	M (5 ft.)	3 (d8)	13	Bite (4d6), Claw (3d6)	Shapeshifting	M, P	Inferior	3	90 + 3	126
Faery (dark), bog hag	L (8 ft.)	4 (d12)	15	Bite (3d10), Claw (2d8)	Hideousness	M, P	Average to Superior	4	120 + 4	126
Faery (dark), boggy	S (3 ½ ft.)	2 (d6)	14	Bite (2d6), Claw (1d4)	Shapeshifting, Wild Hunt.	M	Average	2	30 + 2	127
Faery (dark), brag	S (3 ft.)	2 (d6)	11	Dagger (1d8), Bite (1d10), Claw (1d4)	Shapeshifting, Wild Hunt	M	Inferior	2	35 + 5	127
Faery (dark), buggane	S to L	3 (d12)/ 6 (d12)	8/16	Bite (2d6/5d6), Claw (1d4/3d4)	Shapeshifting, Giant Growth	M, P	Inferior	3	50 + 3/ 150 + 6	127
Faery (dark), cearb	L (12-15 ft.)	2 (d12)	14	Bite (1d8), Horn (2d10), Claw (2d6)	Faery Abilities	M, P	Inferior	2	85 + 2	127
Faery (dark), ciuthach	L (20 ft.)	5 (d12)	14	Sword (4d12), Axe (5d20)	Faery Abilities	P	Inferior to Average	5 or higher	250 + 5	128
Faery (dark), dearg du	M (5 ft.)	4 (d6)	15	Bite (2d8)	Vampirism, Faery Lure	M	Average	CK's choice	200 + 4	128
Faery (dark), dunters	S (3 ft.)	2 (d8)	11	Sword (2d10), Spear (2d8), Claw (1d6)	Faery Abilities, Wild Hunt	M	Inferior	2	80 + 2	128
Faery (dark), dusa	M (4 ½ -5 ft.)	2 (d6)	12	Bite (1d8), Hoof (1d10)	Faery Lure, Wild Hunt	M	Average	Nil	55 + 2	128
Faery (dark), fachan	M (5 ft.)	3 (d8)	12	Club (4d6), Chain (3d10)	Fey Invisibility, Baleful Presence	M	Inferior	3	55 + 3	129
Faery (dark), fideal	M to L	4 (d8)	16	Slam (1d4), Bite (1d6)	Faery Glamour, Improved Grab	M	Average	4	50 + 4	129
Faery (dark), fir collach	M (5 ft.)	3 (d6)	12	Spear (2d6), Gore (1d12), Bite (2d8)	Control Wild Boar, Wild Hunt	P	Inferior	Random	50 + 3	129
Faery (dark), fomor	L (18 ft.)	4 (d12)	14	Sword (1d12), Spear (2d10), Bite (2d8)	See text	M, P	Inferior to Superior	4	120 + 4	130
Faery (dark), fuath	S (3 ½ - 4 ft.)	1 (d6)	15	Sword (1d6), Spear (1d4 + 2), Bite (1d4)	Dark Faery Abilities	M, P	Inferior to Average	1	15 + 1	130
Faery (dark), gean cannadh	M (5 ft.)	2 (d6)	15	Claw (1d6), Bite (2d8)	Faery Glamour (See text), Faery Lure, Vampiric Hunger	M	Average to Superior	2	35 + 2	130
Faery (dark), gan ceann	M	4 (d10)	17	Whip (3d8), Trample (2d10)	Vampiric Drain, Baleful Presence, Unlock, Wild Hunt	M	Average	Nil	500 + 4	130

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Faery (dark), gallytrot	M (5 ft.)	3 (d12)	14	Claw (2d4), Sword (3d6), Scythe (1d10)	Baleful Presence, Wild Hunt	M	Average	3	50 + 3	131
Faery (dark), glastig	M (5 ft.)	2 (d6)	10	Kick (2d4), Bite (3d6)	Faery Lure, Wild Hunt	M	Average	2	30 + 2	132
Faery (dark), gwiddon	M (5-5 ½ ft.)	2 (d8)	11	Sword (+ 2 melee, 2d6), Spear (+ 1 melee, 1d8)	Twilight Vision, Faery Abilities, Spell-Like Abilities, Wild Hunt	M, P	Average to Superior	2	120 + 4	132
Faery (dark), gwrach	L (8-10 ft.)	4 (d20)	15	Spear (3d8), Knife (2d8)	Faery Abilities, Wild Hunt, Second Sight, Spell-Like Abilities	M	Average	4	300 + 4	132
Faery (dark), gwyll	M (5 ft.)	2 (d6)	13	Claws (2d4), Bite (1d8)	Frightful Appearance, Winged Ways, Wild Hunt	M	Average	2	60 + 2	133
Faery (dark), mallt y nos	M (5 ft.)	3 (d8)	10	Bite (4d12), Claw (3d8)	Control Cŵn Annwn, Wild Hunt	M	Average	3	250 + 3	133
Faery (dark), polpegan	M (5 ft.)	3 (d6)	14	Knife (1d6), Bite (2d8), Claw (2d4)	Shapeshifting, Faery Glamour	M	Average	3	75 + 3	133
Faery (dark), red cap	M (5-6 ft.)	3 (d8)	14	Sword (2d8), Spear (2d6), Bite (1d6), Claw (1d4)	Faery Abilities, Wild Hunt	P	Average	3	75 + 3	134
Faery (dark), spriggan	S to L (3-9 ft.)	1 (d8) to 4 (d8) + 5	15	Club (1d10/3d10), Bite (1d6/2d8)	Giant Growth, Wild Hunt	P	Inferior to Average	10	50 + 1/ 100 + 2	134
Faery (dark), ysgodiaid	M (5-5 ½ ft.)	3 (d6)	14	Sword (3d10), Spear (2d8)	Bat Form, Ysgodiaid abilities, Wild Hunt	M, P	Average to Superior	3	60 + 3	134
Fey beast, adar llwch gwin	L	5 (d8)	14	Beak (3d8), Claws (4d10)	Understands Languages, SR 1, Regeneration 1, Winged Ways.	P	Average	5	100 + 5	135
Fey beast, aderyn y corph	S	2 (d6)	17	Beak (1d6), Claw (1d4)	Vampiric Hunger	M	Average	Nil	75 + 2	136
Fey beast, afanc	L (20 ft.)	6 (d8)/ 10 (d8)	18	Bite (4d12), Claw (3d10), Tail Crush (3d8)	Devours Anything	P	Inferior	6 or 10	150 + 6	136
Fey beast, bisclavret	M (5-5 ½ ft.)	3 (d6)	14	Bite (2d8), Claw (2d6)	Lycanthropy	M	Average	CK's choice	150 + 3	136
Fey beast, boneless	L (12 ft.)	4 (d12)	18	Grab/Life Drain (3d12 per turn)	Formless Fey	M	Inferior	Nil	150 + 4	137
Fey beast, boobrie	L (12-15 ft.)	3 (d10)	15	Bite (4d6), Claw (3d8)	Shapeshifting, Winged Ways	P	Low	3	50 + 3	137
Fey beast, burach bhadi	L	4 (d8)	12	Bite (3d6), Grab	Vampiric Hunger	P	Low	4	100 + 4	137
Fey beast, cath sith	L (10 ft.)	3 (d10)	16	Bite (3d10), Claw (2d12)	CK's Call	P	Average	3	200 + 3	137
Fey beast, ceffyl dwr	L (7 ft.)	3 (d10)	13	2 Hooves (1d6 + 2), Bite (1d4)	Mist Form, Shapeshifting	P	Average	2	40 + 2	137
Fey beast, cwn annwn					See hell hound					138
Fey beast, dobhar-chu	S (2 ½ - 3 ft.)	1 (d6)	16	Bite (1d8), Claw (1d4)	None	P	Low	1	100 + 1	138
Fey beast, each tened	M	3 (d8)	15	Bite (1d8), Hoof (1d10), Fiery Attack (3d10)	None	M	Low	Nil	100 + 3	138
Fey beast, ellen trenchend	L (9 ft.)	5 (d8)	14	Bite (3d6), Claw (2d8), Fire Breath (2d10)	Breath Weapon, Winged Ways	P	Low	5	250 + 5	138
Fey beast, giant boar	L (10 ft.)	4 (d10)	14	Tusk (3d8), Hoof (3d10)	Venomous Hide	P	Low	1	500 + 4	138
Fey beast, glastyn	M (6 ft.)	3 (d8)	13	Bite (3d6), Hoof (3d8)	Shapeshifting	P	Average	3	45 + 3	139
Fey beast, gwartheg y llyn	L (8 ft.)	3 (d8)	10	Gore (3d6), Trample (2d8)	Magical Milk	P	Low	Nil	110 + 3	139
Fey beast, labh-allan	L (7 ft.)	3 (d10)	14	Bite (3d8), Claw (2d6)	Poisonous	P	Low	1	80 + 3	139
Fey beast, llamhigyn y dwr	S (3 ft.)	3 (d6)	14	Bite (2d12), Claw (3d8), Stinger (3d4)	Drown (See text), Winged Ways, Poisonous	P	Low	3	40 + 3	141
Fey beast, moddey dhoo	L (8 ft.)	2 (d8)	12	Bite (3d6), Claw (2d6)	Invisibility	P	Low	Nil	100 + 2	141
Fey beast, muirdris	L (12-18 ft.)	4 (d8)	10/15	Bite (3d12)	None	P	Low	4	200 + 4	141
Fey beast, nucklavee	L (15 ft.)	6 (d12)	17	Claw 4d6, Bite 3d10	Plague, Drought, Fright	P	Low	10	150 + 6	141
Fey beast, padfoot	S (3 ½ ft.)	2 (d6)	12	Bite (3d6), Claw (2d4)	Transparency, Fright	P	Low	2	45 + 2	142
Fey beast, ychain bannog	L (8-10 ft.)	3 (d8)	10	Horn (3d6)	None	M	Low	Nil	50 + 3	142

Fey beast, white stag	L	4 (d20)	18	Antler Gore (3d20), and Hoof (2d20)	Leave No Trace, Mist Form, Spell-Like Abilities	P	High	See text	2,000 + 4	142
Finfolk	M	3 (d6)	13	By weapon	Immortality with Mortals	P	Average	5	75 + 3	144
Firbolg	L (10 ft.)	12 (d10)	18	By weapon (1d10 + 5)	Nil	P	Average	10	1,375 + 12	144
Firedrake	S	3 (d8)	15	Bite (1d8)	Breath Weapon	P	Animal	Nil	30 + 3	145
Firesnake	S	2 (d8)	14	Bite (1d4)	Paralyzing Bite	P	Animal	3	17 + 2	145
Flail snail	S to L	3 (d8) to 8 (d8)	16 (28)	1 to 7 Tentacles (1d4)	Resistant to Magic	P	Low	Nil	See text	146
Fleshcrawler	L	3 (d8)	17	2 Bite (1d6) or 6 Claw (1d4)	Paralysis, Constrict, Death Throes, Animation	P	Animal	2	70 + 3	147
Flind	M (6 ft.)	2 (d10)	15	By weapon or Bite (1d6)	Darkvision 60 ft.	P	Average	3	10 + 2	147
Flumph	M	2 (d8)	18	Spikes (1d8)	Flying, Poison	P	Average	4	20 + 2	148
Fomorians	L (12 ft.)	13 (d10)	17	Slam (4d6)	Darkvision 60 ft.	P	Low	13	2,100 + 13	148
Forlarren	L	3 (d8)	18	2 Fists (1d6)	Heat Metal	P	Low to Average	3	30 + 3	149
Frog, giant	M	2 (d8)	12	Tongue (1d4)	Swallow, Camouflage	P	Animal	1	20 + 2	149
Frost men	M	4 (d10)	15	By weapon	Frost Ray	P	Average to High	4	70 + 4	149
Frost worm	L	14 (d10)	18	Bite (2d8 + 8)	Trill, Cold, Breath Weapon, Darkvision 60 ft., Immunity to Cold, Twilight Vision, Vulnerability to Fire, Movement Restriction	P	Animal	10	5,200 + 14	150
Fungus, violet	M	2 (d8)	13	1-4 tentacles (1d4)	Poison, Twilight Vision, Plant Traits	M	Not ratable	Nil	20 + 2	150
Fylgja	M	2 (d6)	20	None	Fated	M	Average	0	100 + 2	151
G	Size	HD	AC	Attacks	Special	Saves	Int	Treasure	XP	151
Gamayun	M (4 ft.)	10 (d10)	20	2 Claw (5d20)	Foretell Future	M	Average	10	800 + 10	151
Gangana	M (4 ft.)	5 (d12)	15	Bite (5d20), Claw (3d12)	Nil	M	Low	5	350 + 5	152
Gargoyle	M	5 (d8)	16	2 Claw (1d3), Bite (1d6), Gore (1d4)	Darkvision 60 ft., Freeze	P	Low	5	120 + 5	152
Gelatinous cube	L	4 (d10)	3	Slam (1d4)	Acid, Engulf, Paralysis, Blindsight 60 ft., Immunity to Electricity, Transparent, Partial Cold Immunity	P	Not ratable	5	180 + 4	152
Genie, djinni	L	7 (d10)	16	Slam (2d8)	Air Mastery, Spell-Like Abilities, Whirlwind, Darkvision 60 ft., Immunity to Acid, Plane Shift, Telepathy100 ft., Mighty Physique	M, P	High	7	1,305 + 7	153
Genie, efreeti	L	10 (d8)	18	Slam (2d8)	Change Size, Heat, Spell-Like Abilities, Darkvision 60 ft., Immunity to Fire (full), Vulnerability to cold, Plane Shift, Telepathy 100 ft., Mighty Physique	M, P	High	9	4,050 + 10	154
German	M (4 ft.)	4 (d8)	19	Nil	Influence Weather	M	Average	4	250 + 4	155
Ghast	M	4 (d8)	17	2 Claw (1d4), Bite (1d8)	Stench, Paralysis, Ghast Fever, Darkvision 60 ft.	P	High	5	110 + 4	155
Ghost	M	10 (d8)	20	Slam	Touch of Death, Frightful Moan, Telekinesis, Incorporeal	M	Average	8	2,400 + 10	156
Ghoul	M	2 (d8)	14	2 Claw (1d3), Bite (1d6)	Paralysis, Darkvision 60 ft.	P	None	1	20 + 2	156
Giant, cloud	L (18 ft.)	14 (d8)	25	2 Fist (2d8), By weapon (6d6)	Rock Throwing, Levitate, Twilight Vision, Scent	P	Average	9	5,200 + 14	157
Giant, eoten	L	9 (d8)	17	2 Fist (1d8), By weapon (3d8)	Rock Throwing, Twilight Vision	P	Average	7	600 + 9	158
Giant, fire	L (12 ft.)	12 (d8)	23	2 Fist (2d8), By weapon (5d6)	Rock Throwing, Immunity to Fire (full), Twilight Vision, Vulnerable to Cold	P	Average	9	2,250 + 12	158
Giant, frost	L (14 ft.)	11 (d8)	20	2 Fist (2d8), By weapon (4d6)	Rock Throwing, Immunity to Cold (full), Twilight Vision, Vulnerable to Fire	P	Average	8	1,850 + 11	159
Giant, hill	L (10 ft.)	9 (d8)	17	2 Fist (1d8), Giant Club (2d8)	Rock Throwing, Twilight Vision	P	Low	7	400 + 9	159
Giant, jotun	L (12 ft.)	9 (d8)	17	2 Fist (1d8), By weapon (3d8)	Rock Throwing, Twilight Vision	P	Average	7	600 + 9	160

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Giant, stone	L (16 ft.)	10 (d8)	24	2 Fist (2d8), By weapon (2d6 + 6)	Rock Throwing, Darkvision 60 ft., Twilight Vision	P	Average	7	1,050 + 10	160
Giant, storm	L (20 ft.)	17 (d8)	27	2 Fist (2d8), By weapon (7d6) or Long spear (5d6)	Spell-Like Abilities, Spells, Freedom of Movement, Immunity to Electricity (full), Predict Weather, Rock Throwing, Twilight Vision, Water Breathing	P	Superior	10 (hoard)	11,900 + 17	161
Gib	S (4-5 ft.)	1 (d10)	10	By weapon	Nil	P	Low	1	9 + 1	162
Gibbering moulder	M	4 (d8)	19	6 Bite, Spittle	Gibbering, Spittle, Blood Drain, Engulf, Amorphous, Darkvision 60 ft.	P	Inferior	5	160 + 4	162
Gig	S to M	1 (d8)	14 or by armor	By weapon	Leap Attack	P	Low to Average	3	7 + 1	162
Gnoll	S	2 (d8)	15	Slam (2d4), By weapon	Darkvision 60 ft.	P	Low	1	10 + 2	163
Gnome	S	1 (d8)	16	By weapon	Gnome Traits, Darkvision 60 ft.	M, P	Average	1	7 + 1	163
Goblin	S	1 (d6)	15	By weapon	Darkvision 60 ft.	P	Average	1	5 + 1	164
Golem, clay	L	9 (d10)	22	Slam (3d10)	Berserk, Immunity to Magic	P	None	8	1,000 + 9	165
Golem, flesh	L	7 (d10)	18	2 Slam (2d8)	Berserk, Immunity to Magic	P	Animal	5	315 + 7	165
Golem, iron	L	14 (d10)	30	Slam (4d10)	Breath Weapon, Berserk, Immunity to Magic	P	None	10	4,800 + 14	165
Golem, stone	L	12 (d10)	26	Slam (3d8)	Slow, Immunity to Magic	P	None	9	2,675 + 12	166
Goodall	S to M	5 (d8)	20	2 Hoof & Bite (1d3) or 2 Claw & Beak (1d3) or Gore (2d4)	Multiple Shapes, Detect Evil, Protection from Evil, Limited Telepathy	P	High	3	280 + 5	166
Gorbel	S	1 (d4)	17	2 Claw (1d2), Bite (1d4)	Panoramic Sight, Grab	P	Animal	Nil	11 + 1	167
Gorgimera	L	10 (d8)	15	2 Claws (1d4), 3 Bites (1d6, 1d8, 2d4)	Breath Weapons (Fire & Paralysis)	P	Animal	5	1,950 + 3	167
Gorgon	L	8 (d10)	20	Gore (2d6)	Breath Weapon, Trample, Darkvision 60 ft., Twilight Vision	P	Low	7	810 + 8	168
Gorgon. Greek	M (5-8 ft.)	5 (d10)	17	2 Claws (3d12), Bite (2d10)	Frightful Gaze, Flight, Serpent Headdress	M, P	Average	7	800 + 5	168
Gorilla bear	L (9 ft.)	4 (d8)	16	2 Claws (1d6 each)	Duskvision 30 ft.	P	Low	3	40 + 4	169
Gravelor	L (8 -12 ft.)	9 (d8)	22	2 Fists (3d6)	Animate Rock	P	High	6	700 + 9	169
Green slime	Variable	4 (d8)	10	None	Devouring Assimilation	None	None	Nil	60 + 4	169
Griffon	L	7 (d10)	17	2 Claw (1d4), Bite (2d8)	Darkvision 60 ft., Twilight Vision	P	High	5	180 + 7	170
Gromm	L	5 (d8)	16	10 Tentacles (1d4), Bite (1d6)	Paralysis, Restrain	P	High	Nil	260 + 5	170
Grue	M (6 ft.)	4 (d8)	20	Bite (1d6)	Surprise, Darkvision 60 ft., Magical Darkness, Dying Attack	P	High	4	120 + 4	170
Grundwieren	M	5 (d12)	16	Bite (1d20), 2 Claw (2d12)	Underwater	M	Low	Nil	500 + 5	171
Gulon	S	2 (d8)	14	2 Claws (3d6), Bite (2d10)	Blood Lust	P	Low	Nil	30 + 2	172

H	Size	HD	AC	Attacks	Special	Saves	Int	Treasure	XP	172
Hag, annis	M	7 (d8)	20	2 Claw (2d4), Bite (1d6)	Improved Grab, Rend, Spell-Like Abilities, Darkvision 60 ft., SR 7 (special, see text) Hag Covey	M	High	7	585 + 7	172
Hag, green	M	9 (d8)	22	2 Claw (1d4 + 4)	Spell-Like Abilities, Weakness, Mimicry, Hag Covey, Darkvision 60 ft., SR 6, Camouflage	M, P	High	8	1,700 + 9	173
Hag, night	M	8 (d8)	22	Bite (2d6)	Spell-Like Abilities, Dream Haunting, SR 10, Immunity: Fire, Cold, Charm, Sleep and Fear	M	Average	8	2,225 + 8	173
Halfling	S	1 (d8)	16	By weapon	Halfling Traits, Duskvision	M,P	Average	1	7 + 1	174
Hangman's tree	L (20 - 30 ft.)	6 (d10)	17/ 15	See Text	Strangulation, Ignore Armor, Acid	P	Low	Nil	420 + 6	175
Harpy	M	3 (d8)	13	2 Claw (1d3), By weapon	Captivating Song, Darkvision 60 ft.	P	Low	2	40 + 3	175
Haugbui	M	2 (d8)	12	Bite (1d8)	Slow	P	None	1	15 + 2	176

Haunt	M	5 (d8)	20	See text	Dexterity Drain, Immunity (Weapon, +1)	M	Very to High	Nil	260 + 5	176
Heinzelmannchen	S	1 (d8)	16	By weapon	Gnome Traits, Darkvision (60 ft.)	P	Average	1	7 + 1	177
Helhest	M	5 (d10)	15	Bite (1d8), Hoof (1d6)	Withering	M	Low	None	175	177
Hellhound	M	4 (d8)/ 8 (d8)	16	Bite (2d6)	Breath Weapon, Fiery Bite, Darkvision 60 ft., Immunity to Fire (full), Tracking 5	P	Low	4(8)	4HD 90 + 4, 8HD 575 + 8	178
Herd animal	M	2 (d8)	13	2 Hooves (1d4), Slam (1d8)	Stampede, Twilight Vision	P	Animal	1	10 + 2	178
Hildisvini	L	4 (d12)	16	Trample (2d8), Gore (2d10)	See text	P	Low	Nil	250 + 4	178
Hippocampus	L	4 (d8)	15	Bite (1d4)	N/A	P	Low to Average	Nil	40 + 4	178
Hippogriff	L	3 (d10)	15	2 Claw (1d6), Bite (1d10)	Darkvision 60 ft., Twilight Vision	P	Animal	2	30 + 3	179
Hoar fox	S	2 (d8)	14	Bite (1d6)	Breath Weapon	P	Animal	Nil	15 + 2	179
Hob	S (3 ½ ft.)	2 (d6)	10	Sword (1d6), Spear (1d4)	Nil	P	Average	2	45 + 2	180
Hobgoblin	M	1 (d10)	15	By weapon	Darkvision 60 ft.	P	Average	1	5 + 1	180
Homunculus	S	2 (d10)	14	Bite (1d3)	Poison, Bond, Darkvision 60 ft., Twilight Vision	M	High	1	15 + 2	181
Horerczy	S to M	4 (d6)	13	Claws (3d8), Bite (1d20)	Vampiric Butterflies, Shapeshifting	M, P	Average	4	200 + 4	181
Hook fiend	L (9 ft.)	5 (d10)	15	2 Claws (1d8)	Tear	P	Low	3	120 + 5	182
Horse, Heavy war	L	4 (d10)	14	2 hooves (1d6 + 3), bite (1d4 + 2)	Nil	P	Animal	4	40 + 4	182
Horse, Light war	L	3 (d10)	13	2 hooves (1d4 + 2), bite (1d4)	Nil	P	Animal	2	20 + 3	182
Horse, riding	L	2 (d8)	13	2 hooves (1d4 + 1)	Nil	P	Animal	1	10 + 2	182
Hound of ill omen	L	N/A	N/A	N/A	Howl	N/A	Deific	Nil	N/A	182
Huecuva	M	4 (d8)	17	Slam (1d6)	Polymorph, Limited Telepathy, Spell-like Ability	P	High	5	120 + 4	183
Huldra	M	3 (d6)	13	Slam, Knife (2d6)	Glamour, Strength, Luck, Shapeshifting	M	Average	2	200 + 3	183
Human giant	L (9 - 10 ft.)	5 (d10)	16	2 Fists (2d4) or By weapon (+4 dmg)	Darkvision 60 ft., Bonus Damage	P	Low to Average	6	120 + 5	184
Human	M	1 (d8)	12	By weapon	Nil	P	Average	1	5 + 1	184
Hyldemoer	L	8 (d8) + 40	16	Branch (1d10 + 6), By weapon	Tree Bond	M, P	Average	None	450 + 8	185
Hydra	L	5-12 (d8)	15 to 22	5-12 Bite (1d10)	Deepvision, Twilight Vision	P	Low	5/ 6/ 6/ 7/ 8/ 8/ 9/ 9	See text	185
Hydra, pyro	L	5-12 (d8)	15 to 22	5-12 Bite (1d10)	Breath weapon, darkvision 60 feet, immune to fire, twilight vision, multi-headed.	P	Low	5/ 6/ 6/ 7/ 8/ 8/ 9/ 9	See text	185
Hydra, crio	L	5-12 (d8)	15 to 22	5-12 Bite (1d10)	Breath weapon, darkvision 60 feet, immune to cold, lowlight vision, scent, multi-headed.	P	Low	5/ 6/ 6/ 7/ 8/ 8/ 9/ 9	See text	186

I	Size	HD	AC	Attacks	Special	Saves	Int	Treasure	XP	186
Ichthyocentaur	L (8-10 ft.)	6 (d8)	17	2 Hooves (3d6), Crustacean Pincers (2d8), 2 Flippers (2d4), By weapon	Animal Friend: Aquatic	M, P	Average	6	50 + 6	186
Idisi	M	15 (d8)	25	Spear (8d10), Axe (12d12), Sword (10d8), Bow (6d8)	Find Battle-Slain, Battle Victor	M, P	Average	CK's choice	5,000 + 15	186
Imp	S	1 (d8)	15	Bite (1d4), Stinger (1)	Darkvision 60 ft., SR 3, Invisibility, Regenerate 1	M	High	1	19 + 1	187
Insectus	M	6 (d10)	15	2 Claws (1d3), Bite (1d4) or By weapon	Poison	P	High	5	240 + 6	187
Invisible stalker	L	8 (d8)	17	Slam (4d4)	Darkvision 60 ft., Natural Invisibility, Tracking 6, SR 6	M	High	6	775 + 8	188
Ipotane	M (5 ft.)	3 (d6)	14	2 Hooves (2d6), By weapon	Nil	P	Average	3	200 + 3	188
Iron cobra	L (8 -9 ft.)	3 (d8)	20	Bite (1d6)	Poison Bite, Move Silent, Track, Spell Immunities	P	Non	Nil	50 + 3	188
Irrbloss	S	6 (d8)	25	Icy Touch (1d8)	Immunity to Magic, Mist Form	M	Average	5	1,200 + 6	189

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Itisrevid	M	5 (d8) (see text)	15 (see text)	2 Tentacles (1d4)	Polymorph	P	Average	Nil	140 + 5	189
J	Size	HD	AC	Attacks	Special	Saves	Int	Treasure	XP	189
Jackal	M	1 (d6)	12	Bite (1d6)	Twilight Vision	P	Average	1	5 + 1	189
Jaculi	S	1 (d8)	14	Leap (1d6)	Camouflage	P	Animal	Nil	7 + 1	190
Jaculus	S	1 (d4)	15	2 Claws (1d3), Bite (1d4)	Poison, Spit	P	Animal	1	17 + 1	190
Jarim	S (1 ½ ft.)	1 (d4)	13	By weapon	Poison, Net	P	Average (cunning)	2	11 + 1	190
Jaud	S (3 ft.)	6 (d12)	19	Bite (5d10)	Blood Drain	M	Average	6	500 + 6	191
K	Size	HD	AC	Attacks	Special	Saves	Int	Treasure	XP	191
Kamadan	L	4 (d8)	16	Bite (1d6), (1d4 + 3) Snake Bite (1d3)	Poison, Roar	P	Animal	5	120 + 4	191
Karzelek	S (3 ft.)	2 (d8)	15	By weapon	Sense Danger	M	Average	2	200 + 2	191
Kech	M	5 (d8)	16	2 Claw (1d4 + 1), Bite (1d6)	Screech, Camouflage, Poison	P	Low	2	200 + 5	192
Keres	M (5 ft.)	6 (d10)	18	2 Claw (5d8), Bite (6d6)	Send Soul to Hades	M	Average	1	500 + 6	193
Ketea	L (20 + ft.)	10 (d20)	16	2 Claw (3d10), Bite (3d10)	Breath Weapon, Venom	P	Low	6	500 + 10	193
Ketta	L (10 ft.)	3 (d10)	16	Bite (3d10), Claw (2d12)	Poisonous	P	Average	3	150 + 3	193
Ketthlonta	L	5 (d8)	15	Club (3d6), Bite (2d8), Slam (2d4)	Tree trunk attack	P	Average	5	500 + 5	194
Kikimora	M (4 ft.)	3 (d6)	17	Claw (1d8)	Cause Nightmare	M	Average	3	400 + 3	194
Klabautermann	M	1 (d6)	16	Knife (1d4), Club (1d6), Axe (1d8)	Sea Jinx	M	Average	Nil	30 + 1	194
Klaas vaak	M	2 (d8)	18	None	Cause Sleep, Stealth	M	Average	1	70 + 2	195
Kobold	S	1 (d4)	15	Bite (1d2) or By weapon	Darkvision 60 ft., Light Sensitivity	P	Average	1	5 + 1	195
Kobold, Germanic	S	3 (d6)	13	Sword (1d8), Spear (1d6), Axe (1d6 + 2)	Invisibility, Shapeshifting	M	Average	1	75 + 3	196
Korred	S (3 ft.)	5 (d10)	15	By weapon	Great Strength, Charm	P	Very	4	160 + 5	196
Koschei	M (5 ft.)	3 (d12)	14	By weapon	External Soul	M	Average	3	500 + 3	197
Kraken (leviathan)	L	17 (d8)	20	8 tentacles (1d10), Bite (5d10)	Constrict, Capsize, Spell Like Abilities, Darkvision 60 ft., Ink Cloud, Jet, Twilight Vision	P	High	11	8,900 + 17	197
Krampus	M	4 (d6)	14	Bite (1d12), Hoof (1d10), Claw (2d20)	Sense Alignment	M	Average	None	55 + 4	198
Krasnoludek	S (2 ft.)	1 (d8)	19	By weapon	Nil	M	Average	1	10 + 1	198
Kyreen	M	10 (d12)	17	2 Hooves (1d10) or Horn (2d8)	Darkvision 60 ft., Dimension Door, Magic Circle, Mesmerize, Immunity: Poison, Charm & Compulsion, Regeneration 1, SR 5	M	Superior	10	3,000 + 10	198
L	Size	HD	AC	Attacks	Special	Saves	Int	Treasure	XP	199
Lamia	L	9 (d10)	18	2 Claw (1d4), Dagger (1d4 + 2)	Spell-Like Abilities, Wisdom Drain, Entourage, Darkvision 60 ft., Twilight Vision	M, P	High	8	1,200 + 9	199
Lamia queen	L	11 (d10)	19	By weapon	Spell Use, Wisdom Drain, Darkvision 60 ft., Polymorph, Poison	P, M	Superior	10	3,325 + 11	200
Lammasu	L	7 (d10) + 7 hp	20	2 Claw (1d6)	Spells, Spell-Like Abilities, Darkvision 60 ft., SR 5, Twilight Vision, Magic Circle against Evil, Telepathy 90 ft.	M, P	Superior	7	990 + 7	200
Land lamprey	S	1 (d8)	13	Bite (1d3)	Blood Drain	P	Animal	Nil	11 + 1	201
Lava children	M (5 ½ ft.)	4 (d8)	16	By weapon	Immunity to Metal, Immunity to Fire, Earth Spells	P	Average	4	100 + 4	201
Leshi	Large (7 ft.)	8 (d10)	18	Club (3d20), Whip (3d12)	Shapechange, Dominance Over Animals, Magic, Forest Blend	M	Average	8	2,000 + 8	202
Lich	M	18 (d8)	20	Touch (1d10)	Fear Aura, Spells, Undead, Paralyzing Touch, Rejuvenation	M	Genius	11	13,800 + 18	203
Likho	M (5 ft.)	5 (d10)	14	Claws (3d6)	Alter Luck, Invisibility	M	Average	5	450 + 5	204
Likhoradka	M (5 ft.)	4 (d12)	18	Claw (5d10)	Possession, Sickness	M	Average	4	325 + 4	204

Lion	L	5 (d8)	15	2 Claw (1d4), Bite (1d10)	Rake, Twilight Vision, Tracking 7	P	Animal	3	Savannah: 160+5, Mountain: 80+4	204
Lizard, giant	L	4 (d8)	16	Bite (2d6)	Twilight Vision	P	Animal	3	40 + 4	205
Lizardfolk	M	2 (d8)	15	2 Claw (1d2), Bite (1d8) or By weapon	Hold Breath, Amphibious	P	Average	1	10 + 2	205
Lizard lord	L (8 ft.)	8 (d8)	17	By weapon, (see text)	Hold Breath, Amphibious, Trident Mastery	P	High	6	575 + 8	205
Locathah	M	2 (d8)	14	By weapon	Mounts	P	High	1	10 + 2	206
Luck devourer	S	1 (d4)	12	Nil	Devour Luck, Enrage	P	Low	Nil	14 + 1	206
Lurker	L	10 (d8)	14	Constriction (1d6)	Flight, Camouflage	P	Low	3	1,350 + 10	208
Lycanthrope, werebear	L	7 (d8)	17	2 Claw (1d3), Bite (2d4)	Curse of Lycanthropy, Alternate Form, Bear Empathy, Twilight Vision, Regeneration 3, Cure Disease Immunity to Disease, Hug	P	Average	7	690 + 7	209
Lycanthrope, wereboar	L	5 (d8)	18	Gore (2d6)	Curse of Lycanthropy, Ferocity, Alternate Form, Regeneration 2, Twilight Vision	P	Average	5	140 + 5	209
Lycanthrope, werefox (foxwoman)	M	8 (d8)	18/ 16/ 14	2 Claws (1d6), Bite (1d4) / By weapon, Bite (1d4) / By weapon	Curse of Lycanthropy, Pass without Trace, Twilight Vision, Alternate Form, Charm	P	High	8	1,000 + 8	209
Lycanthrope, werehound	M	4 (d6)	16	Bite (1d4)/ By weapon	Curse of Lycanthropy, Twilight Vision, Alternate Form, Regenerate 2, Hound Empathy	P	High	Nil	190 + 4	210
Lycanthrope, wererat	S	3 (d8)	17	Longsword (1d8) or Bite (1d4)	Curse of Lycanthropy, Disease, Alternate Form, Regeneration 1, Rat Empathy, Twilight Vision	P	Average	3	45 + 3	211
Lycanthrope, wereshark	L	10 (d8)	20	Bite (2d6)/ By weapon)	Curse of Lycanthropy, Twilight Vision, Alternate Form, Regenerate 2, Shark Empathy	P	Average	9	2,550 + 10	211
Lycanthrope, weresnake	M	3 (d8)	15/12	Constrict (2d6)/ By weapon	Curse of Lycanthropy, Twilight Vision, Alternate Form, Regenerate 2, Snake Empathy, Constriction	P	Average	3	100 + 3	211
Lycanthrope, werespider	M	3 (d8)	15/12	Bite (1d6)/ By weapon	Curse of Lycanthropy, Twilight Vision, Alternate Form, Regenerate 2, Spider Empathy	P	Average	3	95 + 3	212
Lycanthrope, weretiger	L	6 (d8)	16	2 Claw (1d4), Bite (1d6)	Rake, Regeneration 3, Curse of Lycanthropy, Alternate Form, Tiger Empathy, Twilight Vision	P	Average	6	270 + 6	212
Lycanthrope, werewolf	M	4 (d8)	16	Bite (2d4)	Curse of Lycanthropy, Wolf Empathy, Trip, Alternate Form, Twilight Vision, Protect, Regeneration 2	P	Average	6	110 + 4	213
Lynx, giant	M	2 (d8)	15	2 Claw (1d4), Bite (1d6)	Rake, Twilight Vision	P	Average	Nil	20 + 2	213
M	Size	HD	AC	Attacks	Special	Saves	Int	Treasure	XP	
Magmafolk	S	2 (d8)	14	Touch (2d6)	Weapon Immunity	P	Low	Nil	75 + 2	214
Magnesium spirit	M	6 (d10)	20	Engulf (3d4)	Blinding Attack, Energy Drain, Strength Drain, Immunity (Weapon, +1 or Silver)	P	High	Nil	600 + 6	214
Manticore	L	6 (d10)	17	2 Claw (1d3), Bite (1d8), 6 Tail Spikes (1d6)	Tail Spikes, Twilight Vision, Darkvision 60 ft.	P	Low	5	210 + 6	216
Mara	S	3 (d6)	15	Claw (2d4), Bite (3d6)	Nightmares, Life Drain, Shapeshifting	M	Average	None	150 + 3	216
Mantari	M	1 (d8)	11	Tail (see text for damage)	Nil	P	Animal	Nil	7 + 1	217
Margoye	M	6 (d8)	18	2 Claws (1d6), Bite (2d4), Gore (1d4)	Camouflage, Gore, Weapon Immunity	P	Low	5	360 + 6	217
Medusa	M	6 (d8)	15	Dagger (1d4), Shortbow (1d6), Snakes (special)	Petrifying Gaze, Poison, Darkvision 60 ft.	M, P	High	3	480 + 6	217
Mennotal	M (5 ft.)	4 (d6)	12	2 Claws (1d3) By weapon	Nil	P	Low to Average	4	40 + 4	218
Mephit, air	S	2 (d8)	15	2 Claws (1d3)	Elemental Attack (see text)	P	Average	Nil	15 + 2	218
Mephit, fire	S	2 (d10)	14	2 Claws (1d3)	Elemental Attack (see text)	P	Average	Nil	15 + 2	218
Mephit, magma	S	2 (d12)	14	2 Claws (1d3)	Elemental Attack (see text)	P	Average	Nil	17 + 2	219

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Mephit, steam	S	2 (d10)	14	2 Claws (1d3)	Elemental Attack (see text)	P	Average	Nil	15 + 2	219
Merrow	L (8 ft.)	4 (d8)	15	Slam (1d10) or By weapon (+ 4 dam-age)	Darkvision 60 ft.	P	Low	3	60 + 4	219
Mihstu	M	8 (d10)	22	4 Tentacles (1d6)	Envelop	P	Average	9	625 + 8	220
Mimic	L	7 (d8)	15	Slam (3d4)	Adhesive, Crush, Darkvision 60 ft., Immunity to Acid (full), Mimic Shape	P	Average	6	675 + 7	220
Minotaur	L	7 (d8)	14	Head Butt (2d4), Bite (1d4) or By weapon (+ 4 damage)	Powerful Charge, Darkvision 60 ft., Natural Cunning, Tracking 5	P	Low	5	450 + 7	221
Mistflarden	M	6 (d8)	19	Spear (4d6), Slam	Terrify, Incorporeal	M	Average	6	250 + 6	221
Mongrelmen	M (5 -7 ft.)	3 (d10)	15	See Text	N/A	P	Low to Average	4	25 + 3	221
Mormolyceion	M (5 ft.)	7 (d12)	15	Incorporeal Touch (3d8)	Energy Drain, Create Spawn, Darkvision (60 ft.), Incorporeal, Sunlight Powerlessness, Unnatural Aura	M	High	7	800 + 7	222
Mossakarrigen	S to M	1 (d6)	14	By weapon	Blend with Nature, Flight	M	Average	2	45 + 1	222
Muckdweller	S	1 (d6)	14	Bite (1d3)	Blinding Spray	P	Animal	Nil	7 + 1	223
Mudman	M	2 (d8)	10	2 Fists (1d4)	Suffocation	P	None	Nil	15 + 2	223
Mule	L	2 (d8)	14	2 Hooves (1d4)	Scent	P	Animal	Nil	12 + 2	224
Mummy	M	7 (d12)	20	Slam (1d12)	Despair, Mummy Rot, Darkvision 60 ft., Fire Vulnerability, Subject to Raising	P	Low	7	800 + 7	224
Musher	L (8 -10 ft.)	8 (d8)	13	Bite (1d4)	Poison (see text)	P	Animal	Nil	500 + 8	225
Mushroomies	M to L	6 (d8) to 8 (d8)	12	2 Fists (1d6)	Spores	P	Average to High	5	210 + 6 450 + 8	225
N	Size	HD	AC	Attacks	Special	Saves	Int	Treasure	XP	226
Nachzehrer	M	4 (d12)	17	Slam (3d8), Bite (4d10), Claw (1d8)	Blood Drain, Shadow of Sickness	M, P	Average	5	1,500 + 4	226
Nafuel	L	9 (d8)	15	1 Tail (2d6)	Create Clones	P	Low	6	700 + 9	227
Naga, dark	L	9 (d8)	14	Bite (1d4), Sting (2d4)	Poison, Spells, Guard Thoughts, Darkvision 60 ft., Constriction, Detect Thoughts, Immunity to Poison, Resistance to Charm	M, P	Superior	8	1,200 + 9	227
Naga, ghost	M	4 (d8)	16	Bite (1d2), tail (1d2)	Constrict (3-12), Ghost Move, Shriek	M	Low	8	110 + 4	229
Naga, guardian	L	12 (d8)	18	Bite (1d6), Spit (Poison)	Poison, Spit, Spells, Constrict, Darkvision 60 ft.	P	Superior	9	3,825 + 12	229
Naga, spirit	L	9 (d8)	16	Bite (1d3)	Constrict, Charming Gaze, Poison, Spells, Darkvision 60 ft.	P	Average	8	1,500 + 9	229
Naga, water	L	7 (d8)	15	Bite (1d4)	Poison, Spells, Darkvision 60 ft.	P	Average	6	495 + 7	230
Naides	M (5 ft.)	2 (d6)	17	Nil	Divine Beauty, Spells, Dimension Door, Twilight Vision, SR 4	M	Superior	2	250 + 2	231
Necrophidius	L (8 ft.)	3 (d8)	18	Bite (1d6)	Hypnotism	P	Nil	Nil (see text)	45 + 3	231
Needler	M	3 (d10)	14	1 Needle Barrage (1d6 x 1d4)	Immune to Mind Spells	P	Low	5	40 + 3	231
Nefarian	S (3 ft.)	3 (d10)	13	2 Claws (1d4)	Darkvision 120 ft.	P	High	Nil	50 + 3	232
Nekun	M (5 ft.)	2 (d12)	13	By weapon	Nil	P	None	1	10 + 1	232
Nereid	M (5 ft.)	4 (d8)	10	2 Fists (1d3)	Charm	M	Average	3	60 + 4	233
Nicor	M	5 (d20)	18	Slam (3d6 + 3), Bite (4d20 + 3), Claw (d10 + 3)	Poisonous Contact	p	Average	5	1,000 + 5	233
Nightmare	L	7 (d8)	24	2 Hoof (1d4), Bite (2d4)	Burning Hooves, Smoke, Darkvision 60 ft., Extraplanar, Planewalk	P	High	7	540 + 7	234
Nilbog	S	1 (d6)	15	By weapon	Strengthened by Damage	P	Average	1	10 + 1	234
Nomore'	S (4 ft.)	1 (d10)	17	Bite (1d3), By weapon	Darkvision 60 ft.	P	Low	2	5 + 1	235
Nymph	M	3 (d6)	17	Nil	Divine Beauty, Spells, Dimension Door, Twilight Vision, SR 4	P	Superior	2	70 + 3	235

O	Size	HD	AC	Attacks	Special	Saves	Int	Treasure	XP	236
Odmience	M (4 ft.)	3 (d6)	14	By weapon	Shapechange	M	Average	3	350 + 3	236
Ogre	L	4 (d8)	16	Slam (1d10), or By weapon (+ 3 damage)	Darkvision 60 ft., Twilight Vision	P	Low	3	40 + 4	236
Ogre mage	L	5 (d8)	18	Slam (1d12)	Spell-Like Abilities, Darkvision 60 ft., Twilight Vision, Regeneration 2	M, P	High	5	300 + 5	236
Ogrerat	S (3 ft.)	3 (d8)	13	Bite (2d4)	N/A	P	Animal	Nil (see text)	30 + 3	237
Ogrillon	M (6 ft.)	2 (d10)	14	2 Fists (1d6)	Darkvision 60 ft.	P	Low	3	10 + 2	237
Ooze, Black pudding	L	10 (d10)	3	Acid (3d6)	Acid, Constrict, Split, Immunity (full): Cold and Electricity	P	None	8	2,400 + 10	238
Ooze, gray	M	3 (d10)	5	Acid (1d8)	Acid, Constrict, Transparent	P	None	2	50 + 3	238
Ooze, Ochre jelly	L	6 (d10)	4	Acid (2d4)	Acid, Constrict, Split	P	None	5	300 + 6	238
Ophidian	M	4 (d8)	15	By weapon, Bite (1d3)	Poison	P	Average	5	80 + 4	239
Ophiotaurus	L (6-8 ft.)	6 (d8)	19	Gore (3d10), Hooves (2d12)	Constrict, Breath Weapon	P	Low	3	500 + 6	239
Orc	M	1 (d8)	13	By weapon	Darkvision 60 ft., Light Sensitivity	P	Low	1	5 + 1	239
Orthos	M (4-5 ft.)	4 (d8)/ 8 (d8)	16	Bite (4d8)	Fiery Bite, Darkvision (60 ft.), Immunity to Fire, Serpent Tail, Tracking: 5	P	Low	4	575 + 8	240
Osmosious	L	7 (d8)	15	2 Pseudopod (1d6), See Text	Steal Memories	P, M	Average	5	540 + 7	240
Otyugh	L	6 (d8)	17	2 Tentacles (1d8), Bite (2d4)	Disease, Improved Grab, Darkvision 60 ft.	P	Inferior	5	300 + 6	241
Ovinnik	M (4 ft.)	3 (d8)	19	Claw (4d6), Bite (d10)	Fire Starting	M	Average	Nil	250 + 3	242
Owlbear	L	5 (d10)	15	2 Claw (1d6), Bite (2d6)	Improved Grab	P	Average	5	160 + 5	242
P	Size	HD	AC	Attacks	Special	Saves	Int	Treasure	XP	243
Panes	M (4-5 ft.)	3 (d8)	15	Head Butt (2d4), By weapon	Enchanted Music, Twilight Vision, Blend	M	Average	3	100 + 3	243
Pech	S (4 ft.)	3 (d10)	17	By weapon	Spells	P	Average	3	20 + 3	243
Pegasus	L	4 (d10)	14	2 hoof (1d8), Bite(1d3)	Darkvision 60 ft., Twilight Vision	P	Average	3	60 + 4	244
Phasespider	L	5 (d10)	15	Bite (1d6)	Poison, Web, Darkvision 60 ft., Shift, Twilight Vision	P	Low	5	260 + 5	244
Penanggalan	M	4 (d8)	16	Bite (1d6)	Blood Drain, Fly, Darkvision (60 ft.), Dominate, Infection	P	Average	5	120 + 4	245
Perrun	S (2 ft.)	1 (d4)	17	Pincer (1d3)	Drain Constitution	P	Animal	Nil	11 + 1	246
Peryton	M (5 ft.)	4 (d10)	13	Antler (3d4)	Immunity (Weapon +1)	P	Average	6	80 + 4	246
Phantom stalker	L	6 (d8)	17	2 Claws (1d6)	Limited Polymorph, Plane Travel, Resistant to Fire, Dying Attack	P	Low	Nil	420 + 6	246
Phoenix	M	6 (d8)	19	Bite (1d6), 2 Caws (1d4)	Immunity to Fire, Spell Like Abilities, Plane Travel, Dying Attack	P	Genius	7	540 + 6	247
Piercer	S to M (2 - 5 ft.)	3 (d8)	17	See text	Camouflage	P	Low	Nil	50 + 3	247
Poltergeist	M	1 (d4)	15	Nil	Telekinesis, Invisible, Fear, Weapon Immunity	M	Average	Nil	13 + 1	248
Pony	M	2 (d8)	13	2 hooves (1d3)	Nil	P	Animal	1	10 + 2	248
Pony, war	M	3 (d8)	13	2 hooves (1d4 + 1)	Nil	P	Animal	2	20 + 3	248
Polevik	S (3 ft.)	2 (d8)	16	By weapon	Cause Sickness, Lead Astray	M	Average	2	200 + 2	249
Prysmal eye	M	15 (d10)	29	Bite (2d6), Eyes 9	Eyes, Spells, Cannot Be Surprised, Immunity to Magic, Telepathy, Silent	M	Supra - Genius	11	17,200 + 15	249
Pseudodragon	S	2 (d8)	18	Bite (1d3), Sting (poison)	Poison, Precision, Darkvision 60 ft., Immunity to Sleep And Paralysis, Twilight Vision, SR 10, Telepathy 60 ft., Blend, See Invisible, Spell Like Abilities	P, M	Average	2	63 + 2	251
Psoglov	M (5 ft.)	5 (d8)	17	Claw (3d8), Bite (2d10), By weapon	Shattering Bite	M	Average	5	500 + 5	251
Purpleworm	L	15 (d10)	19	Bite (2d12), Sting (2d4)	Swallow Whole, Poison	P	Animal	10	4,200 + 15	252

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Pygmaioi	S (1 ft.)	1 (d8)	16	By weapon	See text	P	Average	1	7 + 1	252
Pyrolisk	S	5 (d10)	15	Bite (1d3)	Immolation	P	Low	6	140 + 5	253
Q	Size	HD	AC	Attacks	Special	Saves	Int	Treasure	XP	253
Qual-man	L (7 ft.)	1 (d10)	14	2 Fists (1d4) or By weapon	Berserkergang	P	Low	2	7 + 1	253
Quasit	S	1 (d8)	14	2 Claw (1d2), Bite (1d3)	Darkvision 60 ft., SR 3, Spell Like Abilities, Polymorph	P	Average	1	17 + 1	254
Quickling	S	1 (d12)	23	2 By weapon	Bonus to Initiative, Double Attacks, Spell-like Abilities	P	Superior	4	11 + 1	254
R	Size	HD	AC	Attacks	Special	Saves	Int	Treasure	XP	255
Rakshasa	M	7 (d8)	21	2 Claws (1d3), Bite (1d4)	Detect Thoughts, Spells, Change Shape, Darkvision 60 ft., SR 16, Immunity to Magic, Blessed Vulnerability	M, P	High	8	810 + 7	255
Rarog	S to M (3-6 ft.)	5 (d8)	19	Claw (3d6), Beak (2d8), By weapon	Shapechange, Fire Control	M, P	Average	5	300 + 5	255
Rat, giant	S	1 (d4)	13	Bite (1d2)	Disease, Twilight Vision	P	Animal	1	7 + 1	255
Raven	S	1 (d2)	14	None	Twilight Vision	P	Inferior	Nil	5 + 1	256
Reaper	L	20 (d12)	25	2 Claw (1d10), see text	Blend Into Shadows, Death Strike, Fear Aura, Great Strength, Etherealness, Planewalk, Persistent Tracker, Weapon Invulnerability, Immune to Poisons, Trackless Movement, Regeneration 5, SR 10	M, P	Supra-Genius	None	31,250 + 20	256
Remorhaz	L	7 (d10)	20	Bite (6d6)	Swallow Whole, Heat, SR 5, Darkvision 60 ft., Twilight Vision	M	Inferior	7	720 + 7	257
Retriever	L	10 (d8)	22	4 Claws (3d6)	Fear, Spell-like Abilities	P	Average	Nil	3,150 + 10	257
Revenant	M	8 (d8)	10	Hand (2d8)	Spell Immunity, Weapon Immunity, Regeneration, Turn Immunity, Holy Water Immunity, Choke Attack	P	High	Nil	1,525 + 8	258
Roc	L	18 (d8)	17	2 Talons (3d6), Beak (4d6)	Twilight Vision	P	Animal	9	5,900 + 18	259
Rock reptile	S	3 (d8)	17	Bite (1d4)	Surprise	P	Animal	Nil	40 + 3	259
Roper	L	7 (d10)	24	6 Strands (see text), Bite (5d4)	Drag, Strands, Poison, Darkvision 60 ft., Immunity to Electricity (full), Twilight Vision, Resistance to Cold (half), SR 4, Vulnerability to Fire	P	High	8	900 + 7	259
Rubezahl	S to L	3 (d8)	14	Slam (2d4), Staff (1d10)	Jinx, Weather Control	M	Average	5	200 + 3	260
Ruel	M (6 ft.)	2 (d10)	10	By weapon	Blade Mastery, Confusion	P	Low to Average	3	30 + 2	260
Rusalka	M (5 ft.)	3 (d6)	14	Claw (2d10), Bite (3d8)	Laugh of Death, Life Comb, Fateful Tickle	M	Average	3	450 + 3	261
Russet mold	M	5 (d8)	N/A	Cold Damage (1d4)	Life Drain, Weapon Immunity, Fire Immunity	P	Animal	Nil	240 + 5	261
Rustmonster	M	5 (d8)	18	Antennae Touch (Rust)	Rust, Darkvision 60 ft.	P	Average	5	140 + 5	262
S	Size	HD	AC	Attacks	Special	Saves	Int	Treasure	XP	262
Sahuagin	M	2 (d8)	16	By weapon, Talon (1d4), Bite (1d4)	Blood Frenzy, Darkvision 60 ft., Freshwater Sensitivity, Light Blindness, Speak with Sharks, Water Dependent	P	High	1	22 + 9	262
Salamander	L	5 (d8)	19	By weapon or Tail Slap (1d6)	Constrict, Heat, Darkvision 60 ft., Immunity: Fire and Enchantments, Vulnerability to Cold	P	High	5	200 + 5	263
Samodiva	M (5 ft.)	4 (d6)	14	By weapon, Claw (5d6), Beak (2d10)	Shapechange, Throw Fire, Make Flame, Fly, Seductive Lure, Blindness	M	Average	4	450 + 4	263
Sandling	L	4 (d8)	17	Slam (2d8)	Insubstantial	P	Low	Nil	60 + 4	264
Sandman	M	4 (d8)	17	Nil	Sleep, Limited Magic Immunity, Resistant to Damage	P	Average	3	150 + 4	265
Satyr	M	3 (d8)	15	Head Butt (2d4), Magical By weapon	Pipes, SR 6, Twilight Vision, Blend	M	Average	3	70 + 3	265
Scarecrow	M	5 (d8)	14	2 Fists (1d6)	Constitution Drain	P	None	Nil	140 + 5	266
Schnabelgeiss	M	2 (d10)	18	Headbutt (2d6), Hooves (1d8), Beak (2d4)	None	P	Low	Nil	40 + 2	266

Screaming devilkin	S	3 (d8)	18	Tail (1d6)	Scream	P	Low	2	35 + 3	266
Screecher	M	3 (d8)	8	N/A	Shriek, Twilight Vision	N/A	None	2	30 + 1	266
Scucca	L	8 (d8)	16	2 Claws (4d6), 2 Bite (3d8)	Two Heads	M, P	Low	2	200 + 8	267
Selkie	M	3 (d10)	15	Bite (1d6) or By weapon	Breathe Underwater, Change Shape, Limited Spell Use	P	Average to High	4	40 + 3 (50 + 3)	267
Seirens	M (5 ft.)	5 (d6)	17	2 Claw (3d6)	Siren Song	M, P	Average	3	300 + 5	267
Shade	M	5 (d8)	15	By weapon	Surprise, Spell Resistance, Ability Increases, Plane Travel	P	High to Superior	Nil (5 in lair)	280 + 5	268
Shadow	M	3 (d12)	13	Incorporeal Touch (1d4)	Create Spawn, Strength Drain, Darkvision 60 ft., Incorporeal, Blend, Sunlight Vulnerability	M	Low	3	75 + 3	268
Shadow mastiff	M	4 (d8)	14	Bite (2d4)	Bay, Trip, Blend, Darkvision 60 ft., Incorporeal, Sunlight Vulnerability	P	Inferior	4	140 + 4	269
Shambling mound	L	8 (d8)	20	2 Slam (2d8)	Blend, Constrict, Darkvision 60 ft., Electrical Conversion, Twilight Vision, Immune to Fire (half), Resistance to Cold (see text), Regeneration 2	P	Low	8	1,300 + 8	270
Shark	M/L	3 (d8)	15	Bite (1d6)	NA	P	Animal	Nil	20 + 3	270
Shark, megalodon	L	14 (d8)	16	Bite (4d10)	Swallow	P	Animal	Nil	4,100 + 14	270
Sheen	M	1 (d10)	15	Bolt (1d8)	Defensive Damage, Dying Attack	P	Average	2	11 + 1	270
Shelkerow	L	10 (d8)	19	Slam (2d10)	Energy Drain, Detect Good, Immunity (Weapon, +1)	P	High	Nil	2,250 + 10	271
Shelt lu	M	3 (d8)	17	Bite (1d4)	Envelope, Energy Drain, Darkvision 60 ft., Shared Damage, Alignment Change	P	High	3	70 + 3	271
Shishiga	S (3-4 ft.)	1 (d10)	16	Claw (4d6), Bite (4d4) By weapon	Jinx	M	Average	1	200 + 1	272
Simargl	L (15-20 ft.)	4 (d8)	18	Claw (9d8), Bite (5d20)	Multi Headed, Flight	P	Low	4	450 + 4	272
Skeletal warrior	M	10 (d10)	18	By weapon	Immunity to Mind Control, Fear, Spell Resistance, Turn Resistance	P	Superior	6	2,250 + 10	272
Skeleton	M	1 (d12)	13	By weapon	Undead	P	None	1	5 + 1	274
Skeleton, animal	S	1 (d6)	12	2 Claw or 1 Bite (1d4)	Immunity (Spells, see text), Resistant (Piercing, Slashing)	P	None	Nil	11 + 1	274
Skohls	M to L	4 (d20)	17	Bite (3d12), 2 Claw (4d8)	Fire Breath	M	Average	4	450 + 4	274
Skolopendra	L (20 ft.)	10 (d10)	16	2 Pincers (2d20), Bite (2d12)	Nil	P	Low	3	400 + 10	275
Skromt	M	10 (d8)	20	Slam	Touch of Death, Frightful Moan, Telekinesis, Incorporeal, Immunity (Weapon, +1)	M	Average	8	1,750 + 10	275
Skrzak	S (2-3 ft.)	1 (d20)	18	By weapon	Take Soul, Fire Control, Wish Grant	M	Average	Nil	325 + 1	275
Skulk	M	2 (d8)	13	By weapon	Camouflage, Rogue Skills	P	Average	3	17 + 2	276
Snake, constrictor, giant	L	6 (d8)	15	Bite (1d4), Coil (2d6)	Constrict	P	Animal	Nil	180 + 6	277
Snake, venomous	S	1 (d4)	13	Bite (poison)	Poison	P	Animal	Nil	7 + 1	277
Sons of rhealth	M	4 (d8)	10	By weapon (1d8)	Darkvision 60 ft., Disease, Fear	P	Low	Nil	110 + 4	277
Spectre	M	7 (d12)	15	Incorporeal Touch (1d8)	Energy Drain, Create Spawn, Darkvision 60 ft., Incorporeal, Sunlight Powerlessness, Unnatural Aura	M	High	7	720 + 7	278
Sphinx, andro-	L	12 (d10)	22	2 Claws (2d6)	Roar, Spells, Darkvision 60 ft., Twilight Vision	M	Superior	9	2,025 + 12	279
Sphinx, crio-	L	10 (d10)	20	2 Claw (2d4), Gore (3d6)	Darkvision 60 ft., Twilight Vision	M	Average	8	900 + 10	279
Sphinx, gyno-	L	8 (d10)	21	2 Claw (2d4)	Read Languages, Spell-Like Abilities, Darkvision 60 ft., Twilight Vision	M	Genius	7	825 + 8	279
Sphinx, hieraco-	L	9 (d10)	19	2 Claw (2d4), Bite (1d10)	Darkvision 60 ft., Twilight Vision	M	Low	7	600 + 9	280
Spider, small	S	1 (d4)	14	Bite (1d2)	Poison, Web, Twilight Vision	P	Animal	1	9 + 1	280

Spider, medium	M	3 (d8)	15	Bite (1d6)	Poison, Web, Twilight Vision	P	Animal	2	40 + 3	280
Spider, large	L	5 (d8)	16	Bite (1d8)	Poison, Web, Twilight Vision	P	Animal	1	160 + 5	280
Squealer	L	12 (d8)	14	3 Claw (1d6), Bite (2d4)	Darkvision 60 ft., Mimicry	P	High	Nil (see text)	2,250 + 12	281
Stirge	S	1 (d6)	16	Touch (1d3)	Attach, Blood Drain, Agile, Darkvision 60 ft., Twilight Vision	P	Animal	1	11 + 1	281
Stone guardian	L	4 (d10)	18	2 Fists (1d4)	Immunity to Poison and Disease, Immunity to Mind Control, See Invisible, Resistant to Weapons	P	None	N/A	130 + 4	281
Stuhac	M (5-6 ft.)	4 (d6)	14	Claw (6d8)	Control Elements	M	Average	4	400 + 4	282
Stun jelly	L	4 (d8)	12	Slam (2d4)	Stun, Acid, Engulf	P	Animal	5	100 + 4	282
Svirfneblin	S	3 (d10)	10, by armor	By weapon	Deepvision, Spells	P	Average	4	40 + 3	282
Sweartaelfen	M	2 (d6)	12	Sword (2d6), Spear (1d10)	Magic	M	Average	2	50 + 2	283
T	Size	HD	AC	Attacks	Special	Saves	Int	Treasure	XP	284
Taer	M (6 ft.)	2 (d10)	15	2 Fists (1d4 + 2)	Stench, Resistance to Cold	P	Low	5 (see text)	20 + 2	284
Tail-goblins	S	1 (d6)	15	By weapon	Camouflage, Surprise	P	Average	2	9 + 1	284
Taraxippus	M	10 (d8)	20	Slam	Frighten Horses	M	Average	5	1,750 + 10	285
Tarrasque	L (50 ft.)	30 (d10) 300 HP	28	Claws (1d12), Bite (5d10), 2 Horn Gouge (1d10), Tail (2d12)	Fear, Deafen, Sever, Spell Immunity, Weapon Immunity, Continue Fighting, Maximum Damage, Regeneration, Virtually Unkillable	P	Animal	2 Nil (see text)	90,650 + 30	285
Tavis wyrm	M	3 (d8)	16	Bite (1d8)	Heat, Darkvision 60 ft., Vulnerability to Cold, Immunity to Fire	P	Low	2	45 + 3	286
Thessalhydra	L	12 (d8)	20	8 Bites (1d6), Tail Pincer (1d12), Central Maw Bite (2d10)	Poison, Grab, Separate Hit points	P	Low	12	3,625 + 12	287
Thoqqua	S	3 (d8)	18	Slam (2d6)	Ignite, Surprise	P	Low	Nil	45 + 3	287
Throat leech	S (1 in.)	1 (d4) (1hp)	10	Proboscis (1d3)	Camouflage, Attach, Choke	P	Animal	Nil	14 + 1	288
Thirs	S	3 (d6)	13	Claw (1d6), Bite (1d10), By weapon	Invisibility, Faery Lights	P	Average	2	50 + 3	288
Tick, giant	S	2 (d8)	15	Bite (1d4)	Blood Drain, Disease	P	Animal	1	20 + 2	289
Tiger	L	5 (d8)	14	2 Claw (1d4), Bite (1d10)	Rake, Tracking 7, Twilight Vision	P	Animal	5	160 + 5	289
Titan	L	17 (d8)	38	By weapon (7d6)	Spell-Like Abilities, Etherealness, Spells, Darkvision 60 ft., SR 10	M, P	Genius	11	12,400 + 17	289
Toad, giant	L	4 (d8)	16	Bite (1d4)	Twilight Vision, Swallow, Poison, Camouflage	P	Animal	3	90+4/ poisonous 130+4	290
Topielec	M (5 ft.)	6 (d10)	18	Grab	Nil	M	Average	6	400 + 4	290
Treant	L	7 (d8)	20	2 Slam (2d8)	Blend, Animate Trees, Trample, Twilight Vision, Vulnerability to Fire	P	Average	6	495 + 7	290
Trikill	L	2 (d8)	10	3 Claws (1d4), Kick (1d6)	Sonar, Grab, Decay, Blindness, Illusion	P	Average	3	40 + 2	291
Troglodyte	M	2 (d8)	15	2 Claw (1d2), Bite (1d4+1), By weapon	Stench, Darkvision 90 ft.	P	Low	1	15 + 1	291
Troll, river	L	6 (d8)	16	2 Claw (1d4), Bite (2d6), By weapon (+ 3 damage)	Rend, Darkvision 60 ft., Twilight Vision, Regeneration 2	P	Low	5	270 + 6	292
Troll, hill	L	9 (d8)	16	2 Claw (1d4), Bite (2d6), By weapon (+ 3 damage)	Rend, Darkvision 60 ft., Twilight Vision, Regeneration 2	P	Low	8	900 + 9	292
Troll, scandinavian	S to L	6 (d8) 8 (d8)	16	2 Claw (1d4), Bite (2d6), By weapon (+ 3)	Rend, Darkvision (60 ft.), Twilight Vision, Regeneration 2	P	Low	5/8	360 + 6 1,200 + 9	292
Twin	M	1 (d8)	20	Nil	Camouflage, Alter Reality	P	Average	Nil	12 + 1	293
U	Size	HD	AC	Attacks	Special	Saves	Int	Treasure	XP	293
Unicorn	L	4 (d10)	18	Hooves (1d6) or Horn (1d12)	Darkvision 60 ft., Magic Circle, Dimension Door, Immunity: Poison, Charm and Compulsion, Twilight Vision, Wild Empathy	P	Average	5	180 + 4	293

V	Size	HD	AC	Attacks	Special	Saves	Int	Treasure	XP	294
Valkryja	M	15 (d8)	25	Spear (8d10), Axe (12d12), Sword (10d8), Bow (6d8)	Find Battle-Slain, Battle Victor	M, P	Average	CK's choice	5,000 + 15	294
Vampire	M	8 (d12)	20	Slam (1d6)	Blood Drain, Children of the Night, Dominate, Create Spawn, Energy Drain, Alternate Form, Gaseous Form, Entourage, Electrical Resistance (half), Spider Climb	M, P	Average	8	1,750 + 5	295
Vardoger	M	See text	See text	See text	Doppelganger	M	Average	Nil	1,500 + Victim's HD	296
Vargouille	S	1 (d10)	13	Bite (1d4)	Darkvision 60 ft., Permanent Damage	P	Low	Nil	10 + 1	296
Vaettir	S to M	4 (d6)	15	By weapon	Evade Detection	M	Average	2	50 + 4	298
Ved	L (15 ft.)	5 (d10)	16	By weapon	Control Weather, Mighty Breath	M, P	Average	5	450 + 5	298
Vegepygmy	M	4 (d8)	16	By weapon	Immune Mind Spells, Immune Electricity, Reduced Damage	P	Low	3	130 + 4	298
Vodyanoy	M (4-5 ft.)	5 (d6)	16	By weapon	Grab, Spell-like powers	M	Average	Nil	500 + 5	299
Vogel gryff	L	7 (d10)	17	2 Claw (1d4), Bite (2d8)	Darkvision 60 ft., Twilight Vision	P	High	5	270 + 7	299
Volt	S	2 (d8)	17	Bite (1d4), Tail Whip (2d6)	Grab	P	Animal	Nil	15 + 2	300
W	Size	HD	AC	Attacks	Special	Saves	Int	Treasure	XP	300
Weisse frauen	M	6 (d8)	18	Sword (3d6), Spear (2d6)	Incorporeal	M	Average	6	200 + 6	300
Wight	M	4 (d12)	15	Slam (1d6)	Create Spawn, Energy Drain, Darkvision 60 ft.	M	Average	5	100 + 4	301
Wiht	S to M	3 (d6)	18	Spear (d6), Dagger (d4)	Invisibility, Shapeshift	M	Average	5	200 + 3	301
Will-o'-wisp	S	8 (d8)	29	Shock Touch (2d8)	Darkvision 60 ft., Immunity to Magic, Natural Invisibility	M	High	8	1,000 + 9	301
Wind walker	L	6 (d10)	13	Wind Buffer (2d10)	Spell Immunity, Immune Mind Spells, Reduced Damage, Ignore Armor	M	High	6	420 + 6	302
Wolf	S	2 (d8)	13	Bite (1d8)	Trip, Scent, Twilight Vision, Tracking 10	P	Animal	1	25 + 2	302
Worg	M	4 (d8)	14	Bite (2d4)	Trip, Darkvision 60 ft., Twilight Vision, Scent, Tracking 6	P	Low	3	100 + 4	302
Winter wolf	L	6 (d8)	15	Bite (1d10)	Breath Weapon, Trip, Freezing Bite, Darkvision 60 ft., Immunity to Cold (half), Tracking 5, Twilight Vision, Vulnerability to Fire, Scent	P	Average	4	480 + 6	303
Witherstench	S	2 (d8)	13	Bite (1d6)	Stench, Dying Stench	P	Animal	Nil	22 + 2	303
Wraith	M	5 (d12)	15	Incorporeal Touch (1d6)	Energy Drain, Create Spawn, Incorporeal, Immunity (Weapon + 1), Darkvision 60 ft., Unnatural Aura	M	High	5	320 + 5	304
Wulver	M	4 (d6)	13	2 Claws (2d8), Bite (2d12), By weapon	Wolf Empathy	M	Average	3	150 + 4	304
Wyvern	L	7 (d12)	18	2 Claw (1d4), Bite (2d8), or Sting (1d6)	Poison, Darkvision 60 ft., Immunity: Sleep and Paralysis, Twilight Vision	P	Low	6	450 + 7	305
X	Size	HD	AC	Attacks	Special	Saves	Int	Treasure	XP	305
Xa	S	1 (d6)	13	By weapon	Darkvision 60 ft.	P	Low to Average	1	5 + 1	305
Xorn	L	8 (d8)	23	3 Claw (1d8), Bite (2d8)	Circular Vision, Earth Glide, Darkvision 60 ft., Immunity: Cold, Fire, and Petrification, Resistance to Electricity (half), Essence of Stone	P	Average	7	1,500 + 8	306
Xsayarsa	L	5 (d10)	15	By weapon	Nil	P	Average	4	80 + 5	306
Y	Size	HD	AC	Attacks	Special	Saves	Int	Treasure	XP	307
Yellow mold	Varies	1 HP	10	Surface Infection (1d8)	Poison Spores	None	Special	Nil	10 + 1	307
Yellow musk creeper	L	3 (d8)	13	Per Flower (see text)	Intelligence Drain, Enchant, Hidden Root	P	Non	See text	70 + 3	307

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Yellow musk zombie	S to L	2 (d8)	14 or By armor	By weapon or 2 Fists (1d3)	Immune to Mind Spells	P	Non	Nil	15 + 2	308
Yeth hound	M	3 (d8) + 3	20	Bite (2d4)	Bay, Trip, Darkvision 60 ft.	P	Low	3	45 + 3	308
Yeti	L (9 ft.)	5 (d8)	14	2 Fists (1d10)	Immune Cold, Incapacitate, Reduced Damage	P	Low	4	220 + 5	308
Yrthak	L	12 (d10)	18	2 Claw (1d6), Bite (2d8), Sonic Lance (6d6)	Sonic Lance, Explosion, Immunities, Vulnerability to Sonic	M	Low	9	2,900 + 12	309
Ythgwinnes	M to L	6 (d20)	18	2 Claws (4d12), Bite (10d10)	Firebreath, Acidic Skin	M	Average	3	1,200 + 10	309
Z	Size	HD	AC	Attacks	Special	Saves	Int	Treasure	XP	310
Zmey	L (20 ft.)	See text	See text	2 Claw (d4), Wing (d6), Tail (d6), Bite (2d8)	Breath Weapon, Spell-like Abilities, Immunity to Fire	M, P	See Red Dragon	See text	See text	310
Zombie	M	2 (d8)	12	Slam (1d8)	Slow	P	None	1	10 + 2	310
Zombie, monster	S to L	2 (d8)	12	Slam (1d6)	Slow	P	None	1	10 + 2	310

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