HACKLOPEDIA OF BEASTS: Monster Matrix

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# Hacklopædia of Beasts Monster Matrix

## SPECIAL REFERENCE WORK

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

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## \* FOR GAMEMASTER'S EYES ONLY! \*

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

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## Foreword

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

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

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

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

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

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

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

So J. Zeke

Jo Jo Zeke Director of HackMaster<sup>TM</sup> Development Hard Eight Enterprises

## **REALITY CHECK: A DISCLAIMER**

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

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

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

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

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

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## INTRODUCTION

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

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

## COMMON COMBAT PROBLEMS FOR MONSTERS

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



Know your threshold of pain.

#### THRESHOLD OF PAIN

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

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

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

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

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

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

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

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

## **FATIGUE FACTOR**

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

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

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

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

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



A Common Troll suffers from fatigue during a long chase.

## CRITICAL HIT BASE SEVERITY LEVEL

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

## WEAPON PROFICIENCY

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

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

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

#### **ENCOUNTER TABLES**

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

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

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

#### A NOTE ABOUT DI0,000 TABLES

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

## HackMaster Hacklopedia of Beasts

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

## WHAT IS HACKFACTOR?

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

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

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

Where:

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

## **EXTREME MONSTERS**

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

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

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

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

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

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

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

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

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

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

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

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

## EXPERIENCE POINTS FOR SPECIAL MONSTERS

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

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

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



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

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

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

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

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

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

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

#### STAGE I

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

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

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

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

basic leadership (102%) military: battle sense (091%) military: small unit tactics (090%) basic leadership (075%) torture (070%) weather sense (040%)	$\begin{array}{c} 0.0102 \\ 0.0091 \\ 0.0090 \\ 0.0075 \\ 0.0070 \\ 0.00040 \end{array}$
Sub-total:	0.0432

Monster Matrix

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

Total modifier:

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

1.0432

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

#### STAGE 2

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

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

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

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

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

## **New Flaw**

#### Variant Transformation [Any]

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

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

## Osbad the Orc Slaver Chieftain Quirks/Flaws

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

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

		Table 11: EP Adjustment	for Monster Quirks/H	laws	
Monster Flaws,	EP		Delusional (Minor)	-0.24	
,		Notos	Depression (Minor)	-0.24	
( ) )	Adjustment	Notes	Gambling Addiction	-0.03	
Albino	-0.01		Inappropriate Sense of Humo		
Animal [type] Apathy	-0.005		Kleptomaniac	-0	
Anosmia	-0.02		•		
Asthmatic	-0.2	Save vs. breath weapon replaces Con check	Obsessive Compulsive	-0.09	
Blind, Color	0	Allows save vs. spell to halve effects of	Nagging Conscience	-0.02	
		Color Spray	Paranoid	-0	
Chronic Nose Bleeds	-0.04		Short Term Memory Loss	-0.13	
Excessive Drooling	-0.01	Creature may not reach Great Honor	Superstitious	-0.09	
8		category.	Temper	-0.02	
Flatulent	-0.01	Creature suffers 50% penalty to hide in			
		shadows, move silently or similar stealth-	Monster Quirks, Major (N	1ental)	
		related abilities. +1 to opponent's surprise	Delusional (Major)	-0.39	
		rolls.	Depression (Major)	-0.6	
Hearing Impaired	-0.03	10113.	Enmity towards Class	-0	
÷ .	-0.01	Only allowed for creatures that can speak	Enmity towards Monster	-0	
Lisp	-0.01	Only allowed for creatures that can speak.	Enmity towards Race	-0	
		Creature may not reach Great Honor	HackFrenzy	+0.15	
		category.	HackLust	+0.02	
Loss of Ear	-0.01	Due to self-doubt, creature suffers a - I	Psychotic Aversion to Class	-0.05	
		morale penalty.	Psychotic Aversion to Monst		
Loss of Eye		Due to self-doubt, creature suffers a - I	Psychotic Aversion to Race	-0.1	
		morale penalty.	Pyromaniac	-0.01	
Male Pattern Baldness	-0		Sadistic	-0.001	
Migraines	-0.09		Wuss-of-Heart	-0.12	
0	.01 (per finge	r)			
Nervous Tic	-0.02	·· /	Monster Quirks, Minor (F	Personality)	
Scar, Facial	+0.005	Creature may not suffer from the effects	Chronic Liar	-0	
Jean, i aciai	0.005	of Bad Karma. Effective Comeliness		-0.04	
			Clingy Glutton	-0.04	
	<u>,</u>	automatically becomes negative.			
Sleep Chatter	-0		Greedy	-0.001	
Sound Sleeper	-0.01		Gullible	-0.1	
Strange Body Odor	-0.01	Creature may not reach Great Honor	Jerk	-0.001	Creature may not reach Great Honor
		category.			category.
Stutter	-0.015	Only allowed for creatures that can speak.	Loud Boor	-0.001	Creature may not reach Great Honor
		Creature may not reach Great Honor			category.
		category.	Misguided	-0.01	3,
Tone Deaf	-0	с,	Obnoxious	-0.001	Creature may not reach Great Honor
Variant Transformation	-0.005				category.
Vision Impaired, Far Sighted	-0.12		Pack Rat	-0.02	eat680.7.
Vision Impaired, Blind, One Eye	-0.1	Due to self-doubt, creature suffers a - I	Self Absorbed	-0.02	Creature may not reach Great Honor
vision impared, blind, one Lyc	-0.1	morale penalty.	Sell Absol bed	-0.02	category.
Vision Impaired, Near Sighted	-0.3	morale penalty.	Socially Awkward	-0.0001	Creature may not reach Great Honor
vision impaired, ivear signited	-0.3		Socially Awkwald	-0.0001	
				0.00	category. Due to self-doubt. creature suffers a - I
Monster Flaws, Major (Physical)			Value Privacy (Reclusive)	-0.22	
Accident Prone	-0.25				morale penalty.
Acute Allergies	-0.1				
Amputee, Arm (tentacle,	-0.2		Monster Quirks, Major (F	Personality)	
pseudopod, etc.)			Multiple Personalities	-0.05 (per person	ality)
Amputee, Double Arm (tentacle,	-0.4		Truthful	-0.4	
pseudopod, etc.)					
Amputee, Leg	-0.33				
Blind	-0.33	Only if it had some kind of visual sense			
	-0.2	in the first place!	Outinks and Elaured	rom the Scallalia	ror's Guido to Wurld Demination
Deef	0.1				ger's Guide to Wurld Domination
Deaf	-0.1	Only if it had some kind of auditory sense	Or		l casting monsters
	0.35	in the first place!		EP	
Hemophiliac	-0.35	Replace Con check with save vs. breath		Adjustment	Notes:
		weapon.	Bookworm	-0.11	
Low Threshold of Pain	-0.5	Pass out for 1d20-Hit Dice (minimum		-0.07	
		one) rounds	Clumsy Fingers		
Maimed*	-0		Large Handwriting	-0	
Mute	-0.02	Only if it had the power of speech in the	Limited Faculties	-0.03	
		first place!	Magical Allergy	-0.09	
Narcolepsy	-0.3	During times of stress (e.g. whenever a	Scar, Bodily	-0.025	
	-0.5	morale or fatigue is required) creature must	Sloppy Penmanship -	0.04 (minor), -0.07	(major)
			Taboo School of Magic	-0.11	Creature's tribe/clan/race forbids practice in
		save vs. paralyzation or fall asleep for 1d4	(was "College Rivalry")		a certain school of magic.
		turns. Only applies to creatures that sleep.	Learning Disability	-0.02	
No Depth Perception	-0.4		Performance Anxiety	-0.02	
Seizure, Disorders (Epilepsy)	-0.35		Security Blanket	-0.01	
Sleep Walker	-0.05		Superstitious Caster	-0.01	
Trick Knee	-0.1		•		
			Wild Gestures	-0.1	
Monster Quirks, Minor (Menta	I)		Know-it-all	-0.01	
Absent Minded	-0.04		Chintzy Mentor	-0.02	
	-0.04		Gimp Mentor	-0.044	
Acrophobia A complexite			Old School Mentor	-0.05	
Agoraphobia	-0.02		Pacifist Mentor	-0.033	
Alcoholic	-0.1		Wasteful Mentor	-0.05	
Animal Phobia	-0.01		Wuss Mentor	-0.02	
Chronic Nightmares	-0.06			3.01	
ern erne i ugnanar es	0.00				

## Stage 3

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

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

endurance	+0.048
balance bonus	+0.009
taunt	+0.04

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

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

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

#### Acrobatic Skill Suite: (+10.5% EP)

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

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

## Active Sense of Smell: (+3% EP)

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

Restrictions: The monster must possess olfactory cells.

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

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

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

#### Acute Taste: (+2.95% EP)

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

#### Ambidextrous: (+5% EP)

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

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

#### Animal Companion: (+5% EP)

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

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

Table 12:	EP Adjustments for	Monster Talents
Roll Id100	Talent	EP Adjustment
1-2	Acrobatic Skill Suite	+0.105
3-5	Active Sense of Smell	+0.03
6-7	Acute (high) Alertness	+0.09
8-9	Acute Taste	+0.0295
10-11	Ambidextrous	+0.05
12-13	Animal Companion	+0.05
14-15	Astute Observation	+0.0875
16-17	Attack Bonus	+0.07
18-19	Bad Taste	+0.01
20-21	Balance Bonus	+0.009
	Bright Light Fighting	+0.097
22-23	Close to the Earth	+0.025
24-25	Cold resistance	+0.019
	Cower	+0.005
	Critical Hit Bonus	+0.01
26-27	Damage Bonus	+0.05
28-29	Defensive Bonus	+0.07
	Dense Skin	+0.06
30-31	Detect Good	+0.03
32-34	Detect Poison	+0.033
35-36	Detect Secret Doors	+0.022
37-38	Determine Age	+0.012
39-40	Determine Stability	+0.016
41-42	Endurance	+0.048
43-44	Evaluate Gems	+0.02
45-46	Expert Haggler	+0.031
47-48	Faerie Kind Martial Arts	+0.049
49-50	Forest Movement	+0.06
51-52	Freeze	+0.0475
53-54	Grace Under Pressure	+0.04
55-57	Hide	+0.055
58-59	Hit Point Bonus	+0.1 per extra hit point gained
60-61	Hive Empathy	+0.2
62-63	Illusion Resistant	+0.038
64-65	Keen Sight (Long Distance)	+0.051
66-67	Less Sleep	+0.03
68-69	Light-fighting	+0.097
70-71	Magic Identification	+0.07
72-73	Meld into Stone	+0.056
74-75	Mining Sense	+0.025
76-77	Photographic Memory	+0.047
78-79	Potion Identification	+0.01
80-81	Reaction Bonus	+0.018
82-83	Resistance	+0.04
84-85	Seeking Grasping Hands	+0.04
86-87	Sibling Empathy	+0.033
88-90	Sixth Sense	+0.1
91-92	Speak with Plants	+0.055
93-94 95-96	Spell Abilities	+0.12
	Stealth Stears Tall	+0.076
97-98 99-100	Stone Tell Taunt	+0.053 +0.05
99-100	Taunt	+0.05

#### Astute Observation: (+8.75% EP)

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

#### Attack Bonus: (+7% EP)

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

#### Bad Taste: (+1% EP)

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

#### Balance Bonus: (+0.9% EP)

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

#### Bright Light Fighting: (+9.7% EP)

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

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

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

#### Close to the Earth: (+2.5% EP)

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

#### Cold Resistance: (+3% EP)

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

#### Cower: (+0.5% EP)

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

#### Critical Hit Bonus: (+1% EP)

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

#### Damage Bonus: (+5% EP)

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

#### Defensive bonus: (+7% EP)

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

#### Dense Skin: (+6% EP)

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

#### Detect Good: (+3% EP)

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

#### Detect Poison: (+3.3% EP)

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

#### Detect Secret Doors: (+2.2% EP)

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

#### Determine Age: (+1.2% EP)

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

Restrictions: Limited to creatures of Low or greater Intelligence

#### Determine Stability: (+1.6% EP)

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

#### Endurance: (+4.8% EP)

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

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

#### Evaluate Gems: (+2% EP)

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

Restrictions: Limited to creatures of Low or greater Intelligence.

#### Expert Haggler: (+3.1% EP)

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

Restrictions: Limited to creatures of Low or greater Intelligence.



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

#### Faerie Kind Martial Arts: (+4.9% EP)

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

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

## Forest Movement: (+6% EP)

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

Restrictions: Limited to woodland creatures.

## Freeze: (+4.75% EP)

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

## Grace Under Pressure: (+4% EP)

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

## Hide: (+5.5% EP)

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

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

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

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

#### Hive Empathy: (+20% EP)

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

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

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

#### Illusion Resistant: (+3.8% EP)

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

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

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

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

#### Less Sleep: (+3% EP)

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

## Magic Identification: (+7% EP)

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

### Meld Into Stone: (+5.6% EP)

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

#### Mining Sense: (+2.5% EP)

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

#### Photographic Memory: (+4.7% EP)

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

#### Potion Identification: (+1% EP)

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

#### Reaction Bonus: (+1.8% EP)

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

#### Resistance: (+4% EP)

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

#### Seeking, Grasping Hands: (+4% EP)

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

#### Sibling Empathy: (+3.3% EP)

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

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

#### Sixth Sense: (+10% EP)

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

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

## Speak with Plants: (+5.5% EP)

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

#### Spell Abilities: (+12% EP)

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

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

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

#### Stealth: (+7.6% EP)

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

#### Stone Tell: (+10% EP)

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

#### Taunt: (+5% EP)

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

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

#### STAGE 4

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

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

## **ONE LAST WORD OF CAUTION**

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

#### VARIANT MONSTERS

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

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

Variants may or may not be the beginning of a new type of monster. They rarely breed true; some of those that did so have their own entries listed in the Hacklopedia. Note the differences between the description of each variant below and the individual monsters that may have developed from those variations. Genetic drift and evolutionary pressure, not to mention meddling magic-user types, have adjusted and affected the development of the

Table	13–1: Random Monster Variant Generation
(IdI00)	Roll On:
1-10	Roll once on Table 13–2: Size Variants
11-20	Roll once on Table 13–3: Demeanor Variants
21-30	Roll once on Table 13–4: Body Variations
31-40	Roll once on Table 13–5: Color
41-50	Roll once on Table 13–6: Element/Climate
51-60	Roll once on Table 13–7: Supernatural
61-70	Roll once on Table 13–8: Markings
71-80	Roll once on Table 13–9: Age
81-100	Choose from Table 13–2: Size Variants to 13–9: Age to roll on

Hacklopedia monsters. After several generations, the variants may differ from the exact effects listed below. Technically, such variant-descended monsters are new creatures. The offspring of two variant dragons is no longer purely a variant dragon. It may or may not share the exact abilities of its progenitors, but it will differ from standard dragons of its type. Sages across the wurld insist that you not misclassify monsters from the standard, variant and variant-descended categories. Of course, once a variant-descended creature breeds true, it has become a new type of monster.

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

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

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

#### SIZE

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

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

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

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

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

Table 13-2: Size Variants				
001b1	<b>Creature Variation</b>	New Size		
1-15	Lilliputian	Tiny		
16-30	Diminutive	Small		
31-55	Medium	Man-sized		
56-70	Economy-sized	Large		
71-85	Jumbo	Huge		
86-100	Mammoth	Gargantuan		

Table 13-2a: Increasing Size				
		Increase	Increase damage	EP
From	То	Hit Dice by	per die by	Adjustment
Tiny	Small	7 hit points		+10%
Small	Man-sized	I HD	l.	+20%
Man-sized	Large	I+2 HD	l I	+33%
Large	Huge	2+1 HD	2	+50%
Huge	Gargantuan	3 HD	2	+100%

	Table 13–2b: Decreasing Size				
		Decrease	Decrease damage	EP	
From	То	Hit Dice by	per die by	Adjustment	
Small	Tiny	4 hit points	0	-15%	
Man-sized	Small	9 hit points	0	-25%	
Large	Man-sized	I HD	l I	-40%	
Huge	Large	I HD	I	-33%	
Gargantuan	Huge	2 HD	l I	-33%	

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

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

Decreasing size works in a similar manner.

#### DEMEANOR

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

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

#### Barbaric

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

- **Survival.** Barbaric variants can survive in harsher conditions than their standard peers can. So long as any food and water are available, they can remain in whatever territory they have claimed.
- Surprise. Barbaric creatures surprise their enemies 1 in 10 times more often than their standard types. Thus, if a creature normally surprises

opponents 4 times in 10, it's barbaric equivalent surprises enemies 5 times in 10.

- **Superior Stamina and Pain Tolerance.** Barbaric creatures have double the standard version's Fatigue Factor and Threshold of Pain.
- **Resistant to Magic.** Barbaric creatures gain a +2 to all saving throws against magical effects (paralyzation, death magic, petrification, polymorph, rods, staffs, wands and spells).

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

#### Civilized

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

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

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

#### Dire

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

Dire Animals gain the following advantages:

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

Dire creatures suffer no special disadvantages.

	Table 13-3: Demeanor Variants			
Id100 Roll	Demeanor	EP Adjustment		
I-6	Barbaric	+4%		
7-11	Civilized	As for each skill		
		(see Table 11: EP Adjustments for Monster Skills)		
12-17	Dire	+42%		
18-23	Doom	+4%		
24-28	Dread	See Table 10–3b: Dread Powers		
29-34	Feral	+33%		
35-39	Gibbering	+8%		
40-44	Hissing	+1%		
45-49	Howling	+6%		
50-55	Insidious	+5%		
56-61	Malicious	+8%		
62-66	Sinister	+7%		
67-72	Spitting	+7.5%		
73-77	Urban	+4.7%		
78-83	Vengeful	+5%		
84-88	Vicious	+2%		
89-94	Vile	+8%		
95-100	Wretched	+0.77%		





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

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

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

#### Doom

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

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

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

#### Dread

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

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#### Feral

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

- They are angry and unpredictable.
- +1 Intelligence category (Low to Average, etc.) (+2 points, if necessary)
- They move towards chaos and evil, gaining 17 AIPs towards chaotic evil.
- Morale rating goes up by 1
- Deals 2 extra points of damage per die
- If they don't have them already, there's a 90% chance that they develop fangs. Such fangs cannot be used in combat, however.
- +1 HD or +20% of normal Hit Dice, whichever is greater.
- EP Adjustment: +33%

## Gibbering

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

- Those within 20 feet hear the creature babbling and must save vs. spell or suffer the effects of the Confusion spell.
- Immune to all mental attacks.
- Bite carries 20% chance of infecting a victim with rabies EP Adjustment: +8%

#### Hissing

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

	Table 13–3a: The Sounds of Doom			
Roll Id12	Effect	EP Adjustment		
I-3	- I to all attack and damage rolls	+4%		
4-6	<ul> <li>I to all attacks and saving throws</li> </ul>	+4%		
7-9	-2 to Honor per round	+4%		
10-12	-3 to all damage rolls	+4%		

	Table 13–3b: Di	read Powers	
Roll Id100	Permanent Effect	Number	EP Adjustment
1-7	Scarring*	NA	+3%
8-13	Base Honor Drain	2d4 points	+5%
14-22	Hit Points	Id6 per attack	+15%
23-28	Strength	l point	+12%
29-34		Id3 points	+18%
35-39	Dexterity	l point	+10%
40-44		ld4 points	+15%
45-49	Constitution	l point	+9%
50-54		l d4 points	+12%
55-59	Intelligence	l point	+9%
60-64		l d4 points	+13%
65-69	Wisdom	l point	+10%
70-74		l d4 points	+15%
75-79	Charisma	l point	+4%
80-84		l d4 points	+6%
85-89	Comeliness	l point	+2%
90-92		l d4 points	+3%
93-97	I Experience Level		+20%
98-100	2 Experience Levels		+40%

\*If the scarring attack is to the face, the character will gain the facial scar flaw. Id12 facial scars will result in the character gaining the maimed flaw.

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

EP Adjustment: +1%

#### Howling

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

EP Adjustment: +6%

#### Insidious

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

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

EP Adjustment: +5%

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

#### Malicious

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

- Adds a chaotic element to alignment (if it doesn't already have one)
- +1 Intelligence category (+2 points)
- Gains pick pockets at 75%, including the ability to manipulate small objects (even if it's a whale or a Gelatinous Cube)
- Gains art of beating and dirty fighting combat skills at 50%. EP Adjustment: +8%

#### Sinister

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

EP Adjustment: +7%

#### Spitting

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

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

EP Adjustment: +7.5%

#### Urban

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

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

EP Adjustment: +4.7%

#### Vengeful

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

When enraged, it gains the following advantages:

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

Its rage lasts for 4d4 rounds or until it or all those attacking it are felled. EP Adjustment: +5%

#### Vicious

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

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

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

EP Adjustment: +2%

#### Vile

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

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

EP Adjustment: +8%

#### Wretched

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

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

EP Adjustment: +0.77%

## **BODY VARIATIONS**

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

#### Blood

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

- Gain a blood drain power. The creature can use its bite to drain 1d4 hit points worth of blood from a victim in a round. The creature gains these hit points for itself.
- This special attack replaces its normal attack routine. No creature can drink more than its own total maximum hit points (a minimum of 1d4



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

Table	13-4:	<b>Body Variations</b>
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Roll Id100	<b>Body Variations</b>	EP Adjustment
1-5	Blood	+15%
6-10	Burrowing	See Table 13-4a: Burrowing (Br) Speed
11-16	Club-footed	See Table 13–4b: Club-footed Kick Attack Damage
17-21	Crested	+1%
22-25	Doppel	+50%
26-30	Flat-footed	+0%
31-35	Gnarl-toothed	See Table 13–4c: Gnarl-toothed Bite Damage
36-38	Great Horned	See Table 13–4d: Horned & Great Horned Damage
39-43	Horned	See Table 13–4d: Horned & Great Horned Damage
44-47	Iron	+100%
48-52	Long-tailed	+2.3%
53-57	One-eyed	-5%
58-62	Poisonous	See Table 13–4e: Poison Variant Types
63-66	Rightie	+0%
67-72	Sabre-toothed	See Table 13–4f: Sabre-toothed Variant Damage
73-76	Southpaw	+0%
77-80	Spiny-Backed	+4%
81-85	Stench	+9%
86-89	Two-headed	+5%
90-95	Winged	See Table 13–4f: Flying Speed
96-100	Wooly	+30%

hit points, however). Hit points drained in this manner count as healing for the blood creature. Excess hit points (those above its normal maximum) count as temporary hit points: they last for 1 turn after feeding.

• Creatures without mouths with which to bite can gain a special tube with a sharp end. This may be attached at the finger or even randomly across an oddly shaped being. Injecting this tube into a victim functions in the same manner as the bite attack above.

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

EP Adjustment: +15%

#### Burrowing

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

#### Club-footed

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

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

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

#### Crested

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

• Gains +1 AC against attacks from the rear,

EP Adjustment: +1%

#### Doppel

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

Tabl	e 13–4a: Burrowing (B	r) Speed
Size	Burrowing Speed*	EP Adjustment
Tiny	2" (×1.33)	+1%
Small	3" (×1.5)	+1.5%
Man-sized	4" (×1.33)	+2%
Large	3" (×1.33)	+1.75%
Huge	2" (×1.25)	+1.5%
Gargantuan	l" (x1.25)	+1.25%

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

Table 13–4b:	Club-footed Kick	Attack Damage
Size	Damage per Kick	EP Adjustment
Tiny	Id4-I points	+0.6%
Small	ld4 points	+0.8%
Man-sized	ld6 points	+1%
Large	l d8 points	+1%
Huge	2d6 points	+1.5%
Gargantuan	3d4 points	+2%

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

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

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

EP Adjustment: +50%

#### Flat-footed

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

EP Adjustment: +0%

#### Gnarl-toothed

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

#### Horned and Great Horned

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

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

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

Horned and great horned variants can deal double damage with a successful charge attack. 75% of horned variants gain a single, usually centrally

	Table 13–4c: Gnarl-toothed Bite Damage				
	Additional	Minimum			
Size	Bite Damage	Bite Damage	EP Adjustment		
Tiny	+l point	l d4-2	+0.5%		
Small	+2 points	l d4-1	+1%		
Man-sized	+2 points	l d4	+1.5%		
Large	+3 points	l d6	+2%		
Huge	+4 points	2d4	+2.5%		
Gargantuan	+5 points	3d4	+3%		

Table 13–4d: Horned & Great Horned Damage				
	Horned	EP	Great Horned	EP
Size	Damage	Adjustment	Damage	Adjustment
Tiny	I d4-2	+0.5%	I d6-2	+0.6%
Small	d4-	+0.75%	d6-	+0.9%
Man-sized	ld4	+1%	I d6	+1.2%
Large	l d4	+1%	l d6	+1.5%
Huge	l d6	+1.75%	2d4	+2%
Gargantuan	I d8	+2.5%	2d6	+3%

located horn while 25% gain two. Multiple horns can be used to attack separately.

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

#### Iron

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

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



An iron-variant dragon bewilders its opponent.

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

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

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

EP Adjustment: +100%

#### Long-tailed

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

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

EP Adjustment: +2.3%

#### One-eyed

This variant has either lost one or more eyes, or actually gained an eye. A variant one-eyed monster that lost an eye suffers:

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

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

EP Adjustment: -5%

#### Poisonous

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

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

Characters cannot harvest the poison glands of these variants. Eating the meat of a poisonous variant subjects the eater to the effects of its poison unless the creature is thoroughly cooked or 3d4 days have passed since the creature's

Table 13–4e	: Poison Va	ariant Types
Roll Id100	Poison	EP Adjustment
1-5	Class A	+1%
6-25	Class B	+3%
26-50	Class C	+5%
51-70	Class D	+7%
71-80	Class E	+14%
81-85	Class F	+12%
86-90	Class O	+6%
91-95	Class P	+8%
96-100	Class S	+9%

## Table 13–4f: Sabre-toothed Variant Damage

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

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

 $^{\ast}$  The value in parentheses is the modifier to the flight speed of a creature already capable of wing-assisted flight.

death. (This effect is in addition to any other effect of eating the flesh of the standard creature.)

#### Rightie

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

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

EP Adjustment: +0%

#### Sabre-toothed

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

#### Southpaw

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

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

EP Adjustment: +0%

#### Spiny-backed

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

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

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

EP Adjustment: +4%

#### Stench

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

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

EP Adjustment: +9%

#### Two-headed, Extra or Bonus Head

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

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

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

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

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

EP Adjustment: +5%

#### Winged

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

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

#### Wooly

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

- Gain a thick pelt of fur (or an even thicker one, if the modern standard version has one).
- Cold resistance: +4 to all saves against cold-related effects. Half damage even on a failed save against a cold effect, none if successful.
- Their teeth get bigger and often they have fearsome-looking fangs. However, these teeth do not affect their bite attacks (if any) in any way, nor do they provide a bite attack (or teeth or a mouth) to a monsters that does not already have one.
- Wooly (or Pleistocene) creatures are 0-19% bigger than the normal variety.
- Gain +1d8 hit points (but not an official Hit Die).
- Gain +3 to Armor Class.
- EP Adjustment: +30%

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

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

#### **COLOR VARIATIONS**

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

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

	Table 13-5 Color	•
Roll Id100	Color	EP Adjustment
I-6	Albino	None
7-14	Black	None
15-21	Blue	None
22-27	Gold	None
28-35	Green	None
36-42	Gray	None
43-49	Indigo	None
50-56	Orange	None
57-64	Purple	None
65-72	Red	None
73-78	Silver	None
79-84	Transparent	None
85-90	Violet	None
91-96	Yellow	None
97-100	White	None

Table 13–5a: Further Color Variations			
Roll Id100	Variant results	EP Adjustment	
1-5	-50% size, -2 to-hit and damage per attack	-2%	
6-15	-25% size, -1 to-hit and damage per attack	-1%	
16-25	-10% size	None	
26-75	Same size as normal	None	
76-85	+10% size	None	
86-95	+25% size, +1 to-hit and damage per attack	+1%	
96-100	+50% size, +2 to-hit and damage per attack	+2%	

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

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

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

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

## ELEMENT/CLIMATE

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

#### Aquatic

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

- Gain the ability to breathe freely in water.
- Gain a swimming speed of 9" (regardless of size).

• +1 to saves against cold effects.

EP Adjustment: +6.5%

Roll         Element/Climate         EP Adjustment           1-7         Aquatic/Hydrozoic         +6.5%           8-14         Carrion         +0.9% (or +3%)           15-22         Dark         +5%           23-29         Electric         +25%           30-36         Fire         +30%           37-45         Hill         +9%           46-50         Mountain         +14%           51-57         Muck         +7%           58-64         Polar/Ice/Frost/Snow         +15%           65-71         Rock         +75%	Table 13-6: Element/Climate				
8-14         Carrion         +0.9% (or +3%)           15-22         Dark         +5%           23-29         Electric         +25%           30-36         Fire         +30%           37-45         Hill         +9%           46-50         Mountain         +14%           51-57         Muck         +7%           58-64         Polar/Ice/Frost/Snow         +15%           65-71         Rock         +75%	Roll	Element/Climate	EP Adjustment		
I5-22         Dark         +5%           23-29         Electric         +25%           30-36         Fire         +30%           37-45         Hill         +9%           46-50         Mountain         +14%           51-57         Muck         +7%           58-64         Polar/Ice/Frost/Snow         +15%           65-71         Rock         +75%	1-7	Aquatic/Hydrozoic	+6.5%		
23-29         Electric         +25%           30-36         Fire         +30%           37-45         Hill         +9%           46-50         Mountain         +14%           51-57         Muck         +7%           58-64         Polar/Ice/Frost/Snow         +15%           65-71         Rock         +75%	8-14	Carrion	+0.9% (or +3%)		
30-36         Fire         +30%           37-45         Hill         +9%           46-50         Mountain         +14%           51-57         Muck         +7%           58-64         Polar/Ice/Frost/Snow         +15%           65-71         Rock         +75%	15-22	Dark	+5%		
37-45         Hill         +9%           46-50         Mountain         +14%           51-57         Muck         +7%           58-64         Polar/lce/Frost/Snow         +15%           65-71         Rock         +75%	23-29	Electric	+25%		
46-50         Mountain         + 14%           51-57         Muck         +7%           58-64         Polar/Ice/Frost/Snow         + 15%           65-71         Rock         +75%	30-36	Fire	+30%		
51-57         Muck         +7%           58-64         Polar/Ice/Frost/Snow         +15%           65-71         Rock         +75%	37-45	Hill	+9%		
58-64         Polar/Ice/Frost/Snow         + 15%           65-71         Rock         +75%	46-50	Mountain	+14%		
65-71 Rock +75%	51-57	Muck	+7%		
	58-64	Polar/Ice/Frost/Snow	+15%		
	65-71	Rock	+75%		
72-78 Sand/Desert +4.4%	72-78	Sand/Desert	+4.4%		
<b>79-85</b> Subterranean +2.4%	79-85	Subterranean	+2.4%		
86-93 Valley/Gully/Lowland +2.25%	86-93	Valley/Gully/Lowland	+2.25%		
94-100 Wood/Forest +3.5%	94-100	Wood/Forest	+3.5%		

#### Carrion

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

- 25% chance of carrying a random disease.
- 30% chance of gaining the ability to paralyze anything they touch for 1-6 turns. Victims can make a save versus paralysis to avoid this effect. EP Adjustment: +0.9% (+3% with paralysis power).

## Dark

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

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

EP Adjustment: +5%

#### Desert/Sand

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

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

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

EP Adjustment: +4.4%

#### Electric

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

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

EP Adjustment: +25%

#### Fire

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

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



An unusual fire-variant equine.

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

 Gains +4 to all saves against fire and heat-related effects. They take no damage on a successful saving throw and only half even on a failed save. EP Adjustment: +30%

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

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

#### Hill

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

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

EP Adjustment: +9%

#### Mountain

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

- Gain +4 Strength (or +2 to attack and damage rolls).
- Gain +2 hit points per Hit Die.
- +2 on saving throws against cold.
- Gain +7 on saving throws against trauma damage.

- Immune to fatigue.
- Gain the ability to hurl rocks or boulders. This attack can be made once per round in lieu of other attacks. A successful strike deals the same amount of damage as the creature's claw or punch attack. The range is 30/60/90 yards.
- Lose 4 points of Intelligence.
- Mountain variants dislike company and would always rather fight strangers than parley

EP Adjustment: +14%

#### Muck

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

- Immune to gas attacks.
- +1 to all saving throws against fire and heat effects. Take -1 point of damage per die from such effects.
- All muck variants carry a random disease (see GMG pgs. 22-27)
- Disease resistant: 90% of the time a disease will not take in a muck variant creature.
- Suffer a -4 penalty to morale and -2 to all attack, damage and saving throw rolls in sunlight or bright light (not mere torchlight).
- Suffer –3 to Intelligence (minimum 1).
- EP Adjustment: +7%

#### Polar/Ice/Snow/Cold/Frost/Arctic

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

- Emit a cold aura in a 10-foot radius (regardless of size). Any creature not adapted to cold (less than 0 degrees Fahrenheit) suffers 2-8 points of damage per round while in this radius (save vs. spell for half damage).
- Gain +4 on saving throws against cold effects. Half damage even on a failed save, none on a successful save. (10% are immune to all cold effects. EP Adjustment total: +17%)
- Suffer –2 on saves against heat and fire effects. EP Adjustment: +15%

#### Rock

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

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

Rock variant creatures can suffer some disadvantages, as well.

- It cannot fly unless it is also an arcane variant (or the standard variety had magical flight capabilities).
- Subject to attacks that affect stone.
- Its weight increases by a factor of three.
- EP Adjustment: +75%

#### Subterranean

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

- Gains underground survival skill (85%).
- Gains 30-foot infravision (or extend the standard variety's infravision by 30 feet)
- Can move silently underground with a 50% chance of success. EP Adjustment: +2.4%

#### Valley/Gully/Lowland

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

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

EP Adjustment: +2.25%

#### Wood/Forest

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

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

EP Adjustment: +3.5%

## **SUPERNATURAL VARIANTS**

#### Arcane

Creatures touched by the forces arcane have a close relationship to magic. They are more resistant to it and have acquired one or more abilities that

Table 13–7: Supernatural			
Roll	Supernatural Variation	EP Adjustment	
1-10	Arcane	+105%	
11-22	Blink	+12%	
23-32	Draco	+10 to +19%	
33-44	Invisible	See Table X.7b: Invisible Creatures	
45-55	Nefarian	See Table X.7c: Nefarious Powers	
56-66	Phantom	+6%	
67-77	Rot	+10%	
78-90	Shadow	+11%	
91-100	Were-	+100%	

simulate spells. Arcane variants acquire some oft-physical characteristic representative of their condition, usually dimly glowing eyes or a very faint aura (not enough to read by or interfere with hiding attempts). Each spell-like power functions as if being used by a caster of a level equal to the arcane variant's Hit Dice.

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

Arcane variants gain the following innate abilities:

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

		Table I	3–7a: Draconic Spell-lik	e Powers	
Roll		Roll		Roll	
1d100	Spell-like Power	1d100	Spell-like Power	001b1	Spell-like Power
1-2	Affect Normal Fires (MU I)	36	Dimension Door (MU 4)	71	Predict Weather (DR I)
3	Airy Water (MU 5)	37	Dust Devil (CL 2)	72	Pyrotechnics (MU 2)
4	Animal Summoning (DR 1)	38-39	Entangle (DR 1)	73	Quest (CL 5)
5	Anti-Metal Shell (as Anti-Plant Shell DR 5)	40-41	ESP (MU 2)	74	Reverse Gravity (MU 7)
6	Augury (CL 2)	42-43	Feather Fall (MU I)	75	Shadow Walk (MU 7)
7	Blade Barrier (CL 6)	44	Fire Blades (HoB 2, pg. 76)	76	Shape Change (MU 9)
8-9	Bless (CL I)	45	Fool's Gold (MU 2)	77	Shape Metal (as Stone Shape DR 3)
10	Call Lightning (DR 3)	46	Forget (MU 2)	78	Shift Color (HoB 2, pg. 76)
11	Charm Monster (MU 4)	47	Freezing Fog (HoB 2, pg. 76)	79-80	Shocking Grasp (MU I)
12	Charm Person (MU I)	48	Gust of Wind (MU 3)	81	Solid Fog (MU 4)
13	Charm Person or Mammal (DR 2)	49	Hallucinatory Terrain (MU 4)	82	Soothing Word (HoB 2, pg. 76)
14	Charm Reptiles (a Charm Mammal DR 2)	50-5 I	Heat Metal (DR 2)	83	Sound Imitation (HoB 2, pg. 76)
15	Cloud Form (HoB 2, pg. 75)	52	Hold Monster (MU 5)	84	Speak With Animals (CL 2/DR 1)
16	Cloud Walk (HoB 2, pg. 75)	53	Hold Person (MU 3)	85	Speak With Elemental Creatures (HoB 2, pg. 76)
17-18	Confusion (MU 4)	54-55	Hypnotism (MU-I)	86	Spider Climb (MU I)
19	Conjure Earth Elemental (DR 7)	56	Ice Walking (HoB 2, pg. 76)	87-88	Stinking Cloud (MU 2)
20	Conjure Fire Elemental (DR 6)	57-58	Invisibility (MU 2)	89	Stone Shape (DR 3)
21	Control Temperature (DR 4)	59-60	Lava Breathe (HoB 2, pg. 76)	90	Suggestion (MU 3)
22	Control Weather (CL 7/DR 7)	61	Luck Bonus (HoB 2, pg. 76)	91	Summon Djinni (HoB 2, pg. 76, similar to CL 7 Exaction)
23	Control Winds (DR 5)	62	Mass Charm (MU 8)	92	Teleport (MU 5)
24	Corrupt Water (HoB 2, pg. 75)	63-64	Mirror Image (MU 2)	93	Transmute Stone to Mud (MU 5)
25	Create Food and Water (CL 3)	65	Move Earth (MU 6)	94	Throw Voice (MU I)
26	Create Shadows (HoB 2, pg. 76)	66	Non-detection (MU 3)	95-96	Wall of Fog (MU I)
27-28	Create/Destroy Water (CL1/DR2)	67	Obscurement (DR 2)	97	Wall of Stone (MU 5)
29-30	Dancing Lights (MU I)	68	Pass Without a Trace (DR 1)	98	Warp Wood (DR 2)
31-32	Darkness 10' Radius (as MU 2 except for radius)	69	Plant Growth (DR 3)	99	Water Breathe (HoB 2, pg. 76)
33-34	Detect Gems (HoB 2, pg 76)	70	Polymorph Self (MU 4)	100	Weather Summoning (DR 6)
35	Detect Lie (CL 4)				

can use those three levels over the next turn to hurl three Sidewinder Factor 1 Fireballs at its foes. So long as it did not use them in the previous 24 hours, it still has two of those Sidewinder Fireballs left. EP Adjustment: +105%

#### Blink

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

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

EP Adjustment: +12%

#### Draco

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

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

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

#### Invisible

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

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

#### Nefarian

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

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

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

#### Phantom

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

EP Adjustment: +6%

#### Rot

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

Table 13–7b: Invisible Creatures			
Roll Id100	Spell	Times Per Day	EP Adjustment
1-19	Invisibility (2nd level)	2	+9.3%
20-42	Invisibility (2nd level)	3	+9.6%
43-65	Invisibility (2nd level)	5	+9.9%
66-80	Improved Invisibility (4th level)	2	+18.4%
81-92	Improved Invisibility (4th level)	3	+18.8%
93-98	Improved Invisibility (4th level)	4	+19.2%
99	Improved Invisibility (4th level)	At will	+23.23%
100+	Improved Invisibility (4th level)	Permanent*	+25%

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

	Table 13–7c: Nefarious Powers	
Roll Id100	Powers	EP Adjustment
	Spell-like Powers	
1-3	Animate Dead	+5%
4-6	Charm Person	+5%
7-9	Comprehend Languages	+1%
10-12	Darkness 15' Radius	+2.2%
13-15	Detect Invisibility	+1.1%
16-18	Fear	+6.6%
19-20	Gate (nefarians only)	+9%
21-23	Improved Phantasmal Force	+4%
24-27	Infravision	+0.5%
28-30	Invisibility	+25%
31-33	Know Alignment	+0.1%
34-36	Read Magic	+0.2%
37-39	Suggestion	+3.5%
40-41	Teleport Without Error	+5%
42-43	Word of Recall	+3.5%
	Other Powers	
44-47	+4 to Strength (+2 to attack and damage rolls, if	
/	creature has no Strength rating)	+11.1%
48-49	Communicate with any living creature (telepathy)	+4%
50-52	Infravision +30 feet	+4%
53-56	Improve AC by I	+2%
57-59	Improve AC by 2	+12%
60-61	Improve AC by 2	+24%
62-66	Only hit by silver or magical weapons	+30%
67-69	+1 or better weapons to hit	+35%
70	+2 or better weapons to hit	+45%
71-73	Half damage from acid	+15%
74-76	Half damage from fire	+40%
77-79	Half damage from electricity	+30%
80-81	Half damage from gas	+12%
82-84	Half damage from cold (creature is 30-40% heavier	12/0
02-01	than normal)	+19%
85-86	Immune to fire	+75%
87	Immune to poison	+33%
88	Immune to paralysis	+20%
89-91	Magic Resistance +5%	+21%
92-93	Magic Resistance +10%	+28%
94	Magic Resistance +15%	+37%
95	Magic Resistance +20%	+51%
96	Magic Resistance +30%	+66%
97-99	Flight +6"	+13.5%
100	Regeneration I hp/round (except fire or acid damage	
100	ingoine and in hip round (except in t of acid damage	., 12/0

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

- Cause disease: Any such physical contact with a non-rot creature (or a creature immune to disease) results in the target acquiring a random ailment from Table GMG 1Q: Disease (or Disorder), if it fails a save versus poison with a –6 penalty. Apply a +30 to the Virulence Factor roll.
- Gains +2 to saving throws against poison.
- Immune to disease.
- EP Adjustment: +10%

## Shadow

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

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

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

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

EP Adjustment: +11%

## Were-

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

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

- Gain immunity to disease.
- Gains the ability to function as a normal member of its other form. Thus, Were Trout can walk at normal speed and breathe air when in human form.

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

EP Adjustment: +100%

## MARKINGS

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

#### Bandy-tailed

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

EP Adjustment: +0%

#### Chameloid

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

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

EP Adjustment: +20%

#### Jelly-banded

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

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

EP Adjustment: +3%

Table 13-8: Markings				
Roll	Markings	EP Adjustment		
1-16	Bandy-tailed	None		
17-26	Chameloid	+20%		
27-40	Jelly-banded	+3%		
41-55	Mottled	+0.8%		
56-70	Speckled	+0.4%		
71-85	Spotted	-1%		
86-100	Striped	+0%		
86-100	Striped	+0%		

#### Mottled

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

EP Adjustment: +0.8%

#### Speckled

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

EP Adjustment: +0.4%

#### Spotted

Once considered to fall within the mottled category, a spotted variant has considerably less complexity to its colors. Spots are larger and generally uniform in tone, or at least of similar tones (50% are black or dark brown and



The feared and despised Gargantuan Spotted Shambling Mound.

50% are darker and lighter variations of the creature's natural markings). They also range from about an inch in diameter to more than four inches.

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

EP Adjustment: -1%

#### Striped

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

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

EP Adjustment: +0%

#### Age

#### Elder

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

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

Elder variants often complain about the ways of the younger generations. EP Adjustment: +81.25%

#### Jurassic

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

Table 13–9: Age				
Roll	Age	EP Adjustment		
I-50	Elder	+81.25%		
51-95	Jurassic	+15%		
96-100	Venusian	+110%		

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

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

#### Disadvantages:

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

EP Adjustment: +15%

#### Venusian

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

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



A Jurassic Cricket surprises this soldier.



This monster has been classified as a Venusian Beholder variant.

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

#### Disadvantages:

- Constant pounding headaches (migraine flaw).
- Reduce Intelligence by 3 points.
- Reticent. Venusian variants hate to speak, even if they have the capability. They only talk out loud in the most extreme circumstances.
   EP Adjustment: +110%

#### EXAMPLE

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

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

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

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

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

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

## INTELLIGENT MONSTERS AND HONOR

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

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

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

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



Intelligent monsters can have and steal Honor...

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

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

#### HONOR PURGES

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

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

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

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

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

## CHANGING HONOR

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

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

Table 14: Monster Hono	or Changes
Chance of Improving Honor by One Category	
Delivering a critical hit	1%
Fulfilling a blood oath	1%
Landing a killing blow on a PC (or henchman, etc.)	1%
Repelling invading PCs	1%
Winning a contest or duel with humans or demi-huma	ns I%
Killing invading PCs	2%
Perpetrating a humiliating prank on an enemy	2%
	if unsuccessful), 2% (if successful)
Capturing an Honor token	3%
Stealing Honor	(# of points stolen)%
Surviving a critical hit	(severity level)%
Change of Dransing Linner by One Category	
Chance of Dropping Honor by One Category	19/
Allowing a personal slight/insult to go unchallenged	1%
Dirty fighting	1%
Failing a berate check	1%
Losing a contest or duel with humans or demi-humans	
50% of group slain	1%
Taken prisoner	2%
75% of group slain	2%
Backing out of an Honor Duel	2%
Surrendering	3%
Having Honor stolen	(# of points stolen)%
Breaking a blood oath	See PHB Table 5B*

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

Table 15: Effects of Eating Toxic Creatures									
Roll Id10	Poison								
1	Class G								
2	Class H								
3	Class I								
4	Class J								
5-8	Class Q								
9	Class R								
10	GM choice								

## **OTHER FEATURES OF THIS BOOK**

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

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

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

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

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

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

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

Now go rally your troops. The game awaits!

Table I: Fatigue Factor/Threshold of Pain											
Roll					Page	501 – 505	Bear, Grizzly	420	10	у	56
(1d10,000)	Name	EP	FF	ТоР	#	506 – 510 511 – 515	Bear, Poisonous Bear, Polar	3000 2000	14 13	У	56 56
	of Beasts Volume I				_	516 - 520	Beast of Brd.: Horse, Draft	65	7	y y	57
I – 5 6 – 10	Aarakian Brood Watcher Aarakian Queen Mother	650 1400	n/a n/a	n/a n/a	8 8	521 – 525	Beast of Brd.: Horse, Heavy War	120	8	y	58
11 – 15	Aarakian Warrior	175	n/a	n/a	8	526 – 530 531 – 535	Beast of Brd.: Horse, Light War Beast of Brd.: Horse, Medium War	35 65	6 7	y y	58 58
16 - 20	Aarakian Worker	35	n/a	n/a	8	536 - 540	Beast of Brd.: Horse, Pony	35	6	y	57
21 – 30 31 – 40	Aardvark, Dire Aardvarkians	175 65	5 7	у	9 10	541 – 545	Beast of Brd.: Horse, Riding	65	5	у	57
41 - 45	Aarnz Hound	85	7	y y	10	546 – 550 551 – 555	Beast of Brd.: Horse, Wild Beast of Brd.: Mule	35 65	6 6	у	57 57
46 – 50	Adapter	variable	variable	n/a	П	556 - 560	Beast of Brd.: Ox	65	7	y y	57
51 – 55 56 – 60	Adarupikus Aerial Servant	35 10,000	n/a	n/a	12	561 – 565	Beast of Burden: Donkey	65	6	ý	57
61 - 65	Alligator, Giant	16,000	n/a 10	y y	13	566 – 570 571 – 580	Beast Shaman Beaver, Giant	variable 270	variable 7	у	59 60
66 - 70	Ameoba, Giant	7,000	n/a	n/a	15	581 - 585	Beaver, Great Red Marauding	650	7	y y	61
71 – 75	Angel	100,000	12	У	15	586 - 590	Bee, Giant Bumblebee	420	n/a	n/a	62
76 – 80 –	Angel: Redeemer Ankou	11,000 7,000	6	y y	17 18	591 - 595	Bee, Giant Soldier	270	n/a	n/a	62
-	Ankou's Skeletal Draught Horses	420	9	y	19	596 – 600 601 – 605	Bee, Giant Worker Bee, Regular	175 1	n/a n/a	n/a y	62 62
81 - 85	Ant Hunter	65	6	Y,	20	606 - 610	Beetle, Giant Artillery	270	n/a	y	64
86 – 90 91 – 95	Ant Lion, Giant Ant Men, Queen	575+ 1400	5 13	n/a y	19 21	611 - 615	Beetle, Carnage	420	n/a	У	63
96 – 100	Ant Men, Enforcer	650	11	y	21	616 – 620 621 – 625	Beetle, Common Beetle, Death Watch	I 2000	n/a n/a	y y	65 63
101 - 105	Ant Men, Red Fire	1+	variable	у	21	626 - 630	Beetle, Dung	35	n/a	y	67
106 – 110 111 – 115	Ant Men, Shaman Ant Men, Workers	175 35	8 6	y y	21 21	631 – 635	Beetle, Flesh-Eating Gargantuan	10,000	n/a	у	63
116 - 120	Ant, Giant	35+	n/a	y n/a	19	636 – 640 641 – 645	Beetle, Giant Bombardier Beetle, Giant Boring	120 175	n/a n/a	у	64 67
121 - 140	Anthraxian	35	4	у	23	646 - 650	Beetle, Giant Fire	35	n/a	y y	67
4  –  45  46 –  50	Anti-Elemental, Air Anti-Elemental, Earth	2000+ 2000+	n/a n/a	n/a n/a	24 24	651 – 655	Beetle, Giant Rhinoceros	4000	n/a	y y	67
146 - 150	Anti-Elemental, Fire	2000+	n/a n/a	n/a n/a	24	656 – 660 661 – 665	Beetle, Giant Stag	975 120	n/a n/a	у	67 67
156 – 160	Anti-Elemental, Water	2000+	n/a	n/a	24	666 - 670	Beetle, Giant Water Beetle, Predacious Diving	650	n/a n/a	y y	63
161 - 170	Ape Shaman	175	5	У	27	671 – 675	Beetle, Predacious Dungeon	6,000	n/a	ý	63
171 – 180 181 – 190	Ape Shaman Warrior Ape, Carnivorous	270 275	6 5	y y	27 25	676 - 680	Beetle: Goldbug	65	n/a	у	66
191 - 200	Ape, Gorilla	175	6	ý	26	681 – 685 686 – 686	Behemoth Beholder, Blind	3000 2000	10 8	y y	68 69
201 - 210	Ape, Pack (escaped – see Ape, Gorilla)		6	у	??	687 – 687	Beholder, Common	14,000	9	ý	69
211 – 220 221 – 225	Ape, Shadow Apparition	65 2,000	6 n/a	y n/a	26 28	688 - 688	Beholder, Death Kiss	8000	7	У	71
226 - 230	Arcane Merchant	3,000	4	y	29	689 – 689 690 – 690	Beholder, Elder Orb Beholder, Eye of the Deep	47,000 4,000	6 7	y y	71 69
231 - 235	Argos	26,422	10	у	30	691 - 691	Beholder, Gauth	4000	, II	y	71
236 – 240 241 – 245	Armadillo, Dire Armored Foliage Creeper	175 variable	5 variable	y n/a	31 32	692 - 692	Beholder, Spectator	4000	9	У	71
246 - 250	Arvanger, Speckled	2000	n/a	n/a	32	693 – 693 694 – 694	Beholder, Undead Beholder, Voyeur	13,000 4000	n/a 7	y y	71 71
251 - 255	Arvanger, Spotted	2500	n/a	n/a	32	695 – 695	Beholder-kin, Director	10,000	7	ý	73
256 – 260 261 – 265	Ashen Prowler Astral Searcher	650 85	7 n/a	y n/a	33 34	696 - 696	Beholder-kin, Examiner	6,000	6	у	73
266 - 270	Attention Grabber	270	6	y	35	697 – 697 698 – 698	Beholder-kin, Hive Mother Beholder-kin, Lensman	24,000 175	8 4	y y	73 73
271 – 275	Augerlisk	975	5	У	36	699 – 699	Beholder-kin, Overseer	15,000	7	y y	73
276 – 280 281 – 285	Avenging Servant Avianderthal	20,000 65	n/a 7	n/a y	37 38	700 - 700	Beholder-kin, Watcher	420	5	У	73
286 - 290	Babbler, Cantakerous	65	4	y	39	701 – 705 706 – 710	Bird: Collector Bird: Condor	500 175	4 8	y y	76 77
291 – 295	Babbler, Incessant	66	4	У	40	711 – 715	Bird: Falcon	65	4	y y	77
296 - 300 301 - 305	Babbler, Incoherent Babbling Instigator	67 420	4	у	40 50	716 - 720	Bird: Flightless	15+	variable	ý	77
301 = 303	Baboon	35	6	y y	41	721 – 725 726 – 730	Bird: Flightless Aquatic Bird: Hawk, Large	5 65	3 4	У	75 77
311 – 315	Baboon-Man	65	7	ý	42	731 – 735	Bird: Standard	1/10	4	y y	77
316 - 320 321 - 325	Badger, Common Badger, Dread	15 65	7 9	у	43 43	736 – 740	Bird: Swan	65	7	ý	75
321 - 323	Badger, Giant	65	10	y y	43	741 – 745	Bison'vyders Black Americ	270	6	у	78
331 – 335	Bandy Tailed Fighting Cock	2700	10	у	44	746 – 750 751 – 755	Black Annis Black Poppy	2000 15	8 n/a	y n/a	79 79
336 - 340	Bane Lords	5000	n/a	n/a	45	756 – 760	Blind Wretched Pursuer	3000	4	n/a	80
341 – 345 346 – 350	Banshee Lord Banshee: Groaning Spirit	7000 4000	n/a n/a	n/a n/a	46 45	761 – 765	Blink Dawg	270	4	У	81
351 - 355	Barbarian, Urban	65	7	y	47	766 – 770 771 – 775	Blood Guzzler Blood Hawk	8000 35	6 3	y y	81 82
356 - 360	Barbarian, warrior	175	7	у	47	776 – 780	Blue Throttle	175	n/a	n/a	83
361 – 365 366 – 370	Barracuda Basilisk, Burrowing	15-65 270	variable 6	y	48 49	781 – 785	Boar, Giant	420	9	у	85
371 – 375	Basilisk, Greater	7,000	7	y y	50	786 – 790 791 – 795	Boar, Man Boar, Snow	175 175	5 6	y y	83 85
376 – 380	Basilisk, Lesser	975	6	у	50	796 - 800	Boar, Warthog	65	5	y y	85
381 – 385 386 – 395	Basilisk: Dracolisk Bat, Sinister	2000 2000	8 9	у	49 52	801 - 805	Boar, Wild	120	8	У	85
386 - 395 396 - 405	Bat, Sinister Bat, Arcane	2000 975	7	y y	52	806 – 810 811 – 815	Bog Lurker Bogels:Trows	8000 650	n/a 4	n/a	85 87
406 - 415	Bat, Azmyth	650	6	ý	52	811 - 815 816 - 820	Boggelman	650	4 n/a	y n/a	87
416 - 425	Bat, Common	15	3	у	52	821 - 825	Bolter	420	11	у	87
426 – 435 436 – 445	Bat, Fire Bat, Giant	65 420	6 5	y y	51 52	826 - 830	Bone Scavenger	15	2	у	89
446 – 455	Bat, Huge	270	4	y y	52	831 – 835 836 – 840	Boobrie Boot Mauler	2000 35	4 n/a	y n/a	89 90
456 - 465	Bat, Night Hunter	420	7	У	52	841 – 845	Boring Barnacles	15	n/a	n/a	90
466 – 475 476 – 480	Bat, Pack Beaked Horror	35 1400	6 5	y y	53 54	846 - 850	Bovinians	175	4	У	91
481 - 485	Beaked Terror	65	3	y y	54	851 – 855 856 – 860	Bowler Brain Mite, Carnivorous	5+ 120	n/a n/a	y n/a	91 92
486 - 490	Bear, Black	175	8	У	56	861 - 865	Brain Mole	35	2	n/a	93
491 – 495 496 – 500	Bear, Blizzard Bear, Cave	6000 650	15	У	56 56	866 - 885	Brownie, Barbarian	175	7	у	94 0.1
.70 500	-cui, cuito	550		у	50	886 – 905	Brownie, Greater	35	4	У	94

906 – 925	Brownie, Normal	175	3	у	94	1416 – 1420	Couatl	6000	8	v	35
926 - 945	Brownie, Quickling	2000	4		94				5	у	
946 - 950		420	5	У	96	1421 - 1425	Crab Man	65		У	36
	Buffalo/Bison			У		1426 - 1430	Crane, Dire	175	8	У	37
951 – 960	Bugbear	175	6	У	96	1431 – 1435	Crawling Claw	35	n/a	n/a	37
961 – 970	Bugbear, Greater	2000	7	У	96	1436 – 1440	Creeper, Purple Howling	65	10	У	38
971 – 975	Bulette	4000	7	У	97	1441 – 1445	Creeper, Yellow Musk	120	n/a	У	39
976 – 980	Bulette, Hammerhead	4000	7	у	97	1446 – 1450	Creeping Horror	175	5	У	39
981 - 985	Bull Angler	2000	6	у	99	1451 - 1455	Cricket, Common	1/100	n/a	n/a	40
986 - 990	Bullboon	65	6	ý	99	1456 - 1460	Criocamp	175	8	у	41
991 – 995	Bullfrog, Giant	270	4	ý	100	1461 - 1465	Crocodile, Giant	1400	7		41
996 - 1000	Bullfrog, Giant Man-eating	420	5	ý	100	1466 – 1470	Crocodile, Normal		6	У	41
1001 - 1010	5	65	4		101			65		У	
	, 0			У		1471 – 1475	Crocolisk	1600	7	У	42
1011 - 1015	, 0	120	4	У	101	1476 – 1480	Crop Lurker	120	7	У	43
1016 - 1020		120	n/a	n/a	102	1481 - 1485	Crouching Hopper	65	10	У	43
1021 - 1025		120	5	У	103	1486 – 1490	Crustacean: Crab, Dire	420	6	У	45
1026 - 1030	Camel, Wild	120	6	у	103	49  –  495	Crustacean: Crab, Giant	65	5	у	45
1031 - 1035	Camp Moth	7	n/a	n/a	104	1496 - 1500	Crustacean: Crayfish, Giant	175	10	y	45
1036 - 1040	Carcass Seether	35	n/a	n/a	104	1501 - 1505	Crustacean: Lobster, Giant	650	12	ý	45
1041 - 1045	Carnagesaur	6000	8	у	105	1506 - 1510	Crypt Thing	420	n/a	n/a	46
1046 - 1050	8	35	n/a	n/a	106	1511 - 1515	Culvert Fiend	35	4	n/a	46
1051 - 1055		270	6	n/a	106			2000	7		47
		420	7			1516 - 1520	Cyclops, Common			У	
1056 - 1060	-			n/a	106	1521 – 1525	Cyclops, True	19,000	8	У	47
1061 - 1065		20	4	n/a	107	1526 – 1530	Dao	3000	9	У	48
1066 - 1070		7	3	У	108	1531 – 1535	Dark Folk, Creeper	120	7	У	49
1071 - 1075		650	6	У	110	1536 – 1540	Dark Folk, Stalker	270	7	у	49
1076 - 1080	Cat, Great: Mountain Lion	720	6	У	110	1541 – 1545	Dark Seether	120	n/a	у	50
1081 - 1085	Cat, Great: Spotted Lion	975	7	у	110	1546 – 1550	Dawg, Rottweiler	65	8	ý	50
1086 - 1090	Cat, Great: Cheetah	175	4	у	108	1551 – 1555	Dawg, War	65	8	y	51
1091 - 1095	Cat, Great: Giant Lynx	175	7	ý	110	1556 - 1560	Dawg, Wild	35	7	ý	51
1096 - 1100	· · · · · · · · · · · · · · · · · · ·	420	6	ý	109	1561 - 1565	Death Dawg	120	7	y y	52
1101 - 1105	, , , , , , , , , , , , , , , , , , , ,	420	6		109		Death Harvester	10,000			52
1106 - 1110		1400	8	У	110	-			n/a	n/a	
				У		1566 – 1570	Death Knight	6000	n/a	n/a	53
1111 - 1115	•	270	7	У	109	1571 – 1575	Death Weaver	175+	n/a	n/a	54
1116 – 1120	Cat, Great: Wild Tiger	650	10	У	112	-	Death's Minions	120	n/a	n/a	54
						1576 – 1580	Deepspawn	12,000	n/a	n/a	55
Hacklopedi	ia of Beasts Volume II					1581 - 1585	Demilich	6000	n/a	n/a	56
1121 - 1125		7	2	у	8	1586 - 1590	Denzelian	900+	n/a	n/a	56
1126 - 1130		650	5	ý	8	1591 – 1595	Desmodian	35	4	у	57
1131 - 1135		35	12	ý	8	1596 - 1600	Disenchanter	270	5	ý	58
1136 - 1140		650	7	y n/a	9	1601 - 1605	Dispatcher	variable			59
	•						•		special	У	
1141 – 1145		975	4	У	9	1606 - 1610	Displacer Beast	650	6	У	59
1146 – 1150	•	975	8	У	10	1611 – 1615	Djinni	4000	9	У	60
1151 – 1155	Cattle, Wild	270	8	У	11	1616 – 1620	Djinni, Black	5000	10	У	60
1156 – 1160	Cave Chameleon, Gargantuan	6,000	7	у	12	1621 – 1625	Djinni, Noble	7000	9	У	60
1161 - 1165	Cave Chameleon, Large	975	7	y	12	1626 – 1630	Dolphin	120	8	У	61
1166 – 1170		125	n/a	n/a	13	1631 – 1635	Doom Harvester	1400	n/a	n/a	62
7  -   75		175	n/a	n/a	13	1636 - 1640	Doombat, Mortal	420	9	у	62
1176 – 1180		300	10	n/a	14	1641 – 1645	Doorant, Spirit	1400	n/a	n/a	63
		175+	7		15		Doorant, Tree	975	n/a	n/a	63
1181 - 1185				У		1646 – 1650		270	7		
1186 - 1190		270	n/a	n/a	16	1651 – 1655	DoppleEwe			У	64
1191 – 1195		variable	7	У	15	1656 - 1660	Doppleganger	270	6	у	65
1196 – 1200		35	6	n/a	17	1661 – 1665	Doppleganger, Master	1400	6	У	66
1201 - 1205	Centipede, Huge	35	6	n/a	17	1666 – 1670	Doppleganger, Predator	1000	6	У	66
1206 - 1210	Centipede, Megalo-	175	6	n/a	17	1671 – 1675	Dopplemeister	3000	7	у	66
1211 - 1215	Centipede, Tunnel	1400	9	n/a	17	1676 – 1680	Doppler Croc	650	7	у	68
1216 - 1220	Centipus	15,000	8	у	18	1681 - 1685	Draat	65	4	ý	68
1221 - 1225	•	975	9	ý	18	1686 - 1690	Dracolich	1000+	n/a	n/a	69
1226 - 1230		975	9	y	19	1691 – 1691	Dragon, Ancient Albino Scoria	variable	variable	y	77
1220 1230		1	n/a	n/a	20	1692 - 1692	Dragon, Black	variable	variable		78
		100+				1693 - 1693		variable	variable	у	80
1236 - 1240	•		n/a	n/a	20		Dragon, Blue Horny-Ridged			У	
1241 - 1245		650	6	У	21	1694 – 1694	Dragon, Blue SpBkd BlRidged	variable	variable	У	79
1246 - 1250		5000	8	У	22	1695 – 1695	Dragon, Blue Spiny-Horned	1400	8	У	81
1251 - 1255	0	6000	8	У	22	1696 – 1696	Dragon, Brass	variable	variable	У	82
1256 - 1260	Chimera: Mimera	6000	8	У	22	1697 – 1697	Dragon, Bronze	variable	variable	У	83
1261 - 1265	Chimera: Shymera	3000	8	y	22	-	Dragon, Chromatic	100,000+	9	у	84
1266 - 1270		1	n/a	n/a	23	1698 – 1698	Dragon, Cloud	variable	variable	ý	85
1271 - 1275	,	120	n/a	n/a	24	1699 - 1699	Dragon, Copper	variable	variable	ý	86
1276 - 1280		65	8	y	25	1700 - 1700	Dragon, Copper Slag-	variable	variable	ý	86
1281 - 1285	•	1400	6	y y	26	1701 – 1701	Dragon, Gold	variable	variable	y y	88
1281 - 1283		35	7		26	1702 – 1702	Dragon, Green	variable	variable		89
				У						у	
1291 - 1295		650	4	У	27	1703 – 1703	Dragon, Mist	variable	variable	У	90
1296 - 1300	,	1400	8	У	27	1704 – 1704	Dragon, Mottled	see entry	variable	У	91
1301 - 1305	•	650	6	У	27	1705 – 1705	Dragon, Onyx	variable	variable	У	92
1306 - 1310		1400	8	У	27	-	Dragon, Platinum	100,000+	10	У	93
1311 - 1320	Cockroach, Carnivorous Giant	420	6	n/a	28	1706 – 1706	Dragon, Red	variable	variable	у	93
1321 - 1330	Cockroach, Hair Lipped	120	5	n/a	30	1707 – 1707	Dragon, Red-Cr. Amber Bellied	variable	variable	y	95
1331 - 1340		15	7	n/a	31	1708 - 1708	Dragon, Shadow	variable	variable	ý	96
1341 - 1350	3	270	7	n/a	31	1709 - 1709	Dragon, Silver	variable	variable	ý	97
1351 - 1360	5 5	65	7	n/a	31	1710 - 1710	Dragon, Slag-Scaled Titanium	variable	variable		98
										у	99
1361 - 1370		270	5	n/a	31	1711 - 1711	Dragon, Speckled	variable	variable	у	
1371 - 1380		65	8	n/a	29	1712 - 1712	Dragon, Spiny	variable	variable	У	100
1381 - 1390		120	9	n/a	30	1713 – 1713	Dragon, Swack Iron	variable	variable	У	101
1391 – 1395		65	n/a	n/a	32	1714 – 1714	Dragon, Swack Iron Albino	variable	variable	У	101
1396 - 1400		650	7	У	33	1715 – 1715	Dragon, White	variable	variable	У	102
1401 - 1405	Corby, Dire	35	6	y	33	1716 – 1720	DragonFaerie	3000	5	y	103
1406 - 1410		15	3	n/a	34	1721 – 1725	Dragonfish	65	3	ý	104
1411 - 1415	•	65	5	y	34	1726 - 1730	Dragonfly, Giant	650	7	ý	104
			-	/			· · · · · · · · · · · · · · · · · · ·			'	

Disk         Disk <thdisk< th="">         Disk         Disk         <thd< th=""><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th></thd<></thdisk<>												
ITAS - 1 M A         Derige Macroal Decomponent Decomponen	1731 1735	DragonHorse	1400	0		105	2251 - 2255	Flail Spail	420+	6	v	36
10/1         10/1 <th< td=""><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></th<>												
1/24         1/24 <th< td=""><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td>0</td><td></td><td></td><td></td><td></td></th<>								0				
101         123         235         236         237         237         237         238         130         13         1		-										
Disk         Disk <thdisk< th="">         Disk         Disk         <thd< td=""><td></td><td>5</td><td></td><td></td><td></td><td></td><td></td><td>•</td><td></td><td></td><td></td><td></td></thd<></thdisk<>		5						•				
Disk         Disk <thdisk< th="">         Disk         Disk         <thd< td=""><td></td><td>8</td><td></td><td></td><td>У</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></thd<></thdisk<>		8			У							
Disk         Disk <thdisk< th="">         Disk         Disk         <thd< td=""><td>1756 – 1760</td><td>Dragonne</td><td></td><td>7</td><td>У</td><td></td><td></td><td></td><td></td><td></td><td>У</td><td></td></thd<></thdisk<>	1756 – 1760	Dragonne		7	У						У	
171         171         171         170 <td>1761 – 1765</td> <td>Dragonnel</td> <td>650</td> <td>10</td> <td>У</td> <td>109</td> <td></td> <td>0</td> <td></td> <td></td> <td>У</td> <td></td>	1761 – 1765	Dragonnel	650	10	У	109		0			У	
171       171       173       170       1	1766 – 1770	Dralch	420	11	у	109	2296 – 2305	Frog, Killer	35	9	У	40
174         175         Discr         300         1         2         11         2         216         Top         7         11         2         2         11         2         2         11         2         2         11         2         2         11         2         2         11         2         2         11         2         2         11         2         2         2	1771 – 1775	Drelb	975	9		110	2306 - 2315	Frog, Poisonous	65	3	у	40
Table         Table         Dow         Abb         S         y         111         2210         PrigNate         721         Pris         Pris           Pire         Pire </td <td>1776 – 1785</td> <td>Drider</td> <td>3000+</td> <td>12</td> <td>y</td> <td>111</td> <td>2316 - 2325</td> <td>Frog, Yellow</td> <td>7</td> <td>3</td> <td>y</td> <td>41</td>	1776 – 1785	Drider	3000+	12	y	111	2316 - 2325	Frog, Yellow	7	3	y	41
1796 - 100         Downham         13         231 - 235         ProyMeter         140         10         10           1801 - 102         Daya         Daya         ProyMeter         100        100         100        <											•	
1806 - 180         Ownsam         6.95         7         y         1.4         2.34 <th2.34< th="">         2.34         <th2.34< th=""> <th2< td=""><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></th2<></th2.34<></th2.34<>												
1816 - 1820         Drygen         Progen         Proce         Pro												
1012         102 <td></td>												
Bib - Bib Durgen Accord         650         4         ord         116         255 - 235         Gab Durk         Bib 000         7         nn         45           Bib - Bib Durgen Car.         253         3         7         110         255 - 235         Garpela Car. Carr.         1000         7         no         7           Bib - Bib Durgen Car.         275         5         7         110         255 - 2350         Garpela Carbon         413         1         7         7         7           Bib - Bib Durgen Car.         275         5         7         120         237 - 238         Gab Some Carbon         123         no         no         48           Bib - Bib Durgen Network         175         7         12         237 - 238         Gab Some Carbon         175         no         no         100         100         100         12         238 - 239         Conc Laccord         175         no         no         100				-				<b>3</b> ( )				
1131 - 132         Durgeon Cat.         6.3         3         y         118         258 - 240         Gances         130         3         y         47           1841 - 1840         Dwarf Dayron         773 *         5         y         118         236 - 236         Gargysk, Common         130         1         y         47           1841 - 1840         Dwarf Catlon         773 *         5         y         118         236 - 236         Gargysk, Common         120 *         1         y         47           1856 - 1860         Dwarf Hall         173          6         y         121         238 - 2360         Gask pore         120 *				-								
lisb         etc         Dur. Digger         275         3         y         118         236         236         Cargeyd, Common         430         13         y         47           184        <					n/a							
IBM         IBM         254         7         IBM         254         237	1831 - 1835	Dungeon Cat	65	3	У	117	2356 – 2360	Gar, Giant		3	У	46
ibé         ibé <td>1836 - 1840</td> <td>Dust Digger</td> <td>275</td> <td>5</td> <td>У</td> <td>118</td> <td>2361 – 2365</td> <td>Gargoyle Lord</td> <td>1500</td> <td>13</td> <td>у</td> <td>47</td>	1836 - 1840	Dust Digger	275	5	У	118	2361 – 2365	Gargoyle Lord	1500	13	у	47
ib66 - 185         Dwarf, Dargar         975 +         8         y         119         237 - 236         Carget, Repacinth         125         11 <th< td=""><td>1841 - 1845</td><td>Dwarf, Derro</td><td>975+</td><td>5</td><td>У</td><td>118</td><td>2366 – 2370</td><td>Gargoyle, Common</td><td>420</td><td>9</td><td>у</td><td>47</td></th<>	1841 - 1845	Dwarf, Derro	975+	5	У	118	2366 – 2370	Gargoyle, Common	420	9	у	47
Bis6         Bis6         Description         270         8         y         1/2         2374         2388         Cases         1/2         n         n         8         48           Bis6         H30         Description         273         5         y         1/2         2391         239         Cases         Cases         7/2         N <td< td=""><td>1846 - 1855</td><td>Dwarf, Duergar</td><td>975+</td><td>8</td><td></td><td>119</td><td>2371 – 2375</td><td>Gargoyle, Kapoacinth</td><td>425</td><td>11</td><td>y</td><td>47</td></td<>	1846 - 1855	Dwarf, Duergar	975+	8		119	2371 – 2375	Gargoyle, Kapoacinth	425	11	y	47
1666         107         6         y         121         238         -238         Galaxious Cube         75         n<				8			2376 – 2380		120	n/a	n/a	48
1971 - 1973         Dwart, Hounsain         270         7         7         121         2386 - 239         Ghast         400         nh         nh         40           1886 - 1885         Dwarren, Warthoran         270         12         7         124         239 - 240         Ghast         400         nh         nh<												
1976 - 1983         Owart Pyrgy         175         5         y         122         2391 - 239         Ghoat         700         nA         nh         Si           1891 - 1995         Egg. Gargantan         630         6         y         124         2340 - 2408         Ghaul Lacadon         173         nA         nA         Si           1996 - 1901         Egg. Gargantan         630         6         y         124         2401 - 2408         Gant Check         100         712         Y         120           1996 - 1900         Edg. Gargantan         630         4         y         120         2411 - 2408         Gant Check         900         7.0         y         120           1916 - 1920         Edd. Garat         175         6         y         127         241 - 2405         Gant Frontan         6000         7.0         y         120           1918 - 1920         Edd. Garat         175         6         y         127         241 - 2435         Gant Frontan         6000         6         y         120           1918 - 1920         Edd. Garat         770         y         120         241 - 2435         Gant Frontan         7000         6         y         120 <td></td>												
1896 - 1890         Devares Muthons         270         12         2         249         2400         Colu, Common         173         r/a         r/n         s/n         s												
1891 - 1995         Logic Cargementan         650         6         y         125         2400 - 2405         Concil Lacedom         175         n.h         n.h         5           1901 - 1905         Ergic-Wild         173         4         y         123         2411 - 2413         Gance Deserve Bearer         1000         7.1         y         33           1910 - 1905         Ergic-Wild         103         y         127         2411 - 2413         Gance Theore Bearer         1000         7.1         y         33           1916 - 1920         Ergic-Wild         1030         y         127         2412 - 2413         Gance Theore         5000         6.7         y         35           1976 - 1930         Brenesti Arrin         6000         Y         127         2412 - 243         Gance Theore         1000         6.7         y         35           1973 - 1973         Brenesti, Arrin         variable         n.h         A         8         245 - 2443         Gance Theore         1000         6.7         4         4         4         4         4         4         4         4         4         4         4         4         4         4         4         4         4												
1996 - Lipio       Lipic Calm.       +20       5       y       25         1900 - 1905       Lipic Viria       475       4       y       53         1900 - 1905       Lipic Viria       100       y       123       2414 - 2420       Ginn. [Froigle       800 (P000 Shmma)]7.       y       53         1910 - 1915       Lipic Viria       120       5       y       121       2414 - 2420       Ginn. [Froigle       8000 (P000 Shmma)]7.       y       55         1921 - 1935       Lipic Viria       65       y       127       2414 - 2440       Ginn. Frois       7000       6       y       58         1921 - 1935       Elemental. Arr       variable       nin<												
1901 - 1905 - Egic , Vial         175         4         y         125         211 - 2415         Gaine, Cload         10000         7-10         y         54           1911 - 1915         Edi, Electric         120         5         y         127         2421 - 2425         Gaine, Fried         8000         Share         y         54           1911 - 1915         Edi, Electric         120         5         y         127         2421 - 2425         Gaine, Fried         8000         F-10         y         54           1912 - 1925         Electric         120         5         y         127         243         Gaine, Fried         8000         F-9         y         175           1913 - 1925         Electric         8000         7         y         124         246         245         Gaine, Floring         7000         6.7         y         95           1936 - 1940         Electric         variable         nin<												
1905 - 1910         2100         210         2416 - 2420         Ginur, Firbelg         8000 (900 Shama)/2         y         53           1916 - 1920         Ed. Giant         175         6         y         127         2424 - 2430         Ginur, Firbelg         9000         7         y         53           1916 - 1920         Ed. Giant         175         6         y         127         2414 - 2440         Ginur, Firbelg         9000         6         y         55           1920 - 1930         Efneat         8000         7         y         2444 - 2440         Ginur, Firbelg         80000         6         y         59           1931 - 1932         Efneartal, Airth         varable         nñ         nñ         8         2451 - 2455         Ginur, Monshin         4000         6         y         61           1941 - 1945         Estemental, Firsh         varable         nñ         nñ         8         2461 - 2445         Ginur, Monshin         1000         6         y         62           1941 - 1945         Estemental, Firsh         varable         nñ         nñ         8         2461 - 2445         Ginur, Monshin         1000         ñ         nñ         nñ         1440         246					У							
1906         File         600         Y         26         211         221		Eagle, Wild			У						У	
1911 - 1915         Ed. Becche         120         5         y         127         241         244         3         Ginnt, Fran         8000         6         y         55           1921 - 1935         Ed. Wead         65         5         y         127         243         3         Ginnt, Fran         6000         6         y	1906 - 1910	Eblis	650+	10		126		0	· ·	,	У	
1916 - 1920         Ed. Game         175         6         y         127         2426 - 243         Game, Fage         5000         6         y         55           1926 - 1920         Freed         8000         7         y         127         2438 - 2440         Game, Froat         7000         6-9         y         55           1926 - 1920         Freed         8000         7         y         127         2438 - 2440         Game, Froat         7000         6-9         y         55           1926 - 1920         Benetral Air         writelie         n'n         n'n         8         245 - 2453         Game, Maur         7000         6         y         610           1941 - 1945         Benetral Air         writelie         n'n         n'n         8         245 - 2453         Game, Maur         7000         6         y         610           1941 - 1945         Benetral Air         Writer         writelie         n'n         n'n         8         2471 - 2473         Game, Scorn         7000         6         y         61           1951 - 1935         Benetral Air         Writer         writelie         n'n         n'n         8         2471 - 2473         Game, Scorn	1911 - 1915	Eel, Electric	120	5		127	2421 – 2425	Giant, Fire	8000	7-10	У	54
1921 - 1925         Edi, Waed         6.5         5         y         127         243 - 243         Game, Forman         600         8         y         56           1924 - 1920         Freesi         8000         7         y         127         243 - 2443         Game, Forman         7000         6         y         57           1931 - 1935         Brenental, Arin         variable         na         nba         8         244 - 243         Game, Forman         4000         6         y         93           1931 - 1935         Brenental, Arin         variable         na         nba         84         245 - 245         Game, Forman         4000         6         y         6         100							2426 – 2430		5000	6		55
1926 - 1920         Effect         1900         7         y         127         2436 - 2440         Gaux, Frost         7000         6-9         y         57           Hacklopedia of Bessts Volume III												
Lackolopedia         of Beasts Volume III         variable         n/a         n/a         6         y         98           1931 - 1935         Bemental, Air         variable         n/a         n/a         8         245 - 245         Gain, Haii         3000         6         y         59           1931 - 1945         Bemental, Fire         variable         n/a         n/a         8         245 - 246         Gain, Mist         4000         6         y         60           1941 - 1945         Bemental, Fire         variable         n/a         n/a         8         246 - 2476         Gaint, Scorm         4000         7         4.6           1951 - 1955         Bemental, Grater Periodic         14000         5         y         11         246 - 2476         Gaint, Scorm         400         8         y         6.5         10         y         6.5         1.6         1.7         7.7         1.7         1.1         2496 - 2505         Gainteral												
HackGopedia of Bearts Volume III       2446 - 2440       Gant, Hint       4000       6       y       93         1931 - 1935       Benomal, Jarn       variable       n'a       n'a       n'a       18       2455 - 2450       Gant, Mint       4000       6       y       61         1936 - 1940       Benomal, Jarc       variable       n'a       n'a       18       2455 - 2450       Gant, Mart       9000       6       y       61         1946 - 1940       Bennatul, Creater Periodic       14.000       n'a       n'a       10       2467 - 2460       Gant, Mart       4000       6       y       64         1951 - 1958       Bennatul, Viator       variable       n'a       n'a       80       2466 - 2490       Gant, Mart       4000       5       y       11       2486 - 2490       Gant, Mart       400       5       y       11       2486 - 2490       Gibborn Multart       15       4       y       670       670       75       6       y       15       248 - 2490       Gibborn Multart       15       4       y       670       75       6       y       15       249<-2500	1720 1750	Lincett	0000		,	127						
1931 - 1935       Elemental. Larent       variable       n/a       n/a       8       2451 - 2455       Gam, Mourcain       7000       6       y       99         1941 - 1945       Elemental. Free       variable       n/a       n/a       8       2461 - 2455       Gam, Mourcain       7000       6       y       60         1941 - 1945       Elemental, Free       variable       n/a       n/a       8       2461 - 2455       Gam, Mourcain       7000       6       y       61         1951 - 1905       Elemental, Creater Periodic       14.000       n/a       n/a       8       2471 - 2445       Gam, Storm       14000 - 7.12       y       64         1951 - 1905       Elephan, Chab Trunked       1300       6       y       11       2486 - 2470       Gam, Storm       1400       y       450         1970 - 1900       Elephan, Chab Trunked       1000       y       y       13       2496 - 2490       Gibberling Plottaber       400       y       47         1971 - 1900       El, Aguata       400       5       y       15       2506 - 2510       Gloon-Warm       7       2       n/a       70         1991 - 1900       El, Grugch       175       y <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td>0</td> <td></td> <td></td> <td></td> <td></td>								0				
1936       Elemenal. Earth       variable       na       na       na       na       na       2456       2466       2470       Gian, Storm       1700       6       y       63         1955       1955       Elemental, Creater Periodic       1300       6       y       11       2476       2480       Gian, Storm       1400       7       y       63         1966       1966       1961       1961       Signa, Shar Tookhad       1000       5       y       11       2486       2490       Gian, Monthan       10       40       72       40       7												
1941 - 1945         Elemental, firser         variable         na         nh         10           1944 - 1945         Elemental, Grater Prelice         1.400         nh         10         2461 - 2445         Gain, Scorn         4000         7.8         y         63           1951 - 1955         Elemental, Ortaer Prelice         1.400         5         y         11         2476 - 2445         Gain, Scorn         4000         7.8         y         64           1961 - 1955         Elephanc, Subar Total         1.400         5         y         11         248 - 2445         Gain, Scorn         4000         y         650         10												
1940         Elemental (Greater Periodic         14,000         n.h.         n.h.         246         2471         <	1936 – 1940	Elemental, Earth	variable	n/a	n/a	8						
1951 - 1945       Elemental Water       nota       nota       nota       2471 - 2475       Giant, Storn       7000       7-8       y       6.3         1954 - 1945       Elephan, Club Trunked       1300       6       y       11       2476 - 2480       Giant, Storn       14.00       F.7       2       6.50       10       y       6.50         1971 - 1945       Elephan, Stanl-Erard       1400       5       y       11       2486 - 2490       Gibbering Mouther       15       4       y       6.7         1971 - 1975       Elephan, Stanl-Erard       1400       5       y       11       2496 - 2300       Gibbering Mouther       15       4       y       6.7         1981 - 1900       EK, Grel Cleric       975       6       y       15       2506 - 2510       Gibbering Mouther       7.0       2       n <sup>10</sup> 7         2001 - 2005       EK, Greg Cleric       975       6       y       13       2511 - 2355       Gional Mora       7.0       2       n <sup>10</sup> 7       10       2       2       2       7       13       2       11<-2355	1941 – 1945	Elemental, Fire	variable	n/a	n/a	8					У	
1956 - 1960       Eigham: Chub Tronked       1000       6       1       2476 - 2480       Giant, Storm       14.000+       7-12       y       64         1966 - 1965       Eigham: Starbrochoid       2000       6       y       11       248 - 2480       Giabter, Wreneg       650       10       y       65         1976 - 1970       Eigham: Starbrochoid       200       6       y       11       248 - 2480       Giabter, Wreneg       650       10       y       65         1976 - 1900       Ei, Graul Caric       420       7       y       13       2486 - 2500       Giabternia       14       variable       y       67         1919 - 2000       Ei, Grail Caric       975       6       y       15       2506 - 2510       Giow Worm       7       2       n/a       71         2016 - 2000       Ei, Graigch       175       7       y       15       2516 - 2530       Giaw Morm       35       6       y       73         2016 - 2020       Ei, Hajft       120       6       y       73       2512 - 2535       Giand, Karahana       65       4       y       75         2011 - 2035       Ei, Hajft       120       6       y	1946 – 1950	Elemental, Greater Periodic	14,000	n/a	n/a	10					У	
1956 - 1940       Elephan, Subr Conduct       1500       6       y       11       2476 - 2480       Giant, Korbeg       630       10       y       64         1966 - 1970       Elephan, Subr Conduct       1400       5       y       11       2486 - 2480       Giabet, Mrekeg       630       10       y       63       64       y       64         1976 - 1970       Elephan, Subra Conduct       420       7       y       13       2496 - 2490       Giabet, Mrekeg       7       y       63       6       n/a       70         1976 - 1900       El, Grait Clarci       775       6       y       15       2506 - 2510       Giabet, Mrem       13       7       2       n/a       70         2010 - 2005       El, Grait Clarci       175       7       y       13       2511 - 2515       Giabet, Maren       13       5       4       y       73         2016 - 2020       El, Hair       120       6       y       13       2511 - 2515       Giabet, Maren       35       4       y       73         2016 - 2020       El, Hair       120       6       y       13       2516 - 255       Goad, Maren       15       3       y <t< td=""><td>1951 – 1955</td><td>Elemental, Water</td><td>variable</td><td>n/a</td><td>n/a</td><td>8</td><td>2471 – 2475</td><td>Giant, Stone</td><td>7000</td><td>7-8</td><td>У</td><td>63</td></t<>	1951 – 1955	Elemental, Water	variable	n/a	n/a	8	2471 – 2475	Giant, Stone	7000	7-8	У	63
1961 - 1965       Elephart, Small-Rared       1400       5       y       11       2486 - 2495       Gildvering Mouther       420       8       y       65         1971 - 1975       Elephart, Small-Rared       1400       5       y       11       2446 - 2495       Gildvering Mouther       15       4       y       65         1971 - 1975       Elephart, Small-Rared       1400       5       y       11       2446 - 2495       Gildvering Mouther       15       4       y       67         1981 - 1990       Elf, Grel Clenic       775       6       y       15       2506 - 2505       Gildvanki       1+       variable       y       67         2001 - 2005       Elf, Greg Ach       717       y       15       2516 - 2515       Gloomwing       650       6       nA       70         2001 - 2005       Elf, Half-       120       6       y       17       2516 - 2535       Gnant-trans       654       4       y       73         201 - 2015       Elf, Half-       120       6       y       15       2546 - 2555       Gnant-trans       654       5       y       75         201 - 2035       Elf, Haldw       Glodw       600 <t< td=""><td>1956 - 1960</td><td>Elephant, Club Trunked</td><td></td><td>6</td><td>y</td><td>11</td><td>2476 – 2480</td><td>Giant, Storm</td><td>14,000+</td><td>7-12</td><td>у</td><td>64</td></t<>	1956 - 1960	Elephant, Club Trunked		6	y	11	2476 – 2480	Giant, Storm	14,000+	7-12	у	64
1966 - 1970       Bephant, Small-Eared       1400       5       y       11       2446 - 2490       Gibbon       15       4       y       67         1971 - 1975       Bephant, Small-Eared       1400       7       y       13       2446 - 2900       Gibbon       15       4       y       67         1971 - 1975       Gibbon       14       variable       y       67         1971 - 1975       Gibbon       15       2501 - 2005       Gibbon       11       variable       y       69         1991 - 2000       Eff, Gray Clarch       175       7       y       15       2501 - 2050       Gibbon       7       2       n/a       70         2000 - 2005       Eff, Half.       120       6       y       13       2524 - 2530       Gondi Dawning       55       4       y       73         2014 - 2020       Eff, Half.       420       5       y       13       2526 - 255       Gonon. Common       65+       5       y       75         2024 - 2030       Eff, Half.       120       6       y       13       256+ 255       Gonon. Foratt       120       6       y       75         2045 - 2050       Eff. Shadow		•					2481 – 2485	Giant, Verbeeg	650	10	у	65
1977       1975       1975       1975       1974       1975       1974       1975       1974       1975       1974       1975       1974       1974       1975       1974		•					2486 – 2490	Gibbering Mouther	420	8		66
$  \begin{array}{ccccccccccccccccccccccccccccccccccc$		•					2491 – 2495	5	15	4		67
		•										
$\begin{array}{c c c c c c c c c c c c c c c c c c c $												
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2006       2010       Eif Grugsch       175       7       7       15       2516       2516       2526       2530       120       88       7       7         2011       2015       Eif, Huft       120       6       7       7       7       7       7       2526       2530       Gond, Headhunter       35       6       7       256       2530       Gond, Headhunter       35       6       7       7       120       6       7       7       120       6       7       7       120       6       7       7       120       6       7       7       120       6       7       7       120       6       7       7       120       6       7       7       120       120       6       7 <t< td=""><td></td><td></td><td></td><td>-</td><td>У</td><td></td><td></td><td>U U</td><td></td><td></td><td></td><td></td></t<>				-	У			U U				
20112015Eff Auge1206y172521 - 232Cond. Desert356y732016 - 2020Eff, Hugh4205y132521 - 232Gnoll, Standard65+4y732017 - 2030Eff, Shadow6507y182536 - 2355Gnoll, Standard65+5y752036 - 2045Eff, ShadowGrow6507y182566 - 2555Gnome, Common65+3y752046 - 2050Eff, Valley1207y182566 - 2555Gnome, Forat1204y752056 - 2050Eff, Valley1207y182566 - 2555Gnome, Forat1204y752056 - 2050Eff, Valley1207y182566 - 2555Gnome, Forat1204y752056 - 2050Ehen Pony2705y202566 - 2555Gnome, Tinker653y752065 - 2070Ehen Vardawg1256y202566 - 2655Gnome Tinker153y792074 - 2080Enghar Lice1+n/an/a212666 - 2675Gonom15+4y812094 - 2090Errekaper6005y22266 - 2655Golm, Control120+6y312016 - 2055Errekaper6503y222	2001 – 2005		420	6	У	13						
2011 - 2015       Eff, Hafr.       120       6       y       17       2521 - 252       Gnoll, Desert       35       6       y       73         2021 - 2020       Eff, Hurter Grel       420       6       y       15       2526 - 233       Gnoll, Standard       654       4       y       73         2021 - 2035       Eff, Hurter Grel       420       6       y       18       2536 - 254       Gnoll, Standard       654       5       y       75         2036 - 2045       Eff, Shadow Grel       830       6       y       18       2566 - 255       Gnome, Forest       120       6       y       75         2056 - 2050       Eff, Valog       120       6       y       13       2566 - 2565       Gnome, Forest       120       6       y       75         2056 - 2060       Elk Nord       420       6       y       13       2566 - 2565       Gnome, Forest       120       6       y       75         2066 - 2015       Elven Wardawg       125       6       y       20       2566 - 2565       Gnome Inlog       2000+ 6       y       79         2076 - 2080       Eingan Lice       14       n/a       n/a       n/a	2006 - 2010	Elf, Grugach	175	7	у	15					У	
2016 - 2020       EI, Hugh       420       5       y       13       2256 - 2350       Gnoll, Headhunter       35       4       y       73         2021 - 2035       EIF, Madow       650       7       y       18       2351 - 2535       Gnoll, Standard       65+       5       y       73         2034 - 2045       EIF, Madow Grel       830       6       y       15       2546 - 2555       Gnome, Common       65+       3       y       75         2046 - 2050       EIF, Madow Grel       120       7       y       18       2566 - 2555       Gnome, Forest       120       6       y       75         2061 - 2065       Elk, Olice       175       6       y       12       2566 - 2575       Gnome, Forest       120       4       y       75         2061 - 2065       Elken Pony       270       5       y       20       2566 - 2575       Gnomeling       15       3       y       79         2071 - 2085       Enkinker Of the Deep       5000       4       y       22       2616 - 2635       Goat       35       7       9       80         2086 - 2085       Ensigna Lice       I + n/a       n/a       14/a <td< td=""><td>2011 - 2015</td><td>Elf, Half-</td><td>120</td><td>6</td><td></td><td>17</td><td></td><td>Gnoll, Desert</td><td></td><td></td><td>У</td><td></td></td<>	2011 - 2015	Elf, Half-	120	6		17		Gnoll, Desert			У	
2021 - 2033       Elf, Hunder Grel       420       6       y       15       2531 - 235       Gold, Standard       654       4       y       73         2034 - 2035       Elf, Shadow Grel       830       6       y       15       2546 - 2555       Gnome Titans       654       3       y       75         2036 - 2055       Elf Maldow Grel       830       6       y       13       2566 - 2555       Gnome, Feral       120       6       y       75         2056 - 2055       Elf, Modod       420       6       y       13       2566 - 2555       Gnome, Forst       120       4       y       75         2056 - 2055       Elven Pony       270       5       y       20       2566 - 2555       Gnome, Svirfnebin       420       4       y       75         2066 - 2070       Elven Mardawg       125       6       y       22       2266 - 2435       Gnome, Eral       2000       6       y       79         2076 - 2080       Enisker of the Deep       5000       4       y       22       2266 - 2435       Goat. Giant       270       6       y       84         209 - 2090       Eretercap       650       3       y	2016 – 2020	Elf, High	420	5		13	2526 – 2530	Gnoll, Headhunter	35	4	у	73
2031 - 2035       Elf, Shadow Grel       800       6       y       18       2364 - 2355       Gnome, Titanas       654       5       y       75         2046 - 2050       Elf, Shadow Grel       800       6       y       18       2546 - 2555       Gnome, Common       654       3       y       75         2046 - 2050       Elf, Modod       420       6       y       13       2566 - 2555       Gnome, Forest       120       4       y       75         2061 - 2055       Elk, Olico       175       6       y       12       2566 - 2575       Gnome, Forest       120       4       y       75         2061 - 2065       Elken Pony       270       5       y       20       2566 - 2555       Gnome, Forest       15       3       y       79         2071 - 2075       Encharted Doors       warable       n/a       n/a       12       2666 - 2615       Gomish Doom Lord       2000+       6       y       80         2086 - 2090       Ensigna Lice       I + n/a       n/a       n/a       12       266 - 2655       Goalin, Gibbering       125       n/a       n/a       83         2096 - 2005       Enverop       650       3				6		15	2531 – 2535	Gnoll, Standard	65+	4	у	73
2026 2045       Elf, Saladow Grel       830       6       y       15       2556 - 2555       Gnome, Common       654       3       y       75         2046 - 2050       Elf, Valley       120       7       y       18       2556 - 2555       Gnome, Forest       120       6       y       75         2056 - 2055       Elf, Nood       420       6       y       19       2566 - 2555       Gnome, Forest       120       4       y       75         2056 - 2065       Elven Pony       270       5       y       20       2566 - 23615       Gnome, Tinker       65       3       y       75         2066 - 2070       Even Vayrdawg       12       6       y       20       2566 - 2405       Gnome, Tinker       65       3       y       79         2076 - 2080       Engane Lice       1+       n/a       n/a       22       2626 - 24515       Goatin, Common       15+       4       y       81         2091 - 2085       Entaiver of the Deep       500       3       y       24       2666 - 2645       Gobin, Gibbering       420       8       y       81         2091 - 2095       Etercap       650       3       y       <		-		7			2536 – 2545	Gnome Titans	65+	5	у	75
2046 - 2050       Eff Wood       120       7       y       18       2566 - 2575       Gnome, Feral       120       6       y       75         2051 - 2055       Eff Wood       420       6       y       13       2566 - 2575       Gnome, Forest       120       4       y       75         2061 - 2065       Elven Pony       270       5       y       20       2586 - 2575       Gnome, Swirfneblin       420       4       y       75         2061 - 2065       Elven Nardawg       125       6       y       20       2586 - 2575       Gnome, Swirfneblin       420       4       y       75         2071 - 2075       Encharde Doors       variable       n'a       n/a       21       2616 - 2625       Gonemeling       15       4       y       80         2081 - 2085       Enslaver of the Deep       5000       4       y       22       2661 - 2625       Golin, Ginbering       420       8       y       81         2096 - 2005       Ettercap       650       3       y       24       2666 - 2670       Golen, Giatr       225       n/a       n/a       84         2106 - 2115       Fairy, Carnivorous, Hautce       170       6 <td></td> <td></td> <td></td> <td>6</td> <td></td> <td></td> <td>2546 – 2555</td> <td>Gnome, Common</td> <td>65+</td> <td>3</td> <td>y</td> <td>75</td>				6			2546 – 2555	Gnome, Common	65+	3	y	75
20052005Eff. Wood4206 $\gamma$ 15256257Gnome, Forest1204 $\gamma$ 7520562056Elk, Dire1756 $\gamma$ 19256257Gnome, Forest4204 $\gamma$ 7520662070Elven Pony2705 $\gamma$ 2025862595Gnome, Forest653 $\gamma$ 7520662070Elven Vardavg1256 $\gamma$ 2025862595Gnome, Intker653 $\gamma$ 7920762080EnkaterDoorsvariablen/an/a2126162625Goat357 $\gamma$ 8020862090Enkerer of the Deep50004 $\gamma$ 2222662635Goat357 $\gamma$ 8020862090Ettercap6503 $\gamma$ 2326362645Golin, Common15+4 $\gamma$ 8120912085Ettercap6503 $\gamma$ 2426562660Gold Bane125n/an/a8321062115Fairy, Carnivorous, Glitter653 $\gamma$ 2626662666Gold Mane125n/an/a8421262125Fairy, Carnivorous, Glitter1352 $\gamma$ 26267Golem, Clay5000n/an/a8721262126Fairy, Carnivorous, Statere1706 $\gamma$ <t< td=""><td></td><td></td><td></td><td></td><td></td><td></td><td>2556 – 2565</td><td>Gnome, Feral</td><td>120</td><td>6</td><td></td><td>75</td></t<>							2556 – 2565	Gnome, Feral	120	6		75
2026202720272022026202720220262027202 <td></td>												
2006200620072705y270258 $-2595$ Gnome, Tinker653y7520662070Elven Pony1256y202586 $-2595$ Gnomeling153y7920762000Elven Doorsvariablen/a212606 $-2615$ Gnomeling2000+6y7920762000Enveloper1+n/a212606 $-2615$ Gnomeling2000+6y8020812085Enslaver of the Deep50004y22226262635Goat, Gaint2706y8020862090Enveloper420+5y2326362645Goblin, Gibbering4208y8120912095Ettercap6503y2426562666Gold Bane125n/an/a8221062115Fairy, Carnivorous, Gitter653y262666Gold Bane925n/an/a842162125Fairy, Carnivorous, Hardcore1706y2626712675Golem, Stant2000n/an/a842162135Fairy, Carnivorous, Hardcore1706y2626812686Golem, Criste8000n/an/a842162165Fairy, Carnivorous, Sasoned653y26				-								
2006         2007         Elven Wardway         125         6         y         200         25%         25%         260         Gnomling         15         3         y         79           2007         Enven Wardway         125         6         y         200         25%												
2001 - 2015Enchanted Doorsvariablen/an/an/a212606 - 2615Gnomish Doom Lord2000+6y792076 - 2080Enigma LiceI +n/an/a222616 - 2625Goat357y802081 - 2085Enslaver of the Deep50004y222626 - 2635Goat, Giant2706y802086 - 2090Enveloper420+5y222636 - 2645Goblin, Gibbering4208y812091 - 2095Ettercap6503y242646 - 2650Gold Bane125n/an/a832106 - 2115Fairy, Carnivorous, Gitter653y262666 - 2670Golem, Blood925n/an/a84216 - 2125Fairy, Carnivorous, Hunter1207y262686 - 2690Golem, Clay5000n/an/a88216 - 2155Fairy, Carnivorous, Wild354y262686 - 2690Golem, Girstel8000n/an/a88216 - 2175Fairy, Carnivorous, Wild352y292696 - 2710Golem, Flesh2000n/an/a88216 - 2175Fairy, Carnivorous, Wild352y292696 - 2700Golem, Flesh2000n/an/a88216 - 2175Fairy, Carnivorous, Wild354y262686 - 2690Golem, Cirstel8000 <td></td>												
Diff       Diff <thdif< th="">       Diff       Diff       &lt;</thdif<>		0										
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2086 - 2090       Enveloper       420+       5       y       23       2636 - 2645       Goblin, Common       15+       4       y       81         2091 - 2095       Ettercap       650       3       y       24       2646 - 2655       Goblin, Gibbering       420       8       y       81         2096 - 2100       Ettin       1400       6       y       24       2656 - 2660       Gold Bane       125       n/a       n/a       83         2101 - 2105       Eye, Floating       35       2       y       25       2661 - 2665       Golem Master       2000+       5       y       84         2116 - 2125       Fairy, Carnivorous, Hunter       120       7       y       26       2676 - 2680       Golem, Riesh       2000       n/a       n/a       84         2136 - 2145       Fairy, Carnivorous, Seasoned       65       3       y       26       2686 - 2690       Golem, Flesh       2000       n/a       n/a       85         2146 - 2155       Fairy, Carnivorous, Seasoned       55       2       y       29       2691 - 2695       Golem, Inch       14,000       n/a       n/a       82         2146 - 2155       Fairy, Gorge       35 <td>2081 - 2085</td> <td>Enslaver of the Deep</td> <td>5000</td> <td>4</td> <td>У</td> <td>22</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td>	2081 - 2085	Enslaver of the Deep	5000	4	У	22						
2091 - 2095       Ettercap       650       3       y       24       2646 - 2655       Goblin, Gibberring       420       8       y       81         2096 - 2100       Ettin       1400       6       y       24       2656 - 2660       Gold Bane       125       n/a       n/a       83         2101 - 2105       Eye, Floating       35       2       y       25       2666 - 2670       Golem, Matter       2000       925       n/a       n/a       84         2166 - 2115       Fairy, Carnivorous, Hardcore       170       6       y       26       2676 - 2680       Golem, Matter       2000       n/a       n/a       84         2126 - 2135       Fairy, Carnivorous, Hunter       120       7       y       26       2676 - 2680       Golem, Guardian       420       n/a       n/a       86         2136 - 2145       Fairy, Carnivorous, Wild       35       4       y       26       2686 - 2690       Golem, Guardian       420       n/a       n/a       88         2166 - 2175       Fairy, Standard       35       2       y       29       2696 - 2700       Golem, Muck       650       n/a       n/a       89         2186 - 2175       Fai	2086 - 2090	Enveloper	420+	5		23						
2096 - 2100       Ettin       1400       6       y       24       2656 - 2660       Gold Bane       125       n/a       n/a       83         2101 - 2105       Eye, Floating       35       2       y       25       2661 - 2665       Gold Bane       125       n/a       n/a       83         2106 - 2115       Fairy, Carnivorous, Glitter       65       3       y       26       2666 - 2660       Golem, Blood       92.5       n/a       n/a       84         2116 - 2125       Fairy, Carnivorous, Glitter       120       7       y       26       2666 - 2670       Golem, Blood       92.5       n/a       n/a       84         2136 - 2145       Fairy, Carnivorous, Seaoned       65       3       y       26       2681 - 2685       Golem, Girstle       8000       n/a       n/a       87         2166 - 2175       Fairy, Gorge       35       2       y       29       2691 - 2695       Golem, Iron       14,000       n/a       n/a       88         2166 - 2175       Fairy, Standard       35       2       y       29       2691 - 2695       Golem, Iron       14,000       n/a       n/a       89         2166 - 2175       Fairy, Standard	2091 – 2095	•	650	3		24						
2101 - 2105Eye, Floating $35$ $2$ $y$ $25$ $2661 - 2665$ Golem Master $2000 + 5$ $y$ $88$ $2106 - 2115$ Fairy, Carnivorous, Glitter $65$ $3$ $y$ $26$ $2661 - 2670$ Golem, Blood $925$ $n'a$ $n'a$ $84$ $2116 - 2125$ Fairy, Carnivorous, Handcore $170$ $6$ $y$ $26$ $2671 - 2675$ Golem, Clay $500$ $n'a$ $n'a$ $84$ $2126 - 2135$ Fairy, Carnivorous, Hunter $120$ $7$ $y$ $26$ $2676 - 2680$ Golem, Flesh $2000$ $n'a$ $n'a$ $85$ $2136 - 2145$ Fairy, Carnivorous, Wild $35$ $4$ $y$ $26$ $2686 - 2690$ Golem, Guardian $420$ $n'a$ $n'a$ $87$ $2156 - 2165$ Fairy, Carnivorous, Wild $35$ $2$ $y$ $29$ $2691 - 2695$ Golem, Iron $14,000$ $n'a$ $n'a$ $87$ $2166 - 2175$ Fairy, Standard $35$ $2$ $y$ $29$ $2701 - 2705$ Golem, Muck, Diseased $975$ $n'a$ $n'a$ $89$ $2166 - 2190$ Felarn $35$ $6$ $y$ $30$ $2711 - 2715$ Golem, Muck, Diseased $975$ $n'a$ $n'a$ $91$ $2166 - 2105$ Fireret, Man-Eating $35$ $6$ $y$ $30$ $2711 - 2715$ Golem, Muck, Diseased $975$ $n'a$ $n'a$ $91$ $216 - 2200$ Festering Reaver $6000$ $8$ $n'a$ $31$ $2721 - 2725$ Gorem, Sto		•		6			2656 - 2660	Gold Bane	125	n/a	n/a	83
2106 - 2115       Fairy, Carnivorous, Glitter       65       3       y       26       266 - 2670       Golem, Blood       925       n/a       n/a       84         2116 - 2125       Fairy, Carnivorous, Hardcore       170       6       y       26       2671 - 2675       Golem, Blood       925       n/a       n/a       84         2126 - 2135       Fairy, Carnivorous, Hunter       120       7       y       26       2681 - 2685       Golem, Clay       5000       n/a       n/a       84         2136 - 2145       Fairy, Carnivorous, Seasoned       65       3       y       26       2681 - 2685       Golem, Guardian       420       n/a       n/a       85         2136 - 2145       Fairy, Carnivorous, Wild       35       4       y       26       2686 - 2690       Golem, Guardian       420       n/a       n/a       87         2166 - 2175       Fairy, Water Crested       35       2       y       29       2701 - 2705       Golem, Muck       650       n/a       n/a       89         2166 - 2190       Felarn       35       4       y       29       2701 - 2705       Golem, Muck       0       n/a       n/a       90         2176 - 2185							2661 - 2665	Golem Master	2000+	5	У	88
2116       2125       Fairy, Carnivorous, Hardcore       170       6       y       26         2116       2125       Fairy, Carnivorous, Hardcore       170       6       y       26         2136       2135       Fairy, Carnivorous, Seasoned       65       3       y       26       2681       -2685       Golem, Flesh       2000       n/a       n/a       85         2136       2155       Fairy, Carnivorous, Wild       35       4       y       26       2681       -2685       Golem, Guardian       420       n/a       n/a       87         2156       2155       Fairy, Carnivorous, Wild       35       2       y       29       2691       -2695       Golem, Guardian       420       n/a       n/a       88         2166       2175       Fairy, Water Crested       25       2       y       29       2701       -2705       Golem, Muck, Diseased       975       n/a       n/a       89         2166       2190       Felarn       35       6       y       30       2711       -2715       Golem, Puppet       120       n/a       n/a       90         2196       -2100       Festering Reaver       6000       8								Golem, Blood	925	n/a		84
110       110       10       0       7       7       26       266       268       Golem, Flesh       2000       n/a       n/a       85         2126 - 2135       Fairy, Carnivorous, Seasoned       65       3       y       26       268       -2685       Golem, Gristle       8000       n/a       n/a       86         2146 - 2155       Fairy, Carnivorous, Wild       35       4       y       26       268       -2690       Golem, Girstle       8000       n/a       n/a       86         2166 - 2175       Fairy, Standard       35       2       y       29       269       2696       -2700       Golem, Muck       650       n/a       n/a       89         2176 - 2185       Fairy, Water Crested       25       2       y       29       2706 - 2710       Golem, Muck, Diseased       975       n/a       n/a       89         2196 - 2200       Festering Reaver       6000       8       n/a       31       2716 - 2720       Golem, Muck, Diseased       975       n/a       n/a       90         2191 - 2205       Fire Ants       1/10       n/a       n/a       31       2716 - 2720       Goo, Amber       0       n/a       n/a												
2136 - 2145       Fairy, Carnivorous, Seasoned       65       3       y       26       2681 - 2685       Golem, Gristle       8000       n/a       n/a       86         2146 - 2155       Fairy, Carnivorous, Wild       35       4       y       26       2686 - 2690       Golem, Guardian       420       n/a       n/a       87         2156 - 2165       Fairy, Gorge       35       2       y       29       2691 - 2695       Golem, Guardian       420       n/a       n/a       88         2166 - 2175       Fairy, Standard       35       2       y       29       2696 - 2700       Golem, Muck       650       n/a       n/a       89         2166 - 2190       Felarn       35       4       y       29       2706 - 2710       Golem, Puppet       120       n/a       n/a       89         2191 - 2195       Ferret, Man-Eating       35       6       y       30       2711 - 2715       Golem, Nuck, Diseased       975       n/a       n/a       89         2106 - 2200       Festering Reaver       6000       8       n/a       31       2716 - 2720       Goo, Amber       0       n/a       n/a       91         2196 - 2200       Fire Ants												
2146 - 2155       Fairy, Carnivorous, Wild       35       4       y       26       2686 - 2690       Golem, Guardian       420       n/a       n/a       87         2156 - 2165       Fairy, Gorge       35       2       y       29       2691 - 2695       Golem, Iron       14,000       n/a       n/a       88         2166 - 2175       Fairy, Standard       35       2       y       29       2696 - 2700       Golem, Muck       650       n/a       n/a       89         2166 - 2175       Fairy, Water Crested       25       2       y       29       2701 - 2705       Golem, Muck, Diseased       975       n/a       n/a       89         2186 - 2100       Felarn       35       6       y       30       2711 - 2715       Golem, Stone       8000       n/a       n/a       90         2191 - 2195       Ferret, Man-Eating       35       6       y       30       2711 - 2715       Golem, Stone       8000       n/a       n/a       92         2106 - 2200       Festering Reaver       6000       8       n/a       31       2716 - 2720       Good, Amber       0       n/a       n/a       92         2206 - 2210       Fire Ants       1/												
2156 - 2165       Fairy, Gorge       35       2       y       29       2691 - 2695       Golem, Iron       14,000       n/a       n/a       88         2166 - 2175       Fairy, Standard       35       2       y       29       2696 - 2700       Golem, Muck       650       n/a       n/a       89         2166 - 2175       Fairy, Standard       35       2       y       29       2701 - 2705       Golem, Muck, Diseased       975       n/a       n/a       89         2186 - 2190       Felarn       35       4       y       29       2706 - 2710       Golem, Puppet       120       n/a       n/a       89         2196 - 2200       Festering Reaver       6000       8       n/a       31       2716 - 2725       Golem, Stone       8000       n/a       n/a       91         2196 - 2200       Fise Ants       11/10       n/a       n/a       31       2716 - 2720       Goo, Amber       0       n/a       n/a       92         2201 - 2205       Fire Ants       11/10       n/a       n/a       31       2721 - 2725       Goprecupine       650       4       y       93         2216 - 2220       Firefwonk       75       9												
2166 - 2175       Fairy, Standard       35       2       y       29       2696 - 2700       Golem, Muck       650       n/a       n/a       89         2166 - 2175       Fairy, Standard       35       2       y       29       2701 - 2705       Golem, Muck, Diseased       975       n/a       n/a       89         2186 - 2190       Felarn       35       4       y       29       2706 - 2710       Golem, Muck, Diseased       975       n/a       n/a       89         2186 - 2190       Felarn       35       6       y       30       2711 - 2715       Golem, Muck, Diseased       975       n/a       n/a       89         2191 - 2195       Ferret, Man-Eating       35       6       y       30       2711 - 2715       Golem, Muck, Diseased       97       n/a       n/a       90         2196 - 2200       Festering Reaver       6000       8       n/a       31       2716 - 2720       Good, Mmber       0       n/a       n/a       92         201 - 2205       Fire Ants       1/10       n/a       n/a       31       2721 - 2725       Gopher, Sewer       175       7       y       93         2216 - 2220       Firefly, Dire       300												
2176 - 2185       Fairy, Water Crested       25       2       y       29       2701 - 2705       Golem, Muck, Diseased       975       n/a       n/a       89         2186 - 2190       Felarn       35       4       y       29       2706 - 2710       Golem, Puppet       120       n/a       n/a       90         2191 - 2195       Ferret, Man-Eating       35       6       y       30       2711 - 2715       Golem, Nuck, Diseased       975       n/a       n/a       90         2191 - 2195       Ferret, Man-Eating       35       6       y       30       2711 - 2715       Golem, Nuck, Diseased       975       n/a       n/a       90         2190 - 2200       Festering Reaver       6000       8       n/a       31       2716 - 2720       Goo, Amber       0       n/a       n/a       91         2106 - 2210       Fire Amts       1/10       n/a       n/a       31       2721 - 2725       Gopt, Muck, Diseased       975       n/a       n/a       92         2201 - 2205       Fire Amts       1/10       n/a       n/a       31       2721 - 2725       Gopt, Amber       0       n/a       n/a       93         2211 - 2215       Firedrake <td></td> <td></td> <td></td> <td></td> <td>У</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td>					У							
2116       210       21       2       32       32       32       32       32       32       32       32       32       32       32       32       32       32       32       33       4       y       29       2706 - 2710       Golem, Puppet       120       n/a       n/a       90         2191 - 2195       Ferret, Man-Eating       35       6       y       30       2711 - 2715       Golem, Stone       8000       n/a       n/a       91         2196 - 2200       Festering Reaver       6000       8       n/a       31       2716 - 2720       Goo, Amber       0       n/a       n/a       92         2201 - 2205       Fire Ants       1/10       n/a       n/a       31       2716 - 2720       Goo, Amber       0       n/a       n/a       92         2206 - 2210       Fire-Monk       75       9       y       32       2721 - 2725       Goopher, Sewer       175       7       y       93         2211 - 2215       Firedrake       420       6       y       33       2731 - 2735       Gore Monger, Insatiable       1400       4       y       94         2216 - 2220       Firefly, Dire       300	2166 – 2175	Fairy, Standard			У							
2186 - 2190       Felarn       35       4       y       29       2706 - 2710       Golem, Puppet       120       n/a       n/a       90         2191 - 2195       Ferret, Man-Eating       35       6       y       30       2711 - 2715       Golem, Stone       8000       n/a       n/a       91         2196 - 2200       Festering Reaver       6000       8       n/a       31       2716 - 2720       Golem, Stone       8000       n/a       n/a       91         2101 - 2205       Fire Ants       1/10       n/a       n/a       31       2721 - 2725       Gopher, Sewer       175       7       y       93         2206 - 2210       Fire-Monk       75       9       y       32       2726 - 2730       Gorangatang       270       4       y       94         2216 - 2220       Firefly, Dire       300       9       y       33       2731 - 2735       Gore Monger, Insatiable       1400       4       y       95         2216 - 2220       Firefly, Dire       300       9       y       35       2746 - 2750       Goregon       1400       6       y       96         2216 - 2220       Firenewt, Cleric       270       8	2176 – 2185	Fairy, Water Crested	25	2	У	29						
2191 - 2195       Ferret, Man-Eating       35       6       y       30       2711 - 2715       Golem, Stone       8000       n/a       n/a       91         2196 - 2200       Festering Reaver       6000       8       n/a       31       2716 - 2720       Goo, Amber       0       n/a       n/a       92         2201 - 2205       Fire Ants       1/10       n/a       n/a       31       2721 - 2725       Gopher, Sewer       175       7       y       93         2206 - 2210       Fire-Monk       75       9       y       32       2726 - 2730       Gorangatang       270       4       y       93         2216 - 2220       Firefnake       420       6       y       33       2736 - 2740       Gore Monger, Insatiable       1400       4       y       94         2216 - 2220       Firefny, Dire       300       9       y       33       2736 - 2740       Gorecupine       650       4       y       95         2221 - 2225       Firenewt, Cleric       270       8       y       35       2741 - 2745       Gorecupine       3000       5       y       96         2231 - 2235       Firenewt, Common       120       7       <	2186 - 2190		35	4		29		•••				
2196 - 2200       Festering Reaver       6000       8       n/a       31       2716 - 2720       Goo, Amber       0       n/a       n/a       92         2201 - 2205       Fire Ants       1/10       n/a       n/a       31       2721 - 2725       Gopher, Sewer       175       7       y       93         2206 - 2210       Fire-Monk       75       9       y       32       2726 - 2730       Gorangatang       270       4       y       93         2216 - 2220       Firedrake       420       6       y       33       2736 - 2740       Gorangatang       270       4       y       94         2216 - 2220       Firefly, Dire       300       9       y       33       2736 - 2740       Gorecupine       650       4       y       95         2216 - 2230       Firenewt, Cleric       270       8       y       35       2741 - 2745       Goregon       1400       6       y       96         2231 - 2235       Firenewt, Common       120       7       y       35       2746 - 2750       Gorger, Dire       3000       5       y       96         2231 - 2235       Firenewt, Elite       170       8       y       35										n/a	n/a	
2201 - 2205       Fire Ants       1/10       n/a       n/a       31       2721 - 2725       Gopher, Sewer       175       7       y       93         2206 - 2210       Fire-Monk       75       9       y       32       2726 - 2730       Gorangatang       270       4       y       93         2211 - 2215       Firedrake       420       6       y       33       2731 - 2735       Gore Monger, Insatiable       1400       4       y       94         2216 - 2220       Firenewt, Cleric       300       9       y       33       2736 - 2740       Gorecupine       650       4       y       95         2221 - 2225       Firenewt, Cleric       270       8       y       35       2741 - 2745       Goregon       1400       6       y       96         2226 - 2230       Firenewt, Cleric       270       8       y       35       2746 - 2750       Goregon       1400       6       y       96         2231 - 2235       Firenewt, Cleric       170       8       y       35       2746 - 2750       Goreger, Dire       3000       5       y       97         2236 - 2240       Firenewt, Elite       170       8       y							2716 - 2720	Goo, Amber	0	n/a	n/a	92
110 110 110 110 110 110 110 110 110 110		5								7		93
1210       Interform       120       7       9       32       2731 – 2735       Gore Monger, Insatiable       1400       4       9       94         2211 – 2215       Firedrake       420       6       y       33       2731 – 2735       Gore Monger, Insatiable       1400       4       y       94         2216 – 2220       Firefly, Dire       300       9       y       33       2736 – 2740       Gorecupine       650       4       y       95         2221 – 2225       Firenewt, Cleric       270       8       y       35       2741 – 2745       Goregon       1400       6       y       96         2226 – 2230       Firenewt, Common       120       7       y       35       2746 – 2750       Goregon, Dire       3000       5       y       96         2231 – 2235       Firenewt, Elite       170       8       y       35       2751 – 2755       Gorizzla       270       5       y       97         2236 – 2240       Firenewt, Overlord       720       10       y       35       2756 – 2760       Gorphin       180       8       y       98         2241 – 2245       Firenewt, Strider       370       5       y <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td>•</td> <td></td> <td></td> <td></td> <td></td>								•				
1216       2220       Firefly, Dire       300       9       y       33       2736 - 2740       Gorecupine       650       4       y       95         2216       2220       Firefly, Dire       300       9       y       35       2741 - 2745       Gorecupine       650       4       y       95         2221       2225       Firenewt, Cleric       270       8       y       35       2741 - 2745       Goregon       1400       6       y       96         2226       2230       Firenewt, Common       120       7       y       35       2746 - 2750       Goregon, Dire       3000       5       y       96         2231       2235       Firenewt, Elite       170       8       y       35       2751 - 2755       Gorizzla       270       5       y       97         2236       2240       Firenewt, Overlord       720       10       y       35       2756 - 2760       Gorphin       180       8       y       98         2241       2245       Firenewt, Strider       370       5       y       35       2761 - 2755       Gouger, Cave       150       3       y       99								0 0				
1221 - 2225       Firenewt, Cleric       270       8       y       35       2741 - 2745       Goregon       1400       6       y       96         2226 - 2230       Firenewt, Cleric       120       7       y       35       2746 - 2750       Goregon       3000       5       y       96         2231 - 2235       Firenewt, Elite       170       8       y       35       2751 - 2755       Gorizzla       270       5       y       97         2236 - 2240       Firenewt, Overlord       720       10       y       35       2756 - 2760       Goregor, Cave       180       8       y       98         2241 - 2245       Firenewt, Strider       370       5       y       35       2761 - 2755       Gouger, Cave       150       3       y       99												
2226 - 2230     Firenewt, Common     120     7     y     35     2746 - 2750     Gorger, Dire     3000     5     y     96       2231 - 2235     Firenewt, Elite     170     8     y     35     2751 - 2755     Gorizzla     270     5     y     97       2236 - 2240     Firenewt, Overlord     720     10     y     35     2756 - 2760     Gorphin     180     8     y     98       2241 - 2245     Firenewt, Strider     370     5     y     35     2761 - 2755     Gouger, Cave     150     3     y     99								•				
2231 - 2235     Firenewt, Elite     170     8     y     35     2751 - 2755     Gorizzla     270     5     y     97       2236 - 2240     Firenewt, Overlord     720     10     y     35     2756 - 2760     Gorphin     180     8     y     98       2241 - 2245     Firenewt, Strider     370     5     y     35     2761 - 2755     Gouger, Cave     150     3     y     99												
2236 - 2240     Firenewt, Overlord     720     10     y     35     2756 - 2760     Gorphin     180     8     y     98       2241 - 2245     Firenewt, Strider     370     5     y     35     2761 - 2765     Gouger, Cave     150     3     y     99					У							
2236 - 2240         Firenewt, Overlord         720         10         y         35         2756 - 2760         Gorphin         180         8         y         98           2241 - 2245         Firenewt, Strider         370         5         y         35         2761 - 2765         Gouger, Cave         150         3         y         99           2241 - 2245         Firenewt, Strider         370         5         y         35         2761 - 2765         Gouger, Cave         150         3         y         99	2231 – 2235	Firenewt, Elite	170	8	У	35						
2241 – 2245 Firenewt, Strider 370 5 y 35 2761 – 2765 Gouger, Cave 150 3 y 99			720	10		35					У	
27// 2770 Causer Dayle 17E 9 11 99	2236 – 2240	Firenewt, Overlord	720					<u> </u>	150			
					У	35					У	
	2241 – 2245	Firenewt, Strider	370	5								
r												
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0771 0775		075				2211 2215	h size of shirt for an a line	120	,		77	
2771 – 2775	Gouger, Fanged	275	4	У	99	3211 – 3215	lxitxachitl:Vampire	120	6	У	37	
2776 – 2780	Gouger, Great	420	5	у	99	3216 - 3220	Jabbervock,Vile	6200	6	У	37	
2781 – 2785	Grappling Thrasher	980	n/a	n/a	101	3221 – 3225	lackal	7	2		38	
										у		
2786 – 2790	Grave Scrounger	175	n/a	n/a	102	3226 – 3230	Jackalope, Pronghare	30	3	У	39	
2791 - 2800	Gremlin	650	3	у	103	3231 - 3235	Jackalope, Standard	15	3	у	39	
2801 - 2805	Gremlin, Galltrit	15	n/a		103	3236 - 3240	lackalwere	420	5	ý	40	
				У				35	5		41	
2806 - 2810	Grendel	11,000	12	У	104	3241 – 3245	Jaculi			у		
2811 - 2815	Grieving Herald	420	n/a	n/a	104	3246 – 3250	Jaded Mannacle	270	n/a	n/a	41	
2816 - 2820	Griffon	650	6	у	106	3251 – 3255	Jann	2000+	7	у	42	
2821 - 2825		65				3256 - 3260	•	35	5		43	
	Grig		n/a	У	106		Jarvin-taur			у		
2826 - 2830	Grim	1400	7-12	У	107	3261 – 3265	Jaundiced Grappler	1400	5	У	43	
2831 - 2835	Grimlock	65+	6	y	108	3266 – 3270	Jelly, Grease	650	n/a	n/a	44	
2836 - 2840		65			109	3271 - 3275	Jelly, Mustard	2200	n/a	n/a	45	
	Grippli		6	у								
2841 – 2845	Grizzled Bankrass	650	6	У	110	3276 – 3280	Jelly, Ochre	270	n/a	n/a	45	
2846 - 2850	Grizzly Squirrel	35	6	у	111	3281 – 3285	Jelly, Symbiotic	65	n/a	n/a	46	
2851 - 2855	Grynurian Monk	65	7		111	3286 – 3290	Jellyfish, Common	7	n/a	n/a	47	
				У								
2856 – 2860	Guardian Familiar	2000	3	n/a	112	3291 – 3295	Jellyfish, Dire Man O' War	975	n/a	n/a	47	
2861 - 2865	Guardian Spirit	4000	n/a	n/a	113	3296 – 3300	Jellyfish, Flying Swamp	420	n/a	n/a	47	
2866 – 2870	Gummy Fiend	2000	6	n/a	114	3301 - 3305	Jellyfish, Giant	270	n/a	n/a	47	
								35+			47	
2871 – 2875	Gut Waller	100+	4	У	115	3306 - 3310	Jellyfish: Man-O-War		n/a	n/a		
2876 – 2880	Gut Waller Serpent	270+	4	У	116	3311 – 3315	Jellyling	975	n/a	n/a	48	
2881 - 2885	Hag, Green	2000	5	ý	116	3316 - 3320	Jungle Terror	1400	5	у	49	
2886 - 2890	Hag, Sea	4000	5		116	3321 – 3325	Jungle-Drac	125+	5		49	
				у						у		
2891 – 2900	Halfling, Hairfoot	35	4	У	118	3326 - 3330	Jurassic Cr.: Tyrannosaurus Rex	10,000	7	у	58	
2901 - 2910	Halfling: Stout	35	4	y	118	3331 – 3335	Jurassic Creatures: Ankylosaurus	1400	5	у	50	
2911 - 2920	Halfling: Tallfellow	35	4		118	3336 - 3340	Jurassic Creatures: Archaeopteryx	35	6	y	51	
	8			у		3341 - 3345						
2921 – 2930	Halfling: Thug	35	5	У	118		Jurassic Creatures: Brontosaurus	18,000	8	у	51	
2931 – 2935	Hangman Tree	4000+	n/a	n/a	120	3346 – 3350	Jurassic Creatures: Camptosaurus	7	3	У	52	
2936 – 2940	Harpy	975	5	у	121	3351 – 3355	Jurassic Creatures: Deinonyschus	170	5	y	52	
2941 - 2945	Haunt	2000	n/a	n/a	122	3356 - 3360	Jurassic Creatures: Dimetrodon	120	5	ý	53	
2946 – 2955	HedgeHawg, Giant	270	5	У	123	3361 – 3365	Jurassic Creatures: Diplodocus	16,000	8	У	53	
2956 – 2965	HedgeHawg,Vorpal-Clawed	420	9	у	123	3366 – 3370	Jurassic Creatures: Elasmosaurus	6,000	6	У	53	
2966 – 2970	Hedley Kow	420	5	y	124	3371 – 3375	Jurassic Creatures: Icthyosaurus	975	5	y	54	
	•					3376 - 3380	Jurassic Creatures: Lambeosaurus	2000	5		54	
2971 – 2975	Heel Borer	120	n/a	У	124					у		
2976 – 2980	Herd Animals	35+	4	У	125	3381 – 3385	Jurassic Creatures: Mamenchisaurus	5000	5	У	55	
2981 - 2985	Hippocampus	120	5	у	126	3386 – 3390	Jurassic Creatures: Nothosaurus	4000	5	у	55	
2986 – 2990	Hippogriff	175	8	ý	127	3391 – 3395	Jurassic Creatures: Plesiosaurus	9000	7	y	55	
2991 - 2995		975	6		128	3396 - 3400	Jurassic Creatures: Pteranodon	175	8	ý	56	
2771 - 2775	Hippopotamus	9/3	0	У	120					•		
						3401 – 3405	Jurassic Creatures: Stegosaurus	7000	5	У	56	
Hacklopedia	of Beasts Volume IV					3406 – 3410	Jurassic Creatures: Triceratops	7000	5	у	56	
2996 - 3000	Hoar Fox	35	5	v	8	3411 – 3415	Jurassic Creatures: Triloblights	375	5	y	57	
				У		3416 - 3420	Jurassic Creatures: Velociraptor	975	6	ý	58	
3001 - 3005	Hoar'daa Bull	600	n/a	У	9				5		59	
3006 - 3010	Hoar'daa Cow	1400	n/a	У	9	3421 – 3425	Jurynday, Freshwater	4000		у		
3011 - 3015	Hoar'daa Larvae	85	n/a	у	9	3426 – 3430	Jurynday, Saltwater	7000	5	У	59	
3016 - 3020	Hobgoblin	35+	6	ý	10	3431 – 3435	Kangarai Warrior	120	6	у	60	
3021 - 3025		5000	13		11	3436 – 3440	Kangaroo Flea, Giant	35	n/a	n/a	61	
	Hollyphant			У				65			61	
3026 - 3030	Homonculous	270	n/a	У	12	3441 – 3445	Kangaroo, common		4	У		
3031 - 3035	Hood Winker	175	7	n/a	13	3446 – 3450	Kangaroo, Marauding	65	9	у	61	
3036 - 3040	Hook Horror	120	5	у	13	3451 – 3455	Karkadann	975	10	у	62	
3041 - 3045		650	5		14	3456 - 3460	Kenku	175+	5	y	63	
	Horned Rager			У		3461 - 3465	Ki-Rin	12,000	5	•	64	
3046 - 3050	Horned Simian Bush-Grappler	420	6	У	15					У		
3051 - 3055	Hornet, Carnivorous	I I	n/a	n/a	16	3466 – 3470	Killwi	270	5	У	64	
3056 - 3060	Hornet, Giant	270	n/a	n/a	16	3471 – 3510	Kobold, Greater	15+	4	У	66	
3061 - 3065	Hound of III Omen	0	n/a	n/a	17	3511 – 3550	Kobold, Lesser	7+	3	y	66	
						3551 - 3590	Kobold, Woodland	7+	3		66	
3066 - 3070	Hubrisite	2000	n/a	n/a	18					у		
3071 - 3075	Huecuva	270	n/a	n/a	18	3591 – 3595	Kraken	18,000	10	У	66	
3076 - 3080	Hulking Mound	5000	n/a	n/a	19	3596 - 3600	Krueller	975	6	у	67	
	0					3601 – 3605	Kuo-Toa: common	175+	6	ý	69	
3081 - 3085	Humanimals, Greater	650	4	У	20							
3086 - 3090	Humanimals, Lesser	175	4	у	20	3606 - 3610	Kuo-Toa: Monitors	2000	8	у	69	
3091 - 3095	Hunched Shocker	650	5	y	21	3611 – 3615	Kuo-Toa: Shaman	270+	6	У	69	
3096 - 3096	Hydra: common	2000	6	ý	22	3616 - 3620	Lamia, Common	3000	4	y	70	
						3621 – 3625	Lamia, Great-Horned	3500	10	y	71	
3097 - 3097	Hydra: Cryo	3000	7	у	22							
3098 - 3098	Hydra: Lernaean	3000	7	у	22	3626 - 3630	Lamia, Noble	4000	6	У	70	
3099 - 3099	Hydra: Medusa	5000	9	ý	22	3631 – 3635	Lammasu, Common	2000	12	у	72	
3100 - 3100	Hydra: Pyro	3000	8		22	3636 – 3640	Lammasu, Greater	4000	12	y	72	
				у		3641 - 3645	Lamprey, Giant	420	7	y y	73	
3101 - 3105	Hyena	65	3	У	23		1 /					
3106 - 3110	Hyena, Giant	175	5	у	23	3646 - 3650	Lamprey, Land	65	6	У	73	
3111 - 3115	Ice Fiend	175	7	n/a	24	3651 – 3655	Lamprey, Normal	65	6	У	73	
3116 - 3120	Ichthyocentaur	275	5	у	25	3656 – 3660	Larantula	400	5	y	74	
						3661 – 3665	Latrine Ambusher	120	5		75	
3121 - 3125	Igneous Walker	420	9	У	26					у		
3126 - 3130	Impaler, Crimson	15	n/a	n/a	27	3666 - 3670	LavaSpawn: Fighters	450	5	У	76	
3 3  - 3 35	Impaler, Purple	85	n/a	n/a	27	3671 – 3675	LavaSpawn: Multi-Classed	800+	5	у	76	
3136 - 3140	Impaler, Rainbow	205	n/a	n/a	27	3676 – 3680	LavaSpawn: Spell Casters	700	4	ý	76	
	•					3681 - 3690	Leech, Bony-Ridged	45	n/a	n/a	77	
3141 – 3145	Impeder, Great Lucid	4200	15	У	28							
3146 - 3150	Incinerator	420	5	у	29	3691 - 3700	Leech, Cistern	30	n/a	n/a	77	
3151 - 3155	Indigo Ambusher	65	6	ý	30	3701 – 3710	Leech, Giant	15+	n/a	n/a	78	
3156 - 3160	Infernal Slayer	2000	- II		31	3711 – 3720	Leech, Groin	15	n/a	n/a	79	
				У		3721 - 3730	Leech, Level-Draining Muck	35	n/a	n/a	80	
3161 – 3165	Insidious Ichor	420	n/a	n/a	31							
3166 - 3170	Insidious Stalker	270	6	у	32	3731 – 3740	Leech, Luck-Draining Muck	7	n/a	n/a	80	
3171 - 3175	Intellect Devourer, Adult	6000	11	ý	33	3741 – 3750	Leech, Sinus	3	n/a	n/a	81	
3176 - 3180	Intellect Devourer, Larva	650	8		33	3751 – 3755	LeechMan, Guard	120+	7	у	81	
				У		3756 - 3760	LeechMan, Swamp-dwelling	65	7		81	
3181 - 3185	Invisible Heckler	2000	n/a	n/a	34					у		
3186 - 3190	Invisible Horror	270	n/a	n/a	35	3761 – 3765	Lemur, Common	15	5	у	83	
3191 – 3195	Invisible Stalker	3000	n/a	n/a	35	3766 – 3770	Lemur, Feces-Flinging	15	5	у	83	
3196 - 3200	Iron Cobra	120	5	n/a	36	3771 – 3775	Lemur, Flying	15	6	ý	83	
						3776 - 3780	Lemur, Pygmy Mouse	7	5	y	83	
3201 - 3205	lxitxachitl: Cleric	120	5	У	37	3781 - 3785	Lemur, Ringtail	15	5		83	
3206 - 3210	lxitxachitl: standard	65	5	У	37	5/01 - 5/05	Leniui, Ningtali	15	5	У	05	

3786 – 3790	Leucrotta	975	6	У	84	4181 – 4190	Men: Farmer, Burly	15+	5+	У	10
-	Leviathan	150,000	n/a	У	84	-	Men: Farmer/Herder	15	4	У	10
3791 – 3791	Lich	8000	n/a	n/a	85	-	Men: Gentry	15	4	У	10
3792 – 3792	Lich Master	12,000	n/a	n/a	85	-	Men: Gypsy	15+	4+	У	10
3793 - 3797	Lime Green Quivering Mass	140+	n/a	n/a	87	-	Men: Hermit	15	5	у	11
3798 - 3802	Liontaur	270	13	у	87	-	Men: Knight	variable	variable	у	11
3803 - 3807	Lizard, Fire	1400	5	y	88	-	Men: Magic-User	variable	variable	у	11
3808 - 3812	Lizard, Giant	270	6	ý	88	-	Men: Mercenary	35	5	y	11
3813 - 3817	Lizard, Ice	975	8	ý	89	_	Men: Merchant Sailor/Fisherman	15	4	ý	11
3818 - 3822	Lizard, Minotaur	650	5	ý	88	-	Men: Merchant, Dishonest	15	4	ý	11
3823 - 3827	Lizard, Red-Bellied Armored	975	5		90	_	Men: Merchant/Trader	15	4	ý	ii
3828 - 3832	Lizard, Subterranean	420	5	у	88	_	Men: Middle Class Citizen	15	4		12
				у		_		7	3	у	
3833 - 3837	Lizard-Newt, Pygmy	15	6	У	91		Men: Peasant/Serf			У	12
3838 - 3842	Lizardman, Common	65+	6	У	92	-	Men: Pilgrim	7	3	У	12
3843 – 3847	Lizardman, King	975	7	У	92	-	Men: Pirate/Buccaneer	15	4	У	12
3848 – 3852	Lizardman, Magic-user	65+	6	У	92	-	Men: Police/Constable	15	5	У	12
3853 - 3857	Lizardman, Thief	65+	7	У	92	-	Men: Prostitute	15	5	У	12
3858 - 3862	Lizotaur	175+	7	у	94	-	Men: Sailor	15	4	у	13
3863 - 3867	Llama, Wild	65	8	у	94	-	Men: Servant/Torch Bearer	7	4	у	13
3868 - 3872	Loathsome Prowler	35	6	y	95	-	Men: Slaver	15	4	y	13
3873 - 3877	Lobe Footed Marsh Dweller	35	5	ý	96	_	Men: Soldier	15	5	ý	13
3878 - 3882	Locathah	15+	5	ý	96	-	Men: Thief/Thug	variable	variable	ý	13
3883 - 3887	Longtailed Silver Slasher	65	7	y	97	_	Men: Tradesman/Craftsman	15	4	ý	13
3888 - 3892	Luck Eater	270	n/a	n/a	97	_	Men: Trapper/Woodsman	15	4		13
3893 - 3897		650	5		99	_	Men: Tribesman	15		у	13
	Lunger, Crevice			У					4	У	
3898 - 3902	Lunger, Hedgerow	650	11	У	99	-	Men:Viking	15+	5+	у	14
3903 - 3907	Lunger, Rafter	650	9	У	99	-	Men: Waitress/Wench	15	4	У	14
3908 - 3912	Lunger, Saw-Backed	650	10	У	99	-	Men: Wild men	15+	5+	У	14
3913 – 3917	Lurker Above	2000	4	У	101	4191 – 4195	Mer-Folk: Mermaid	65+	6+	У	17
3918 – 3922	Lurker Below	2000	4	y	101	4196 - 4200	Mer-Folk: Merman	65+	6+	У	17
3923 – 3927	Lurker Within	650	3	y	101	4201 – 4205	Mer-Folk: MerShaman	420	6+	у	17
3928 – 3932	Lurker, Cactus	270	8	ý	101	4206 - 4210	Mimic, Animal	175+	n/a	n/a	18
3933 - 3937	Lycanthrope: Foxwoman	2000	6	ý	103	4211 - 4215	Mimic, Common	975+	n/a	n/a	19
3938 - 3942	Lycanthrope: Were-Badger	420	II.	ý	103	4216 - 4220	Mimic, Killer	2000+	n/a	n/a	19
3943 - 3947	Lycanthrope: Were-Bear	1400	8	y	105	4221 - 4225	Mimic, Mineral	65+	n/a	n/a	18
3948 - 3952	Lycanthrope: Were-Boar	650	7		105	4226 - 4230	Mimic, Tasty Beverage	120	n/a	n/a	19
3953 - 3957	, ,	650	17	у	105	4231 - 4235	Mimic, Vegetable	35	n/a	n/a	18
	Lycanthrope: Were-Dwolf			У							
3958 - 3962	Lycanthrope: Were-Goat	270	7	У	105	4236 - 4236	Mind Flayer: Arcane	9000	9	У	20
3963 – 3967	Lycanthrope: Were-Lynx	270	7	У	105	4237 – 4237	Mind Flayer: Psionic	7000	9	У	20
3968 – 3972	Lycanthrope: Were-Rat	270	6	У	108	4238 – 4242	Minotaur, Ami-Dugis Grove	2000	9	У	22
3973 – 3977	Lycanthrope:Were-Shark	2000	8	У	108	4243 – 4247	Minotaur, Common	1400+	9	У	22
3978 – 3982	Lycanthrope:Were-Tiger	975	7	у	108	4248 – 4252	Minotaur, Free Range	5000	9	у	22
3983 - 3987	Lycanthrope: Were-Wolf	420	8	y	108	4253 – 4257	Minotaur, Tauridon/Tarusian	1400	9	у	22
3988 - 3992	Mad Titterling	125	9	ý	109	4258 – 4262	Minotox	2000	10	ÿ	23
3993 - 3997	Madger	320	4	ý	110	4263 – 4267	Modron: Cylindeton	20,000	18	ý	31
3998 - 4012	Magic Mocking Mouth	120	n/a	n/a	112	4268 – 4272	Modron: Decaton	24,000	21	ý	33
4013 - 4027	Magic Mouth, Common	120	n/a	n/a		4273 - 4282	Modron: Dodecahedrone	1400	10		28
4028 - 4042	Magic Mouth, Rogue	120	n/a	n/a		4283 - 4287	Modron: Dodecation	30,000	22	у	34
	<b>o</b>								8	у	
4043 - 4057	Magic Mouth, Sassy	120	n/a	n/a	111	4288 - 4297	Modron: Hexahedrone	270		У	26
4058 - 4062	Mammoth, Ram-Horned	4000	7	У	113	4298 – 4302	Modron: Hexaton	21,000	19	У	32
4063 – 4067	Mammoth, Wooly	4000	6	У	113	4303 - 4307	Modron: Icosahedrone	7000	11	У	29
4068 – 4072	Mandragora	120	n/a	n/a	114	4308 – 4317	Modron: Octahedrone	420	9	У	27
4073 – 4077	Mantari	65	6	у	115	4318 – 4322	Modron: Octaton	23,000	20	У	33
4078 – 4082	Manticore, Common	975	8	у	115	4323 – 4327	Modron: Parallelpipeton	18,000	18	у	31
4083 - 4087	Manticore, Womanticore	975	8	y	115	4328 – 4332	Modron: Primus	83,000	n/a	у	35
4088 - 4092	Mantis, Deadly Preying	120	n/a	n/a	116	4333 – 4337	Modron: Prisaton	10,000	16	ÿ	29
4093 - 4097	Mantis, Dire Field	1400	n/a	n/a	117	4338 – 4347	Modron: Tetrahedrone	175	7	ý	26
4098 - 4102	Mantrap	420	n/a	n/a	118	4348 – 4352	Modron: Tetraton	14,000	17	y y	30
4103 - 4107	Marble Mugger	35	n/a	n/a	118	4353 - 4357	Modrons: Icosaton	41,000	23	y y	34
4108 - 4112	Margoyle	420	n/a	n/a	119	4358 - 4362	Mold, Brown	15	n/a	n/a	36
4113 - 4117	Marid	16,000	n/a	n/a	120	4363 - 4367	Mold, Cling	15	n/a	n/a	36
4113 - 4117 4118 - 4122	Marmoset		n/a 2		120	4363 - 4367 4368 - 4372	Mold, Russet	35			36
		15		y n/a					n/a	n/a	
4123 - 4127	Marrow Mite	0	n/a	n/a	121	4373 - 4377	Mold, Yellow	65	n/a	n/a	36
4128 - 4132	Marsh Gibberer	170	4	У	122	4378 – 4382	Mole Man	15	6	У	37
4133 - 4137	Masticator, Articulated	6000	4	У	123	4383 - 4387	Mongoose, Common	15	3	У	38
4138 - 4142	Masticator, Subterranean	4000	4	У	124	4388 – 4392	Mongoose, Giant	270	4	У	38
4143 - 4147	Mastiff, Shadow	270	n/a	n/a	124	4393 – 4397	Mongoose, King	12,000	5	У	38
4148 – 4152	Mastodon	2000	5	у	125	4398 – 4412	Monkey, Blind	120	6	y	39
4153 - 4157	Maulsquito	120	n/a	n/a	126	4413 – 4427	Monkey, Flying	35	7	ý	40
4158 - 4162	Mea-Zel	120	4	y	126	4428 – 4442	Monkey, Ice	35	6	ý	40
4163 - 4163	Medusa, Gorgon	40,000	5	y	127	4443 – 4457	Monkey, Musk	35	3	y y	41
4164 - 4164	Medusa, Greater	4000	4		127	4458 – 4472	Monkey, Poison	420	6		41
	Medusa, Greater Medusa, Lesser		4	у		4473 - 4487	Monkey, Six Ribbed Skink	65	4	У	41
4165 – 4165	r redusa, Lesser	2000	4	у	127					у	
l						4488 - 4492	Monoceros Ma an David	375	7	у	42
	of Beasts Volume V					4493 – 4497	Moon Dawg	9000	8	У	43
4166 - 4170	Meenlock	270	4	у	8	4498 – 4507	Moose, War	175	9	У	44
4171 – 4180	Men, Beggars	7	3	y	9	4508 – 4512	Morgue Prowler	1400+	n/a	n/a	45
_	Men, Partisan	35	4	ý	12	4513 – 4517	Morkoth	1400	4	у	45
-	Men: Aborigine/Caveman	15+	4+	y	9	4518 - 4522	Morlog	15	4	ý	46
_	Men: Adventurer	variable	variable		9	4523 - 4527	Mosquitos, Ravenous	1	n/a	n/a	47
_		variable 7+	variable 3	у	9	4528 - 4532	Moss, Memory	35	n/a	n/a	47
	Men: Apprentice			у		4533 - 4537	Moss, Shimmer	7	n/a	n/a	48
-	Men: Bandit/Brigand	15	4	У	9		Moth, Ginger	35			
-	Men: Bard/Street	15	4	У	9	4538 - 4542			6	n/a	49
-	Men: Berserker/Dervish	65	5	У	9	4543 - 4547	Muckdweller	7	3	У	49
-	Men: Caravan Guard	15	4	у	10	4548 – 4552	Mud Man	35	n/a	n/a	50
-	Men: Cavalry	15+	5+	у	10	4553 – 4557	Mugglawump	420	n/a	n/a	51
-	Men: Cleric	variable	variable	y	10	4558 – 4558	Mummy, Adherer	400	n/a	n/a	54
1				-							

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4559 – 4559	Mummy, Fetid	420	n/a	n/a	52	4802 – 4806	Nefarian: Devil Minion: Hell Sentinel	2000	n/a	У	113
4560 - 4560	Mummy, Follower	3000	n/a	n/a	52	4807 – 4811	Nefarian: Devil Minion: Hell Spawn	4000	n/a	ý	114
4561 - 4561	Mummy, Lord	8000+	n/a	n/a	52	4812 - 4816	Nefarian: Devil Minion: Horned Devil		n/a	ý	114
4562 - 4562	Mummy, Minion	3000+	n/a	n/a	52	4817 - 4821	Nefarian: Devil Minion: Ice Devil	7000	n/a	y	115
	Mummy, Warrior	4000+	n/a	n/a	52	4822 - 4826	Nefarian: Devil Minion: Lemure Devil	130	n/a		115
4563 – 4563 4564 – 4568					55	4827 - 4831	Nefarian: Devil Minion: Pit Fiend	16,000	n/a	У	116
	Murk Slither	65	7	у		4832 - 4836	Nefarian: Devil Minion: Soul Broker	5000	n/a	У	117
4569 - 4578	Muskrat, Dire	15	3	У	56	4837 – 4841		270		У	117
4579 - 4583	Mutable Juggernaut	15,000	variable	У	56		Nefarian: Devil Minion: Spiny Devil		n/a	У	
4584 - 4588	Mute-Screecher	270	4	у	57	4842 - 4846	Nefarian: Other: Bullweiller	1400	n/a	У	118
4589 - 4593	Myconid	15+	n/a	у	58	4847 – 4851	Nefarian: Other: Devil Dawg	420	n/a	У	119
4594 – 4598	Mynx	270	4	У	59	4852 - 4856	Nefarian: Other: Diakk, Broad	2000	n/a	У	119
4599 – 4603	Naga, Guardian	7000	4	У	60	4857 – 4861	Nefarian: Other: Diakk, Tall	1400	n/a	У	119
4604 – 4608	Naga, Spirit	5000	4	У	60	4862 - 4866	Nefarian: Other: Face Seeking Claw	2000	n/a	У	120
4609 - 4613	Naga, Water	3000	4	У	60	4867 – 4871	Nefarian: Other: Frightmare	3600	n/a	У	121
4614 - 4618	Nar Wasp, Crimson	420	n/a	n/a	61	4872 – 4876	Nefarian: Other: HellCat	1400	n/a	У	121
4619 - 4623	Nar Wasp, Yellow Jacketed	270	n/a	n/a	61	4877 – 4881	Nefarian: Other: Hellephant	15,000	n/a	У	122
4624 - 4628	Necrophidius	175	n/a	n/a	62	4882 – 4886	Nefarian: Other: HellGoat	375	n/a	У	123
4629 - 4633	Needle Fiend	2000	7	у	62	4887 – 4891	Nefarian: Other: HellHound	420+	n/a	У	123
-	Nefarian: Daemon Roy.: Anthraxus	29,555	n/a	y	64	4892 – 4896	Nefarian: Other: HellSpider	130	n/a	У	124
-	Nefarian: Daemon Royalty: Charon	24,000	n/a	y	65	4897 – 4901	Nefarian: Other: Imp, Common	1400	n/a	у	125
4634 - 4637	Nefarian: Dae. Min.: ArcanaDaemon	8,000	n/a	ý	65	4902 – 4906	Nefarian: Other: Imp, Limp-Wristed	2000	n/a	y	125
4638 – 4641	Nef.: Daemon Min.: Charonadaemon	6000	n/a	ý	66	4907 – 4911	Nefarian: Other: Imp, Penster	2000	n/a	y	125
4642 - 4645	Nef.: Daemon Min.: Derghodaemon	6000	n/a	ý	67	4912 – 4916	Nefarian: Other: Impling	270	n/a	ý	126
4646 - 4649	Nef.: Dae. Min.: Guardian Daemon	1400	n/a	ý	68	4917 – 4921	Nefarian: Other: Shadow Demon	1075	n/a	n/a	126
4650 - 4653	Nefarian: Dae. Min.: Hydrodaemon	4000	n/a	y y	68	4922 – 4926	Nefarian: Other: Soul Cloaker	175	n/a	n/a	127
4654 - 4657	Nefarian: Dae. Min.: Maenes (Least)	65	n/a	y y	69	4927 – 493 I	Nefarian: Other: Soul Flayer, greater	2000	n/a	n/a	128
4658 - 4661	Nefarian: Dae. Min.: MezzoDaemon	8000	n/a	y y	69	4932 - 4936	Nefarian: Other: Soul Flayer, lesser	420	n/a	n/a	128
4662 - 4665	Nefarian: Dae. Min.: NycaDaemon	13,000	n/a		70	4937 – 4941	Nefarian: Other: Soul Larva	35	n/a	n/a	128
4662 - 4663	Nefarian: Dae. Min.: NycaDaemon Nefarian: Dae. Min.: Piscodaemon	2000	n/a n/a	у	70			55	a		. 20
4666 - 4669 4670 - 4673	Nefarian: Dae. Min.: Piscodaemon Nefarian: Dae. Min.: UltroDaemon	10,000		у	72	Hacklonadia	of Beasts Volume VI				
		9000	n/a	у				015		-1-	0
4674 - 4677	Nefarian: Dae. Min.:YagnoDaemon		n/a	у	72	4942 – 4946	Nefarian: Other: Soul Snatcher	815	n/a	n/a	8
4678 - 4681	Nefarian: Demodand: Farastu	11,500	n/a	у	74 74	4947 – 4951	Nereid	270	n/a	n/a	8 9
4682 - 4685	Nefarian: Demodand: Kelubar	14,000	n/a	у	74	4952 – 4956	Newt, Jelly-Banded, Common	1	2	У	
4686 – 4689	Nefarian: Demodand: Shator	16,500	n/a	у	74	4957 – 4961	Newt, Jelly-Banded, Giant	15	3	У	9
-	Nefarian: Demon Royalty:An'Gnarl	40,000	n/a	У	76	4962 – 4966	Nid'Hogg	4000	7	У	10
-	Nef.: Dem. Roy.: Arch Demon Kaleb	35,000	n/a	у	77	4967 – 4971	Nighthag	1400	n/a	n/a	11
-	Nefarian: Dem. Roy.: Demogorgon	900,000	n/a	У	77	4972 – 4976	Nightmare	2000	11	У	12
-	Nefarian: Demon Royalty: Dread	850,000	n/a	у	78	4977 – 4981	Nixie	270	4	У	12
-	Nefarian: Dem. Roy.: Duke of Evil	105,000	n/a	У	79	4982 – 4986	Nizar'fang	65	7	У	13
-	Nefarian: Dem. Roy.: Gar'Rangeeze	27,000	n/a	У	80	4987 – 4991	Norker	35	7	У	14
-	Nefarian: Demon Royalty: Graagyn	43,000	n/a	у	81	4992 – 4996	Nymph	1400	4	у	15
-	Nefarian: Dem. Roy.: Lord Scroud	4000	n/a	у	81	4997 – 5001	Obsidian Clan Commoner	15	4	y	16
-	Nefarian: Dem. Roy.: Prince Kraas	75,000	n/a	y	82	5002 - 5006	Obsidian Clan Shaman	+	4	y	16
-	Nefarian: Dem. Roy.: Prince Murgan	60,000	n/a	y	83	5007 – 5011	Obsidian Clan Warrior	+	4	ý	16
-	Nefarian: Demon Royalty:Taur'Raad	45,000	n/a	ý	84	5012 - 5016	Obsidian Lotus	225	n/a	n/a	16
-	Nef.: Dem. Royalty: Uthbos Evaar	50,000	n/a	ý	84	5017 - 5021	Ocean Camel	90,000	n/a	у	17
-	Nefarian: Demon Royalty: Zyandal	12,471	n/a	ý	85	5022 - 5026	Octogorgon	60,000	10	ý	18
4690 - 4693	Nef.: Dem. Min.: Dark Enchantress	13,000+	n/a	ý	86	5027 - 5031	Octopus, Giant	2000	6	ý	19
4694 - 4697	Nefarian: Demon Min.: Ebony Death	4000	n/a	y y	87	5032 - 5036	Ogre, Aquatic	420+	9	y	20
4698 - 4701	Nefarian: Demon Minion: Hordlings	variable	n/a	y y	87	5037 - 5056	Ogre, Common	270	4	ý	24
4702 - 4705	Nefarian: Demon Minion: Loogey Spit		n/a	y y	88	5057 - 5066	Ogre, Half	270	6	ý	21
4706 - 4709	Nefarian: Demon Minion: Mangy	500	n/a	y	89	5067 - 5071	Ogre, High: Chub-Foot	4000	12	y	22
4710 - 4713	Nefarian: Demon Minion: Nathraak	770	n/a		90	5072 - 5076		3000	10		22
4714 - 4717	Nefarian: Dem. Min.: Nefaryn, Imm.	2000		у	90	5072 - 5081	Ogre, High: Rogue	3000	10	У	22
4718 - 4721	Nefarian: Dem. Min.: Nefaryn, Mature		n/a	у	90	5082 - 5086		3000		У	22
			n/a	у			Ogre, High: Ryngar		10	У	
4722 - 4725	Nefarian: Demon Minion: Predator	13,000	n/a	У	91	5087 - 5091	Ogre, High: Webbed-toe	3000	11	У	22
4726 - 4729	Nefarian: Demon Minion: Quasit	2000	n/a	у	92	5092 – 5096					24
4730 - 4733	Nefarian: Demon Minion: Spawn	variable			62		Ogre, Lord	1400	9	У	
4734 – 4737	Ni-feating De Mitt C		n/a	У	92	5097 – 5116	Ogre, Low: Hedge	420+	9 7	y	24
4720 474	Nefarian: Demon Minion: Succubus	5000	n/a	у	93	5097 – 5116 5117 – 5136	Ogre, Low: Hedge Ogre, Low: Trash	420+ 270+	9 7 4	y y	24 24
4738 - 4741	Nefarian: Demon Minion:Type I	5000 975	n/a n/a	y y	93 94	5097 – 5116 5117 – 5136 5137 – 5141	Ogre, Low: Hedge Ogre, Low: Trash Ogre, Magi	420+ 270+ 650+	9 7 4 7	y y y	24 24 26
4742 – 4745	Nefarian: Demon Minion:Type I Nefarian: Demon Minion:Type II	5000 975 2000	n/a n/a n/a	y y y	93 94 95	5097 – 5116 5117 – 5136 5137 – 5141 5142 – 5146	Ogre, Low: Hedge Ogre, Low: Trash Ogre, Magi Oliphant, War	420+ 270+ 650+ 975	9 7 4 7 10	y y y y	24 24 26 27
4742 – 4745 4746 – 4749	Nefarian: Demon Minion:Type I Nefarian: Demon Minion:Type II Nefarian: Demon Minion:Type III	5000 975 2000 6000	n/a n/a n/a n/a	y y y y	93 94 95 95	5097 – 5116 5117 – 5136 5137 – 5141 5142 – 5146 5147 – 5151	Ogre, Low: Hedge Ogre, Low: Trash Ogre, Magi Oliphant, War Oliphant, Wild	420+ 270+ 650+ 975 650	9 7 4 7 10 9	y y y y y	24 24 26 27 27
4742 – 4745 4746 – 4749 4750 – 4753	Nefarian: Demon Minion:Type I Nefarian: Demon Minion:Type II Nefarian: Demon Minion:Type III Nefarian: Demon Minion:Type IV	5000 975 2000 6000 12,000	n/a n/a n/a n/a n/a	y y y y y	93 94 95 95 96	5097 — 5116 5117 — 5136 5137 — 5141 5142 — 5146 5147 — 5151 5152 — 5156	Ogre, Low: Hedge Ogre, Low: Trash Ogre, Magi Oliphant, War Oliphant, Wild Omen Sayer	420+ 270+ 650+ 975 650 120+	9 7 4 7 10 9 4	y y y y	24 24 26 27 27 28
4742 - 4745 4746 - 4749 4750 - 4753 4754 - 4757	Nefarian: Demon Minion: Type I Nefarian: Demon Minion: Type II Nefarian: Demon Minion: Type III Nefarian: Demon Minion: Type IV Nefarian: Demon Minion: Type IX	5000 975 2000 6000 12,000 19,000	n/a n/a n/a n/a n/a n/a	y y y y y y	93 94 95 95 96 99	5097 - 5116 5117 - 5136 5137 - 5141 5142 - 5146 5147 - 5151 5152 - 5156 5157 - 5161	Ogre, Low: Hedge Ogre, Low: Trash Ogre, Magi Oliphant, War Oliphant, Wild Omen Sayer Onerous Carbuncle	420+ 270+ 650+ 975 650 120+ 1400	9 7 4 7 10 9 4 4	y y y y y y y y	24 24 26 27 27 28 28 28
4742 - 4745 4746 - 4749 4750 - 4753 4754 - 4757 4758 - 4761	Nefarian: Demon Minion: Type I Nefarian: Demon Minion: Type II Nefarian: Demon Minion: Type III Nefarian: Demon Minion: Type IV Nefarian: Demon Minion: Type IX Nefarian: Demon Minion: Type V	5000 975 2000 6000 12,000 19,000 10,000	n/a n/a n/a n/a n/a n/a	y y y y y	93 94 95 95 96 99 97	5097 - 5116 5117 - 5136 5137 - 5141 5142 - 5146 5147 - 5151 5152 - 5156 5157 - 5161 5162 - 5166	Ogre, Low: Hedge Ogre, Low: Trash Ogre, Magi Oliphant, War Oliphant, Wild Omen Sayer Onerous Carbuncle Ooze, Crystal	420+ 270+ 650+ 975 650 120+ 1400 420	9 7 4 7 10 9 4 4 4 n/a	y y y y y y y n/a	24 24 26 27 27 28 28 28 29
4742 - 4745 4746 - 4749 4750 - 4753 4754 - 4757 4758 - 4761 4762 - 4765	Nefarian: Demon Minion: Type I Nefarian: Demon Minion: Type II Nefarian: Demon Minion: Type III Nefarian: Demon Minion: Type IV Nefarian: Demon Minion: Type V Nefarian: Demon Minion: Type V Nefarian: Demon Minion: Type VI	5000 975 2000 6000 12,000 19,000 10,000 17,000	n/a n/a n/a n/a n/a n/a	y y y y y y	93 94 95 95 96 99 97 97	5097 - 5116 5117 - 5136 5137 - 5141 5142 - 5146 5147 - 5151 5152 - 5156 5157 - 5161 5162 - 5166 5167 - 5171	Ogre, Low: Hedge Ogre, Low: Trash Ogre, Magi Oliphant, War Oliphant, Wild Omen Sayer Onerous Carbuncle Ooze, Crystal Ooze, Gray	420+ 270+ 650+ 975 650 120+ 1400 420 270	9 7 4 7 10 9 4 4	y y y y y y n/a n/a	24 24 26 27 27 28 28 28 29 30
4742 - 4745 4746 - 4749 4750 - 4753 4754 - 4757 4758 - 4761 4762 - 4765 4766 - 4769	Nefarian: Demon Minion: Type I Nefarian: Demon Minion: Type II Nefarian: Demon Minion: Type II Nefarian: Demon Minion: Type IV Nefarian: Demon Minion: Type V Nefarian: Demon Minion: Type VI Nefarian: Demon Minion: Type VI Nefarian: Demon Minion: Type VI	5000 975 2000 6000 12,000 19,000 10,000 17,000 14,000	n/a n/a n/a n/a n/a n/a n/a n/a	y y y y y y	93 94 95 95 96 99 97 97 97 98	5097 - 5116 5117 - 5136 5137 - 5141 5142 - 5146 5147 - 5151 5152 - 5156 5157 - 5161 5162 - 5166 5167 - 5171 5172 - 5176	Ogre, Low: Hedge Ogre, Low: Trash Ogre, Magi Oliphant, War Oliphant, Wild Omen Sayer Onerous Carbuncle Ooze, Crystal Ooze, Gray Ooze, Scathing	420+ 270+ 650+ 975 650 120+ 1400 420 270 420	9 7 4 7 10 9 4 4 n/a n/a n/a	y y y y y y y n/a	24 24 26 27 27 28 28 28 29 30 30
4742 - 4745 4746 - 4749 4750 - 4753 4754 - 4757 4758 - 4761 4762 - 4765 4766 - 4769 4770 - 4773	Nefarian: Demon Minion: Type I Nefarian: Demon Minion: Type II Nefarian: Demon Minion: Type III Nefarian: Demon Minion: Type IV Nefarian: Demon Minion: Type V Nefarian: Demon Minion: Type V Nefarian: Demon Minion: Type VI	5000 975 2000 6000 12,000 19,000 10,000 17,000	n/a n/a n/a n/a n/a n/a n/a	у у у у у у у у	93 94 95 95 96 99 97 97	5097 - 5116 5117 - 5136 5137 - 5141 5142 - 5146 5147 - 5151 5152 - 5156 5157 - 5161 5162 - 5166 5167 - 5171	Ogre, Low: Hedge Ogre, Low: Trash Ogre, Magi Oliphant, War Oliphant, Wild Omen Sayer Onerous Carbuncle Ooze, Crystal Ooze, Gray	420+ 270+ 650+ 975 650 120+ 1400 420 270	9 7 4 7 10 9 4 4 n/a n/a n/a 12	y y y y y y n/a n/a	24 24 26 27 27 28 28 28 29 30 30 30 31
4742 - 4745 4746 - 4749 4750 - 4753 4754 - 4757 4758 - 4761 4762 - 4765 4766 - 4769	Nefarian: Demon Minion: Type I Nefarian: Demon Minion: Type II Nefarian: Demon Minion: Type II Nefarian: Demon Minion: Type IV Nefarian: Demon Minion: Type V Nefarian: Demon Minion: Type VI Nefarian: Demon Minion: Type VI Nefarian: Demon Minion: Type VI	5000 975 2000 6000 12,000 19,000 10,000 17,000 14,000	n/a n/a n/a n/a n/a n/a n/a n/a	У У У У У У У У У У У	93 94 95 95 96 99 97 97 97 98	5097 - 5116 5117 - 5136 5137 - 5141 5142 - 5146 5147 - 5151 5152 - 5156 5157 - 5161 5162 - 5166 5167 - 5171 5172 - 5176 5177 - 5181 5182 - 5186	Ogre, Low: Hedge Ogre, Low: Trash Ogre, Magi Oliphant, War Oliphant, Wild Omen Sayer Onerous Carbuncle Ooze, Crystal Ooze, Gray Ooze, Scathing	420+ 270+ 650+ 975 650 120+ 1400 420 270 420	9 7 4 7 10 9 4 4 n/a n/a n/a	y y y y y n/a n/a n/a	24 24 26 27 27 28 28 28 29 30 30
4742 - 4745 4746 - 4749 4750 - 4753 4754 - 4757 4758 - 4761 4762 - 4765 4766 - 4769 4770 - 4773	Nefarian: Demon Minion: Type I Nefarian: Demon Minion: Type II Nefarian: Demon Minion: Type II Nefarian: Demon Minion: Type IV Nefarian: Demon Minion: Type V Nefarian: Demon Minion: Type VI Nefarian: Demon Minion: Type VI Nefarian: Demon Minion: Type VII Nefarian: Demon Minion: Type VII	5000 975 2000 6000 12,000 19,000 10,000 17,000 14,000 17,000	n/a n/a n/a n/a n/a n/a n/a n/a n/a	У У У У У У У У У У У У	93 94 95 95 96 99 97 97 97 98 99	5097 - 5116 5117 - 5136 5137 - 5141 5142 - 5146 5147 - 5151 5152 - 5156 5157 - 5161 5162 - 5166 5167 - 5171 5172 - 5176 5177 - 5181	Ogre, Low: Hedge Ogre, Low: Trash Ogre, Magi Oliphant, War Oliphant, Wild Omen Sayer Onerous Carbuncle Ooze, Crystal Ooze, Gray Ooze, Scathing Opinicus	420+ 270+ 650+ 975 650 120+ 1400 420 270 420 3000	9 7 4 7 10 9 4 4 n/a n/a n/a 12	y y y y y n/a n/a n/a y	24 24 26 27 27 28 28 28 29 30 30 30 31
4742 - 4745 4746 - 4749 4750 - 4753 4754 - 4757 4758 - 4761 4762 - 4765 4766 - 4769 4770 - 4773 4774 - 4777	Nefarian: Demon Minion: Type I Nefarian: Demon Minion: Type II Nefarian: Demon Minion: Type II Nefarian: Demon Minion: Type IV Nefarian: Demon Minion: Type IX Nefarian: Demon Minion: Type VI Nefarian: Demon Minion: Type VII Nefarian: Demon Minion: Type VIII Nefarian: Demon Minion: Type VIII Nefarian: Demon Minion: Type XI Nefarian: Demon Minion: Type XI	5000 975 2000 6000 12,000 19,000 10,000 17,000 14,000 17,000 25,000	n/a n/a n/a n/a n/a n/a n/a n/a n/a n/a	у у у у у у у у у у у у у	93 94 95 95 96 99 97 97 97 98 99 99	5097 - 5116 5117 - 5136 5137 - 5141 5142 - 5146 5147 - 5151 5152 - 5156 5157 - 5161 5162 - 5166 5167 - 5171 5172 - 5176 5177 - 5181 5182 - 5186	Ogre, Low: Hedge Ogre, Low: Trash Ogre, Magi Oliphant, War Oliphant, Wild Omen Sayer Onerous Carbuncle Ooze, Crystal Ooze, Gray Ooze, Scathing Opinicus Orange Tail Plant Squaller	420+ 270+ 650+ 975 650 120+ 1400 420 270 420 3000 650	9 7 4 7 10 9 4 4 n/a n/a n/a 12 3	y y y y y n/a n/a n/a y y	24 24 26 27 27 28 28 29 30 30 30 31 32
4742 - 4745 4746 - 4749 4750 - 4753 4754 - 4757 4758 - 4761 4762 - 4765 4766 - 4769 4770 - 4773 4774 - 4777 4778 - 4781	Nefarian: Demon Minion: Type I Nefarian: Demon Minion: Type II Nefarian: Demon Minion: Type II Nefarian: Demon Minion: Type IV Nefarian: Demon Minion: Type IX Nefarian: Demon Minion: Type VI Nefarian: Demon Minion: Type VII Nefarian: Demon Minion: Type VII Nefarian: Demon Minion: Type XII Nefarian: Demon Minion: Type XI	5000 975 2000 6000 12,000 19,000 10,000 17,000 14,000 17,000 25,000 35,000	n/a n/a n/a n/a n/a n/a n/a n/a n/a n/a	у у у у у у у у у у у у у у	93 94 95 95 96 99 97 97 97 98 99 100 101	5097 - 5116 5117 - 5136 5137 - 5141 5142 - 5146 5147 - 5151 5152 - 5156 5157 - 5161 5162 - 5166 5167 - 5171 5172 - 5176 5177 - 5181 5182 - 5186 5187 - 5216	Ogre, Low: Hedge Ogre, Low: Trash Ogre, Magi Oliphant, War Oliphant, Wild Omen Sayer Onerous Carbuncle Ooze, Crystal Ooze, Gray Ooze, Scathing Opinicus Orange Tail Plant Squaller Orc, Bottomland	420+ 270+ 650+ 975 650 120+ 1400 420 270 420 3000 650 15+	9 7 4 7 10 9 4 4 n/a n/a 12 3 6	y y y y y n/a n/a n/a y y y	24 24 26 27 27 28 28 29 30 30 30 31 32 33
4742 - 4745 4746 - 4749 4750 - 4753 4754 - 4757 4758 - 4761 4762 - 4765 4766 - 4769 4770 - 4773 4774 - 4777 4778 - 4781	Nefarian: Demon Minion: Type I Nefarian: Demon Minion: Type II Nefarian: Demon Minion: Type III Nefarian: Demon Minion: Type IV Nefarian: Demon Minion: Type V Nefarian: Demon Minion: Type VI Nefarian: Demon Minion: Type VII Nefarian: Demon Minion: Type VIII Nefarian: Demon Minion: Type VIII Nefarian: Demon Minion: Type XII Nefarian: Demon Minion: Type XI Nefarian: Demon Minion: Type XI Nefarian: Demon Minion: Type XI Nefarian: Demon Minion: Type XI Nefarian: Devil Royalty: Asmodeus	5000 975 2000 6000 12,000 19,000 17,000 14,000 17,000 25,000 35,000 1,000,000	n/a n/a n/a n/a n/a n/a n/a n/a n/a n/a	у у у у у у у у у у у у у у у у	93 94 95 96 99 97 97 97 97 98 99 100 101 102	5097 - 5116 5117 - 5136 5137 - 5141 5142 - 5146 5147 - 5151 5152 - 5156 5157 - 5161 5162 - 5166 5167 - 5171 5172 - 5176 5177 - 5181 5182 - 5186 5187 - 5216 5217 - 5246	Ogre, Low: Hedge Ogre, Low: Trash Ogre, Magi Oliphant, War Oliphant, Wild Omen Sayer Onerous Carbuncle Ooze, Crystal Ooze, Gray Ooze, Scathing Opinicus Orange Tail Plant Squaller Orc, Boutomland Orc, Bounty Hunter	420+ 270+ 650+ 975 650 120+ 1400 420 270 420 3000 650 15+ 1+	9 7 4 7 10 9 4 4 n/a n/a 12 3 6 4	y y y y y y n/a n/a n/a y y y y y	24 24 26 27 27 28 28 29 30 30 30 31 31 32 33 34
4742 - 4745 4746 - 4749 4750 - 4753 4754 - 4757 4758 - 4761 4762 - 4765 4766 - 4769 4770 - 4773 4774 - 4777 4778 - 4771 -	Nefarian: Demon Minion: Type I Nefarian: Demon Minion: Type II Nefarian: Demon Minion: Type II Nefarian: Demon Minion: Type IV Nefarian: Demon Minion: Type V Nefarian: Demon Minion: Type V Nefarian: Demon Minion: Type VI Nefarian: Demon Minion: Type VII Nefarian: Demon Minion: Type VII Nefarian: Demon Minion: Type XI Nefarian: Demon Minion: Type XI Nefarian: Demon Minion: Type XI Nefarian: Demon Minion: Type XI Nefarian: Devil Royalty: Asmodeus Nefa: Dev. Roy: Burgraad Baydylax	5000 975 2000 6000 12,000 19,000 17,000 17,000 17,000 25,000 35,000 1,000,000 30,000	n/a n/a n/a n/a n/a n/a n/a n/a n/a n/a	У У У У У У У У У У У У У У У У У У У	93 94 95 96 99 97 97 97 97 98 99 100 101 102 103	5097 - 5116 5117 - 5136 5137 - 5141 5142 - 5146 5147 - 5151 5152 - 5156 5157 - 5161 5162 - 5170 5177 - 5181 5182 - 5186 5187 - 5216 5217 - 5246 5247 - 5276	Ogre, Low: Hedge Ogre, Low: Trash Ogre, Magi Oliphant, War Oliphant, Wild Omen Sayer Onerous Carbuncle Ooze, Crystal Ooze, Gray Ooze, Scathing Opinicus Orange Tail Plant Squaller Orc, Bottomland Orc, Bounty Hunter Orc, Brigands	420+ 270+ 650+ 975 650 120+ 1400 420 270 420 3000 650 15+ 1+ 15+	9 7 4 7 10 9 4 n/a 12 3 6 4 7	y y y y y y n/a n/a n/a y y y y y y y	24 24 26 27 27 28 28 29 30 30 30 31 32 33 34 35
4742 - 4745 4746 - 4749 4750 - 4753 4754 - 4757 4758 - 4761 4762 - 4765 4766 - 4769 4770 - 4773 4774 - 4777 4778 - 4781 - -	Nefarian: Demon Minion: Type I Nefarian: Demon Minion: Type II Nefarian: Demon Minion: Type II Nefarian: Demon Minion: Type IV Nefarian: Demon Minion: Type IV Nefarian: Demon Minion: Type V Nefarian: Demon Minion: Type VI Nefarian: Demon Minion: Type VII Nefarian: Demon Minion: Type VII Nefarian: Demon Minion: Type VII Nefarian: Demon Minion: Type X Nefarian: Demon Minion: Type X Nefarian: Dewin Royalty: Asmodeus Nefa: Dev. Roy: Burgraad Baydylax Nefarian: Dewil Royalty: De'fin Vay Nefa: Dev. Royalty: Duke Atan'Nyus	5000 975 2000 6000 12,000 10,000 17,000 14,000 25,000 35,000 1,000,000 30,000 28,000 32,000	n/a n/a n/a n/a n/a n/a n/a n/a n/a n/a	y y y y y y y y y y y y y y y y	93 94 95 95 96 99 97 97 97 97 97 98 99 100 101 102 103 104	5097 - 5116 5117 - 5136 5137 - 5141 5142 - 5146 5147 - 5151 5152 - 5156 5157 - 5161 5162 - 5166 5167 - 5171 5172 - 5176 5177 - 5181 5182 - 5176 5187 - 5216 5247 - 5276 5277 - 5306 5307 - 5336	Ogre, Low: Hedge Ogre, Low: Trash Ogre, Magi Oliphant, War Oliphant, Wild Omen Sayer Onerous Carbuncle Ooze, Crystal Ooze, Gray Ooze, Gray Ooze, Scathing Opinicus Orange Tail Plant Squaller Orc, Bottomland Orc, Boutty Hunter Orc, Brigands Orc, Cloven-hoof Orc, Common	420+ 270+ 650+ 975 650 120+ 1400 420 270 420 3000 650 15+ 1+ 15+ 120 15+	9 7 4 7 10 9 4 4 n/a 12 3 6 4 7 6	y y y y y y y n/a n/a n/a y y y y y y y y	24 24 26 27 27 28 28 29 30 30 30 31 32 33 34 35 35 35 33
4742 - 4745 4746 - 4749 4750 - 4753 4754 - 4757 4758 - 4761 4762 - 4765 4766 - 4769 4770 - 4773 4774 - 4777 4778 - 4781 - - - -	Nefarian: Demon Minion: Type I Nefarian: Demon Minion: Type II Nefarian: Demon Minion: Type II Nefarian: Demon Minion: Type IV Nefarian: Demon Minion: Type IV Nefarian: Demon Minion: Type V Nefarian: Demon Minion: Type VI Nefarian: Demon Minion: Type VII Nefarian: Demon Minion: Type VII Nefarian: Demon Minion: Type XI Nefarian: Demon Minion: Type XI Nefarian: Demon Minion: Type XI Nefarian: Demon Minion: Type XI Nefarian: Devil Royalty: Asmodeus Nef.: Dev. Roy: Burgraad Baydylax Nefarian: Devil Royalty: De'Yin Vay Nef.: Dev. Roy: Duke Atan'Nyus Nef.: Dev. Roy: Duke Braax Mourgon	5000 975 2000 12,000 12,000 10,000 17,000 17,000 25,000 35,000 1,000,000 28,000 32,000 35,000	n/a n/a n/a n/a n/a n/a n/a n/a n/a n/a	y y y y y y y y y y y y y y y y y	93 94 95 96 99 97 97 97 97 98 99 100 101 102 103 104 104 104	5097 - 5116 5117 - 5136 5137 - 5141 5142 - 5146 5147 - 5151 5152 - 5156 5157 - 5161 5162 - 5166 5167 - 5171 5172 - 5176 5177 - 5181 5182 - 5186 5187 - 5216 5217 - 5246 5247 - 5276 5307 - 5336 5337 - 5336	Ogre, Low: Hedge Ogre, Low: Trash Ogre, Magi Oliphant, War Oliphant, Wild Omen Sayer Onerous Carbuncle Ooze, Crystal Ooze, Gray Ooze, Gray Ooze, Scathing Opinicus Orange Tail Plant Squaller Orc, Bottomland Orc, Boutty Hunter Orc, Brigands Orc, Cloven-hoof Orc, Common Orc, Gibbering Lord	420+ 270+ 650+ 975 650 120+ 1400 420 270 420 3000 650 15+ 1+ 15+ 120 15+ 270	9 7 4 7 10 9 4 4 n/a n/a 12 3 6 4 7 6 4 9	y y y y y y y n/a n/a n/a y y y y y y y y y y y y y	24 24 26 27 27 28 28 29 30 30 31 32 33 34 35 35 33 36
4742 - 4745 4746 - 4749 4750 - 4753 4754 - 4757 4758 - 4761 4762 - 4765 4766 - 4769 4770 - 4773 4774 - 4777 4778 - 4781 - - -	Nefarian: Demon Minion: Type I Nefarian: Demon Minion: Type II Nefarian: Demon Minion: Type III Nefarian: Demon Minion: Type IV Nefarian: Demon Minion: Type IV Nefarian: Demon Minion: Type VI Nefarian: Demon Minion: Type VI Nefarian: Demon Minion: Type VII Nefarian: Demon Minion: Type VII Nefarian: Demon Minion: Type XI Nefarian: Demon Minion: Type XI Nefarian: Demon Minion: Type XI Nefarian: Devil Royalty: Asmodeus Nef: Dev. Roy: Burgraad Baydylax Nefarian: Devil Royalty: De'Yin Vay Nef: Dev. Royalty: Duke Atan'Nyus Nef: Dev. Roy: Duke Atan'Nyus Nef: Dev. Roy: Duke Braax Mourgon Nefarian: Devil Royalty: Evilynn	5000 975 2000 6000 12,000 19,000 17,000 17,000 17,000 25,000 35,000 28,000 32,000 20,000	n/a n/a n/a n/a n/a n/a n/a n/a n/a n/a	y y y y y y y y y y y y y y y y y y	93 94 95 96 99 97 97 97 97 98 99 100 101 102 103 104 104 105 105	5097 - 5116 5117 - 5136 5137 - 5141 5142 - 5146 5147 - 5151 5152 - 5156 5157 - 5161 5162 - 5166 5167 - 5171 5172 - 5176 5177 - 5181 5182 - 5186 5187 - 5216 5247 - 5246 5247 - 5276 5377 - 5336 5337 - 5336 5367 - 5396	Ogre, Low: Hedge Ogre, Low: Trash Ogre, Magi Oliphant, War Oliphant, Wild Omen Sayer Onerous Carbuncle Ooze, Crystal Ooze, Gray Ooze, Gray Ooze, Scathing Opinicus Orange Tail Plant Squaller Orc, Bottomland Orc, Bounty Hunter Orc, Brigands Orc, Cloven-hoof Orc, Common Orc, Gibbering Lord Orc, Half-	420+ 270+ 650+ 975 650 120+ 1400 420 270 420 3000 650 15+ 1+ 15+ 125+ 15+ 125+ 270 15+	9 7 4 7 10 9 4 n/a 12 3 6 4 7 6 4 7 6 4 9 9 variable	y y y y y y y n/a n/a n/a y y y y y y y y y y	24 24 26 27 27 28 28 29 30 30 31 32 33 34 35 35 35 33 36 37
4742 - 4745 4746 - 4749 4750 - 4753 4754 - 4757 4758 - 4761 4762 - 4765 4766 - 4769 4770 - 4773 4774 - 4777 4778 - 4781 - - - - - - - -	Nefarian: Demon Minion: Type I Nefarian: Demon Minion: Type II Nefarian: Demon Minion: Type II Nefarian: Demon Minion: Type IV Nefarian: Demon Minion: Type V Nefarian: Demon Minion: Type V Nefarian: Demon Minion: Type VI Nefarian: Demon Minion: Type VI Nefarian: Demon Minion: Type VII Nefarian: Demon Minion: Type VII Nefarian: Demon Minion: Type XI Nefarian: Demon Minion: Type XI Nefarian: Devil Royalty: Asmodeus Nefa: Dev. Roy: Burgraad Baydylax Nefarian: Devil Royalty: De'Yin Vay Nef:: Dev. Royalty: Duke Atan'Nyus Nef:: Dev. Roy: Duke Braax Mourgon Nefarian: Devil Royalty: Evilynn Nefarian: Devil Royalty: Evilynn	5000 975 2000 6000 12,000 19,000 17,000 17,000 17,000 25,000 35,000 30,000 28,000 32,000 35,000 29,000	n/a n/a n/a n/a n/a n/a n/a n/a n/a n/a	y y y y y y y y y y y y y y y y y y	93 94 95 96 99 97 97 97 97 97 98 99 100 101 102 103 104 104 105 105 106	5097 - 5116 5117 - 5136 5137 - 5141 5142 - 5146 5157 - 5151 5152 - 5156 5157 - 5161 5167 - 5171 5172 - 5176 5177 - 5181 5182 - 5186 5187 - 5216 5217 - 5246 5277 - 5306 5307 - 5336 5367 - 5396 5397 - 5426	Ogre, Low: Hedge Ogre, Low: Trash Ogre, Low: Trash Ore, Magi Oliphant, War Oliphant, Wild Omen Sayer Onerous Carbuncle Ooze, Crystal Ooze, Gray Ooze, Scathing Opinicus Orange Tail Plant Squaller Orc, Bottomland Orc, Bounty Hunter Orc, Boitomland Orc, Bounty Hunter Orc, Grigands Orc, Cloven-hoof Orc, Cibbering Lord Orc, Gibbering Lord Orc, Half- Orc, High Priest	420+ 270+ 650+ 975 650 120+ 1400 420 270 420 3000 650 15+ 1+ 15+ 120 15+ 270 1+ 4000	9 7 4 7 10 9 4 12 7 3 6 4 7 6 4 7 6 4 9 9 variable 4	y y y y y y y n/a n/a n/a y y y y y y y y y y y y y y y	24 24 26 27 27 28 28 29 30 30 30 31 32 33 34 35 35 33 34 35 33 36 37 38
4742 - 4745 4746 - 4749 4750 - 4753 4754 - 4757 4758 - 4761 4762 - 4765 4766 - 4769 4770 - 4773 4774 - 4777 4778 - 4781 - - - - - - - - -	Nefarian: Demon Minion: Type I Nefarian: Demon Minion: Type II Nefarian: Demon Minion: Type II Nefarian: Demon Minion: Type IV Nefarian: Demon Minion: Type IV Nefarian: Demon Minion: Type V Nefarian: Demon Minion: Type VI Nefarian: Demon Minion: Type VII Nefarian: Demon Minion: Type VII Nefarian: Demon Minion: Type VII Nefarian: Demon Minion: Type XI Nefarian: Demon Minion: Type XI Nefarian: Demon Minion: Type XI Nefarian: Devin Royalty: Asmodeus Nef.: Dev. Roy: Burgraad Baydylax Nefarian: Devil Royalty: De'Yin Vay Nef.: Dev. Roy: Duke Braax Mourgon Nefarian: Devil Royalty: Evilynn Nefarian: Devil Royalty: Evilynn Nefarian: Devil Royalty: Evilynn Nefarian: Devil Royalty: Evilynn Nefarian: Devil Royalty: Harbinger Nef.: Dev. Roy: L. Gargruss Vlaadmaar	5000 975 2000 6000 12,000 19,000 17,000 14,000 17,000 25,000 35,000 28,000 32,000 32,000 20,000 29,000 40,000	n/a n/a n/a n/a n/a n/a n/a n/a n/a n/a	y y y y y y y y y y y y y y y y y y	93 94 95 96 99 97 97 97 97 98 99 100 101 102 103 104 104 104 105 105 106 107	5097 - 5116 5117 - 5136 5137 - 5141 5142 - 5146 5147 - 5151 5152 - 5156 5157 - 5161 5162 - 5166 5167 - 5171 5172 - 5176 5177 - 5181 5182 - 5186 5187 - 5216 5247 - 5276 5277 - 5306 5307 - 5336 5337 - 5396 5397 - 5426 5427 - 5456	Ogre, Low: Hedge Ogre, Low: Trash Ogre, Low: Trash Ogre, Magi Oliphant, War Oliphant, Wild Omen Sayer Onerous Carbuncle Ooze, Crystal Ooze, Crystal Ooze, Carbing Opinicus Orange Tail Plant Squaller Orc, Bottomland Orc, Bottomland Orc, Bottomland Orc, Bottomland Orc, Gibtering Lord Orc, Common Orc, Gibbering Lord Orc, High Priest Orc, High Priest Orc, Highland	420+ 270+ 650+ 975 650 120+ 1400 420 3000 650 15+ 1+ 15+ 120 15+ 270 15+ 270 1+ 4000 15+	9 7 4 7 10 9 4 4 n/a 12 3 6 4 7 6 4 7 6 4 9 9 variable 4 6	y y y y y y y n/a n/a y y y y y y y y y y y y y y y y y y	24 24 26 27 27 28 28 29 30 30 30 31 32 33 34 35 35 33 34 35 35 33 36 37 38 37
4742 - 4745 4746 - 4749 4750 - 4753 4754 - 4757 4758 - 4761 4762 - 4765 4766 - 4769 4770 - 4773 4774 - 4777 4778 - 4781 - - - - - - - - - - -	Nefarian: Demon Minion: Type I Nefarian: Demon Minion: Type II Nefarian: Demon Minion: Type II Nefarian: Demon Minion: Type IV Nefarian: Demon Minion: Type IV Nefarian: Demon Minion: Type V Nefarian: Demon Minion: Type VI Nefarian: Demon Minion: Type VII Nefarian: Demon Minion: Type VII Nefarian: Demon Minion: Type VII Nefarian: Demon Minion: Type X Nefarian: Demon Minion: Type X Nefarian: Demon Minion: Type X Nefarian: Dewon Minion: Type X Nefarian: Devil Royalty: Asmodeus Nef.: Dev. Roy: Burgraad Baydylax Nefarian: Devil Royalty: De'Yin Vay Nef.: Dev. Roy: Duke Atan'Nyus Nef.: Dev. Roy: Duke Braax Mourgon Nefarian: Devil Royalty: Evilynn Nefarian: Devil Royalty: Evilynn Nefarian: Devil Royalty: Evilynn Nefarian: Devil Royalty: Harbinger Nef.: Dev. Roy: L. Gargruss Vlaadmaar Nefarian: Devil Royalty: Malefane	5000 975 2000 (6000 12,000 17,000 14,000 17,000 25,000 35,000 35,000 32,000 32,000 32,000 29,000 29,000 800,000	n/a n/a n/a n/a n/a n/a n/a n/a n/a n/a	y y y y y y y y y y y y y y y y y y y	93 94 95 96 99 97 97 97 98 99 100 101 102 103 104 104 105 105 105 106 107	5097 - 5116 5117 - 5136 5137 - 5141 5142 - 5146 5147 - 5151 5152 - 5156 5157 - 5161 5162 - 5176 5177 - 5181 5182 - 5176 5177 - 5181 5182 - 5176 5217 - 5246 5247 - 5276 5277 - 5306 5307 - 5336 5337 - 5336 5337 - 5426 5427 - 5426 5427 - 5486	Ogre, Low: Hedge Ogre, Low: Trash Ogre, Magi Oliphant, War Oliphant, Wild Omen Sayer Onerous Carbuncle Ooze, Crystal Ooze, Gray Ooze, Gray Ooze, Scathing Opinicus Orange Tail Plant Squaller Orc, Bottomland Orc, Bottomland Orc, Bottomland Orc, Bottomland Orc, Brigands Orc, Cloven-hoof Orc, Common Orc, Gibbering Lord Orc, Half- Orc, High Priest Orc, Highland Orc, Jester	420+ 270+ 650+ 975 650 120+ 1400 420 270 420 3000 650 15+ 1+ 15+ 120 15+ 270 15+ 270 15+ 35	9 7 4 7 10 9 4 4 n/a n/a 12 3 6 4 7 6 4 7 6 4 9 9 variable 4 6 4	y y y y y y y n/a n/a y y y y y y y y y y y y y y y	24 24 26 27 27 28 28 29 30 30 30 31 32 33 34 35 35 35 35 33 36 37 38 37 39
4742 - 4745 4746 - 4749 4750 - 4753 4754 - 4757 4758 - 4761 4762 - 4765 4766 - 4769 4770 - 4773 4774 - 4777 4778 - 4781 - - - - - - - - - - - - - - - - - -	Nefarian: Demon Minion: Type I Nefarian: Demon Minion: Type II Nefarian: Demon Minion: Type II Nefarian: Demon Minion: Type IV Nefarian: Demon Minion: Type IV Nefarian: Demon Minion: Type V Nefarian: Demon Minion: Type VI Nefarian: Demon Minion: Type VII Nefarian: Demon Minion: Type VII Nefarian: Demon Minion: Type VII Nefarian: Demon Minion: Type XI Nefarian: Demon Minion: Type XI Nefarian: Demon Minion: Type XI Nefarian: Demon Minion: Type XI Nefarian: Devil Royalty: Asmodeus Nef.: Dev. Roy: Burgraad Baydylax Nefarian: Devil Royalty: De'Yin Vay Nef.: Dev. Roy: Duke Atan'Nyus Nef.: Dev. Roy: Duke Braax Mourgon Nefarian: Devil Royalty: Evilynn Nefarian: Devil Royalty: Harbinger Nef.: Dev. Roy: L. Gargruss Vlaefane Nefarian: Devil Royalty: Marbinger Nefarian: Devil Royalty: Marbinger	5000 975 2000 12,000 10,000 17,000 14,000 25,000 35,000 28,000 32,000 32,000 32,000 29,000 40,000 49,000	n/a n/a n/a n/a n/a n/a n/a n/a n/a n/a	y y y y y y y y y y y y y y y y y y y	93 94 95 96 99 97 97 97 98 99 100 101 102 103 104 104 104 105 105 106 107 107 108	5097 - 5116 5117 - 5136 5137 - 5141 5142 - 5146 5152 - 5150 5152 - 5156 5157 - 5161 5162 - 5176 5177 - 5181 5182 - 5176 5177 - 5181 5182 - 5186 5187 - 5216 5217 - 5246 5307 - 5336 5307 - 5336 5337 - 5456 5457 - 5456 5457 - 5456	Ogre, Low: Hedge         Ogre, Low: Trash         Ogre, Magi         Oliphant, War         Oliphant, Wild         Omen Sayer         Onerous Carbuncle         Ooze, Crystal         Ooze, Gray         Ooze, Gray         Ooze, Scathing         Opinicus         Orange Tail Plant Squaller         Orc, Bottomland         Orc, Brigands         Orc, Common         Orc, Gibbering Lord         Orc, High Priest         Orc, Highland         Orc, Slaver	420+ 270+ 650+ 975 650 120+ 1400 420 270 420 3000 650 15+ 1+ 15+ 120 15+ 270 1+ 4000 15+ 35 65	9 7 4 7 10 9 4 4 n/a n/a 12 3 6 4 7 6 4 9 7 6 4 9 9 variable 4 6 4 6	y y y y y y y y y y y y y y y y y y y	24 24 26 27 27 28 28 29 30 30 31 32 33 34 35 35 35 33 36 37 38 37 39 39
4742 - 4745 4746 - 4749 4750 - 4753 4754 - 4757 4758 - 4761 4762 - 4765 4766 - 4769 4770 - 4773 4774 - 4777 4778 - 4781 - - - - - - - - - - - - - - - - -	Nefarian: Demon Minion: Type I Nefarian: Demon Minion: Type II Nefarian: Demon Minion: Type III Nefarian: Demon Minion: Type IV Nefarian: Demon Minion: Type IV Nefarian: Demon Minion: Type VI Nefarian: Demon Minion: Type VI Nefarian: Demon Minion: Type VII Nefarian: Demon Minion: Type VII Nefarian: Demon Minion: Type VII Nefarian: Demon Minion: Type VII Nefarian: Demon Minion: Type XI Nefarian: Demon Minion: Type XI Nefarian: Demon Minion: Type XI Nefarian: Devil Royalty: Asmodeus Nef:: Dev. Roy: Burgraad Baydylax Nefarian: Devil Royalty: De'Yin Vay Nef:: Dev. Roy:: Burgraad Baydylax Nefarian: Devil Royalty: De'Yin Vay Nef:: Dev. Roy:: Duke Atan'Nyus Nef:: Dev. Roy: LuGarguss Vlaadmaar Nefarian: Devil Royalty: Harbinger Nefarian: Devil Royalty: Malefane Nefarian: Devil Roy: Mephistopheles Nefarian: Dev. Roy:: Saurgaas Baydylax	5000 975 2000 12,000 12,000 17,000 17,000 17,000 25,000 30,000 28,000 30,000 28,000 30,000 29,000 29,000 20,000 29,000 40,000 800,000	n/a n/a n/a n/a n/a n/a n/a n/a n/a n/a	y y y y y y y y y y y y y y y y y y y	93 94 95 96 99 97 97 97 98 99 100 101 102 103 104 104 104 105 105 106 107 107 108 109	5097 - 5116 5117 - 5136 5137 - 5141 5142 - 5146 5147 - 5151 5152 - 5156 5157 - 5161 5162 - 5166 5177 - 5181 5182 - 5186 5187 - 5216 5217 - 5246 5307 - 5336 5337 - 5336 5337 - 5336 5367 - 5396 5397 - 5426 5487 - 5516 5517 - 5546	Ogre, Low: Hedge         Ogre, Low: Trash         Ogre, Magi         Oliphant, War         Oliphant, Wild         Omen Sayer         Onerous Carbuncle         Ooze, Crystal         Ooze, Gray         Ooze, Gray         Ooze, Scathing         Opinicus         Orange Tail Plant Squaller         Orc, Boutry Hunter         Orc, Brigands         Orc, Cloven-hoof         Orc, Gibbering Lord         Orc, High Priest         Orc, High Priest         Orc, Jester         Orc, Southern, Tribe	420+ 270+ 650+ 975 650 120+ 1400 420 270 420 3000 650 15+ 1+ 15+ 120 15+ 270 1+ 4000 15+ 35 65 35	9 7 4 7 10 9 4 4 n/a 12 3 6 4 7 6 4 7 6 4 9 9 variable 4 6 4 5 7	y y y y y y y y y y y y y y y y y y y	24 24 26 27 27 28 28 29 30 30 31 32 33 34 35 35 33 34 35 35 33 36 37 38 37 39 39 40
4742 - 4745 4746 - 4749 4750 - 4753 4754 - 4757 4758 - 4761 4762 - 4765 4766 - 4769 4770 - 4773 4774 - 4777 4778 - 4781 - - - - - - - - - - - - - - - - - - -	Nefarian: Demon Minion: Type I Nefarian: Demon Minion: Type II Nefarian: Demon Minion: Type III Nefarian: Demon Minion: Type IV Nefarian: Demon Minion: Type IV Nefarian: Demon Minion: Type V Nefarian: Demon Minion: Type VI Nefarian: Demon Minion: Type VI Nefarian: Demon Minion: Type VII Nefarian: Demon Minion: Type VII Nefarian: Demon Minion: Type VII Nefarian: Demon Minion: Type XI Nefarian: Demon Minion: Type XI Nefarian: Demon Minion: Type XI Nefarian: Devil Royalty: Asmodeus Nef:: Dev. Roy: Burgraad Baydylax Nefarian: Devil Royalty: De'Yin Vay Nef:: Dev. Roy: Burgraad Baydylax Nefarian: Devil Royalty: Evilynn Nefarian: Devil Royalty: Harbinger Nef: Dev. Roy: L. Gargruss Vlaadmaar Nefarian: Devil Royalty: Malefane Nefarian: Devi. Roy: Saurgaas Baydylax Nefarian: Dev. Roy: Saurgaas Baydylax	5000 975 2000 6000 12,000 17,000 17,000 17,000 25,000 35,000 1,000,000 32,000 32,000 32,000 28,000 32,000 29,000 40,000 800,000 49,000 42,000	n/a n/a n/a n/a n/a n/a n/a n/a n/a n/a	y y y y y y y y y y y y y y y y y y y	93 94 95 96 99 97 97 97 97 97 97 97 97 97 97 97 97	5097 - 5116 5117 - 5136 5137 - 5141 5142 - 5146 5157 - 5151 5152 - 5156 5157 - 5161 5162 - 5166 5167 - 5171 5172 - 5176 5177 - 5181 5182 - 5186 5247 - 5216 5247 - 5246 5367 - 5396 5367 - 5396 5367 - 5486 5477 - 5486 5487 - 5516 5547 - 5546	Ogre, Low: Hedge Ogre, Low: Trash Ogre, Low: Trash Ogre, Magi Oliphant, War Oliphant, Wild Omen Sayer Onerous Carbuncle Ooze, Crystal Ooze, Gray Ooze, Scathing Opinicus Orange Tail Plant Squaller Orc, Bottomland Orc, Bounty Hunter Orc, Brigands Orc, Cloven-hoof Orc, Cloven-hoof Orc, Cloven-hoof Orc, Cibbering Lord Orc, Gibbering Lord Orc, Half- Orc, High Priest Orc, Jester Orc, Slaver Orc, Southern, Tribe Orc, Southern, Tribe	420+ 270+ 650+ 975 650 120+ 1400 420 3000 650 15+ 1+ 15+ 120 15+ 270 15+ 270 15+ 35 65 35 4000	9 7 4 7 10 9 4 12 3 6 4 7 6 4 7 6 4 9 variable 4 6 4 6 7 7 7	y y y y y y y y y y y y y y y y y y y	24 24 26 27 27 28 28 29 30 30 30 31 32 33 34 35 35 33 34 35 35 33 36 37 38 37 39 40 41
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4742 - 4745 4746 - 4749 4750 - 4753 4754 - 4757 4758 - 4761 4762 - 4765 4766 - 4769 4770 - 4773 4774 - 4777 4778 - 4781 - - - - - - - - - - - - - - - - - - -	Nefarian: Demon Minion: Type I Nefarian: Demon Minion: Type II Nefarian: Demon Minion: Type II Nefarian: Demon Minion: Type IV Nefarian: Demon Minion: Type IV Nefarian: Demon Minion: Type V Nefarian: Demon Minion: Type VI Nefarian: Demon Minion: Type VI Nefarian: Demon Minion: Type VI Nefarian: Demon Minion: Type VI Nefarian: Demon Minion: Type XI Nefarian: Demon Minion: Type XI Nefarian: Demon Minion: Type XI Nefarian: Demon Minion: Type XI Nefarian: Devil Royalty: Asmodeus Nef.: Dev. Roy: Burgraad Baydylax Nefarian: Devil Royalty: De'Yin Vay Nef.: Dev. Roy: Burgraad Baydylax Nefarian: Devil Royalty: Ce'Yin Vay Nef.: Dev. Roy: Uuke Atan'Nyus Nef.: Dev. Roy: Uuke Braax Mourgon Nefarian: Devil Royalty: Harbinger Nef.: Dev. Roy: L Gargruss Vlaadmaar Nefarian: Devil Royalty: Malefane Nefarian: Devi Royalty: Thaar Nefarian: Devi Royalty: Thraar Nefarian: Devil Royalty: Thraar Nefarian: Devil Royalty: Thraar Nefarian: Devil Moyalty: Vorgaal'Lad Nefarian: Devil Minion: Bone Devil	5000 975 2000 (6000 12,000 17,000 14,000 17,000 25,000 35,000 35,000 28,000 32,000 32,000 32,000 35,000 40,000 40,000 40,000 40,000 40,000 50,000	n/a n/a n/a n/a n/a n/a n/a n/a n/a n/a	y y y y y y y y y y y y y y y y y y y	93 94 95 95 96 99 97 97 97 98 99 100 101 102 103 104 104 104 105 105 106 107 107 107 108 109 110 111	5097 - 5116 5117 - 5136 5137 - 5141 5142 - 5146 5147 - 5151 5152 - 5156 5157 - 5161 5162 - 5176 5177 - 5181 5182 - 5176 5177 - 5181 5182 - 5176 5217 - 5246 5247 - 5276 5307 - 5336 5337 - 5336 5337 - 5426 5457 - 5486 5487 - 5516 5517 - 5546 5577 - 5560 5607 - 5636	Ogre, Low: Hedge         Ogre, Low: Trash         Ogre, Magi         Oliphant, War         Oliphant, Wild         Omen Sayer         Onerous Carbuncle         Ooze, Crystal         Ooze, Gray         Ooze, Gray         Ooze, Scathing         Opinicus         Orange Tail Plant Squaller         Orc, Bottomland         Orc, Brigands         Orc, Cowen-hoof         Orc, Common         Orc, Gibbering Lord         Orc, Half-         Orc, High Priest         Orc, Slaver         Orc, Suthern, Tribe         Orc, Vampire         Orc, Vampire High Priest	420+ 270+ 650+ 975 650 120+ 1400 420 270 420 3000 650 15+ 1+ 15+ 120 15+ 120 15+ 270 15+ 270 15+ 35 65 35 4000 8000 35	9 7 4 7 10 9 4 4 n/a n/a 12 3 6 4 7 6 4 7 6 4 9 9 variable 4 6 4 6 7 7 6 4 9 7 7 6 4 7 7 6 4 7 7 10 9 9 4	y y y y y y y n/a n/a y y y y y y y y y y y y y y y y y y y	24 24 26 27 27 28 28 29 30 30 30 31 32 33 34 35 35 35 35 35 33 36 37 38 37 39 39 40 41 41 41
4742 - 4745 4746 - 4749 4750 - 4753 4754 - 4757 4758 - 4761 4762 - 4765 4766 - 4769 4770 - 4773 4774 - 4777 4778 - 4781 - - - - - - - - - - - - - - - - - - -	Nefarian: Demon Minion: Type I Nefarian: Demon Minion: Type II Nefarian: Demon Minion: Type II Nefarian: Demon Minion: Type IV Nefarian: Demon Minion: Type IV Nefarian: Demon Minion: Type V Nefarian: Demon Minion: Type VI Nefarian: Demon Minion: Type VI Nefarian: Demon Minion: Type VII Nefarian: Demon Minion: Type VII Nefarian: Demon Minion: Type VII Nefarian: Demon Minion: Type XI Nefarian: Demon Minion: Type XI Nefarian: Demon Minion: Type XI Nefarian: Dewil Royalty: Asmodeus Nefa: Dev. Roy: Burgraad Baydylax Nefarian: Devil Royalty: De'Yin Vay Nef: Dev. Roy: Duke Atan'Nyus Nef: Dev. Roy: Duke Braax Mourgon Nefarian: Devil Royalty: Evilynn Nefarian: Devil Royalty: Harbinger Nefarian: Devil Royalty: Madamaar Nefarian: Devil Royalty: Madamaar Nefarian: Devil Royalty: Malefane Nefarian: Devil Royalty: Magata Nefarian: Devil Royalty: Magata Nefarian: Devil Royalty: Thraar Nefarian: Devil Royalty: Vorgaal'Lad Nefarian: Devil Minion: Bone Devil Nefarian: Devil Minion: Dark Minion	5000 975 2000 (6000 12,000 10,000 17,000 14,000 25,000 35,000 28,000 30,000 28,000 32,000 32,000 32,000 32,000 49,000 49,000 49,000 49,000 50,000 49,000 49,000 50,000 42,000 75,000	n/a n/a n/a n/a n/a n/a n/a n/a n/a n/a	y y y y y y y y y y y y y y y y y y y	93 94 95 95 96 99 97 97 97 97 98 99 100 101 102 103 104 104 104 105 105 106 107 107 107 108 109 109 111	5097 - 5116 5117 - 5136 5137 - 5141 5142 - 5146 5147 - 5151 5152 - 5156 5157 - 5161 5162 - 5176 5177 - 5181 5182 - 5176 5177 - 5181 5182 - 5176 5247 - 5246 5247 - 5276 5277 - 5306 5307 - 5336 5337 - 5426 5457 - 5456 5457 - 5456 5517 - 5576 5577 - 5606 5607 - 5636 5637 - 5666	Ogre, Low: Hedge         Ogre, Low: Trash         Ogre, Magi         Oliphant, War         Oliphant, Wild         Omen Sayer         Onerous Carbuncle         Ooze, Crystal         Ooze, Gray         Ooze, Gray         Oor, Battomland         Orc, Bouttomland         Orc, Boutty Hunter         Orc, Brigands         Orc, Common         Orc, Gibbering Lord         Orc, Half-         Orc, High Priest         Orc, Slaver         Orc, Suthern, Tribe         Orc, Vampire         Orc, Vampire High Priest         Orc, Vampire High Priest         Orkin Bandit         Orkin Lowland Pony	420+ 270+ 650+ 975 650 120+ 1400 420 270 420 3000 650 15+ 1+ 15+ 120 15+ 270 15+ 270 15+ 35 65 35 4000 8000 35 120	9 7 4 7 10 9 4 4 n/a n/a 12 3 6 4 7 6 4 7 6 4 9 9 variable 4 6 7 7 6 4 9 9 variable 6 8	y y y y y y y y y y y y y y y y y y y	24 24 26 27 27 28 28 29 30 30 30 31 32 33 34 35 35 35 35 35 33 36 37 39 39 40 41 41 41 42 42
4742 - 4745 4746 - 4749 4750 - 4753 4754 - 4757 4758 - 4761 4762 - 4765 4766 - 4769 4770 - 4773 4774 - 4777 4778 - 4781 - - - - - - - - - - - - - - - - - - -	Nefarian: Demon Minion: Type I Nefarian: Demon Minion: Type II Nefarian: Demon Minion: Type II Nefarian: Demon Minion: Type IV Nefarian: Demon Minion: Type IV Nefarian: Demon Minion: Type V Nefarian: Demon Minion: Type VI Nefarian: Demon Minion: Type XI Nefarian: Dewon Minion: Type XI Nefarian: Devil Royalty: Asmodeus Nef:: Dev. Roy: Burgraad Baydylax Nefarian: Devil Royalty: De'Yin Vay Nef:: Dev. Roy:: Burgraad Baydylax Nefarian: Devil Royalty: De'Yin Vay Nef:: Dev. Roy:: Duke Atan'Nyus Nef:: Dev. Roy:: Uke Braax Mourgon Nefarian: Devil Royalty: Harbinger Nefarian: Devil Royalty: Harbinger Nefarian: Devil Royalty: Malefane Nefarian: Devil Royalty: Malefane Nefarian: Devil Royalty: Malefane Nefarian: Devil Royalty: Thraar Nefarian: Devil Royalty: Thraar Nefarian: Devil Royalty: Thraar Nefarian: Devil Minion: Bone Devil Nefarian: Devil Minion: Dark Minion Nefarian: Devil Minion: Dark Soultres	5000 975 2000 12,000 12,000 17,000 17,000 25,000 35,000 28,000 30,000 28,000 30,000 28,000 30,000 29,000 30,000 29,000 40,000 800,000 29,000 40,000 800,000 5,000 42,000 5,0000 5,0000 5,0000 5,0000 5,0000 5,0000 5,0000 5,0000 5,00000000	n/a n/a n/a n/a n/a n/a n/a n/a n/a n/a	y y y y y y y y y y y y y y y y y y y	93 94 95 96 99 97 97 97 98 99 100 101 102 103 104 104 105 105 106 107 107 107 107 108 109 110 111	5097 - 5116 5117 - 5136 5137 - 5141 5142 - 5146 5147 - 5151 5152 - 5156 5157 - 5161 5162 - 5166 5177 - 5171 5172 - 5176 5177 - 5181 5182 - 5186 5187 - 5216 5217 - 5246 5307 - 5336 5307 - 5336 5337 - 5426 5457 - 5486 5457 - 5516 5517 - 5546 5547 - 5576 5577 - 5606 5607 - 5636 5637 - 5636 5637 - 5636	Ogre, Low: Hedge         Ogre, Low: Trash         Ogre, Magi         Oliphant, War         Oliphant, Wild         Omen Sayer         Onerous Carbuncle         Ooze, Gray         Ooze, Gray         Ooze, Scathing         Opinicus         Orange Tail Plant Squaller         Orc, Bottomland         Orc, Boutty Hunter         Orc, Brigands         Orc, Cloven-hoof         Orc, Gibbering Lord         Orc, High Priest         Orc, High Priest         Orc, Slaver         Orc, Southern, Tribe         Orc, Vampire         Orc, Vampire High Priest         Orkin Bandit         Orkin Bandit         Orkin Wardawg	420+ 270+ 650+ 975 650 120+ 1400 420 270 420 3000 650 15+ 1+ 15+ 120 15+ 270 1+ 4000 15+ 35 65 35 4000 8000 8000 35 120 125	9 7 4 7 10 9 4 4 n/a 12 3 6 4 7 6 4 7 6 4 7 6 4 7 6 4 7 6 4 7 6 4 7 7 6 7 7 6 7 7 8 7 7	y y y y y y y y y y y y y y y y y y y	24 24 26 27 27 28 28 29 30 30 31 32 33 34 35 35 33 34 35 35 33 36 37 38 37 39 39 40 41 41 41 42 42 42
4742 - 4745 4746 - 4749 4750 - 4753 4754 - 4757 4758 - 4761 4762 - 4765 4766 - 4769 4770 - 4773 4774 - 4777 4778 - 4781 - - - - - - - - - - - - - - - - - - -	Nefarian: Demon Minion: Type I Nefarian: Demon Minion: Type II Nefarian: Demon Minion: Type II Nefarian: Demon Minion: Type IV Nefarian: Demon Minion: Type IV Nefarian: Demon Minion: Type V Nefarian: Demon Minion: Type VI Nefarian: Demon Minion: Type VI Nefarian: Demon Minion: Type VII Nefarian: Demon Minion: Type VII Nefarian: Demon Minion: Type VII Nefarian: Demon Minion: Type XI Nefarian: Demon Minion: Type XI Nefarian: Demon Minion: Type XI Nefarian: Dewil Royalty: Asmodeus Nefa: Dev. Roy: Burgraad Baydylax Nefarian: Devil Royalty: De'Yin Vay Nef: Dev. Roy: Duke Atan'Nyus Nef: Dev. Roy: Duke Braax Mourgon Nefarian: Devil Royalty: Evilynn Nefarian: Devil Royalty: Harbinger Nefarian: Devil Royalty: Madamaar Nefarian: Devil Royalty: Madamaar Nefarian: Devil Royalty: Malefane Nefarian: Devil Royalty: Magata Nefarian: Devil Royalty: Magata Nefarian: Devil Royalty: Thraar Nefarian: Devil Royalty: Vorgaal'Lad Nefarian: Devil Minion: Bone Devil Nefarian: Devil Minion: Dark Minion	5000 975 2000 (6000 12,000 10,000 17,000 14,000 25,000 35,000 28,000 30,000 28,000 32,000 32,000 32,000 32,000 49,000 49,000 49,000 49,000 50,000 49,000 49,000 50,000 42,000 75,000	n/a n/a n/a n/a n/a n/a n/a n/a n/a n/a	y y y y y y y y y y y y y y y y y y y	93 94 95 95 96 99 97 97 97 97 98 99 100 101 102 103 104 104 104 105 105 106 107 107 107 108 109 109 111	5097 - 5116 5117 - 5136 5137 - 5141 5142 - 5146 5147 - 5151 5152 - 5156 5157 - 5161 5162 - 5176 5177 - 5181 5182 - 5176 5177 - 5181 5182 - 5176 5247 - 5246 5247 - 5276 5277 - 5306 5307 - 5336 5337 - 5426 5457 - 5456 5457 - 5456 5517 - 5576 5577 - 5606 5607 - 5636 5637 - 5666	Ogre, Low: Hedge         Ogre, Low: Trash         Ogre, Magi         Oliphant, War         Oliphant, Wild         Omen Sayer         Onerous Carbuncle         Ooze, Crystal         Ooze, Gray         Ooze, Gray         Oor, Battomland         Orc, Bouttomland         Orc, Boutty Hunter         Orc, Brigands         Orc, Common         Orc, Gibbering Lord         Orc, Half-         Orc, High Priest         Orc, Slaver         Orc, Suthern, Tribe         Orc, Vampire         Orc, Vampire High Priest         Orc, Vampire High Priest         Orkin Bandit         Orkin Lowland Pony	420+ 270+ 650+ 975 650 120+ 1400 420 270 420 3000 650 15+ 1+ 15+ 120 15+ 270 15+ 270 15+ 35 65 35 4000 8000 35 120	9 7 4 7 10 9 4 4 n/a n/a 12 3 6 4 7 6 4 7 6 4 9 9 variable 4 6 7 7 6 4 9 9 variable 6 8	y y y y y y y y y y y y y y y y y y y	24 24 26 27 27 28 28 29 30 30 30 31 32 33 34 35 35 35 35 35 33 36 37 39 39 40 41 41 41 42 42

5757 – 5766 Otta 5767 – 5776 Otta 5777 – 5786 Otta	kin, Org ter, Giant River ter, Giant Sea ter, River	120 175 270	6 6 10	y y y	43 45 45	6277 – 6281 6282 – 6286 6287 – 6291	Porcupine Warrior Porcupine, common Porcupine, Giant	65 15 120	8 4 4 4	y y y	89 88 88 88
5757 - 5766 Otto 5767 - 5776 Otto 5777 - 5786 Otto	ter, Giant River ter, Giant Sea	175 270	6 10	у	45 45	6282 – 6286 6287 – 6291	Porcupine, common Porcupine, Giant	15 120	4 4	y y	88 88
5767 – 5776 Otto 5777 – 5786 Otto	ter, Giant Sea	270	10		45	6287 – 629I	Porcupine, Giant	120	4	У	88
5767 – 5776 Otto 5777 – 5786 Otto	ter, Giant Sea						•			У	
5777 – 5786 Otto				7			•				
5787 – 5796 Ott		7	4	У	45	6292 - 6296	Porcupine, Orcupine	270		У	
	ter, Sea	7	5	у	45	6297 – 6301	Porcupine, Poison	120	7	У	88
5797 – 5806 Ott	termen	35	4	у	46	6302 – 6306	Portal of Devouring	3000	n/a	n/a	90
5807 – 5811 Oty	yugh	650+	5	ý	46	6307 – 6311	Predacat	420+	7	у	91
,						6312 - 6316	Predacious Growler	650	4		92
		2000+	6	у	46					У	
5817 – 5821 Our	roboros	25,000	4	у	48	6317 – 6321	Predacious Howler	120	4	У	92
5822 - 5826 Ove	erhorde	4000	n/a	n/a	48	6322 – 6326	Provocator	n/a	n/a	n/a	93
	vl, Common	65	4		49	6327 – 633 I	Prowler Fish	9500	23	у	93
				У		6332 - 6336		7	3		94
	vl, Giant	270	5	у	49		Prying Silver Fish			у	
5837 – 5841 Ow	vl, Talking	975	7	у	49	6337 – 6356	Pseudo Undead, Ghast	175	4	У	96
5842 - 5846 Ow	vlbear, common	900	7	y	51	6357 – 6376	Pseudo Undead, Ghoul	125	4	у	96
	vlbear, Great Horned	1100	7		51	6377 – 6396	Pseudo Undead, Specter	420	8	ý	96
				у			•				
5852 – 5856 Ow	vlbear, Lesser	400	4	у	51	6397 – 6416	Pseudo Undead,Wight	125	8	У	96
5857 – 5861 Ow	vlbear, Spotted	500	6	у	51	6417 – 6436	Pseudo Undead,Wraith	175	8	У	96
5862 – 5866 Oys	ster, Giant, River	125	4	ý	52	6437 – 6456	Pseudo Vampire, Greater	1400	6	у	97
,		270	5		52	6457 – 6476	Pseudo Vampire, Least	420	4	ý	97
,	ster, Giant, Sea			у			•				
	kasite	65	3	у	52	6477 – 6496	Pseudo Vampire, Lesser	650	6	У	97
5877 – 5881 Pan-	n-Dimensional Rover	975	4	у	53	6497 – 6516	Pseudo Vampire, Lord	3000	7	У	97
5882 – 5886 Pane	nda Bear, Common	175	8	y	54	6517 – 6521	Pseudo-Dragon	420	4	у	95
	nda Bear, Trans-Planar	650	5		54	6522 - 6526	Pseudo-Pseudo-Dragon	425	4	ý	95
				У			0				98
5892 – 5896 Para	a-Elementals: Ice	1400+	n/a	n/a	55	6527 – 653 I	Pudding, Black	5000	n/a	n/a	
5897 – 5901 Para	a-Elementals: Magma	1400+	n/a	n/a	55	6532 – 6536	Pudding, Deadly	1400	n/a	n/a	99
	0	1400+	n/a	n/a	55	6537 – 6541	Purple Death Bloom	175	n/a	n/a	100
					55	6542 - 6546	Purple Gilly	35	n/a	n/a	100
		1400+	n/a	n/a			1 /				
		/10,000	n/a	n/a	56	6547 – 655 l	Pyrosnake	120	n/a	n/a	101
5917 - 5921 Para	asites: Dreaded Tape Worm	125	n/a	n/a	58	6552 – 6556	Quaggoth, Common	175	7	у	102
	asites: Magus Ticks	0	n/a	n/a	58	6557 – 6561	Quaggoth, Jald	270	8	ý	102
						6562 - 6566		1400	7		102
	asites: Paralyzing Fleas	0	n/a	n/a	58		Quaggoth, Thonot			У	
5932 – 5936 Para	asites: Pin Worms, Dire	65	n/a	n/a	58	6567 – 6571	Quarrel Mite	I	n/a	n/a	103
5937 – 5941 Parr	rot, Greater Psionic	420	11	у	60	6572 – 6576	Quasi-Elemental Lightning	975+	n/a	n/a	103
	rot, Grey Ghost	270	n/a	n/a	59	6577 – 6581	Quay Lurker	125	6	у	104
							-	420	n/a	n/a	105
	rot, Lesser Psionic	270	7	у	60	6582 – 6586	Quickwood				
5952 – 5956 Pega	asus	175	6	у	60	6587 – 6591	Quivering Disembowler	975	n/a	n/a	106
5957 - 5961 Pega	asus, Greater	650	7	y	60	6592 – 6601	Rabbit, common	7	4	у	107
, , , , , , , , , , , , , , , , , , ,		270	6		62	6602 - 6611	Rabbit, giant	35	4		107
	gasus, Obsidian			у						У	
5967 – 5971 Pene	ndulous Filcher	125	3	у	62	6612 – 6621	Rabbit, Predator	1,400	4	У	107
5972 – 5976 Peng	nguin, common	15	3	у	63	6622 — 663 l	Rabid Hummingbirds	35	4	у	107
	iguin, Dire	35	6	ý	63	6632 – 6636	Radiation Elemental	6000+	n/a	n/a	
		35				6637 – 6641	Raging Bucentaurus	272	6		109
	nguin, Dire Sand		7	у	63					У	
5987 – 5991 Perr	nicon	7	n/a	n/a	64	6642 – 6646	Rakshasa, Common	3000	4	У	110
5992 - 5996 Pery	yton	270	4	у	65	6647 – 665 l	Rakshasa, Maharajah	11000	46	У	110
,	antom	0	n/a	n/a	65	6652 – 6656	Rakshasa, Rajah	7000	26	ý	110
						6657 - 6661	Rakshasa, Ruhk	7000	26		110
	antom Fog	4000	n/a	n/a	66					У	
6007 – 6011 Pha	antom Follower	65	n/a	n/a	67	6662 – 6666	Ram	35	5	У	111
6012 - 6016 Phar	antom Stalker	450	n/a	n/a	68	6667 – 6671	Ram'koaran	125	4	у	112
		19,000	n/a	n/a	68	6672 – 6676	Ram, Battering	650	5	ý	111
						6677 – 6681	. 0	270	6		
	rcomid	420	n/a	n/a	69		Ram, Giant		-	У	111
6027 – 6031 Pied	d Viper	125	4	у	70	6682 – 6686	Rambumatta	120	4	У	113
6032 – 6036 Pier	rcer	15+	n/a	n/a	70	6687 – 6696	Rat	5	8	n/a	114
	Blood	120	4		71	6697 – 6706	Rat, Carnivorous	7	8	v	116
				у				-	•	У	
6042 – 6046 Pig,	, domesticated	65	3	у	71	6707 – 6716	Rat, Dire Albino	15	4	У	115
6047 – 6051 Pig,	, giant	450	5	у	71	6717 – 6726	Rat, Giant	9	13	У	114
	Wild	270	6	ý	71	6727 – 6736	Rat, Large	7	9	n/a	114
0.		120			72	6737 – 6746	Rat, Osquip	120	6	у	116
	dawg, Prancing		9	у							
	eon, Carrier	7	4	у	73	6747 – 6756	Rat, Ravenous	8	9	У	116
6067 – 6071 Pige	eon, Common	7	4	y	73	6757 – 6766	Rat, Sand	7	9	у	114
Ŭ	e, Giant	275	4	y y	73	6767 – 6776	Rat, Sewer	6	8	ý	114
	cher	975			74	6777 – 6786	Rat, Vapor	65	4		116
			n/a	у			•			y n/a	
	nard	30	4	у	75	6787 – 6791	Rath Lord	6000+	n/a	n/a	117
6087 – 6091 Pira	anha, Cold Water	7	4	у	76	6792 – 6796	Ratweiller	270	4	У	117
	anha, Common	7	4	y	76	6797 – 6801	Ray, Pungi	270	4	у	118
	anha, Giant	65	7		76	6802 - 6806	Ray: Deathray	975	4	ý	118
				У					-		
	Howler	120	4	У	76	6807 – 6811	Ray: Mantaray	90+	4	у	118
6107 – 6111 Pit I	Mauler	420	4	у	77	6812 - 6816	Ray: Stingray	15	4	У	118
	Maw	270+	n/a	n/a	77	6817 – 6821	Reaving Dervishes	175	4	y	119
6117 – 6121 Pitb		125	10		78	6822 - 6826	Relic Devourer	25,000	n/a	n/a	120
				у							
	ie, Common	650	4	у	79	6827 – 683 I	Remorhaz	5000+	4	У	121
6142 – 6151 Pixie	ie, Elder	1400	4	y	79	6832 – 6836	Repeller	175	4	У	122
	ie, Fighter	650+	5	y y	79	6837 – 684 I	Repulser	270	4	ý	123
		270				6842 - 6846	Retch Plant	270	n/a	n/a	123
	ie, Hybrid: Pixie Brownie		4	у	81						
	ie, Hybrid: Pixie Fairy v		ariable	у	81	6847 – 685 I	Retriever, Reckless	2000+	4	У	124
6182 – 6191 Pixie	ie, Hybrid: Pixie Leprechaun	270	4	y	81	6852 – 6856	Retriever, Relentless	2000+	4	у	124
	ie, Lich	3000	n/a	n/a	79	6857 – 6861	Retriever, Ruthless	2000+	4	ý	124
							-				
	ie, Mage	975+	6	У	79	6862 - 6866	Retriever, Skullsplitter	6000	n/a	n/a	125
6212 – 6221 Pixie	ie, Mirror	750	4	у	79	6867 – 687 I	Revenant	3000	n/a	n/a	126
	ie-kin: Leprechaun	270	4	ý	83	6872 – 6876	Revenger	3000	n/a	n/a	127
	ie-kin: Leprosychaun	270	3		83	6877 – 6881	Rhinoceros, One Horn	975	4	y	128
				У							
		61,000	n/a	n/a	84	6882 – 6886	Rhinoceros, Two Horn	1400	4	у	128
6247 – 6251 Pleis	istocene Deer	120	4	у	85	6887 – 6891	Rhinoceros, Wooly	2000	4	У	128
	d Plant, Malicious	270	n/a	n/a	86		-				
		125	n/a	n/a	86		of Beasts Volume VII				
				11/3	00	TACKIODEGIA	THE ASSAULT AND A REAL PROPERTY OF A REAL PROPERTY				
6257 – 6261 Pod	d Plant,Podling										
6257 – 6261 Pod 6262 – 6266 Polt	tergeist	35	n/a	n/a	87	6892 - 6896	Rib Splitter	125	n/a	n/a	8
6257 – 6261 Pod 6262 – 6266 Polt	0							125 n/a	n/a n/a	n/a n/a	8 8
6257 – 6261 Pod 6262 – 6266 Polt 6267 – 6271 Polt	tergeist	35	n/a	n/a	87		Rib Splitter				

BODRanke CouldP3NoNoNoP37<												
907 - 90         Social Action         7         S         Y         1         702.2         702.2         700.												
end         end         Barb         B	6902 - 6906	Roaring Ghoul			n/a						n/a	
017 - 62.         Deck         Deck         State         <	6907 – 6916	Robold	7+	5	У	11	7362 – 7366	Sheet Phantom	275	n/a	n/a	54
9022         802. Camma         1000         5         y         12         772-775         80-ber         12         10         n0         n0         50           007         641         Roc Kata         1000         6         y         12         787-787         80-ber Mater Camma         10        10         <	6917 - 6921	Roc. Birch	2000	5		12	7367 – 7371	Shirkmare	650	6	У	55
bit 20         Sup Frain         LODO 5         y         10         777 - 781         Stree Klaster         270 - 781         Stree Klaster							7372 - 7376					
0912 - 091         Rey Henh         1000         5         y         12         2712 - 713         3000 Mous, Contract         1         3         y         90           0917 - 494         Rex Ruba         4000 H         Y         10         70         7000 Mous, Contract         10         30         70         10           0917 - 494         Rex Ruba         100         A         V         10         700 - 700         Section         100         A         100        100												
607 - 641       Rock Bahr       2100       6.1       y       12       787 - 784       Streme Preuse, Gamma       300       6.1       y       8         692 - 695       Rock Weens       120       6.1       y       15       770       300       100       5       y       6         692 - 695       Rock Weens       120       6       y       15       770       300       100       5       y       6         693 - 697       Rock Baras, Gamma       120       5       y       10       100       10												
0002         Resk Bar         050         11         y         10         y         10         y         10         y         10         y         10         y         10         p         10        <					У			· · · · · · · · · · · · · · · · · · ·			У	
opp:         Back Reprise         120         7         y         14         2787         2788         Sinther         110         1 <th1< th="">         1         1         <!--</td--><td>6937 – 6941</td><td>Roc: Ruhk</td><td>23,000</td><td>6</td><td>У</td><td>12</td><td>/38/ – /391</td><td>Shrew Mouse, Giant</td><td>2</td><td>5</td><td>у</td><td>58</td></th1<>	6937 – 6941	Roc: Ruhk	23,000	6	У	12	/38/ – /391	Shrew Mouse, Giant	2	5	у	58
eds. Proc.         Rost. Repuie         100         res         res         15         20         200	6942 – 6946	Rock Bear	650	11	У	13	-	Shriek, The	5000	n/a	n/a	58
9622 - 668     Reck Weim     130     r.h.     r.h	6947 - 6951	Rock Reptile	420+	7		14	7392 - 7396	Shrieker	120	n/a		59
9677 648     Reaf Fixed     15     4     y     15     74     742     743     Smin Orc     10.00     5     y     6       042     648     Reak Land Assan     15     5     y     17     7422     743     Smin Orc     10.00     5     y     17       0472     648     Seiner Jacc     3000     n5     y     17     7427     743     Scinghard     3000     n5     y     17       0477     648     Seiner Jacc     15     s     y     17     743     Scinghard     160     0     16		•										
6012         6042         604         7         7         8         7         9         6.4           607         707        <												
647 407     Rock Raon, Cammon     15     4     y     17     29     27-243     Sierry Mager     63     na     na     na     62       697 - 698     Rock Roon, Cammon     105     y     16     7423     -7463     Solerny Maron     200     na     na     63       6987 - 698     Rogen Common     100     3     y     16     747     745     Solerny Maron     400     na     na     64       6997 - 698     Rogen Common     15     a.     na     16     19     747     746     Solerny Maron     65     na     na     64       6997 - 698     Rogen Common     15     a.     y     20     747     746     Solerny Maron     65     na     na     64       7007 - 701     Rock Camber     15     s     y     20     747     746     Solerny Maron     15     s     y     64       7007 - 708     Rock Camber     150     r     y     20     757     11     Rock Camber     15     s     y     747       7007 - 70     Rock Camber     150     r     y     74     747     74     Solerny Maron     15     y     74       7007					У							
4072         477         478         Sine ************************************	6962 – 6966	Rook: Horned Raven	15	6	У	16		Simurgh		5	У	
4071 - 679         Rock Ream, Capter         137         8         8         7	6967 – 6971	Rook: Raven, Common	15	4	У	17	7427 – 7431	Sinewy Mugger	65	n/a	n/a	62
4077.400     Rock Revan, Huge     15     5     y     16     747.41     Stan Bander     200     n.a.     n.e.     6       6000     Rock Construction     6000     10     1.	6972 – 6976	Rook: Raven, Giant	175	7		17	7432 – 7436	Sirine	2000+	5	У	63
orge_common         borge_common         borge         y         iii         y         iii<         y         iiii         y         iiii         y         iiiiii         iiiii         y         iiiiiii         iiiiiii         y         iiiiiiiiii         y         iiiiiiiiiiiii         y         iiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiii												
6072 - 6078         Rep: Storager         I e00         5         y         16         747 - 745         Statem         6400         600         640         7         700         700 </td <td></td>												
Gorg Action Actio Action Action Action Action Action Action Action Act		•			У			5				
9977 - 700         Substantian         6.5         n.h	6987 – 6991	Roper, Storoper	1400	5	У	18	7447 – 7456	Skeleton Warrior	4000	n/a	n/a	67
6477         700         Ref Cank Common         1         na	6992 – 6996	Rot Grub, Candy Striped	1	n/a	n/a	19	7457 – 7466	Skeleton, Animal	65	n/a	n/a	66
Y022 - 708         Ko Chul, giant         15         m         n <td>6997 - 7001</td> <td></td> <td>1</td> <td>n/a</td> <td>n/a</td> <td>19</td> <td>7467 – 7476</td> <td>Skeleton, Animated</td> <td>65</td> <td>n/a</td> <td>n/a</td> <td>66</td>	6997 - 7001		1	n/a	n/a	19	7467 – 7476	Skeleton, Animated	65	n/a	n/a	66
your         rour         solution         sol			15			19	7477 – 7486		975	n/a	n/a	66
ND12 - 7016         Kuzk Menster, Gammen         270         5         y         2         7407         7407         Kalcon, Red Eped         650         n.n.n.         n.n.d.         67           7022 - 7038         Subagin, Commen         125         7         y         222         7723         Nin Wahar         125         y         80           7022 - 7038         Subauraler         126         7         y         222         7723         781         Sink, Drink         120         5         y         702           7037 - 7041         Samarian         74         4         y         24         7737         781         Sink, Drink         120         5         y         70           7037 - 7041         Samarian         120         n.n.n.n.n.n.n.n.n.n.n.n.n.n.n.n.n.n.n.												
No.17         Dial         No.18         Add         S         Y         Add         Add <td></td>												
yess         yess         y </td <td>/012 - /016</td> <td></td> <td></td> <td></td> <td>У</td> <td></td> <td>/49/ – /506</td> <td>Skeleton, Red Eyed</td> <td></td> <td>n/a</td> <td>n/a</td> <td>6/</td>	/012 - /016				У		/49/ – /506	Skeleton, Red Eyed		n/a	n/a	6/
Y022 - 702         Subagin, Cammon         120+         7         Y         22         Y17 - 701         Sub-Nellow         125+         5         Y         68           7023 - 703         Subagin, Muara         197         1         Y         23         7523         Sub. Chick         100         5         Y         69           7003 - 7035         Sanding         120         na         na         72         721         Sub. Phate         15         Y         69           7004 - 7055         Sanding         120         na         na         72         77         75         Sub. Phate         65         Y         70           7007 - 705         Sang, Sec. Cameno         120         na         na         72         726         755         Sub. Phate         72         76         77         77         77         Sang, Sec. Cameno         1         na         na         82         727         757         Subling Cames         700         4         Y         72         77         Subling Cames         70         77         Subling Cames         70         77         Subling Cames         70         77         Subling Cames         70         77         Subling Cames<	7017 – 7021	Rust Monster, Magnetic	420	5	У	21	7507 – 7516	Skeleton, Screaming	175	n/a	n/a	66
Torz - 701         Sunkger, Munten         150 +         7         7         2         2         722 - 728         Sunk, Enhi         150 +         7         9           7021 - 704         Sunk Cannol         120         72         721         Sink, Enhi         120         5         7         701           7021 - 704         Sunk Cannol         120         74         4         721         721         Sink, Enhi         120         5         7         701           7021 - 705         Sark, Cannon         723         74         755         Sunk, Pink         65         5         7         701           7021 - 705         Sark, Carneton         400         6         7         722         7761         Sunk, Pink         61         5         7         6           7021 - 705         Sark, Carneton         100         n         n         n         8         777         771         Sink, Pink         61         6         7         7         771         771         771         771         771         771         771         771         771         771         771         771         771         771         771         771         771         771	7022 – 7026	Sahuagin, Common	120+	7	У	22	7517 – 7521	Skin Walker	125+	5	У	68
7012 - 703     Summader     77     4     7     23     732     733     Suhk, Clink     140     5     y     70       7012 - 704     Summar JeGal     120     varable     y     24     732     733     Suhk, Clink     120     5     y     70       7002 - 7045     Summar JeGal     120     varable     y     24     737     733     Suhk, Clink     12     5     y     70       7005 - 7045     Sup, Faun     420     5     y     26     757     Suhk, Suhk     50     4     y     71       7007 - 704     Sup, Suc, Carent Homed     200     6     y     27     752     756     Suhk, Suhk     120     3     y     71       7007 - 704     Sup, Suc, Carent Homed     200     1     y     72     756     Suhk     757     73     Sunk     120     4     y     72       7007 - 704     Sup, Suc, Carent Homed     200     1     nh <n< td="">     28     737     738     Suhk, Clink     120     4     y     74       7007 - 704     Superity Carent Sup, Sup, Sup, Carent Homed     270     nh<n< td="">     nh     20     737     738     Suhk, Clink     270     4</n<></n<>			150+				7522 - 7526	Skink, Blink	15	5		69
Tays         Path         Path <th< td=""><td></td><td>5</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></th<>		5										
7042 - 7046         Samural Jackal         120         variable         y         24           7057 - 7056         Sigri, Common         975         5         y         26         7247         Sink, Fink         63         3         y         70           7005 - 7056         Sigri, Common         975         5         y         26         7247         7515         Sink, Fink         63         3         y         97           7007 - 7016         Sigri, Sun, Common         973         4         y         27         756         Sinkinering Tith-Money         120         3         y         97           7007 - 7017         Sigri, Sun, Common         97         n/a         n/a         22         757         751         Suthering Tith-Money         120         n/a         n/a         72           7007 - 7018         Sigri, Sun, Common         130         n/a         n/a         28         777         7518         Suthering Tith-Money         120         n/a         n/a         71         27         771         771         Suthering Tith-Money         120         n/a         12         71         71         Suthering Tith-Money         120         n/a         71         Suthering Tith-Mo												
7107         7301         Sanding         732         734         734         734         734         735         y         734           7252         7555         Sink, Func         420         5         y         756         Sink, Sink         50         5         y         64           7057         Tork         Sink, Sink         Sink, Sink         Sink, Sink         50         5         y         64           7067         Tork         Sink, Sink         Sink, Sink         Sink, Sink         50         5         y         64           7007         Sink, Sink         Control         77         Sink, Sink												
TAD2 2056         Say, Common         T7         Say, Construction         Total         Say, Construction         Say, Constand         Say, Construction         Say, Con		Samurai Jackal		variable	У			Skink, Fink			У	
TAS2 - 2056         Saye, Common         975         5         y         2         747         751         Stake, Take         65         5         y         87           7062 - 7064         Saye, Korrelan         1400         6         y         26         7527         Stake, Take         43         3         y         69           7002 - 7004         Saye, Korrelan         970         4         y         72         752         Stake, Take         43         y         74         72           7007 - 7004         Saye, Sac, Common         9         y         y         74         752         757         Stake, Take         77         y         73         y         74           7007 - 7014         Sareta, Common         10         n/a         n/a         782         757         Stake, Gatt         7         3         y         74           7007 - 7014         Sareta common         10         n/a         n/a         782         757         Stake, Gatt         7         3         y         74           7007 - 7014         Sareta common         10         n/a         n/a         10         771         Stake Common         2500         y <td< td=""><td>7047 – 705 I</td><td>Sandling</td><td>120</td><td>n/a</td><td></td><td>25</td><td>7542 – 7546</td><td>Skink, Mink</td><td>270</td><td>5</td><td></td><td>70</td></td<>	7047 – 705 I	Sandling	120	n/a		25	7542 – 7546	Skink, Mink	270	5		70
7057 - 7061     Sayr, Faunt     420     5     y     26       7052 - 7065     Sayr, Korved     100     6     y     26       7052 - 7055     Sayr, Shor, Common     70     4     y     77       7072 - 7075     Sayr, Shor, Common     70     4     y     77       7072 - 7075     Sayr, Shor, Common     70     4     y     77       7072 - 7075     Sayr, Shor, Common     70     10     nd     78       7072 - 7075     Sayr, Shor, Common     10     nd     nd     28       7072 - 7075     Sarrab, Sonthagont     10     nd     nd     28       7072 - 7075     Sarrab, Sonthagont     10     nd     nd     28       7072 - 7075     Sarrab, Sonthagont     10     nd     nd     28       7072 - 7075     Sarrab, Sonthagont     10     nd     nd     29       7072 - 7075     Sarrab, Sonthagont     100     10     y     77       7072 - 7085     Sarrab, Sonthagont     100     10     y     77       7102 - 7105     Sorpion, Largen     100     10     y     75       7112 - 7111     Sorpion, Largen     100     10     nd     nd       7112 - 7113 </td <td>7052 - 7056</td> <td>Satyr, Common</td> <td>975</td> <td>5</td> <td>v</td> <td>26</td> <td>7547 – 7551</td> <td>Skink, Pink</td> <td>65</td> <td>5</td> <td></td> <td>70</td>	7052 - 7056	Satyr, Common	975	5	v	26	7547 – 7551	Skink, Pink	65	5		70
Toba - Say, Romed         Holo         6         y         2.6         7.57         7.56         Simi, Think         65         5         y         67           207         Say, The-Corneal         2000         7         y         2.7         7.56         Siny, Thine-Corneal         2000         4         y         7.1           7007         Say, The-Corneal         Total         nh         2.8         7.7         Say, The-Corneal         7.00         Na         nh         2.8         7.8         Say, The-Corneal         7.0         Na         nh         2.8         7.8         Say, The-Corneal         7.0         Na         nh         2.8         7.8         Say, The-Corneal         7.0         Na         Na         7.8         7.8         Say, The-Corneal         7.0         Na         Na         7.8         Say, The-Corneal         2.00         7.0         Na         Na         7.7         Na         Na <t< td=""><td></td><td>, ,</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></t<>		, ,										
7667 - 7071         Say, Table, Caramon         975         4         y         27         756 - 756         Staraphong         100         4         y         71           7077 - 708         Sarah of Seeking         7         n'a         n'a <td></td>												
2022 - 2076         Sam, She, Creat Hormed         2000         7         y         2         756         757         Since and Seeking         7         na         na         202         757         758         Schne and Seeking         7         na         na         202         757         757         Since Creats         777         778         Sance Creats         777 <td></td> <td>,</td> <td></td> <td></td> <td>У</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td>		,			У							
7077 - 7081       Scarbs of Searbs, Common       1       nha	7067 – 7071	Satyr, She-, Common	975		У	27	7562 – 7566	Skithering Yith-Monkey		3	У	
7077 - 7081         Scarab of Security Of Secu	7072 – 7076	Satyr, She-, Great Horned	2000	7	У	27	7567 – 7571	Skraagon	7000	4	у	72
7082         Scarab, gamma         1         n	7077 - 7081		7	n/a		28	7572 – 7576	Skulking Carcass	270	n/a		72
7087       7087       7081       Scarab.gam       70       3       y       74         7082       7095       Scarecow       270       n/a       n/a       n/a       782       786       Skank. Gamt       270       4       y       74         7092       Topos       Scarekow       35       7       y       30       787       786       Skank. Gamt       28.95       12       y       77         7007       Toll       Scarekow       35       7       y       30       787       786       Skank. Gamt       28.95       12       y       77         7107       Toll       Scorpion. Haig       75       n/a       n/a       31       7607       761       Skala Cord       25.00       9       y       77         7117       Toll       Scorpion. Haig       400       a       n/a       31       7617       761       Skala Cord       35       5       y       78         7112       Toll       Scorpion. Large       70       n/a       n/a       761       Skala Cord       35       5       y       78       78       Skala Cord       35       5       y       78       78 <td></td> <td>0</td> <td></td>		0										
7092         ScareRiven         270         n/n         n/n         n/n         79         758         Stade Lord Stendam         280         12         y         77           7102         Scorpion, Gammon         15         n/n         n/n         31         7602 - 766         Stade Lord Stendam         28,850         12         y         77           7102         Total         6.0         n/n         31         7602 - 766         Stade Lord Stendam         15.00         12         y         77           7112         Total         Scorpion, Hug         975         n/n         n/n         31         7612 - 7616         Stade Carp Executioner         8000         8         y         75           7112         Total         Scorpion, Large         175         n/n         n/n         31         7612 - 7615         Stade Carp Executioner         80000         8         y         75            7113         Total         Scorpion, Large         175         n/n         n/n         31         7627 - 761         Stade Lord Stendam         30         y         77           7113         Scorpion, Charge         100000         n/n         n/n         31         7527 - 761         <			-									
7077 -7101       Scarchaven       35       7       y       90       797 -7601       Staad Lod Ygeri       28.695       12       y       77         7102 -7106       Scorpion, Giant       650       nin       nin       31       760 -761       Stad Lod Ygeri       28.00       9       y       77         7117 -7111       Scorpion, Large       170       nin       31       761 -7611       Stad Carles       5000       8       y       75         7112 -7116       Scorpion, Large       170       nin       nin       31       761 -7611       Stad Carles       5000       8       y       75         7112 -7131       Scorpion, Large       170       nin       nin       31       761 -7611       Stad Carles       900       8       y       75         712 -7131       Screacher       1200       1       1       710       710       710       711 </td <td></td> <td>-</td> <td></td>		-										
1010         7100         Storpion, Gammon         15         nin         nin<         nin         nin<		Scarecrow	270		n/a	29		Skunk, Giant	270	4	У	
1017 - 7111Scoripon, Giant650 $n'_{A}$	7097 – 7101	ScareRaven	35	7	У	30	7597 – 7601	Slaad Lord Stendam	28,695	12	у	77
1017 - 7111Scoripon, Giant650 $n'_{A}$	7102 - 7106	Scorpion, common	15	n/a		31	7602 – 7606	Slaad Lord Ygori	28.950	12		77
1112 - 711         Scorpon, Heil         97         n/a         n/a         311         7612 - 7616         Staak, Gray: Executioner         2500         9         y         75           7112 - 712         Scorpon, Large         175         n/a         n/a         311         7612 - 7618         Staad, Gray: Executioner         5000         8         y         75           7122 - 713         Screaking Desert Tortoise         420         5         y         32         7623 - 7636         Staad, Red         35         5         y         77           7137 - 714         Screaking Desert Tortoise         420         5         y         33         743         7441         StarScelk         35         5         y         78           7147 - 715         Scylla Charbydis         40,000         n/a         n/a         34         7552 - 7661         Sime, Olive - Host         276         7         9         9         90           7152 - 7165         Salk Linker         2700         9         y         80         77         761         Sitch Fraine Stabler         270         9         y         80           7152 - 7166         Saak Linker         270         7         37         Saak Stabler<		•						0				
7117 - 7121Scorpon, Huge420n/an/a317617 - 7621Stade, Green850011y757122 - 7123Scrackher7705y327622 - 7631Stade, Green9758y757127 - 7131Scrackher7005y337432 - 7636Stade, Green354y777137 - 7141Scrackher355y327432 - 7636Stade, Green35sy787147 - 7151Scrall Reserve30,000n/an/a34742 - 765Stime, Circen450n/an/a797157 - 7161Scrall Reserve30,000n/an/a347552 - 766Stime, Circen1207y807157 - 7161Scall Linckher50006y357652 - 766Stintering Tacker2705y817162 - 7166Stintering Tacker2705y817652 - 766Stintering Tacker2705y817167 - 7111Scal Mater2705y377622 - 766Stintering Tacker2705y827177 - 7113Scal Mater2705y377622 - 766Stintering Tacker2705y817167 - 7113Scal Mater2707y407702 - 7761Stintering Tacker2705y817177 - 7126Scale Mate30 </td <td></td> <td>•</td> <td></td>		•										
122 - 712       Scrapher       173       n/a		•										
1212 - 713     Scraakpe *     270     5     y     32     7627 - 7631     Slapping Durnkin     35     4     y     77       713 - 7141     Scraaking Descriptions     35     5     y     32     7632 - 7645     Slapping Durnkin     35     5     y     78       7147 - 7145     Scral Descource     7     n'a     n'a     34     7622 - 7645     Silme, Green     35     n'a     n'a     78       7147 - 7151     Scyla Charypholis     40.000     n'a     n'a     34     7652 - 7665     Silme, Olive - Host     225 + 7     y     9     80       7152 - 7165     Scyla Charypholis     40.000     n'a     n'a     34     7627 - 7661     Silme, Olive - Host     225 + 7     y     9     80       7162 - 7161     Sae Jahrer     270     5     y     31     762 - 7661     Silme, Olive - Host     270     5     y     81       7172 - 7171     Sae Mater     270     5     y     38     7697 - 7761     Silchernfähtscher     30     5     y     81       7172 - 718     Sae Salker     270     5     y     38     7697 - 7761     Silchernfähtscher     30     5     y     81       7182 - 7185 <td>7117 – 7121</td> <td>Scorpion, Huge</td> <td>420</td> <td>n/a</td> <td>n/a</td> <td>31</td> <td>7617 – 7621</td> <td>Slaad, Gray: Executioner</td> <td>8500</td> <td></td> <td>У</td> <td></td>	7117 – 7121	Scorpion, Huge	420	n/a	n/a	31	7617 – 7621	Slaad, Gray: Executioner	8500		У	
1212 - 7131     Screaking Lesseria     270     5     y     32     7632 - 7631     Skapking Durnkin     35     4     y     75       7137 - 7141     Screaking Meanles     35     5     y     32     7632 - 7645     Skapking Durnkin     35     5     y     78       7147 - 7145     Screaking Meanles     35     5     y     78     78     78       7147 - 7145     Screaking Meanles     30.000     n/a     n/a     74     7452 - 7655     Sime, Cine     450     n/a     n/a     78       7147 - 715     Scylla Charydodis     40.000     n/a     n/a     74     79     762 - 7665     Sime, Cine     100     7     9     9     80       7157 - 716     Sea klarker     5000     6     y     36     7662 - 7665     Sime, Cine     70     5     9     81       7172 - 7171     Sea Klarker     90.000     12     y     36     7662 - 7681     Sickegolinis, Greater     120     5     y     81       7172 - 7171     Sea Klarker     90.000     12     y     36     7672 - 7681     Sickegolinis, Greater     120     5     y     81       7172 - 71718     Sea Salker     Sea Salker	7122 - 7126	Scorpion, Large	175	n/a	n/a	31	7622 – 7626	Slaad, Green	5000	8	у	75
$ \begin{array}{cccccccccccccccccccccccccccccccccccc$			270		v	32	7627 – 7631	Slaad, Red	975	8		75
137 - 7.141       Screaming Meanies       35       5       y       32       7637 - 7641       SixSacek       35       5       y       78         7142 - 7.145       Scroll Decourer       7       n/n       n/n       34       7652 - 7656       Sime, Clive       450       n/a       n/a       78         7137 - 7151       Scylin Charybolis       40,000       n/n       n/a       34       7652 - 7666       Sime, Clive - Host       275 + 7       y       9       y       80         7162 - 7166       Sac Intar       400       5       y       36       7662 - 7661       Sime, Clive - Host       270 + 9       y       80         7177 - 716       Sac Intar       400       5       y       36       7662 - 7661       Sicopolinis, Cleaster       120       6       y       81         7177 - 716       Sac Salleer       270       5       y       37       7622 - 7661       Sicopolinis, Lesser       120       5       y       81         718       Seavolf, Lesser       120       7       y       40       7727 - 7766       Sico, Grant       500       5       y       81         7197 - 7216       Seavolf, Lesser       120												
1142 - 7.146         Scroll Devaurer         7         n/n         34         7642 - 7651         Silme, Green         35         n/n         n/a         n/a         78           7147 - 7.15         Scylla         30,000         n/n         n/n         34         7657 - 7661         Silme, Olive - Hoat         275 +         7         y         79           7157 - 7161         Scylla: Charybdis         40,000         n/n         n/n         34         7657 - 7661         Silme, Olive - Hoat         270         5         y         81           7167 - 7175         Ses Monster         90,000         12         y         36         7667 - 7671         Nichering Tracker         270         5         y         81           7177 - 7175         Sea Sallaer         270         5         y         37         7662 - 7671         Nichering Tracker         35         5         y         81           7177 - 7176         Sea Sallaer         270         5         y         82         767         7061         Nichering Tracker         35         y         82           7187 - 7185         Seakerofic Graat         65+         5         y         38         7697 - 7706         Nicke Graat         400 <td></td> <td>-</td> <td></td>		-										
1:147 - 715Scylia30,000 $n_{10}$ $n_{10}$ 347652 - 7661Silme, Olive450 $n_{10}$ $n_{10}$ $n_{10}$ 791:152 - 7165Scylia: Charyotychis40,0006y357662 - 7661Silme, Olive - Hoat2779y801:162 - 7165Sca harker2705y867671Silheining Tacker2705y811:172 - 7175Sca balker2705y367672 - 7681Silochycolins, Cerster1206y811:172 - 7176Sca balker2705y387672 - 7681Silochycolins, Cerster1205y811:172 - 7176Sakense, Giant65 + 5y387672 - 7701Siloch, Prehistoric9755y821:187 - 7191Seawofi, Greater14007y40770 - 7705Siloc, Giant50005y811:197 - 7205Seawofi, Greater14007y40776 - 7765Silake, Man2005y841:197 - 7205Seeker, Ear7n.n.n.n.437787 - 7765Silake, Constrictor175 + 6y841:197 - 7216Seeker, Far7n.n.n.n.437787 - 7786Sinake, Constrictor, Giant175 + 6y841:197 - 7216Seeker, Ser, Nose7n.n.n.n.437767 - 7785Sinake, Henry175 + 6y												
1715 - 7156Sofila: Charybdis40,000 $n/a$ $n/a$ 347657 - 766Siline, Olive - Hoat2757y907157 - 716Sea Harker50006y357662 - 766Silching Basher2705y817167 - 7171Sea Monster90,00012y367672 - 7681Slobgoblins, Greater1206y817177 - 7181Sea Stalker2705y387692 - 7686Slobgoblins, Lesser335y827187 - 7191Sea, Farl1205y387692 - 7686Slobgoblins, Lesser3005y827187 - 7191Sealhorse, Glant65+5y387707 - 7726Slack Man270+5y837197 - 7201Seawolf, Greater14007y4007727 - 7746Snake, Amphistonc175+6y847202 - 7205Seawolf, Lesser1207y407772 - 7765Snake, Constrictor175+6y847202 - 7205Seeder, Far7n/an/a437767 - 7786Snake, Constrictor175+6y847212 - 7216Seeler, Far7n/an/a437707 - 726Snake, Sonus Sergent4000+5y85722 - 7245Seeler, Far7n/an/a437767 - 7786Snake, Sonus Sergent4000+5y85	7142 – 7146	Scroll Devourer	7	n/a	n/a	34	7642 – 7651	Slime, Green	35	n/a	n/a	78
1152 - 7115Soylia: Charybdis40,000 $n/a$ $n/a$ 347657 - 7661Silme, Olive - Hoat275 +7y907157 - 7161Sea Harker50006y367662 - 7664Silchering Tacker2705y817172 - 7176Sea Monster90.00012y367672 - 7681Slobpolins, Ceraster355y817177 - 7181Sea Monster2705y377622 - 7691Slobt, Greater Mossback4205y827187 - 7191Seahorse, Giant65 +5y387697 - 7701Slobt, Greater Mossback4205y837197 - 7191Seahorse, Giant650 +5y39770 - 7706Slack, Amphistonc270 +5y847197 - 7201Seawolf, Greater14007y4007727 - 7745Snake, Manha270 +5y847202 - 7205Seawolf, Lesser1207y4007727 - 7746Snake, Constrictor175 +6y847202 - 7205Seeder, Far7n/an/a437767 - 7786Snake, Constrictor175 +6y847212 - 7214Seeder, Far7n/an/a437707 - 726Snake, Constrictor175 +6y85722 - 7245Seeder, Nose7n/an/a437707 - 726Snake, Sonow Serpent4000 + <td< td=""><td>7147 – 7151</td><td>Scylla</td><td>30,000</td><td>n/a</td><td>n/a</td><td>34</td><td>7652 – 7656</td><td>Slime, Olive</td><td>450</td><td>n/a</td><td>n/a</td><td>79</td></td<>	7147 – 7151	Scylla	30,000	n/a	n/a	34	7652 – 7656	Slime, Olive	450	n/a	n/a	79
1157 - 7161Sa' harker'50006y357662 - 7665Silthering Tacker2709y807162 - 7161Sa Monster90,00012y367667 - 771Silthering Tacker2705y817171 - 7171Sea Monster2705y367667 - 771Silthering Tacker335y817177 - 7181Sea Jauler2705y377682 - 7691Siltogoblins, Greater355y817177 - 7181Seaklera6545y387697 - 7705Silto, Greater90,000y827182 - 7185Seaklera1205y397702 - 7705Silto, Greater90,000y847197 - 7201Seawolf, Greater14007y407727 - 7746Snake, Amphitsbanca650+5y847207 - 7212Seawolf, Greater14005y417747 - 7746Snake, Constrictor175+7y847217 - 7213Seeker, Ear7n/an/a437787 - 786Snake, Constrictor, Giant175+6y847217 - 7214Seeker, Ear7n/an/a437807 - 786Snake, Humongus8000+5y847217 - 7215Seeker, Seeker, Seeker15n/an/a782 - 786Snake, Humongus800+5y85722 - 7245Seeker, Nose </td <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td>7657 – 7661</td> <td>Slime, Olive - Host</td> <td>275+</td> <td>7</td> <td>v</td> <td>79</td>							7657 – 7661	Slime, Olive - Host	275+	7	v	79
$ \begin{array}{cccccccccccccccccccccccccccccccccccc$												
1167 - 7171       Sea Manster       90,000       12       y       36       762 - 7681       Stokgoblins, Greater       120       6       y       81         1177 - 7116       Sea Stalker       270       5       y       38       7692 - 7691       Stokgoblins, Greater       35       5       y       81         1171 - 7181       Seadull       7       4       y       38       7692 - 7696       Stokh, Greater Mossback       420       5       y       82         1187 - 719       Seawoff, Greater       1400       7       y       400       7722 - 7745       Snake, Amphisbana       650+       5       y       84         7207 - 7211       Seawoff, Greater       1400       5       y       40       7727 - 7745       Snake, Amphisbana       650+       5       y       84         7207 - 7211       Seawoff, Lesser       170       n/a       n/a       43       7807 - 7805       Snake, Constrictor, Giant       175+       6       y       84         7217 - 7213       Seeker, Sing Gelatinous Seeker       7       n/a       n/a       43       7807 - 786       Snake, Soa, Giant       4000+       5       y       85         7227 - 7215       Se												
1717 - 7176       Sea Staker       270       5       y       37       7682 - 7691       Stobgobins, Lesser       35       5       y       82         1717 - 7181       Seaquill       7       4       y       38       7692 - 7691       Stobh, Greater Mossback       420       5       y       82         1787 - 7191       Seal, Feral       120       5       y       38       7697 - 7701       Stoth, Greater Mossback       420       5       y       82         17197 - 7216       Seawolf, Greater       1400       7       y       40       7707 - 7716       Snake Man       270 + 5       y       84         7120 - 7206       Seawolf, Greater       1400       5       y       40       772 - 7786       Snake, Manphisbaena       650 + 5       y       84         7202 - 7206       Seedus       1400       5       y       41       7767 - 7786       Snake, Constrictor, Giant       175 + 6       y       84         7212 - 7216       Seeker, Fyc       7       n/a       n/a       787 - 786       Snake, Constrictor, Giant       175 + 6       y       85         7222 - 7226       Seeker, Nose       7       n/a       n/a       784       7847 -					У						у	
1717 - 7176       Sea Staker       270       5       y       37       7682 - 7691       Stobgobins, Lesser       35       5       y       82         1717 - 7181       Seaquill       7       4       y       38       7692 - 7691       Stobh, Greater Mossback       420       5       y       82         1787 - 7191       Seal, Feral       120       5       y       38       7697 - 7701       Stoth, Greater Mossback       420       5       y       82         17197 - 7216       Seawolf, Greater       1400       7       y       40       7707 - 7716       Snake Man       270 + 5       y       84         7120 - 7206       Seawolf, Greater       1400       5       y       40       772 - 7786       Snake, Manphisbaena       650 + 5       y       84         7202 - 7206       Seedus       1400       5       y       41       7767 - 7786       Snake, Constrictor, Giant       175 + 6       y       84         7212 - 7216       Seeker, Fyc       7       n/a       n/a       787 - 786       Snake, Constrictor, Giant       175 + 6       y       85         7222 - 7226       Seeker, Nose       7       n/a       n/a       784       7847 -	7167 – 7171	Sea Monster	90,000	12	У	36	7672 – 7681	Slobgoblins, Greater	120	6	У	81
7/17 - 7/181Seaguil74y387692 - 7696Sloth, Greater Mostback.4205y827/182 - 7186Seahors, Gint655y387697 - 7701Sloth, Prehistoric9735y827/187 - 7191Seah, Feral1205y397702 - 7776Slug, Giant50005y837/192 - 7196Seawolf, Greater14007y407722 - 7776Snake Man270+5y877/107 - 7716Seawolf, Greater14005y407727 - 7776Snake, Constrictor175+7y847/202 - 7206Sedus, Easer14005y407727 - 7786Snake, Constrictor175+7y847/217 - 7215Seeker, Far7n/an/a437807 - 7806Snake, Constrictor175+8y847/217 - 7215Seeker, Nose7n/an/a437807 - 7806Snake, Humongus8000+5y857/227 - 7235Seeker, Nose17n/an/a437847 - 7866Snake, Spotting600+5y857/227 -7245Seeker, Nose175+8y447667 - 786Snake, Spotting600+5y857/227 -7245Seeker, Nose175+6y457907 - 7926Snake, Venomous, Giant420+7y857/	7172 – 7176	Sea Stalker	270	5	У	37			35	5	у	81
1182-7186Seah, Foral65+5y387670770Forhistoric9755y827187-7191Seal, Foral1205y3977027706Stake Man270+5y877197-7210Seawolf, Greater14007y4077077726Snake Man270+5y8771977202Seawolf, Greater1207y4077277746Snake, Amphisbaena650+5y8472027206Sedusa14005y4177677768Snake, Constrictor175+7y8472127216Seeker, Fixe7n/an/a4378077826Snake, Heway175+8y8472272721Seeker, Nose7n/an/a437807786Snake, Sea, Giant4000+5y8572377241Serpein, Gelatinous Seeker15n/an/a437847786Snake, Sociant4000+5y8572377241Serpein, Carastes1756y4579077926Snake, Sociant4000+5y8572377241Serpein, Carastes1756y4579077926Snake, Sociant400+7y8572477246Serpein, Carastes1756y <td>7177 - 7181</td> <td>Seagull</td> <td></td> <td>4</td> <td></td> <td></td> <td>7692 – 7696</td> <td>Sloth, Greater Mossback</td> <td>420</td> <td>5</td> <td></td> <td>82</td>	7177 - 7181	Seagull		4			7692 – 7696	Sloth, Greater Mossback	420	5		82
7187 - 7191Seal, Feral1205y397702 - 7706Slug, Giant50005y837192 - 7716Seawoff, Greater14007y407727 - 7726Snake, Amphisbaena650 +5y847107 - 7216Seawoff, Lesser1207y407727 - 7726Snake, Amphisbaena650 +5y847202 - 7206Sedusa14005y407727 - 7746Snake, Amphisbaena650 +5y847207 - 7211Seeaker, Ear7n/a437787 - 7786Snake, Constrictor, Giant175 +6y847212 - 7226Seeker, Eye7n/an/a437787 - 7866Snake, Constrictor, Giant175 +8y847212 - 7236Seeker, Nose7n/an/a437787 - 7866Snake, Sone Stepent4000 +5y857232 - 7236Seeker, Nose7n/an/a437787 - 7866Snake, Sone Stepent4000 +5y857232 - 7236Seeker, Nose15nn/a477787 - 786Snake, Nemous175 +6y857232 - 7236Seeker, Seeker, Eye7n/an/a437787 - 786Snake, Nemous175 +6y857232 - 7236Seeker, Case15n/an/a477787 - 7786Snake, Seeting650 +y85												
17192 - 7196       Seawolf, Greater       1400       7       y       400       7       y       400       7707 - 7726       Snake Amphisbaena       650*       5       y       87         71197 - 7201       Seawolf, Lesser       120       7       y       400       7       y       400       7727 - 7746       Snake, Amphisbaena       650*       5       y       86         7202 - 7206       Seakus/I, Lesser       120       5       y       41       7767 - 7786       Snake, Constrictor       175*       7       y       86         7212 - 7216       Seeker, Eye       7       n/a       n/a       43       7807 - 7826       Snake, Constrictor, Giant       175*       7       y       84         7212 - 7215       Seeker, Nose       7       n/a       n/a       43       7807 - 7826       Snake, Humongus       8000*       5       y       85         7221 - 7221       Seeking Gatinous Seeker       15       n/a       n/a       787       786       Snake, Snow Serpent       4000+       5       y       85         7232 - 7236       Selkie       175       6       y       45       7907 - 7926       Snake, Venomous, giant       420+       7 <td></td>												
1797 - 7201       Seawoff, Lesser       120       7       y       400       7       y       400       7727 - 7746       Snake, Amphisbeana       650*       5       y       84         7202 - 7206       Sedusa       1400       5       y       40       7747 - 7766       Snake, Constrictor       175+       7       y       84         7207 - 7211       Seeker, Ear       7       n/a       n/a       43       7767 - 7786       Snake, Constrictor, Giant       175+       6       y       84         7217 - 7221       Seeker, Nose       7       n/a       n/a       43       7807 - 7866       Snake, Constrictor, Giant       175+       6       y       84         7227 - 7226       Seeker, Nose       7       n/a       n/a       42       7807 - 7866       Snake, Sont Senter       5       y       84         7227 - 7226       Seeker, Nose       15       n/a       n/a       42       7807 - 786       Snake, Sont Senter       5       y       85         7231       Seepent, Barbed       450       10       y       44       7867 - 786       Snake, Sont Senter       4000       5       y       85         7242       7246												
7202 - 7206Seduas14005y407747 - 7766Snake, Boalisk4206y867207 - 7211Seeker, Ear7n/an/a437787 - 7786Snake, Constrictor175+7y847212 - 7216Seeker, Eye7n/an/a437787 - 7786Snake, Constrictor, Giant175+8y84722 - 7225Seeker, Nose7n/an/a437787 - 7866Snake, Constrictor, Giant175+8y84722 - 7231Seeping Gelatinous Seeker15n/an/a42787 - 7866Snake, Humongus8000+5y857232 - 7236Selkie175 +8y447867 - 7866Snake, Sea, Giant4000+5y857232 - 7236Seepent, Carastes1756y457907 - 7926Snake, Splitting650+7y857247 - 7251Seepent, Carastes1756y457907 - 7926Snake, Venomous, giant420+7y857252 - 7256Seewer Snapper7n/an/a477952 - 7956Snacher, Mapper -Saw270n/an/a877252 - 7256Seewer Snapper7n/an/a477952 - 7956Snacher, Mapper -Saw270n/a877252 - 7256Seewer Snapper7n/an/a477952 - 7956Snacher, Mapper -Saw270n/a87<		Seawolf, Greater			У						у	
1202 - 7206       Seduas       1400       5       y       40       7747 - 7766       Snake, Boalisk       420       6       y       86         7207 - 7211       Seeker, Ear       7       n/a       n/a       143       7767 - 7786       Snake, Constrictor       175 +       6       y       84         7212 - 7216       Seeker, Ear       7       n/a       n/a       43       7787 - 7866       Snake, Constrictor, Giant       175 +       8       y       84         7222 - 7226       Seeker, Nose       7       n/a       n/a       43       7807 - 7866       Snake, Heway       175 +       8       y       84         7222 - 7226       Seeker, Nose       15       n/a       n/a       42       7867 - 7866       Snake, Sums       8000 +       5       y       85         7232 - 7236       Selke       175 +       8       y       44       7867 - 7866       Snake, Spitting       650 +       7       y       85         7232 - 7236       Serpent, Barbed       15       n/a       n/a       787       7976 - Snake, Spitting       650 +       y       46       y       85         7247 - 7256       Seweer Snapper       7       n/	7197 – 7201	Seawolf, Lesser	120	7	у	40	7727 – 7746	Snake, Amphisbaena	650+	5	у	84
7207 - 7211Seeall4205y417767 - 7786Snake, Constrictor175+7y847212 - 7216Seeker, Eye7n/an/a437807 - 7806Snake, Constrictor, Giant175+6y847212 - 7225Seeker, Nose7n/an/a427807 - 7826Snake, Heway175+8y847227 - 7231Seeping Gelatinous Seeker15n/an/a427847 - 7866Snake, Sea, Giant4000+5y857232 - 7236Seekie, Nose175 +8y447867 - 7886Snake, Sea, Giant4000+5y857237 - 7241Serpent, Barbed45010y447887 - 7906Snake, Spitting650+7y857247 - 7251Serpent, Cerastes1756y457907 - 7926Snake, Venomous, giant420+7y857252 - 7256Sewer Grub1n/an/a487957 - 7961Snarde, Venomous, giant420+7y887262 - 7266Shadew Render1400n/an/a487957 - 7961Snardeer, Map2705y897272 - 7275Shadow Render1400n/an/a487957 - 7961Snardeer, Map2705y897262 - 7266Shadw Render1400n/an/a487977 - 7961Snardeer, Map27010y <td>7202 – 7206</td> <td>Sedusa</td> <td>1400</td> <td>5</td> <td></td> <td>40</td> <td>7747 – 7766</td> <td>Snake, Boalisk</td> <td>420</td> <td>6</td> <td></td> <td>86</td>	7202 – 7206	Sedusa	1400	5		40	7747 – 7766	Snake, Boalisk	420	6		86
7212 - 7216Seeker, Ear7 $n/a$ $n/a$ 437787 - 7806Snake, Constrictor, Giant175+6y847217 - 7221Seeker, Nose7 $n/a$ $n/a$ 437807 - 7826Snake, Heway175+8y847222 - 7226Seeker, Nose7 $n/a$ $n/a$ 427827 - 7846Snake, Heway175+8y847227 - 7241Seeping Gelatinous Seeker15 $n/a$ 437847 - 7866Snake, Sea, Giant4000+5y857237 - 7244Serpent, Barbed45010y447867 - 7886Snake, Som Serpent4000+5y857247 - 7251Serpent, Cerastes1756y457907 - 7926Snake, Venomous175+6y857247 - 7251SerpentCerastes1 $n/a$ $n/a$ 467947 - 7951Snaper-Saw270 $n/a$ $n/a$ 877252 - 7256Sewer Grub1 $n/a$ $n/a$ 487957 - 7961Snacke, Pomous, giant420+7y897252 - 7266Shadevariable $n/a$ $n/a$ 487957 - 7961Snatcher, Map270 $n/a$ $n/a$ 877252 - 7266Shadow, Common140 $n/a$ 487967 - 7971Snade, Heway334y917262 - 7271Shadow, Common420 $n/a$ $n/a$ 487967 - 7971Snow Strider4000												
7217 - 7221       Seeker, Eye       7       n/a       n/a       43       7807 - 7826       Snake, Heway       175+       8       y       84         7227 - 7226       Seeker, Nose       7       n/a       43       7847 - 7866       Snake, Humongus       8000+       5       y       84         7227 - 7231       Seeping Gelatinous Seeker       15       n/a       n/a       43       7867 - 7866       Snake, Sa, Giant       4000+       5       y       85         7237 - 7241       Serpent, Barbed       450       10       y       44       7867 - 7866       Snake, Snow Serpent       4000+       5       y       85         7242 - 7246       Serpent, Cerastes       175       6       y       45       7907 - 7925       Snake, Venomous       175 +       6       y       85         7242 - 7246       Sever Grub       1       n/a       n/a       47       7952 - 7956       Snake, Venomous, giant       420+       7       y       85         7257 - 7261       Saedyer Grub       1       n/a       n/a       48       7957 - 7961       Snacke, Nemous, giant       420       5       y       89         7256 - 7261       Shadow Fiend       650 <td></td>												
7222 - 7226       Seeker, Nose       7       n/a       n/a       42       7827 - 7846       Snake, Humongus       8000+       5       y       84         7227 - 7231       Seeping Gelatinous Seeker       15       n/a       n/a       43       7847 - 7866       Snake, Sea, Giant       4000+       5       y       85         7237 - 7241       Serpent, Barbed       175+       8       y       44       7867 - 7866       Snake, Sonow Serpent       4000+       5       y       85         7237 - 7241       Serpent, Cerastes       175       6       y       45       7907 - 7926       Snake, Nonoous, giant       420+       7       y       85         7247 - 7251       Serpent, Cerastes       175       6       y       45       7907 - 7926       Snake, Venomous, giant       420+       7       y       85         7252 - 7256       Sewer Grub       1       n/a       n/a       47       7952 - 7965       Snale Beast       3000       5       y       89         7262 - 7266       Shade       variable       n/a       n/a       48       7962 - 7965       Snow Beasts       420       5       y       89         7267 - 721       Shadow, Render </td <td></td>												
7227 - 7231       Seeping Gelatinous Seeker       15       n/a       n/a       43       7847 - 7866       Snake, Sea, Giant       4000+       5       y       85         7232 - 7236       Selkie       175+       8       y       44       7867 - 7866       Snake, Snow Serpent       4000+       5       y       85         7237 - 7241       Serpent, Barbed       450       10       y       44       7867 - 7866       Snake, Snow Serpent       4000+       5       y       85         7242 - 7246       Serpent, Carastes       175       6       y       45       7907 - 7926       Snake, Venomous, giant       420+       7       y       85         7252 - 7256       Sewer Grub       1       n/a       n/a       47       7952 - 7956       Snarl Beast       3000       5       y       88         7252 - 7256       Shade Neender       1400       n/a       n/a       797 - 7971       Snatcher, Map       270       5       y       89         7267 - 7271       Shadow Fiend       600       n/a       n/a       479       7977 - 7971       Snow Strider       4000       5       y       90         7277 - 7281       Shadow, Common       420												
7232 - 7236Selkie175+8y447867 - 7886Snake, Snow Serpent $4000+$ 5y857237 - 7241Serpent, Barbed45010y447887 - 7906Snake, Spitting650+7y857242 - 7246Serpent, Cerastes1756y457907 - 7926Snake, Venomous175+6y857247 - 7251Serpent, Cerastes1756y457907 - 7926Snake, Venomous, giant420+7y857252 - 7256Sewer Grub1n/an/a467947 - 7951Snake, Venomous, giant270n/an/a877252 - 7256Sewer Snapper7n/an/a477952 - 7956Snarke, Renomus, giant270sy897267 - 7271Shadow Fiend6505y497962 - 7966Snow Beasts4205y897277 - 7281Shadow Render1400n/an/a487972 - 7976Snad334y917282 - 7286Shadw Render1400n/an/a487972 - 7976Snad334y917282 - 7286Shadow Render1400n/an/a487972 - 7976Snad334y917282 - 7286Shahshing Mound6000+n/an/a497977 - 7981Solfugid, Large11y917282 - 7286Shank,												
7237 - 7241       Serpent, Barbed       450       10       y       44       7887 - 7906       Snake, Spitting       650+       7       y       85         7242 - 7246       Serpent, Cerastes       175       6       y       45       7907 - 7926       Snake, Venomous       175+       6       y       85         7247 - 7251       Serpent, Cerastes       1       n/a       n/a       46       7947 - 7946       Snake, Venomous, giant       420+       7       y       85         7252 - 7256       Sewer Grub       1       n/a       n/a       46       7947 - 7951       Snake, Venomous, giant       420+       7       y       85         7252 - 7256       Sewer Grub       1       n/a       n/a       47       7952 - 7956       Snarl Beast       3000       5       y       88         7267 - 7271       Shadow Render       1400       n/a       n/a       48       7962 - 7966       Snow Beasts       420       5       y       90         7272 - 7276       Shadow Render       1400       n/a       n/a       48       7972 - 7976       Snyad       33       4       y       91         7287 - 7291       Shank Shrub       65       <	7227 – 7231	Seeping Gelatinous Seeker	15	n/a	n/a	43					У	
7237 - 7241       Serpent, Barbed       450       10       y       44       7887 - 7906       Snake, Spitting       650+       7       y       85         7247 - 7251       Serpent, Cerastes       175       6       y       45       7907 - 7926       Snake, Venomous, giant       420+       7       y       85         7247 - 7251       Serpentine       65       5       y       45       7927 - 7946       Snake, Venomous, giant       420+       7       y       85         7252 - 7256       Sewer Grub       1       n/a       n/a       46       7947 - 7951       Snake, Venomous, giant       420+       7       y       85         7252 - 7256       Sewer Grub       1       n/a       n/a       47       7952 - 7956       Snarl Beast       3000       5       y       88         7267 - 7271       Shadow Render       1400       n/a       n/a       48       7967 - 7971       Snow Beasts       420       5       y       90         7277 - 7281       Shadow Render       1400       n/a       n/a       48       7972 - 7976       Snyad       33       4       y       91         7287 - 7291       Shank Shub       65       n	7232 – 7236	Selkie	175+	8	У	44	7867 – 7886	Snake, Snow Serpent	4000+	5	у	85
7242 - 7246       Serpent, Cerastes       175       6       y       45       7907 - 7926       Snake, Venomous       175+       6       y       85         7247 - 7251       Serpentine       65       5       y       45       7927 - 7946       Snake, Venomous, giant       420+       7       y       85         7252 - 7256       Sewer Grub       1       n/a       n/a       46       7947 - 7951       Snaper-Saw       270       n/a       n/a       87         7257 - 7261       Sewer Snapper       7       n/a       n/a       47       7952 - 7956       Snarl Beast       3000       5       y       88         7262 - 7266       Shade       variable       n/a       n/a       48       7957 - 7961       Snow Beasts       420       5       y       89         7272 - 7275       Shadow Render       1400       n/a       n/a       48       7962 - 7966       Snow Beasts       420       5       y       89         7272 - 7275       Shadow, Common       420       n/a       n/a       48       7977 - 7976       Snyd       33       4       y       91         7282 - 7286       Shark, Angel       65       n/a       n												
7247 - 7251Serpentine655y457927 - 7946Snake, Venomous, giant420+7y857252 - 7256Sewer Grub1n/an/a467947 - 7951Snapper-Saw270n/an/a877257 - 7261Sewer Snapper7n/an/a477952 - 7956Snarl Beast30005y897262 - 7266Shadevariablen/a487957 - 7961Snatcher, Map2705y897267 - 7271Shadow Fiend6505y497962 - 7966Snow Beasts4205y897272 - 7276Shadow Render1400n/an/a487972 - 7971Snow Strider40005y907282 - 7286Shambling Mound6000+n/an/a487972 - 7976Snyad334y917282 - 7296Shark, Angel65n/an/a487972 - 7981Solifugid, Giant45011y917292 - 7296Shark, Angel65n/an/a507982 - 7986Solifugid, Huge27010y917292 - 7296Shark, Angel655y517997 - 7911Solifugid, Tempusfugid2708y917292 - 7296Shark, Angel1205y517992 - 7996Solifugid, Tempusfugid2708y917302 - 7301Shark, Angel <td></td> <td>•</td> <td></td>		•										
7252 - 7256Sewer GrubIn/an/a467947 - 7951Snapper-Saw270n/an/a877257 - 7261Sewer Snapper7n/an/a477952 - 7956Snarl Beast30005y887262 - 7266Shadevariablen/an/a487957 - 7961Snatcher, Map2705y897267 - 7271Shadow RenderI 400n/an/a487967 - 7971Snow Beasts4205y907277 - 7281Shadow, Common420n/an/a487972 - 7976Snyad334y917282 - 7286Shambling Mound6000+n/an/a487977 - 7981Solifugid, Giant45011y917287 - 7291Shark, Angel65n/an/a507987 - 7991Solifugid, Large2708y917297 - 7301Shark, Angel655y517992 - 7996Solifugid, Large1258y917302 - 7306Shark, Giant Megalodon50005y517997 - 8001Solitary Wasp150+n/an/a927307 - 7311Shark, Goblin14005y518002 - 8006Spasm Master1255y937312 - 7316Shark, Goblin14005y518002 - 8006Spasm Master1255y937317 - 7321Shedu		•										
7257 - 7261Sewer Snapper7n/an/a477952 - 7956Snarl Beast30005y887262 - 7266Shadevariablen/an/a487957 - 7961Snatcher, Map2705y897267 - 7271Shadow Fiend6505y497962 - 7966Snow Beasts4205y897277 - 7281Shadow, Common1400n/an/a487967 - 7971Snow Strider40005y907287 - 7296Sharkow, Common420n/an/a487967 - 7971Snow Strider45011y917287 - 7291Shadow, Common655n/an/a497977 - 7981Solifugid, Giant45011y917287 - 7296Shark, Angel65n/an/a507982 - 7986Solifugid, Huge27010y917297 - 7301Shark, Angel655y517997 - 7991Solifugid, Tempusfugid2708y917297 - 7311Shark, Giant Megalodon50005y517997 - 8001Solifugid, Tempusfugid2708y917312 - 7316Shark, Goblin14005y517997 - 8011Solitary Wasp150+n/an/a937312 - 7336Sheeu, Greater15,00019y528012 - 8021Spectre, Standard3000n/a9473		•										
7262 - 7266Shadevariablen/an/a487957 - 7961Snatcher, Map2705y897267 - 7271Shadow Fiend6505y497962 - 7966Snow Beasts4205y897272 - 7276Shadow Render1400n/an/a487967 - 7971Snow Strider40005y907277 - 7281Shadow, Common420n/an/a487972 - 7976Snyad334y917282 - 7286Shank Shrub65n/an/a497977 - 7981Solifugid, Giant45011y917287 - 7291Shank Shrub65n/an/a507982 - 7986Solifugid, Huge27010y917297 - 7301Shark, Angel655y517987 - 7991Solifugid, Tempusfugid2708y917297 - 7301Shark, Giant Megalodon50005y517997 - 8001Solifugid, Tempusfugid2708y917302 - 7306Shark, Goblin14005y517997 - 8001Solitary Wasp150+n/an/a927317 - 7316Shedu, Greater15,00019y528012 - 8001Speckle Coated Horned Charger40015y937317 - 7336Sheep, Carnivorous1258y538032 - 8036Sphinx, Androsphinx7005y95<			-								n/a	
7262 - 7266Shadevariablen/an/a487957 - 7961Snatcher, Map2705y897267 - 7271Shadow Fiend6505y497962 - 7966Snow Beasts4205y897272 - 7276Shadow Render1400n/an/a487967 - 7971Snow Strider40005y907277 - 7281Shadow, Common420n/an/a487972 - 7976Snyad334y917282 - 7286Shank Shrub65n/an/a497977 - 7981Solifugid, Giant45011y917287 - 7291Shank Shrub65n/an/a507982 - 7986Solifugid, Huge27010y917297 - 7301Shark, Angel655y517987 - 7991Solifugid, Tempusfugid2708y917297 - 7301Shark, Giant Megalodon50005y517997 - 8001Solifugid, Tempusfugid2708y917302 - 7306Shark, Goblin14005y517997 - 8001Solitary Wasp150+n/an/a927317 - 7316Shedu, Greater15,00019y528012 - 8001Speckle Coated Horned Charger40015y937317 - 7336Sheep, Carnivorous1258y538032 - 8036Sphinx, Androsphinx7005y95<	7257 – 7261	Sewer Snapper	7	n/a	n/a	47	7952 – 7956	Snarl Beast	3000	5	у	88
7267 - 7271Shadow Fiend6505y497962 - 7966Snow Beasts4205y897272 - 7276Shadow Render1400n/an/a487967 - 7971Snow Strider40005y907277 - 7281Shadow, Common420n/an/a487967 - 7971Snow Strider40005y907287 - 7291Shadow, Common420n/an/a487972 - 7976Snyad334y917282 - 7286Shark, Angel65n/an/a497977 - 7981Solifugid, Giant45011y917292 - 7265Shark, Angel655y517987 - 7991Solifugid, Large1258y917297 - 7301Shark, Dawg Fish1205y517997 - 8001Solifugid, Tempusfugid2708y917302 - 7306Shark, Giant Megalodon50005y517997 - 8001Solitary Wasp150+n/an/a927307 - 7311Shark, Wobbegong4205y518007 - 8011Speckle Coated Horned Charger40015y937312 - 7326Sheep, Carnivorous1258y538032 - 8036Sphinx, Androsphinx70005y937327 - 7336Sheep, Carnivorous1258y538032 - 8036Sphinx, Androsphinx70005y		••					7957 – 7961	Snatcher, Map	270	5		89
7272 - 7276Shadow Render1400n/an/a487967 - 7971Snow Strider40005y907277 - 7281Shadow, Common420n/an/a487972 - 7976Snyad334y917282 - 7286Shambling Mound6000+n/an/a497977 - 7981Solifugid, Giant45011y917282 - 7296Shank Shrub65n/an/a497977 - 7981Solifugid, Huge27010y917292 - 7296Shark, Angel655y517987 - 7991Solifugid, Large1258y917297 - 7301Shark, Dawg Fish1205y517997 - 8001Solifary Wasp150+n/an/a927302 - 7306Shark, Gobin14005y517997 - 8001Solitary Wasp150+n/an/a927307 - 7311Shark, Wobbegong4205y518007 - 8011Speckle Coated Horned Charger40015y937317 - 7326Shedu, Lesser15,00019y528012 - 8031Spectre, Standard4000n/an/a947327 - 7336Sheep, Carnivorous1258y538032 - 8036Sphinx, Androsphinx70005y957337 - 7346Sheep, Common354y538037 - 8041Sphinx, Criosphinx50005y								•				
7277 - 7281Shadow, Common420n/an/a487972 - 7976Snyad334y917282 - 7286Shambling Mound6000+n/an/a497977 - 7981Solifugid, Giant45011y917282 - 7296Shark, Shrub65n/an/a507982 - 7986Solifugid, Huge27010y917297 - 7301Shark, Dawg Fish1205y517997 - 7991Solifugid, Large1258y917302 - 7306Shark, Giant Megalodon50005y517997 - 8001Solifugid, Tempusfugid2708y917307 - 7311Shark, Goblin14005y517997 - 8001Solitary Wasp150+n/an/a927317 - 7321Sherk, Wobbegong4205y518002 - 8006Spasm Master1255y937312 - 7316Shedu, Lesser15,00019y528012 - 8021Spectre, Bound4000n/an/a947327 - 7336Shedu, Lesser8,00014y528032 - 8036Sphinx, Androsphinx70005y957337 - 7346Sheep, Common354y538037 - 8041Sphinx, Criosphinx50005y95												
7282 - 7286Shambling Mound6000+n/an/a497977 - 7981Solifugid, Giant45011y917287 - 7291Shank Shrub65n/an/a507982 - 7986Solifugid, Huge27010y917292 - 7296Shark, Angel655y517987 - 7991Solifugid, Large1258y917297 - 7301Shark, Dawg Fish1205y517992 - 7996Solifugid, Tempusfugid2708y917302 - 7306Shark, Goblin14005y517997 - 8001Solifugid, Tempusfugid2708y917307 - 7311Shark, Goblin14005y518002 - 8006Spasm Master1255y937312 - 7316Shark, Wobbegong4205y518007 - 8011Speckle Coated Horned Charger40015y937317 - 7321Shedu, Greater15,00019y528012 - 8021Spectre, Bound4000n/an/a947327 - 7336Sheep, Carnivorous1258y538032 - 8036Sphinx, Androsphinx70005y957337 - 7346Sheep, Common354y538037 - 8041Sphinx, Criosphinx50005y95												
7287 - 7291       Shank Shrub       65       n/a       n/a       50       7982 - 7986       Solifugid, Huge       270       10       y       91         7292 - 7296       Shark, Angel       65       5       y       51       7987 - 7991       Solifugid, Large       125       8       y       91         7297 - 7301       Shark, Dawg Fish       120       5       y       51       7992 - 7996       Solifugid, Tempusfugid       270       8       y       91         7302 - 7306       Shark, Giant Megalodon       5000       5       y       51       7997 - 8001       Solifugid, Tempusfugid       270       8       y       91         7302 - 7306       Shark, Goblin       1400       5       y       51       7997 - 8001       Solitary Wasp       150+       n/a       n/a       92         7312 - 7316       Shark, Wobbegong       420       5       y       51       8002 - 8006       Spasm Master       125       5       y       93         7312 - 7316       Shedu, Greater       15,000       19       y       52       8012 - 8021       Spectre, Bound       4000       n/a       n/a       94         7322 - 7326       Shedu, Lesser											У	
7287 - 7291       Shank Shrub       65       n/a       n/a       50       7982 - 7986       Solifugid, Huge       270       10       y       91         7292 - 7296       Shark, Angel       65       5       y       51       7987 - 7991       Solifugid, Large       125       8       y       91         7297 - 7301       Shark, Dawg Fish       120       5       y       51       7992 - 7996       Solifugid, Tempusfugid       270       8       y       91         7302 - 7306       Shark, Giant Megalodon       5000       5       y       51       7997 - 8001       Solifugid, Tempusfugid       270       8       y       91         7302 - 7306       Shark, Goblin       1400       5       y       51       7997 - 8001       Solitary Wasp       150+       n/a       n/a       92         7312 - 7316       Shark, Wobbegong       420       5       y       51       8002 - 8006       Spasm Master       125       5       y       93         7312 - 7316       Shedu, Greater       15,000       19       y       52       8012 - 8021       Spectre, Bound       4000       n/a       n/a       94         7322 - 7326       Shedu, Lesser	7282 – 7286	Shambling Mound	6000+	n/a	n/a	49	7977 – 7981	Solifugid, Giant	450	11	У	91
7292 - 7296Shark, Angel655y517987 - 7991Solifugid, Large1258y917297 - 7301Shark, Dawg Fish1205y517992 - 7996Solifugid, Tempusfugid2708y917302 - 7306Shark, Giant Megalodon50005y517997 - 8001Solifugid, Tempusfugid2708y917302 - 7306Shark, Giant Megalodon50005y517997 - 8001Solitary Wasp150+n/an/a927317 - 7311Shark, Goblin14005y518002 - 8006Spasm Master1255y937312 - 7316Shark, Wobbegong4205y518012 - 8011Speckle Coated Horned Charger40015y937317 - 7321Shedu, Greater15,00019y528012 - 8021Spectre, Bound4000n/an/a947327 - 7336Sheep, Carnivorous1258y538032 - 8036Sphinx, Androsphinx70005y957337 - 7346Sheep, Common354y538037 - 8041Sphinx, Criosphinx50005y95		0				50	7982 – 7986			10		91
7297 - 7301       Shark, Dawg Fish       120       5       y       51       7992 - 7996       Solifugid, Tempusfugid       270       8       y       91         7302 - 7306       Shark, Giant Megalodon       5000       5       y       51       7997 - 8001       Solifugid, Tempusfugid       270       8       y       91         7302 - 7306       Shark, Giant Megalodon       5000       5       y       51       7997 - 8001       Solitary Wasp       150+       n/a       n/a       92         7307 - 7311       Shark, Goblin       1400       5       y       51       8002 - 8006       Spasm Master       125       5       y       93         7317 - 7316       Shark, Wobbegong       420       5       y       51       8007 - 8011       Speckle Coated Horned Charger       400       15       y       93         7317 - 7321       Shedu, Greater       15,000       19       y       52       8012 - 8021       Spectre, Bound       4000       n/a       n/a       94         7322 - 7326       Shedu, Lesser       8,000       14       y       52       8032 - 8036       Sphinx, Androsphinx       7000       5       y       95         7337 - 7346												
7302 - 7306       Shark, Giant Megalodon       5000       5       y       51       7997 - 8001       Solitary Wasp       150+       n/a       n/a       92         7307 - 7311       Shark, Goblin       1400       5       y       51       8002 - 8006       Spasm Master       125       5       y       93         7317 - 7316       Shark, Wobbegong       420       5       y       51       8007 - 8011       Speckle Coated Horned Charger       400       15       y       93         7317 - 7321       Shedu, Greater       15,000       19       y       52       8012 - 8021       Spectire, Bound       4000       n/a       n/a       94         7322 - 7326       Shedu, Lesser       8,000       14       y       52       8022 - 8031       Spectre, Standard       3000       n/a       n/a       94         7327 - 7336       Sheep, Carnivorous       125       8       y       53       8032 - 8036       Sphinx, Androsphinx       7000       5       y       95         7337 - 7346       Sheep, Common       35       4       y       53       8037 - 8041       Sphinx, Criosphinx       5000       5       y       95								0 0				
7307 - 7311       Shark, Goblin       1400       5       y       51       8002 - 8006       Spasm Master       125       5       y       93         7312 - 7316       Shark, Wobbegong       420       5       y       51       8007 - 8011       Speckle Coated Horned Charger       400       15       y       93         7317 - 7321       Shedu, Greater       15,000       19       y       52       8012 - 8021       Spectre, Bound       4000       n/a       n/a       94         7322 - 7326       Shedu, Lesser       8,000       14       y       52       8022 - 8031       Spectre, Standard       3000       n/a       n/a       94         7327 - 7336       Sheep, Carnivorous       125       8       y       53       8032 - 8036       Sphinx, Androsphinx       7000       5       y       95         7337 - 7346       Sheep, Common       35       4       y       53       8037 - 8041       Sphinx, Criosphinx       5000       5       y       95											•	
7307 - 7311       Shark, Goblin       1400       5       y       51       8002 - 8006       Spasm Master       125       5       y       93         7317 - 7316       Shark, Wobbegong       420       5       y       51       8007 - 8011       Speckle Coated Horned Charger       400       15       y       93         7317 - 7321       Shedu, Greater       15,000       19       y       52       8012 - 8021       Spectre, Bound       4000       n/a       n/a       94         7322 - 7326       Shedu, Lesser       8,000       14       y       52       8032 - 8036       Speitre, Standard       3000       n/a       94         7327 - 7336       Sheep, Carnivorous       125       8       y       53       8032 - 8036       Sphinx, Androsphinx       7000       5       y       95         7337 - 7346       Sheep, Common       35       4       y       53       8037 - 8041       Sphinx, Criosphinx       5000       5       y       95		0			У			<i>i</i> .			n/a	
7312 - 7316Shark, Wobbegong4205y518007 - 8011Speckle Coated Horned Charger40015y937317 - 7321Shedu, Greater15,00019y528012 - 8021Spectre, Bound4000n/an/a947322 - 7326Shedu, Lesser8,00014y528022 - 8031Spectre, Standard3000n/an/a947327 - 7336Sheep, Carnivorous1258y538032 - 8036Sphinx, Androsphinx70005y957337 - 7346Sheep, Common354y538037 - 8041Sphinx, Criosphinx50005y95	7307 – 7311	Shark, Goblin	1400	5		51	8002 - 8006	Spasm Master	125	5	У	93
7317 - 7321       Shedu, Greater       15,000       19       y       52       8012 - 8021       Spectre, Bound       4000       n/a       n/a       94         7322 - 7326       Shedu, Lesser       8,000       14       y       52       8022 - 8031       Spectre, Standard       3000       n/a       n/a       94         7327 - 7336       Sheep, Carnivorous       125       8       y       53       8032 - 8036       Sphinx, Androsphinx       7000       5       y       95         7337 - 7346       Sheep, Common       35       4       y       53       8037 - 8041       Sphinx, Criosphinx       5000       5       y       95	7312 – 7316	Shark, Wobbegong	420	5		51	8007 - 8011	Speckle Coated Horned Charger	400	15		93
7322 - 7326         Shedu, Lesser         8,000         14         y         52         8022 - 8031         Spectre, Standard         3000         n/a         n/a         94           7327 - 7336         Sheep, Carnivorous         125         8         y         53         8032 - 8036         Sphinx, Androsphinx         7000         5         y         95           7337 - 7346         Sheep, Common         35         4         y         53         8037 - 8041         Sphinx, Criosphinx         5000         5         y         95												
7327 - 7336         Sheep, Carnivorous         125         8         y         53         8032 - 8036         Sphinx, Androsphinx         7000         5         y         95           7337 - 7346         Sheep, Common         35         4         y         53         8037 - 8041         Sphinx, Criosphinx         5000         5         y         95								•				
7337 - 7346         Sheep, Common         35         4         y         53         8037 - 8041         Sphinx, Criosphinx         5000         5         y         95												
		•									•	
		•			У						У	
	7347 – 7356	Sheep, Giant	120	4		53	8042 - 8046	Sphinx, Gynosphinx	3000	5	У	95
		-										

00.47 0051		1.400	-		05	0717 0731	Thui Kusan	975	0		140
8047 – 805 I	Sphinx, Hieracosphinx	1400	5	У	95	8727 – 8731	Thri-Kreen		8	У	
8052 - 8071	Spider, Giant	420	n/a	У	97	8732 - 8736	Throat Grappler	65	8	У	140
8072 – 8091	Spider, Giant: Gargantuan	3000	n/a	У	97	8737 – 8741	Throat Leech	1/6	n/a	n/a	141
8092 – 8111	Spider, Giant: Huge	270	n/a	у	97	8742 – 8746	Thunderherder	420	5	У	142
8112 – 8131	Spider, Giant: Large	175	n/a	ý	97	8747 – 8751	Tick, Giant Mottled	120+	n/a	n/a	142
8132 - 8151	Spider, Giant: Trapdoor	975	n/a		97	8752 - 8756	Tick, Giant, Common	65+	n/a	n/a	142
				У		8757 - 8761	Tick, Groin	120+	n/a	n/a	142
8152 - 8171	Spider, Subterranean: Cave	370	n/a	У	98						
8172 – 8191	Spider, Subterranean: Crab	420	n/a	У	98	8762 – 8766	Tiger Fairy	270	5	У	143
8192 - 8211	Spider, Subterranean: Dire Cave	1600	n/a	у	98	8767 – 8771	Tiger Fly, Female	175	n/a	n/a	144
8212 - 8231	Spider, Subterranean: Tarantubat	35	n/a	y	98	8772 – 8776	Tiger Fly, Larva	35	n/a	n/a	144
8232 - 8251	Spider, Uncommon: Phase	1400	n/a		99	8777 – 8781	Tiger Fly, Male	420	n/a	n/a	144
	• •			У		0				a	
8252 - 8271	Spider, Uncommon: Sea	975	n/a	У	99						
8272 – 8291	Spider, Uncommon: Water	420	n/a	У	99	Hacklopedia	of Beasts Volume VIII				
8292 - 8296	Spirit Fiend	3000	n/a	n/a	101	8782 – 8786	Tiger Horse, Flying Albino	2000	7	у	8
8297 - 8301	Spirit, Mass	25,000	n/a	n/a	102	8787 – 8791	Tigertrap, Creeping	270	n/a	n/a	8
8302 - 8306	Spirit, Demented	120	n/a	n/a	100	8792 - 8796	Time Elemental, Common	3000+	n/a	n/a	9
8307 – 8311	Spirit, Rogue	120	n/a	n/a	102	8797 – 880 I	Time Elemental, Noble	5000	n/a	n/a	9
8312 - 8316	Spirit, Vexing	120	n/a	n/a	102	8802 - 8806	Tin Soldier	420	n/a	n/a	10
8317 - 8321	Spirit, Wild	270+	n/a	n/a	103	8807 – 8811	Titan	21,000	13	у	11
8322 - 8326	Spriggan	3000+	9	у	104	8812 - 8816	Titanothere	3000	5	ý	12
8327 - 8341	Sprite, Common	270	5		104	8817 - 8826	Toad, Doom	650	5		13
	•			у						У	
8342 - 8356	Sprite, Grig	65	5	У	105	8827 – 8836	Toad, Giant	120	9	У	13
8357 – 8371	Sprite, Spite	270	5	У	104	8837 – 8846	Toad, Giant Coconut	65	6	У	13
8372 – 8386	Sprite, Water	270	5	у	104	8847 – 8856	Toad, Ice	270	5	У	13
8387 – 8391	Spry Gecko	65	7	y	106	8857 – 8866	Toad, Poisonous	175	5	y	13
8392 - 8396	Spry Railer	7	4		106	8867 - 8876	Tongue, Giant Slithering	5000	5		14
				У			0			У	
8397 - 8401	Squealer	4000	5	У	107	8877 – 8881	Toucan, Hornbilled Terror	125	6	У	15
8402 - 8406	Squid, Giant, Arboreal Land	2000	5	У	108	8882 - 8886	Toxic Buttercup	1400	5	У	15
8407 – 8411	Squid, Giant, Common	5000	5	У	108	8887 – 889 I	Transposer	650	5	У	16
8412 - 8416	Squid, Giant, Land	5000	5	ý	108	8892 - 8896	Trap, Living	975	n/a	n/a	17
8417 - 8421	Squid, Giant, Sand	5000	5	ý	108	8897 - 8901	Trapper	3000	5		17
	•						••			y n/a	
8422 - 8426	Squid, Giant, Snow	5000	5	У	108	8902 - 8906	Treant, Bonsai Ninja	125	n/a	n/a	18
8427 – 843 I	Squirrel, Carnivorous Flying	20	5	У	109	8907 – 8911	Treant, Common	2000+	n/a	n/a	18
8432 - 8436	Squirrel, Giant Black	35	6	у	109	8912 - 8916	Treant, Undead	2000+	n/a	n/a	18
8437 – 8441	Squirrel, Ordinary	1	5	ý	109	8917 – 8921	Tree Buffalo	175	7	у	20
8442 - 8446	Stag, Common	120	5	ý	110	8922 - 8926	Triceratortoise	6000	5		20
										У	
8447 – 845 I	Stag, Giant	420	5	У	110	8927 – 893 I	Triclops	650	11	У	21
8452 – 8456	Stegocentipede	2000	n/a	n/a	111	8932 – 8936	Triton, Common	270	5	У	22
8457 – 8461	Stench Kow	700	8	У	111	8937 – 8941	Triton, Exceptional	650+	5	У	22
8462 – 8476	Stirge, Common	175	n/a	n/a	112	8942 – 8946	Triton, Leader	4000	5	ý	22
8477 – 8491	Stirge, Humming	15	n/a	n/a	112	8947 – 8951	Triton, Spellcaster	2000+	5		22
							•			У	
8492 - 8506	Stirge, Wingless	35	n/a	n/a	113	8952 – 8956	Troglodyte	120+	5	У	23
8507 – 8511	Stone Guardian	650	n/a	n/a	114	8957 – 8961	Troll Mage	1400+	5	У	28
8512 - 8516	Stone Warblers	51	n/a	n/a	114	8962 – 8966	Troll, Ancient Gnarled-Toothed	4000	16	У	24
8517 - 8521	Stork, Dire	270	7	у	115	8967 – 8971	Troll, Common	1400	11	ý	24
8522 - 8526	Strangle Plant, Tomato	270+	n/a	n/a	116	8972 – 8976	Troll, Crested	2000	7		24
	-									У	
8527 – 853 I	Strangle Plant, Vine	8000	n/a	n/a	116	8977 – 8981	Troll, Crested Gutter	3000+	12	У	24
8532 - 8536	Strangle Plant, Weed	65+	n/a	n/a	116	8982 – 8986	Troll, Culvert	6000	5	У	25
8537 - 8541	Straw Mound	125+	n/a	n/a	117	8987 – 8991	Troll, Festering	3000	11	У	25
8542 - 8546	Stump Horror	975	n/a	n/a	117	8992 - 8996	Troll, Forest	420	8	y	25
8547 - 8551	•	270	n/a	n/a	118	8997 - 9001	Troll, Giant	1400	5		27
	Stun Jelly									У	
8552 – 8556	Stygian Face Slapper	1400+	4	У	119	9002 – 9006	Troll, Giant Two-Headed	3000	5	У	27
8557 – 8561	Su-Monster	650	10	У	119	9007 – 9011	Troll, Glamour	1400	6	У	27
8562 - 8566	Subcutaneous Feeder	7	n/a	n/a	120	9012 - 9016	Troll, Gutter	1400	13	У	27
8567 – 8571	Subterranean Magna-Ferrets	120	6	у	120	9017 - 9021	Troll, Hill	1400	11	ý	28
8572 - 8576	Sundew. Giant	1400	n/a	n/a	121	9022 - 9026	Troll, Ice	175	5		28
	· · · · · · · · · · · · · · · · · · ·									У	
8577 – 8581	Surgeon Beetle	5	n/a	n/a	122	9027 – 903 I	Troll, Iron	10,000	5	У	28
8582 - 8586	Sussurus	650	n/a	n/a	122	9032 – 9036	Troll, Marine - freshwater	650	10	У	30
8587 – 8591	Swamp Terror	10,000	5	У	123	9037 — 9041	Troll, Marine - saltwater	1400	19	у	30
8592 – 8596	Swanmay, Bird Maiden	420+	5	ý	124	9042 - 9046	Troll, Merga	4000	5	ý	30
8597 - 8601	Swanmay	120+	5	y	124	9047 - 9051	Troll, Muck	975	9	ý	30
8602 - 8606	Sword, Perpetual Dancing	variable	n/a	n/a	125	9052 - 9056	Troll, Quorum	270	7		31
										У	
8607 - 8611	Swordfish, Bastard	65	7	у	126	9057 – 9061	Troll, Rock	1400	12	У	32
8612 - 8616	Swordfish, Long	35	6	У	126	9062 – 9066	Troll, Spirit	1400	5	У	32
8617 – 8621	Swordfish, Vorpal	270	8	У	126	9067 — 907 I	Trollkin Auxiliaries	125+	7	у	32
8622 – 8626	Sylph	420	5	ý	126	9072 - 9076	Trolls, Sand	1400	П	ý	32
8627 - 8631	Symbiotic Tapeworm	7	n/a	n/a	127	9077 - 9081	Troutman	35+	5	y y	33
8632 - 8636	, ,										
	Tainter	270	n/a	n/a	127	9082 - 9086	Truculent Terrifier	3,000	n/a	n/a	34
8637 – 8641	Tangle web	650+	n/a	n/a	128	9087 – 9091	Tunnel Squid	650	5	У	34
8642 – 8646	Tanuki	65+	4	у	129	9092 - 9096	Turtle, Bombadier	270	8	у	35
-	Tarrasque	107,000	7	ý	130	9097 – 9101	Turtle, Dragon	10,000+	5	ý	36
8647 – 865 I	Tasloi	35+	5	ý	131	9102 - 9106	Turtle, Gargantuan	11,000	5		37
8652 - 8656	Taunter	650+								У	
			n/a	n/a	131	9107 - 9111	Turtle, Giant Snapping	1400	5	У	37
8657 – 8661	Tavern Lice, Canine Mandibled	I	n/a	n/a	132	9112 – 9116	Turtle, Humongus Sea	20,000	5	У	37
8662 – 8666	Teether	650	4	У	133	9117 – 9121	Turtle, Sea	5000	5	у	37
8667 – 8671	Tenta'Kill	975	5	y	133	9122 – 9126	Tween	15	n/a	n/a	37
8672 - 8676	Termite Giant Harvester soldier	65	n/a	n/a	134	9127 - 9131	Typhon	1400	10	y	38
							<i>,</i> ,				
8677 - 8681	Termite, Giant Harvester King	650	n/a	n/a	134	9132 - 9136	Uarvax	420	10	У	39
8682 - 8686	Termite, Giant Harvester Queen	1400	n/a	n/a	134	9 37 – 9 4	Umber Hulk, Common	4000	13	У	40
8687 – 8691	Termite, Giant Harvester worker	35	n/a	n/a	134	9142 – 9146	Umber Hulk, Under Hulk	2000	5	у	40
8692 – 8696	Teroth	650	9	у	135	9147 – 9151	Unicorn, Anhiram	650	9	ý	45
8697 - 8701	Thatcher, Banded Crest	175	3	ý	136	9152 - 9156	Unicorn, Common	650	9		44
										У	
8702 - 8706	Thessalhydra	7000	5	У	136	9157 – 9161	Unicorn, Cortazon	975	11	У	45
8707 – 8711	Thessilkrat	175	5	У	137	9162 – 9166	Unicorn, Licorn	420	6	У	45
8712 - 8716	Thought Eater	1400	n/a	n/a	138	9167 – 9171	Unicorn, Rimu	420	10	y	45
8717 - 8721	Thought Ghoul	270	n/a	n/a	138	9172 - 9176	Unicorn, Tricorn	975	9	y	44
8722 - 8726	Thrasher	420	5	y	139	9177 – 9181	Urchin, Black	35	6		47
0122 - 0120	in astro	720	5	,		7177 - 7101	Or chill, DiacK	33	0	У	77

								100			
9182 - 9186	Urchin, Cannibal	120	5	у	47	9647 — 965 l	Wolverine, Giant	420	9	У	94
9187 – 9191	Urchin, Green	65	6	ý	47	9652 – 9656	Wolverwere	2000	9	У	93
9192 - 9196	Urchin, Land	275	8		48	9657 – 9661	Wombat, Fiendish Orange	35	5	у	94
9197 - 9201	Urchin, Red	120	6	у	47	9662 – 9666	Woodland Fiend	950	n/a	n/a	95
				У		9667 – 9671	Wooly Mound	650	8	у	96
9202 - 9206	Urchin, Silver	420	8	У	48	9672 - 9676	Worm, Banana	1	5	ý	97
9207 – 9211	Urchin, Yellow	275	7	У	48	9677 – 9681	Worm, Belch	975	5		97
9212 – 9216	Vaargurdian	175	11	У	49					У	
9217 – 9221	Vagabond, Astral	variable	n/a	n/a	49	9682 – 9686	Worm, Bloodworm, Giant	360	5	У	98
9222 – 9226	Valkyrie	4000-8000	5	у	50	9687 – 9691	Worm, Canker	250	5	У	98
9227 - 9231	Valkyrie's Steed	3000	6	ý	51	9692 – 9696	Worm, Dredger	2000	5	у	97
9232 - 9236	,	650	n/a	n/a	55	9697 – 9701	Worm, Purple, Common	13,000	5	у	100
	Vampire Hordes, The					9702 – 9706	Worm, Purple, Mottled	13,000	5	ý	100
9237 – 9241	Vampire Hound	270	n/a	n/a	55	9707 – 9711	Worm, Purple, Sand	13,000	5	ý	100
9242 – 9246	Vampire Thrall	420+	9	У	55	9712 - 9716	Worm, Spiny Gutter	2000	5		97
9247 – 9251	Vampire, Ancient Regal	10,000	n/a	n/a	53					У	
9252 - 9256	Vampire, Asanbosam	7500	n/a	n/a	52	9717 – 9721	Worm, Tenebrous	5000	5	У	101
9257 – 9261	Vampire, Chiang-Shi	8000	n/a	n/a	53	9722 – 9726	Worm, Yack	270	5	У	101
9262 - 9266	Vampire, Common	8000	n/a	n/a	53	9727 – 973 I	Wraith Lord	5000	n/a	n/a	101
		9000			52	9732 – 9736	Wraith, Standard	3000	n/a	n/a	101
9267 – 9271	Vampire, Empusas		n/a	n/a		9737 – 9741	Wraith-Ryder	6000	n/a	n/a	102
9272 – 9276	Vampire, Executioner	9000	n/a	n/a	53	9742 – 9742	Wyrm, Amber	6000	5	у	103
9277 – 9281	Vampire, Headlong	420	n/a	n/a	55	9743 – 9743	Wyrm, Bantering Snod	7000	5		103
9282 – 9286	Vampire, Mulo	8000	n/a	n/a	52		, .			У	
9287 – 9291	Vampiricat	1400	n/a	n/a	57	9744 – 9744	Wyrm, Blood	5000	5	У	103
9292 - 9296	Vargouille	125	n/a	у	58	9745 – 9745	Wyrm, Guardian-Sun	8000	5	У	105
9297 - 9301	Vegepygmy Dawg	270	n/a	n/a	59	9746 – 9746	Wyrm, Skraag	7000	5	у	103
		65			59	9747 – 9747	Wyrm, Sludge	1400	5	y	105
9302 - 9306	Vegepygmy, Bipedal		n/a	n/a		9748 – 9748	Wyrm, Snow	2000	5	ý	105
9307 – 9311	Vengeful Troubadour	175+	5	У	60	9749 – 9749	Wyrm, Sun	7000	5	ý	105
9312 - 9316	Venom Sparrow	7	5	У	60	9750 - 9754	Wyvern	2000	12		105
9317 – 9321	Vent-Squawler	270	6	У	61					у	
9322 - 9326	Ver'Men	7	5	ý	62	9755 – 9759	Xeblor	15+	7	У	107
9327 - 9331	Verminator	65	6	y	62	9760 – 9764	Xill	1100	4	У	107
9332 - 9336	Vicious Beach Mite	1	n/a	y n/a	63	9765 – 9769	Xorn	4000	12	ý	108
						9770 – 9774	Xorn Hunter	650	5	y	109
9337 - 9341	Vile Double-Crested Crawdad	175	7	У,	64	9775 – 9779	Xorn. Xaren	3000	10	ý	108
9342 – 9346	Vile Shadow Fiend	1400	n/a	n/a	64	9780 – 9784	Xyloid	65	n/a	n/a	110
9347 – 9351	Vile Thunder Beast	650	6	У	65	9785 - 9789		975	7		
9352 – 9356	Viper, Spit	35	5	У	66		Yak, Shadow			У	
9357 – 9361	Virusentient, Giant	3000	n/a	n/a	67	9790 – 9794	Yakitani	270	6	У	111
9362 - 9366	Vision	975	n/a	n/a	67	9795 – 9799	Yeth Hound	270	8	У	112
9367 - 9371	Vodrax	420	6		68	9800 - 9804	Yeti, Arctic	420	9	у	112
				У		9805 - 9809	Yeti, Temperate	650	9	ý	113
9372 - 9376	Vortex	65	n/a	n/a	69	9810 - 9814	Yeti, Tropical	975	9	ý	114
9377 – 9381	Vulchling	15	5	У	70	9815 - 9819	Yodeling Thrasher	65	7		115
9382 – 9386	Vulture, Common	65	6	У	69		0			У	-
9387 – 9391	Vulture, Giant	120	7	у	69	9820 – 9824	Yuan-Ti, Abomination	3000	5	у	116
9392 – 9396	Vultures, Red Crested Snow	35	5	ý	70	9825 – 9829	Yuan-Ti, Half-Breed	25	5	У	116
9397 - 9401	Walker	65+	n/a	n/a	71	9830 – 9834	Yuan-Ti, Pureblood	975	5	У	116
9402 - 9406		15			72	9835 - 9839	Zabaku	11000	n/a	n/a	117
	Walking Stick, giant		n/a	n/a		9840 – 9844	Zarnithan	15,000	n/a	n/a	117
9407 – 9411	Walrus, common	420	5	У	73	9845 - 9845	Zealot	variable	4	y	118
9412 – 9416	Walrus, Rabid	650	9	У	73	9846 - 9850	Zebotaur	125	7		119
9417 – 9421	Walrus, Wretched	3000	5	У	73					У	
9422 – 9426	War-Hawg	270	5	y	73	9851 – 9855	Zebra, Common	65	5	у	120
9427 – 9431	Waryur, Lowland	125	5	ý	74	9856 – 9860	Zebra, Zebricorn	270	5	У	120
9432 - 9436	Wasp, Giant	270	n/a	n/a	75	9861 – 9865	Zebra, Zegasus	420	5	у	120
9437 - 9441	Water Buffalo, Marauding	125	5		75	9866 – 9870	Zebra, Zightmare	975	11	у	120
	· 0			у		9871 – 9875	Zephyr Beast	35	5	y	121
9442 – 9446	Water Weird	120	8	У	76	9876 - 9880	Zephyr Rider	65	5		121
9447 – 9451	Weasel, Acid	120	5	У	77	9881 - 9885		30,000	15	У	121
9452 – 9456	Weasel, Common	7	5	у	77		Ziz			У	
9457 – 9461	Weasel, Giant	125	8	y	77	9886 – 9890	Zombie	65	n/a	n/a	124
9462 – 9466	Weasel, Extradimensional	650	6	ý	78	9891 – 9900	Zombie, Brain-Eating	270	n/a	n/a	123
9467 - 9471	Web Queen	6000	n/a	n/a	79	9901 - 9910	Zombie, Flesh-Eating	270	n/a	n/a	123
						9911 – 9920	Zombie, Giant	975	n/a	n/a	123
9472 - 9476	Webbird	7	5	y	80	9921 - 9930	Zombie, Indentured	65	n/a	n/a	124
9477 – 9481	Weeants	120	n/a	n/a	80	9931 - 9940	Zombie, juju	975	n/a	n/a	121
9482 – 9486	Weevil, Blood, Adult	I	n/a	n/a	81	9941 - 9950					
9487 – 9491	Weevil, Larva	1/20	n/a	n/a	81		Zombie, Monster	650	n/a	n/a	124
9492 – 9496	Werebird	270	7	у	82	9951 - 9960	Zombie, Talking	175	n/a	n/a	123
9497 - 9501	WereMimic		variable	y y	82	9961 – 9970	Zombie, Yellow Musk	35	n/a	n/a	125
9502 - 9506	Whale, Common	2000+	5		84	9971 – 9975	Zoolem, Dawg/Monkey, etc.	650	n/a	n/a	126
				у		9976 – 9980	Zoolem, Hawk/Eagle	650	n/a	n/a	126
9507 - 9511	Whale, Giant	8000+	5	У	84	9981 - 9985	Zoolem, Horse/Deer	3000	n/a	n/a	126
	Whale, Killer	9/975+	5	У	84	9986 - 9990	Zoolem, Lion/Tiger	1400	n/a	n/a	126
9517 – 9521	Whale, Narwhal	4+4/175+	9-11	У	84						
9522 – 9526	Whip Scorpion, Giant	175	n/a	n/a	95	9991 - 9995	Zorbo	980	7	У	127
9527 – 9531	Whip Scorpion, Huge	65	n/a	n/a	95	9996 – 10000	∠ygom	120	n/a	n/a	127
9532 - 9536	Whip Scorpion, Large	35	n/a	n/a	95						
9537 - 9541	Whipweed	125	9		95						
	•			y n/n							
9542 – 9546	Wight	975	n/a	n/a	86						
9547 – 9551	Wild Cat O' Nine Tails	3000	4	У	87						
9552 – 9556	Will-O-(the)-Wisp	3000	n/a	n/a	87						
9557 – 9561	Willow, Black	3000	n/a	n/a	88						
9562 - 9566	Wind Walker	1400	8	у	89						
9567 - 9571	Witherstench	65	7	y	89						
9572 - 9576	Witherweed	90+30+	n/a	y n/a	90						
9577 – 9586	Wolf, Common	65	4	У	91						
9587 – 9596	Wolf, Sturm	700	11	У	92						
9597 – 9606	Wolf, Timber	65	6	У	92						
9607 – 9616	Wolf, Winter	975	5	ý	91						
9617 - 9626	Wolf: Dire	120	8	ý	91						
9627 - 9636	Wolf: Worg	125	9	y y	91						
9637 - 9641	Wolfwere	2000	6		93						
				У							
9642 – 9646	Wolverine	270	5	У	94						

HackMaster
HackMaster Hacklopedia
of Beasts:
Monster Matrix
Matrix

Table 2: Crit BSL: Hacklopedia of Beasts Volume I         Defender's AC																																	
Name         15         14         13         12         11         10         9         8         7         6         5         4         3         2         1         0         -1         -2         -3         -4         -5         -6         -7         -8           Aarakian Brood Watcher         18         17         16         15         14         13         12         11         10         9         8         7         6         5         4         3         2         1         0         -1         -2         -3         -4         -5         -6         -7         -8															-9	-10		-12	-13 -1	4 -15	5 -16	17	-18 -	19 -20									
Aarakian Brood Watcher 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2																	-/	-10	-11	-12	-10 -1	13   -12		-17		19 -20							
					21			18		16	15	14	13	12	- ii	io	9	8	7	6	-		3 2	ĭ	ó	-1	-2	-3 -4			-7		-9 -10
Aarakian Warrior	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	i	0	-1	-2	-3	-	-5 -6	-7	-8	-9	-10	-   -					17 -18
Aarakian Worker	15	14	13	12	11	10	9	8	7	6	5	4	3	2	J J	0	-1	-2	-3	-4	-5	-	-7 -8	-9	-10			-13 -1					19 -20
Aardvark, Dire	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	ĩ	0	-1	-2	-3	-4	-	-6 -7	-8	-9	-10		-12 -1					18 -19
Aardvarkians	15	14	13	12	i.	10	9	8	7	6	5	4	3	2	ī	0 0	-1	-2	-3	-4	-5		-7 -8	-9	-10	-11		-13 -1					19 -20
Aarnz Hound	15	14	13	12	11	10	9	8	7	6	5	4	3	2	i	0	-1	-2	-3	-4	-5		-7 -8	-9	-10			-13 -1					19 -20
Adapter (variable)	-	-	_	-	-	_	_	_	_	-	-	-	-	-	-	_	-	-	_	-	_	_		_	_	-	-		-	_	-	-	
Adarupikus	- 11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10 -	11 -12	-13	-14	-15	-16	-17 -1	8 -19	-20	-21	-22 -	23 -24
Aerial Servant	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	76	5	4	3	2	I 0	-1	-2	-3	-4 -	-5 -6
Alligator, Giant	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11 10	9	8	7	6	54	3	2	1	0.	-1 -2
Ameoba, Giant	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3 2	1	0	-1	-2	-3 -4	⊦ -5	-6	-7	-8	-9 -10
Angel	40	39	38	37	36	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18 17	16	15	14	13	12 1	I I0	9	8	7	65
Angel: Redeemer	38	37	36	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16 15	14	13	12	11	10 9	8	7	6	5	4 3
Ankou	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	I 0	-1	-2	-3	-4	-5 -6	-7	-8	-9	-10 -	11 -12
Ankou's Skeletal Draught Horses	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3	-4 -5	-6	-7	-8	-9	-10 -1	I -12	-13	-14	-15 -	16 -17
Ant Hunter	14	13	12	П	10	9	8	7	6	5	4	3	2	Т	0	-1	-2	-3	-4	-5	-6		-8 -9	-10			-13	-14 -1			-18	-19 -	20 -21
Ant Lion, Giant	21	20	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	I	0	-1 -2	-3	-4	-5	-6	-7 -8		-10			13 -14
Ant Men Queen	22	21	20	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	-	0 -1	-2	-3	-4	-5	-6 -7		-9			12 -13
Ant Men, Enforcer	20	19	18	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	T	0	-1	-2 -3	-4	-5	-6	-7	-8 -9	-10	) -11	-12	-13 -	14 -15
Ant Men, Red Fire (variable)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-		-	-	-	-		-	-	-	-	
Ant Men, Shaman	17	16	15	14	13	12	11	10	9	8		6	5	4	3	2	I	0	-1	-2	-3	•	-5 -6	-/	-8	-9		-11 -1					17 -18
Ant Men, Workers	14	13	12	11	10	9	8	/	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6		-8 -9	-10		-12	-13	-14 -1			-18		20 -21
Ant, Giant	15	14	13	12		10	9	8		6	5	4	3	2	1	0	-1	-2	-3	-4	-5		-7 -8	-9	-10			-13 -1					19 -20
Anthraxian	11	10	9	8	/	6	5	4	3	12		10	-1	-2 8	-3	-4	-5 5	-6	-7 3	-8 2	-9	-10 -	-11 -12		-14 -4	-15		-17 -1					23 -24
Anti-Elem.: Air, Earth, Fire, Water (8)	21 25	20 24	19 23	18 22	21	16 20	15 19	14	13 17	12	15	10	13	8	·	6 10	5 9	4 8	3	6	1	•	-I -2 3 2	-3	-4 0	-5 -1	-6 -2	-7 -8		-10 -6	-11 -7		13 -14 -9 -10
Anti-Elem.: Air, Earth, Fire, Water (10) Anti-Elem.: Air, Earth, Fire, Water (12)	23	24	23	26	25	20	23	22	21	20	19	18	13	12	15	14	13	12	-í-	10	2	8	7 6	5	4	-1	-2	-3	r -3	-0 -2	-7		-5 -6
Ape Shaman	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	13	0	-1	-2	-3	•	-5 -6	-7	-8	-9	-	-11 -1	2 -13				-5 -6 17 -18
Ape Shaman Warrior	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	â	2	ĭ	0	-1	-2	-	-4 -5	-6	-7	-8	-10	-10 -1					16 -17
Ape, Carnivorous	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	i	0	-1	-2	-3	-4 -5	-6	-7	-8	-9	-10 -1					16 -17
Ape, Gorilla	17	16	15	14	13	12	ii.	10	9	8	7	6	5	4	3	2	ī	0	-1	-2	-3	-4	-5 -6	-7	-8	-9	-10	-11 -1			-15		17 -18
Ape, Pack (escaped – see Ape, Gorilla)	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5 -6	-7	-8	-9	-10	-11 -1	2 -13	-14	-15	-16 -	17 -18
Ape, Shadow	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8 -9	-10	-11	-12	-13	-14 -1	5 -16	-17	-18	-19 -	20 -21
Apparition	21	20	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	1	0	-1 -2	-3	-4	-5	-6	-7 -8	-9	-10	-11	-12 -	13 -14
Arcane Merchant	23	22	21	20	19	18	17	16	15	14	13	12	- 11	10	9	8	7	6	5	4	3	2	I 0	-1	-2	-3	-4	-5 -6	-7	-8	-9	-10 -	- 2
Argos	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11 10	9	8	7	6	5 4	3	2	1	0 .	-1 -2
Armadillo, Dire	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6 -7	-8	-9	-10	-11	-12 -1	3 -14	-15	-16	-17 -	18 -19
Armored Foliage Creeper	21	20	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	I	0	-1 -2	-3	-4	-5	-6	-7 -8	3 -9	-10	-11	-12 -	13 -14
Arvanger, Speckled	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	I	0	-1 -2	-3	-4	-5	-6	-7 -8		-10			13 -14
Arvanger, Spotted	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2		0 -1	-2	-3	-4	-5	-6 -7	-	-9	-10		12 -13
Ashen Prowler *See text	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-	-3 -4	-5	-6	-7	-8	-9 -1					15 -16
Astral Searcher	15	14	13	12		10	9	8		6	5	4	3	2		0	-1	-2	-3	-4	-5	•	-7 -8	-9	-10	-11	-12	-13 -1					19 -20
Attention Grabber	14	13	12		10	9	8	/	6	5	4	3	2		0	-1	-2	-3 2	-4	-5	-6		-8 -9	-10			-13	-14 -1					20 -21
Augerlisk	19 34	18 33	17 32	16 31	15 30	14 29	13 28	12 27	11 26	10	9 24	8 23	22	6 21	5 20	4	3 18	17	1 16	0 15	-I  4		-3 -4 12 11	-5 10	-6 9	-7 8	-8 7	-9 -1 6 5		-12 3	-13 2		15 -16 0 -1
Avenging Servant Avianderthal	34 14	13	32 12	31	10	29 9	28 8	7	26 6	25 5	24 4	23	22	∠1 1	20	17	-2	-3	-4	-5	-6		-8 -9	-10	•	-	-13	-14 -1	-	-	-		20 -21
Babbler, Cantakerous	14	10	9	8	7	6	о 5	4	3	2	- <b>T</b>	0	-1	-2	-3	-1 -4	-2 -5	-3 -6	-4 -7	-5 -8	-0 -9		-o ->    - 2					-14 -1					20 -21 23 -24
Babbler, Incessant	11	10	9	0 8	7	6	5	4	3	2	1	0	-1	-2	-3	-4 -4	-5	-6	-7	-0 -8	-9		-12		-14		-16			-20			23 -24
Babbler, Incoherent	ii.	10	9	8	7	6	5	4	3	2	i	ŏ	-1	-2	-3	-4	-5	-6	-7	-8	-9		-12				-16			-20			23 -24
Babbling Instigator	ii.	10	9	8	7	6	5	4	3	2	i	õ	-1	-2	-3	-4	-5	-6	-7	-8	-9		-11 -12					-17 -1					23 -24
Baboon	14	13	12	- II	10	9	8	7	6	5	4	3	2	ī	Ő	-1	-2	-3	-4	-5	-6		-8 -9	-10				-14 -1					20 -21
Baboon-Man	15	14	13	12	11	10	9	8	7	6	5	4	3	2	i	0	-1	-2	-3	-4	-5		-7 -8	-9	-10		-12						19 -20
Badger, Common	14	13	12	i.	10	9	8	7	6	5	4	3	2	ī	0	-1	-2	-3	-4	-5	-6		-8 -9	-10				-14 -1					20 -21
Badger, Dread	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7 -8	-9				-13 -1				-18 -	19 -20
Badger, Giant	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4		-6 -7	-8	-9			-12 -1					18 -19
Bandy Tailed Fighting Cock *Beak bonus	23	22	21	20	19	18	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	I 0	-1	-2	-3	-4	-5 -6					11 -12
Bane Lords	24	23	22	21	20	19	18	17	16	15	14	13	12	- 11	10	9	8	7	6	5	4	3	2 I	0	-1	-2	-3	-4 -5	i -6	-7	-8	-9 -	10 -11
Banshee Lord	22	21	20	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	I.	0 - I	-2		-4	-5	-6 -7	′-8			-11 -	12 -13
Banshee: Groaning Spirit	20	19	18	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0		-2 -3	-4	-5	-6	-7	-8 -9					14 -15
Barbarian, Urban	15	14	13	12	П	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3	-4	-5	-6	-7 -8	-9	-10	-11	-12	-13 -1	4 -15	-16	-17	-18 -	19 -20

Name       I5       I4       I3       I2       II       I0       9       8       7       6       5       4       3       2       I       0       -I       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -14         Barbarian, warrior       I8       I7       I6       I5       I4       I3       I2       II       10       9       8       7       6       5       4       3       2       I       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -14         Barracuda       I3       I2       II       10       9       8       7       6       5       4       3       2       I       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -14       -15       -10         Barracuda       I5       I4       I3       I2       II       10       9       8       7       6       5	1         -12         -13         -14         -15         -16         -17           6         -17         -18         -19         -20         -21         -22           4         -15         -16         -17         -18         -19         -20
Barracuda 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 -10	6 -17 -18 -19 -20 -21 -22 4 -15 -16 -17 -18 -19 -20
	4 -15 -16 -17 -18 -19 -20
Barracuda  5  4  3  2     0 9 8 7 6 5 4 3 2   0 -  -2 -3 -4 -5 -6 -7 -8 -9 -10 -   - 2 - 3 - 4	
Barracuda       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13         Basilisk, Burrowing       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13	
Basilisk, Greater       23       22       21       20       19       18       17       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       10       -1       -2       -3       -4       -5       -6	
Basilisk, Lesser 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10	
Basilisk: Dracolisk 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8	-9 -10 -11 -12 -13 -14
Bat, Sinister         18         17         16         15         14         13         12         11         10         9         8         7         6         5         4         3         2         1         0         -1         -2         -3         -4         -5         -6         -7         -8         -9         -10         -1	-12 -13 -14 -15 -16 -17
Bat, Arcane * Wing Slap 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14	
Bat, Azmyth 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14	
Bat, Common       II       IO       9       8       7       6       5       4       3       2       IO       -I       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -14       -15       -16       -17       -18         Bat, Fire       I5       I4       I3       I2       II       IO       9       8       7       6       5       4       3       2       IO       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -14	
Bat, Fire       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -14         Bat, Giant       19       18       17       16       15       14       13       12       11       0       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10	
Bat, Huge       17       16       15       14       13       12       11       16       7       6       5       1       5       2       1       6       -1       -2       -5       -1       -5       -6       -7       -8       -9       -10       -1       -1	
Bat, Night Hunter 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14	
Bat, Pack 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -19	5 -16 -17 -18 -19 -20 -21
Beaked Horror 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7	
Beaked Terror 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -1	
Bear, Black 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12	
Bear, Blizzard       24       23       22       21       20       19       18       17       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5         Bear, Cave       20       19       18       17       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9	
Bear, Grizzly 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10	
Bear, Poisnous 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6	
Bear, Polar 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7	
Beast of Brd.: Horse, Draft 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13	3 -14 -15 -16 -17 -18 -19
Beast of Brd.: Horse, Heavy War 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13	
Beast of Brd.: Horse, Light War 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -1	
Beast of Brd.: Horse, Medium War       17       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12         Beast of Brd.: Horse, Pony       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -14	
Beast of Brd.: Horse, Pony       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -14         Beast of Brd.: Horse, Riding       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -14	
Beast of Brd: Horse, Wild 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -12	
Beast of Brd.: Mule 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14	
Beast of Brd.: Ox 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13	3 -14 -15 -16 -17 -18 -19
Beast of Burden: Donkey 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -1	
Beast Shaman 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -1	
Beaver, Giant       17       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12         Beaver, Great Red Marauding       19       18       17       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       10       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10	
Beaver, Great Red Marauding       19       18       17       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10         Bee, Giant Bumblebee       20       19       18       17       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10	
Bee, Giant Soldier 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12	
Bee, Giant Worker 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13	
Bee, Regular II 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 -16 -17 -18	
Beetle, Giant Artillery 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -1	
Beetle, Carnage 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10	
Beetle, Common II 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 -16 -17 -18	
Beetle, Death Watch       22       21       20       19       18       17       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7         Beetle, Dung       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -14	
Beetle, Flesh-Eating Gargantuan 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1	
Beetle, Giant Bombardier 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14	
Beetle, Giant Boring 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -1	
Beetle, Giant Fire 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15	
Beetle, Giant Rhinoceros 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4	
Beetle, Giant Stag 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9	
Beetle, Giant Water       17       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -1       -1         Beetle, Predacious Diving       18       17       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -1       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -1       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -1       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -1         Beetle, Predacious Diving       18       17       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       0       -1       -2       -3	
Beetle, Predacious Diving       18       17       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -1         Beetle, Predacious Dungeon       21       20       19       18       17       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -1	
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Beholder, Blind 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6	
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Beholder, Death Kiss         29         28         27         26         25         24         23         22         21         20         19         18         17         16         15         14         13         12         11         10         9         8         7         6         5         4         3         2         1         0	
Beholder, Elder Orb 33 32 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4	
Beholder, Eye of the Deep (10) 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6	-7 -8 -9 -10 -11 -12

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90	Beholder, Eye of the Deep (11)	24	23	22	21	20	19	18	17	16	15	-	13	12	-	10	9	8	7	6 5	4	3	2	1	0	-1 -3		-4	-5	-6	-7 -8			-11
$\leq$	Beholder, Eye of the Deep (12)	25	24	23	22	21	20	19	18	17	16	15	14	13	12	П	10	9	8	76	5	4	3	2	1	0 -	-2	-3	-4	-5	-6 -7	· -8	3-9	-10
	Beholder, Gauth	20	19	18	17	16	15	14	13	12		10	9	8	7	6	5	4	3	2 1	0	-1	-2	-3	-4	-5 -0		-8	-9	-10	-11 -1			-15
te	Beholder, Gauth Beholder, Spectator	23 18	22 17	21 16	20	19 14	18 13	17	16	15 10		13 8	12		10	9	8	7	6	5 4 0 - I	3 -2	2 -3		0 -5	-1 -6	-2 -3		-5 -10	-6 -11	-7 -12	-8 -9 -13 -1			-12 -17
3	Beholder, Undead	25	24	23	15 22	21	20	12	18	10		。 15	14	6  3	12	4	10	2	8	7 6	-2	-3	-4	-5	-0	-/ -(	-7	-10	-11	-12	-13 -1			-17
Ľ	Beholder, Voyeur	22	21	20	19	18	17	16	15	14		12	п	10	9	8	7	6	5	4 3	2	i	0	-1	-2	-3 -4		-6	-7	-8	-9 -1			-13
5	Beholder-kin, Director	25	24	23	22	21	20	19	18	17	16	15	14	13	12	П	10	9	8	76	5	4	3	2	1	0 -	-2	-3	-4	-5	-6 -7	' -8	3-9	-10
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3	Beholder-kin, Hive Mother	33	32	31	30	29	28	27	26 8	25 7		23 5	22	21	20 2	19	18	17	16	15 14 -3 -4	13	12	11	10	9	8 7	-	5	4	3	2	- 0		-2
e l	Beholder-kin, Lensman Beholder-kin, Overseer	15 27	14 26	13 25	12 24	11 23	10 22	9 21	8 20	/ 19	-	5 17	4	3 15	2 14	13	12	-1	-2 10	-3 -4 9 8	-5 7	-6 6	-/	-8 4	-9 3	-10 -1 2 1	I -12 0	-13	-14 -2	-15 -3	-16 -1 -4 -!			-20 -8
	Beholder-kin, Watcher	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	ï	0	-1 -2	-3	-4	-5	-6	-7	-8 -9	-	-11	-12	-13	-14 -1			-18
5	Bird: Collector	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	I 0	-1	-2	-3	-4	-5	-6 -	7 -8	-9	-10	-11	-12 -1	3 - I-	4 -15	-16
5	Bird: Condor	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	I	0	-1 -2	-3	-4	-5	-6	-7	-8 -9			-12		-14 -1			-18
Re	Bird: Falcon Bird: Flightless (1)	14 13	13 12	12 11	11	10 9	9	8	,	6 r	5	4	3	2	1	0	-1 -2	-2 -3	-3	-4 -5	-6	-7 -8	-8	-9	-10	-   -  - 2 -			-15 -16	-16 -17	-17 -1 -18 -1			-21 -22
2	Bird: Flightless (2)	15	14	13	10	7	0	9	8	5 7	4	5	4	3	2	-1	-2	-3 -1	-4 -2	-5 -6	-7	-0 -6	-7	-10	-11	-12 -1 -10 -1	-14 -12		-16	-17	-10 -1 -16 -1			-22
t	Bird: Flightless (3)	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	Î	0	-1	-2 -3	-4	-5	-6	-7	-8	-9 -1		-12	-13		-15 -1			-19
	Bird: Flightless Aquatic	11	10	9	8	7	6	5	4	3	2	L	0	-1	-2	-3	-4	-5	-6	-7 -8	-9	-10	-11	-12	-13	-14 -1			-18	-19	-20 -2		2 -23	-24
3	Bird: Hawk, Large	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5 -6	-7	-8	-9	-10		-12 -1			-16		-18 -1			-22
20	Bird: Standard Bird: Swan		10 10	9	8	7	6	5	4	3	2	-	0	-!	-2 -2	-3	-4 -4	-5 -5	-6 -6	-7 -8 -7 -8	-9 -9	-10 -10	-11	-12 -12	-13 -13	-14 -1 -14 -1			-18 -18	-19 -19	-20 -2 -20 -2			-24 -24
4	Bison'vyders	18	17	16	15	14	13	12	1	10	2	8	7	-1	-2	-3		2	-0	-/ -8	-2	-10	-11	-12	-13	-11		-17	-10		-20 -2 -13 -1			-17
Pr	Black Annis	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	Π.	10 9	8	7	6	5	4	3 2		0	-1	-2	-3 -4			-7
2	Black Poppy	Ш	10	9	8	7	6	5	4	3	2	I .	0	-1	-2	-3	-4	-5	-6	-7 -8	-9	-10	-11	-12	-13	-14 -1			-18		-20 -2			-24
	Blind Wretched Pursuer	16	15	14	13	12	11	10	9 10	8	7	6	5	4	3	2	1	0	-1	-2 -3	-4	-5	-6	-7	-8 -7	-9 -1		-12	-13		-15 -1			-19
	Blink Dawg Blood Guzzler	17 30	16 29	15 28	27	13 26	12 25	11 24		9 22	8 21 '	7 20	6 19	5 18	4	3 16	2 15	1 14	13	-I -2 I2 II	-3 10	-4 9	-5 8	-6 7	-/	-8 -9	9 -10 3	-11	-12	-13 0	-14 -1 -1 -2			-18 -5
3.	Blood Hawk	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5 -6	-7	-8	-9	-10	-11	-12 -1	•	-15	-16	-17	-18 -1			-22
	Blue Throttle	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7 -8	-9	-10	-11	-12	-13	-14 -1	5 -16	-17	-18	-19	-20 -2	I -2	2 -23	-24
	Boar, Giant	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2 1	0	-1	-2	-3	-4	-5 -0		-8	-9	-10	-11 -1			-15
	Boar, Man Boar, Snow	17 17	16 16	15 15	14 14	3  3	12 12		10	9	8	/	6	5	4	3	2	-	0	-l -2 -l -2	-3 -3	-4 -4	-5 -5	-6 -6	-/ -7	-8 -9		-11	-12 -12	-13 -13	-14 -1 -14 -1			-18 -18
	Boar, Warthog	16	15	13	14	12	12	10	9	8	° 7	6	5	3 4	3	2	2	0	-1	-1 -2 -3	-3 -4	-4 -5	-5 -6	-6 -7	-7 -8	-0 -1		-12	-12	-13	-14 -1 -15 -1			-10
	Boar, Wild	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	- I	0	-1 -2	-3	-4	-5	-6	-7	-8 -9			-12	-13	-14 -1			-18
	Bog Lurker	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	П	10	9	8 7	6	5	4	3	2	1 0		-2	-3	-4	-5 -6			-9
	Bogels: Trows Boggelman	15	14 12	13	12	9	10	9	8	7	6	5	4	3	2		0 -2	-1 -3	-2	-3 -4 -5 -6	-5	-6 -8	-7 -9	-8 -10	-9 -11	-10 -1 -12 -1	· ·-		-14	-15 -17	-16 -1 -18 -1			-20 -22
	Boggeiman Bolter	13 20	12	  8	10	9	8	14	6 13	5 12	4	3 10	2 9	1 8	7	-1	-2 5	-3 4	-4	-5 -6 2	-/	-8 -1	-9 -2	-10	-11 -4	-12 -1		-15	-16 -9	-17	-18 -1 -11 -1			-22
	Bone Scavenger	11	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3	-4	-5	-6	-7 -8	-9	-10	-11	-12		-14 -1			-18		-20 -2			-24
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	Boot Mauler [1]	15	14	13	12	11	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3 -4	-5	-6	-7	-8	-9	-10 -1			-14	-15	-16 -1			-20
	Boring Barnacles Bovinians	  6	10 15	9 14	8	12	6	5	4	3	2	1	0	-I 4	-2	-3 2	-4	-5 0	-6	-7 -8 -2 -3	-9 -4	-10 -5	-11 -6	-12 -7	-13 -8	- 4 -  -9 -		-17	-18 -13		-20 -2 -15 -1			-24 -19
	Bowler	11	10	9	8	7	6	5	4	3	2	ĩ	0	-i	-2	-3	-4	-5	-6	-7 -8	-9	-10	-11	-12		-14 -1			-18		-20 -2			-24
	Brain Mite, Carnivorous	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7 -8	-9	-10	-11	-12	-13	-14 -1		-17	-18	-19	-20 -2			-24
	Brain Mole	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7 -8	-9	-10	-11	-12	-13	-14 -1			-18	-19	-20 -2			-24
	Brownie, Barbarian Brownie, Greater	15 11	14 10	13 9	12 8	 7	10 6	9 5			6 2	5	4 0	3 - I	2 -2	۱ -3	0 -4	-1 -5	-2 -6	-3 -4 -7 -8	-5 -9	-6 -10	-7 -11	-8 -12		-10 -1 -14 -1					-16 -1 -20 -2			-20 -24
	Brownie, Normal	11	10	9	8	7	6	5	4	3	2	i i	0	-1	-2	-3	-4	-5	-6	-7 -8	-9	-10		-12		-14 -1			-18		-20 -2			-24
	Brownie, Quickling	13	12	П	10	9	8	7	6	5	4	3	2	Í.	0	-1	-2	-3	-4	-5 -6	-7	-8		-10		-12 -1					-18 -1			-22
	Brownie, Quickling	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	- I	0	-1	-2 -3	-4	-5	-6	-7	-8	-9 -1					-15 -1			-19
	Buffalo/Bison	18	17	16	15	14	13	12	11	10		8	7	6	5	4	3	2	1	0 -1	-2	-3	-4	-5	-6	-7 -8					-13 -1			-17
	Bugbear Bugbear, Greater	16 24	15 23	14 22	13 21	12 20	  9	10 18	9 17	8 16		6 14	5 13	4 12	3	10	1 9	0 8	-1 7	-2 -3 6 5	-4 4	-5 3	-6 2	-7 I	-8 0	-9 -1 -1 -2		-12 -4	-13 -5	-14 -6	-15 -1 -7 -8			-19 -11
	Bulette	22	21	20	19	18	17	16	15	14		12	11	10	9	8	7	6	5	4 3	2	I	0	-1	-2	-3 -4		-6	-7	-8	-9 -1			
	Bulette, Hammerhead	22	21	20	19	18	17	16				12	11	10	9	8	7	6	5	4 3	2	I.	0	-1	-2	-3 -4	4 -5	-6	-7	-8	-9 -1		I -12	-13
	Bull Angler	23	22	21	20	19	18	17				13	12	11	10	9	8	7	6	5 4	3	2	I	0	-1	-2 -3			-6	-7	-8 -9			
	Bullboon Bullfrog Giant	17	16	15	14	13	12		10	9 9	-	7 7	6	5 5	4 4	3	2 2	1	0	-l -2 -l -2	-3 -3	-4 4	-5	-6	-7 -7	-8 -9					-14 -1 14 1			-18
	Bullfrog, Giant Bullfrog, Giant Man-eating	17 18	16 17	15 16	14 15	13 14	12 13	  2	10 11	9		/ 8	6 7	5 6	4 5	3 4	2	2	i	-1 -2	-3 -2	-4 -3	-5 -4	-6 -5	-7 -6	-8 -9		-11 -10			-14 -1 -13 -1			-18
5	Bullywug		13	12	11	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3	-4 -5	-6	-7	-8	-9									9 -20	

																		De	fende	er's A	С															
Name	15	14	13	12	П	10	9	8	7	6	5	4	3	2	- I	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20
Bullywug, Advanced	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	
Butterfly, Steed/Mount	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21
Camel, Carrion	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17		-19
Camel, Wild	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19
Camp Moth	- 11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21	-22	-23	-24
Carcass Seether	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20
Carnagesaur	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7
Carnivorous Coral	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21	-22
Carrion Crawler	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19
Carrion Crawler, Nine-Tentacled	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18
Carrion Grub	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21	-22
Carrion Pecker	11	10	9	8	7	6	5	4	3	2	1	0	-	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21	-22	-23	-24
Cat, Great: Common Lion	18	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17
Cat, Great: Mountain Lion	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19
Cat, Great: Spotted Lion	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16
Cat, Great: Cheetah [2]	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17
Cat, Great: Giant Lynx	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20
Cat, Great: Jaguar	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18
Cat, Great: Leopard	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18
Cat, Great: Smilodon	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Cat, Great: Snow Leopard [3]	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16
Cat, Great: Wild Tiger	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	Т	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16
Note: Numbers in (parentheses) are h [1] - +4 when enraged [2] -	iit dice. +2 only						otnote		- +2	when	in sno	w or a	a blizz	ard																						

									Iab	ie 3:	Cri	IT BS	)L:	Hack	ciop	eala	OT B		ts Vo															
																		De	efende	er's A	C													
Name	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18
Cat, Small: Domestic	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21	-22
Cat, Small: Elven	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16
Cat, Small: Wild	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21	-22
Cataplasm	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18
Catfish, Giant (variable) (10)	23	22	21	20	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Catoblepas	19	18	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Cattle, Wild	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16
Cave Chameleon, Gargantuan	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
Cave Chameleon, Large	19	18	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Cave Cricket, Carnivorous	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16
Cave Fisher	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17
Cave Moray	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15
Centaur	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16
Centaur Ant	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15
Centaur, Syntaur (5)	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15
Centaur, Syntaur (6)	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Centaur, Syntaur (7)	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Centipede, Giant	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21	-22
Centipede, Huge	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21	-22
Centipede, Megalo-	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17
Centipede, Tunnel	23	22	21	20	19	18	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Centipus	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	- 11	10	9	8	7	6	5	4	3	2	1	0
Centisteed	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Cerebral Mauler/Marauder	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16
Cerebral Parasite (N/A)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Chaos Corpse (variable) (10)	23	22	21	20	19	18	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Chaos Feeder	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15
Chimera	22	21	20	19	18	17	16	15	14	13	12	- 11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
Chimera: Gorgimera	23	22	21	20	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	I.	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Chimera: Mimera	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11

<b>~</b> [																			Defe	nder's /	AC														
	Name	15	14	13	12	П	10	9	8	7	6	5	4	3	2	I	0	-1		3 -4	-5	5 -6	-7	-8	-9	-10 -	11 -	12 -	-13 -	4 -	15 -1	6 -17	-18	-19	-20
.61	Chimera: Shymera	21	20	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3 2	I	I 0	-1	-2	-3	-4	-5	-6	-7	-8	-9 -	10 -1	I -I2	-13	-14
2	Chimney Mites (N/A) Chimney Sneak [1]	- 22	- 21	- 20	- 19	- 18	- 17	- 16	- 15	-	- 13	- 12	-	- 10	-	-	- 7	-	-	 4 2	-		-	-	- -2	- -3	- -4	-	- -6	-	- -8 -	 .9 -10	- D - I I	- -12	- -13
st	Chimparians	15	14	13	12	10	10	9	8	7	6	5	4	3	2	0 	0	-1	-2	-4 3 -3 -4	4	2 I 5 -6	-7	-1 -8	-2 -9	-	•	-5 -12				-10 16 -17			-13
pr	Cloaker	19	18	17	16	15	14	13	12	Й.	10	9	8	7	6	5	4	3	2	1 0	-	I -2	-3	-4	-5	-6	-7	-8				12 -13			-16
I	Clubnek	15	14	13	12	П	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3 -4		5 -6	-7	-8	-9	-10		-12				16 -17			-20
	Cockatrice Cockatrice: Cryolisk	18 19	17 18	16 17	15 16	14 15	3  ⊿	12	11 12	10	9	8	7 8	6	5	4	3 ∡	2	1	0 -1	-2	2 -3 I -2	-4 -3	-5 -4	-6 -5	-7 -6	-8 -7	-9 -8	-10 -9			3 - 4  2 - 3	4 -15 3 -14		-17 -16
6	Cockatrice: Polylisk	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0 -1		2 -3	-3 -4	-7	-5 -6	-7	-8	-9				12 -13	4 -15		-17
3	Cockatrice: Pyrolisk	19	18	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	I 0	-	I -2	-3	-4	-5	-6	-7	-8	-9	-10 -	- 11	12 -13	3 -14	-15	-16
è	Cockroach, Carnivorous Giant	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	I	0 -1		2 -3	-4	-5 -8	-6	-7	-8	-9				3 - 4			-17
1:0	Cockroach, Hair Lipped Cockroach, Hissing	15 14	14	13 12	12	10	10 9	9	8 7	6	6 5	5 4	4	3	2	0	-1	-1 -2	-2 -3	-3 -4 -4 -5		5-6 6-7	-/	-8 -9	-9 -10			-12 -13	-13 -14			6 - 7  7 - 8	7 -18 3 -19		-20 -21
5	Cockroach, Lightning	16	15	14	13	12	ú	10	9	8	7	6	5	4	3	2	i	ō	-1	-2 -3		4 -5	-6	-7	-8		-10	-11				15 -16			-19
f	Cockroach, Oriental	15	14	13	12	П	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3 -4		5-6	-7	-8	-9				-13			16 -17			-20
20	Cockroach, Shortwinged Cockroach: Cheetah	17 14	16 13	15 12	14	13 10	12 9	 	10	9	8	7	6	5	4	3	2	 -2	0 -3	-l -2 -4 -5		3 -4 6 -7	-5 -8	-6 -9	-7 -10	-8		-10 -13			13 - 16 -	14 -15	5 -16 3 -19		-18 -21
201	Cockroach: Dire	16	15	14	13	12	, II	10	9	8	7	6	5	4	3	2	-1	0	-5 -1			6 -7 4 -5	-0 -6	-7	-10			-13				17 -16			-19
5	Coffer Corpse	15	14	13	12	П	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3 -4		5-6	-7	-8	-9	-10		-12	-13	-14 -	15 -	16 -17	7 -18	-19	-20
$\geq$	Confusion Beast	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1 0	-	I -2	-3	-4	-5	-6	-7	-8				12 -13			-16
3	Corby, Dire Corpse Crab	15	14 10	13 9	12 8	11	10 6	9 5	8 4	3	2	5	4	3 - I	-2	-3	0 -4	-1	-2 -6	-3 -4 -7 -8		5-6 9-10	-7 -11	-8 -12	-9 -13			-12 -16	-13 -17			16 -17 20 -2			-20 -24
211	Corpse Skink	15	14	13	12	Π.	10	9	8	7	6	5	4	3	2	Ī	0	-1	-2	-3 -4		5 -6	-7	-8	-9			-12	-13			16 -17	7 -18		-20
ter	Couatl Crab Man	22	21	20	19	18	17	16	15	14	13	12	II F	10	9	8	7	6	5	4 3	2		0	-1	-2	-3	-4	-5	-6		-	9 -10			-13
2	Crab Man Crane, Dire	16 17	15 16	14 15	13	12 13	12	10	9 10	8 9	8	6 7	5	4 5	3 4	2	2	1	-1	-2 -3 -1 -2		4-5 3-4	-6 -5	-7 -6	-8 -7	-9 -8	-10 -9					15 -16 14 -15			-19 -18
	Crawling Claw	П.	10	9	8	7	6	5	4	3	2	Ì	0	-1	-2	-3	-4	-5	-6	-7 -8		9 -10	-11	-12	-13			-16	-17			20 -2			-24
tr	Creeper, Purple Howling	17	16	15	14	13	12		10	9	8	7	6	5	4	3	2	I	0	-1 -2		3 -4	-5	-6	-7	-8					13 -	14 -15			-18
<u>.</u>	Creeper, Yellow Musk Creeping Horror	16 16	15 15	14 14	13 13	12 12	11	10	9 9	8 8	7	6	5 5	4	3	2	ł	0	-1 -1	-2 -3 -2 -3		4-5 4-5	-6 -6	-7 -7	-8 -8			-11 -11				15 -16 15 -16			-19 -19
	Cricket, Common	11	10	9	8	7	6	5	4	3	2	Ī	0	-1	-2	-3	-4	-5	-6	-7 -8		9 -10	-11	-12	-13							20 -2			-24
	Criocamp	16	15 19	14	13	12	11	10	9 13	8	7	6 10	5	4	3	2	ļ	0	-1	-2 -3 2 I	 ۲	4 -5	-6 -2	-7	-8	-9 -5	-10	-11 -7	-12 -8			15 -16 11 -12			-19
	Crocodile, Giant Crocodile, Normal	20 16	15	18 14	17	16 12	15	14	9	8	7	6	5	0 4	3	2	5	4	-l	-2 -3		J -1 4 -5	-2	-3 -7	-4 -8	-	-6 -10	-/ -				- 2  5 - 6			-15 -19
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	Crop Lurker Crouching Hopper	15 15	14	13 13	12		10	9	8	7	6	5	4	3	2	-	0	-1	-2 -2	-3 -4 -3 -4		5-6 5-6	-7	-8 -8	-9 -9							16 -17	7 -18 7 -18		-20 -20
	Crustacean: Crab, Dire	15	14 17	15	12	14	13	12	。 	10	9	8	7	6	5	4	3	2	-2			5-6 2-3	-/ -4	-0 -5	-9 -6	-7		-12 -9				16 -17 13 -14			-20
	Crustacean: Crab, Giant	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	- I	0	-1	-2 -3		4 -5	-6	-7	-8		-10	-11				15 -16	5 -17	-18	-19
	Crustacean: Crayfish, Giant Crustacean: Lobster, Giant	18 20	17 19	16 18	15 17	14 16	13 15	12	11	10	9	8 10	7	6 8	5	4	3 5	2	1	0 -1 2 I	-: 0	2 - 3 0 - 1	-4 -2	-5 -3	-6 -4	-7 -5	-8 -6	-9 -7	-10 -8			3 - 4    - 2			-17 -15
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	Cyclops, Common Cyclops, True	24 38	23 37	22 36	21 35	20 34	19 33	18 32	17 31	16 30	15 29	14 28	13 27	12 26	11 25	10 24	9 23	8 22	7 21	65 2019	4	43 817	2	1 15	0	-1 13	-2 12	-3	-4 10	-5 · 9		7-8 76	-9 5	-10 4	-11 3
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	Dark Folk, Creeper	14	13	12	11	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3	-4 -5		6 -7	-8	-9	-10							17 -18			-21
	Dark Folk, Stalker Dark Seether	15 18	14 17	13 16	12	  4	10 13	9 12	8	7 10	6 9	5 8	4	3	2	4	0 3	-1 2	-2	-3 -4 0 -1		5-6 2-3	-7 -4	-8 -5	-9 -6	-10 -7						6 - 7  3 - 4			-20 -17
	Dawg, Rottweiler	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	Ĩ	ō	-1	-2 -3		4 -5	-6	-7	-8			-11				15 -1e			-19
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	Dawg,Wild Death Dawg	14 15	13 14	12 13	11 12	10 11	9 10	8 9	7 8	6 7	5 6	4 5	3 4	2	2	U I	-1 0	-2 -1	-3 -2	-4 -5 -3 -4		6-7 5-6	-8 -7	-9 -8	-10 -9							7 - 8  6 - 7			-21 -20
	Death Harvester (N/A)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-				-	-	-	-	-	-	-		-		-	-	-20
	Death Knight [2]	25	24	23	22	21	20	19	18	17	16	15	14	13	12		10	9	8	7 6	5	54	3	2	I	0	-1	-2	-3			6 -7		-9	-10
	Death Weaver Death's Minions	20 16	19 15	18 14	17 13	16 12	15 11	14 10	13 9	12 8	7	10 6	9 5	8 4	3	6	5 I	4	-1	2 I -2 -3	( 	0 - I 4 - 5	-2 -6	-3 -7	-4 -8	-5 -9	-6 -10	-7 -11				- 2  5 - 6			-15 -19
	Deepspawn	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	Ĩ	10	9 8	7	7 6	5	4	3	2	1	0	-12			4 -5		-7	-8
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	Denzelian (variable) (10) Desmodian	23 15	22 14	21 13	20 12	19 11	18 10	17 9	16 8	15 7	14	13	12 4	11	10	9	8 0	7	6 -2	54 -3-4	3	32 5-6	 -7	0 -8	-1 -9	-2 -10	-3 -11	-4 -12	-5 -13			8 -9		-   - 9	-12 -20
	Disenchanter	18	17	16	15	14	13	12	ii	10	9	8	7	6	5	4	3	2	Ĩ	0 -1		2 -3	-4	-0 -5	-6	-7	-8	-12 -9				13 -14			-17
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Displacer Beast	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2 I	0	-1	-2	-3	-4	-5	-6	-7	-8 -	9 -1	0 -11	-12	-13	-14 -	15 -10	6
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Djinni, Black	23	22	21	20	19	18	17	16	15	14	13	12	Ш	10	9	8	7	6 5	4	3	2	I.	0	-1	-2	-3	-4 -	5-6		-8			H -D	
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Doom Harvester Doombat, Mortal	25 20	24 19	23 18	22	21	20 15	19	18	17	16	15 10	14	13	12		10	9	8 7	6	5	4	3 -2	-3	1	-5		-2 -	3 -4 8 -9		-6 -11	-7 -12		-9 - (  4 - !	
Doorant, Spirit	17	19	15	14	13	13	14	10	9	8	7	7	0 5	4	o ۲	2	4	0 -1	-2	-3	-1	-2 -5	-5	-4	-5 -8	-	-/ -  0 -	o -:   -		-11			17 -18	
Doorant, Tree	20	19	18	17	16	15	14	13	12	ŭ	, 10	9	8	7	6	5	4	3 2	-2	0	-1	-2	-3	-4	-5		-7 -			-11			14 -1	
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Doppleganger, Master	19	18	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2 I	0	-1	-2	-3	-4	-5	-6	-7	-8 -	9 - 1	0 -11	-12	-13	-14 -	15 -10	6
Doppleganger, Predator	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	I 0	-1	-2	-3	-4	-5	-6	-7	-		0 -1	I -12	-13			16 -1	
Dopplemeister	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6 5	4	3	2	I	0	-	-2	-	-4 -			-8			11 -13 17 -13	
Doppler Croc	19	18	17	16	15	14	3 9	12		10	9	8		6	5	4	3	2 1	0	-1 -5	-2	-3 -7	-4 -8	-5 -9	-6		-8 -			-12	-13		15 -10	
Draat Dracolich (variable)	15	14	13	12	П	10	9	8	/	6	э	4	3	2	1	0	-1	-2 -3	-4	-5	-6	-/	-8	-9	-10	-11 -	12 -1	3 -1	4 -15	-16	-17	-18 -	19 -20	5
Dragon, Ancient Albino Scoria [3]	29	- 28	- 27	- 26	25	- 24	23	- 22	21	20	-	-	-	-	-	-	-	12 11	10	- 9	8	7	-	5	4	3	2	 . 0		-2	-3	-4.	6	
Dragon, Black [3]	25	24	23	20	21	20	19	18	17	16	15	14	13	12	11	10	9	8 7	6	5	4	3	2	I	0	-1	-2 -	3 -4	+ -5	-6	-7		-9 -10	
Dragon, Blue Horny-Ridged [3]	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12 11	10	9	8	7	6	5	4	3	2	I 0	-1	-2	-3		5 -6	
Dragon, Bl. Spiny-Bkd Blue-Ridged [3]	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	П	10 9	8	7	6	5	4	3	2	I.	0 -	I -2		-4	-5		-7 -8	
Dragon, Blue Spiny-Horned [3]	22	21	20	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5 4	3	2	I	0	-1	-2	-3	-4	-5 -		-8	-9			12 -13	
Dragon, Brass [3]	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8 7	6	5	4	3	2	1	0	-1	-2 -	-		-6	-7		-9 -10	
Dragon, Bronze [3] Dragon, Chromatic [3]	27 29	26 28	25 27	24 26	23 25	22 24	21 23	20 22	19 21	18 20	17 19	16 18	15	14	13 15	12	11	10 9	8	/	6	5	4	3	2	2	0 -	I -2	2 -3	-4	-5 -3		-7 -8 -5 -6	
Dragon, Cloud [3]	27	26	25	28	23	27	23	20	19	18	17	16	15	14	13	12	13	10 9	8	7	6	5	4	3	2	3	0 -	I -2	2 -3	-2	-5		-3 -6 -7 -8	
Dragon, Cloud - Salamartey [3]	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	ii.	10 9	8	7	6	5	4	3	2	i	0 -			-4	-5		.7 -8	
Dragon, Copper [3]	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9 8	7	6	5	4	3	2	1	0	- 1 -	2 -3	3 -4	-5	-6	-7 -	-8 -9	,
Dragon, Copper Slag- [3]	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	П	10	98	7	6	5	4	3	2	1	0	-1 -3	2 -3	3 -4	-5	-6	-7 -	-8 -9	<i>i</i>
Dragon, Gold [3]	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12 11	10	9	8	7	6	5	4	3	2	0	-1	-2	-3		-5 -6	
Dragon, Green [3]	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12 11	10	9	8	7	6	5	4	3	2			-2	-3		-5 -6	
Dragon, Mist [3] Dragon, Mottled [3]	24 32	23 31	22 30	21 29	20 28	19 27	18 26	17 25	16 24	15 23	14 22	13 21	12 20	11	10 18	9 17	8	15 14	5 13	4	3	2 10	1 9	0	-1 7	-2	-3 - 5 ∡	4 -5 1 7	5-6 2	-7	-8 0		10 -1 -2 -3	
Dragon, Onyx [3]	25	24	23	22	20	20	19	18	17	16	15	14	13	12	10	10	9	8 7	6	5	4	3	2	0	0	-1	2 -	т J З_4	4 -5	-6	-7		-2 -3 -9 -10	
Dragon, Platinum [3]	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16 15	14	13	12	й.	10	9	8	7	6 5	54	3	2	í	õ .	í -2	
Dragon, Red [3]	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11 10	9	8	7	6	5	4	3	2	1 (	) -	-2	-3	-4	-5 -	-6 -7	1
Dragon, Red-Crested Amber Bellied [3]		25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	98	7	6	5	4	3	2	1	0	- 1 -	2 -3		-5	-6		-8 -9	
Dragon, Shadow [3]	25	24	23	22	21	20	19	18	17	16	15	14	13	12	П	10	9	87	6	5	4	3	2	T	0	-1	-2 -	-	ł -5	-6	-7		-9 -10	
Dragon, Silver [3]	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11 10	9	8	7	6	5	4	3	2		) - (	-2	-3	-4		-6 -7	
Dragon, Slag-Scaled Titanium [3] Dragon, Speckled [3]	29 25	28 24	27 23	26 22	25 21	24 20	23 19	22 18	21	20 16	19	18 14	17	16 12	15 11	14	13 9	12    8 7	10	5	8 4	2	6 2	5	4	3	2 -	ט ו ז ע	- I 4 - 5	-2	-3 -7		-5 -6 -9 -10	
Dragon, Spiny [3]	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11 10	9	8	7	6	5	4	3	2	1 (		-2	-3	-4		-6 -7	
Dragon, Swack Iron [3]	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11 10	9	8	7	6	5	4	3	2	· ·	) -	-2	-3	-4		-6 -7	
Dragon, Swack Iron Albino [3]	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11 10	9	8	7	6	5	4	3	2	1 (	) -	-2	-3	-4	-5 -	-6 -7	/
Dragon, White [3]	24	23	22	21	20	19	18	17	16	15	14	13	12	П	10	9	8	76	5	4	3	2	I.	0	-1	_	-3 -	4 -5		-7	-8		10 -1	
DragonFaerie	17	16	15	14	13	12		10	9	8	7	6	5	4	3	2	1	0 -1	-2	-3	-4	-5	-6	-7	-8		10 -1	-		-14			17 -18	
Dragonfish	11 25	10	9 23	8	7 21	6	5	4	3	2	1	0	-1	-2	-3	-4 10	-5	-6 -7 8 7	-8	-9	-10	-11 3	-12 2	-13	-14 0		6 -  -2 -	7 - I		-20	-21 -7		23 -24 -9 -10	
Dragonfly, Giant [4] DragonHorse	23	24 22	23	22 20	19	20 18	19 17	18 16	17 15	16 14	15 13	14 12	3 	12 10	 9	8	7	6 5	4	3	2	3	2	-1	-2			3 -4 5 -€		-6 -8			-7 -10 11 -12	
DragonKomodo	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	ĩ	ó	-1 -2	-3	-4	-5	-6	-7	-8				2 -1					18 -19	
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DragonKomodo, Giant	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	65	4	3	2	1	0	-1	-2	-3	-4 -	5-6	5 -7	-8	-9	-10 -	H -D	2
DragonLord (variable)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-		-	-	-	-	-	-	-	-		-	-	-	-	-		
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Dragonnel Dralch	22 20	21 19	20 18	19 17	18	17 15	16 14	15 13	14 12	3 	12 10	 9	10 8	9 7	8 6	7 5	6 ∡	5 4 3 2	3	2 0	1	0 -2	-1 -3	-2 -4	-3 -5			6 -7 8 -9		-9 -11			2 - 3  4 - 3	
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Drider	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3 2	Ĭ	0	-1	-2	-3	-4	-5			8 -9					14 -1	
Drow	15	14	13	12	II	10	9	8	7	6	5	4	3	2	1	0	-1	-2 -3	-4	-5	-6	-7	-8			-11 -							19 -20	
Drow, Half-	15	14	13	12	П	10	9	8	7	6	5	4	3	2	I.	0	-1	-2 -3	-4	-5	-6	-7	-8	-9			2 -						19 -2	
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Dryad	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2 -3	-4	-5	-6	-7	-8	-9		-11 -				-16			19 -20	
Dune Stalker	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	I	0 -1	-2	-3	-4	-5	-6	-7	-8	-9 -	10 -1	ı -I	z -13	-14	-15	-16 -	17 -18	5

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Dungeon Anemone	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16
Dungeon Cat	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21	-22
Dust Digger	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18
Dwarf, Derro (variable) (3) [5]	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19
Dwarf, Duergar [5]	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21
Dwarf, Gully [5]	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21
Dwarf, Hill [5]	14	13	12	- 11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21
Dwarf, Mountain [5]	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21
Dwarf, Pygmy [5]	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21
Dwarven Warhorse	19	18	17	16	15	14	13	12	- 11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14		-16
Eagle, Gargantuan	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12		-14
Eagle, Giant	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16
Eagle, Wild	13	12	- 11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21	-22
Eblis	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17
Eel, Electric	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20
Eel, Giant	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17
Eel, Weed	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21
Efreeti	23	22	21	20	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	Ι	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Note: Numbers in (parentheses) are l [1] - +2 from above, +6 only if victim [2] - See HoB 2, page 53 [3] [4] - +4 with bite only when victim ha [5] - See HoB 2, page 121	surprised 3] - See H	l HoB 2,	, page	72	-			s.																												

									Tabl	e 4:	Cri	t BS	L: F	lack	lope	edia	of B		<b>s Vol</b> fende																	
Name	15	14	13	12	П	10	9	8	7	6	5	4	3	2	Т	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20
Elemental, Air, (8)	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Elemental, Earth (8)	21	20	19	18	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Elemental, Fire (8)	21	20	19	18	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Elemental, Water (8)	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Elemental, Air (12)	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Elemental, Earth (12)	25	24	23	22	21	20	19	18	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Elemental, Fire (12)	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Elemental, Water (12)	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Elemental, Air (16)	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
Elemental, Earth (16)	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
Elemental, Fire (16)	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
Elemental, Water (16)	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	I.	0	-1	-2	-3	-4	-5	-6
Elemental, Greater Periodic	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
Elephant, Club Trunked	23	22	21	20	19	18	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Elephant, SabreToothed	23	22	21	20	19	18	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Elephant, Small-Eared	23	22	21	20	19	18	17	16	15	14	13	12	- 11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Elephant, Standard	23	22	21	20	19	18	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Elf, Aquatic [1]	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17
Elf, Grel Cleric [2]	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16
Elf, Grel Mages [2]	21	20	19	18	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Elf, Grey [2]	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20
Elf, Grugach [2]	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19
Elf, Half [2]	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20
Elf, High [2]	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21
Elf, Hunter Grel [2]	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17
Elf, Shadow [2]	16	15	14	13	12	- 11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19
Elf, Shadow Grel [2]	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15
Elf,Valley [2]	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20
Elf, Wood [2]	15	14	13	12	11	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20
Elk, Dire	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	I.	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18
Elven Pony	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19

																		Defende	or's AC														
Name	15	14	13	12	П	10	9	8	7	6	5	4	3	2	I	0	-1	-2 -3	-4	_	-6	-7 -	8	-9 -	10 -	-	2 -13	-14	-15	-16	-17 -	18 -	19 -20
Elven Wardawg	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1 -2	-3	-4	-5	-	-7	-8		-10 -	•••••••			-15			18 -19
Enchanted Doors (variable) (5)	18	17	16 9	15 8	14	13	12 5		10	9	8	7	6	5	4	3	2 -5	I 0	-1	-2	-3		-5	-6	-7		9 -10		-12	-13			-16 -17
Enigma Lice Enslaver of the Deep	11 21	10 20	9	8	17	16	5 15	4 14	13	12	ц.	10	-1	-2	-3 7	-4 6	-5 5	-6 -7 4 3	-8 2	-9 I	-10 0		-12 -2	-13 -3	-14 -4		16 -17 6 -7		-19 -9	-20 -10			-23 -24
Enveloper (variable) (3)	16	15	14	13	12	ii	10	9	8	7	6	5	4	3	2	ĩ	0	-1 -2	-3	-4	-5		-7	-8						-15			-18 -19
Ettercap	18	17	16	15	14	13	12	- II	10	9	8	7	6	5	4	3	2	1 0	-1	-2	-3		-5	-6	-7		9 -10			-13			-16 -17
Ettin	23	22	21	20	19	18	17	16	15	14	13	12	Ш	10	9	8	7	65	4	3	2	1	0	-1	-2	-3 -	4 -5	-6	-7	-8	-9	-10 -	·II -I2
Eye, Floating	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6 -7	-8		-10						16 -17			-20			-23 -24
Fairy, Carnivorous, Glitter		10	9	8	7	6	5	4	3	2		0	-1	-2	-3	-4	-5	-6 -7	-8	-9	-10		-12	-13			16 -17	7 -18		-20			-23 -24
Fairy, Carnivorous, Hardcore Fairy, Carnivorous, Hunter	14 14	3  3	12 12		10 10	9	8 8	7	6	5 5	4	3	2	-	0 0	-1 -1	-2 -2	-3 -4 -3 -4	-5 -5	-6 -6	-7 -7						3 - 4  3 - 4			-17 -17			-20 -21 -20 -21
Fairy, Carnivorous, Seasoned	14	12	12	10	9	8	0 7	6	5	4	3	2	2	0	-1	-1	-2	-3 -4	-5	-0 -7	-/		-9			-12 -	13 - 14 14 - 19	5 -16		-17			-20 -21
Fairy, Carnivorous, Wild	11	10	9	8	7	6	5	4	3	2	Ĩ	0	-1	-2	-3	-4	-5	-6 -7	-8	-9	-10			-13			16 -17			-20			-23 -24
Fairy, Gorge	- II	10	9	8	7	6	5	4	3	2	i.	0	-1	-2	-3	-4	-5	-6 -7	-8					-13			16 -17			-20			-23 -24
Fairy, Standard	- 11	10	9	8	7	6	5	4	3	2	- I	0	-1	-2	-3	-4	-5	-6 -7	-8	-9	-10	-11 -	12	-13	-14	-15 -	16 -17	7 -18	-19	-20	-21	-22 -	-23 -24
Fairy, Water Crested	11	10	9	8	7	6	5	4	3	2	I.	0	-1	-2	-3	-4	-5	-6 -7	-8		-10						16 -17			-20			-23 -24
Felarn	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2 -3	-4	-5	-6	-7	-8	-9			12 -13			-16			-19 -20
Ferret, Man-Eating Festering Reaver	14 25	13 24	12 23	22	10 21	9 20	8 19	/ 18	6	5 16	4 15	3 14	13	1		-1 10	-2 9	-3 -4 8 7	-5 6	-6 5	-7 1	-8 3	-9 2	-10	-11		3 - 4 ∙2 -3	+ -15 -4	-16 -5	-17 -6	-18 -7		-20 -21 -9 -10
Fire Ants	25	10	23 9	8	7	20 6	5	4	3	2	15	0	-1	-2	-3	-4	-5	-6 -7	-8	-9	-10			-13	•		-2 -3 16 -17			-20			-9 -10
Fire-Monk	15	14	13	12	Ú.	10	9	8	7	6	5	4	3	2	Ĩ	0	-1	-2 -3	-4	-5	-6	-7	-8				12 -13			-16			-19 -20
Firedrake	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	Т	0 -1	-2	-3	-4	-5	-6	-7	-8	-9 -	10 -1	-12		-14			-17 -18
Firefly, Dire	15	14	13	12	П	10	9	8	7	6	5	4	3	2	1	0	-1	-2 -3	-4	-5	-6	-7	-8	-9	-10	-11 -	12 -13	3 -14	-15	-16	-17	-18 -	-19 -20
Firenewt, Cleric	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0 -1	-2	-3	-4	-5	-6	-7	-8		10 -1			-14			-17 -18
Firenewt, Common	15	14	13	12	11	10	9	8	7	6	5	4	3	2		0	-!	-2 -3	-4	-5	-6	-7	-8				12 -13			-16			-19 -20
Firenewt, Elite Firenewt, Overlord	17 20	16 19	15 18	14 17	13 16	12	11	10 13	9	8	10	6	5	4	3	2 5	1	0 - I 3 2	-2	-3 0	-4	-5 -2	-6 -3	-7 -4	-8 -5		10 -1 7 -8	-12 -9	-13 -10	-14			·17 -18 ·14 -15
Firenewt, Strider	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	- 1	0 -1	-2	-3	-1	-2	-5 -6	- <del>7</del> -7	-3					-14			-17 -18
Firetoad	17	16	15	14	13	12	ii.	10	9	8	7	6	5	4	3	2	i	0 -1	-2	-3	-4	-5	-6	.7	-8		10 -1			-14			-17 -18
Flail Snail (4)	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0 - I	-2	-3	-4	-5	-6	-7	-8	-9 -	10 -1	-12	-13	-14	-15	-16 -	-17 -18
Flail Snail (5)	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	I 0	-1	-2	-3		-5	-6	-7		9 -10	) -11	-12	-13	-14		-16 -17
Flail Snail (6)	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2 1	0	-1	-2	-3	-4	-5	-6		8 -9	-10	-11	-12			-15 -16
Flailing Wailer	16	15	14	13	12 19		10 17	9	8	7	6	5	4	3	2 9	1 8	0	-l -2 6 5	-3 4	-4 3	-5	-6	-7 0	-8	-9 -2		- 2 4 F		-14 -7	-15			-18 -19
Flesh Thrasher Fleshpecker [3]	23 15	22 14	21 13	20 12	19	18 10	9	16 8	15	14 6	13 5	12 ∡	 3	10	9	8	-1	65 -2-3	4 -4	-5	2 -6	-7	-8	-1 -9			4 -5 12 -13			-8 -16			·11 -12 ·19 -20
Fly, Giant Horse-	19	18	17	16	15	14	13	12	ú	10	9	8	7	6	5	4	3	2 1	0	-1	-2	-3	-4	-5	-6		8 -9	-10		-12			-15 -16
Frog, Chain Reaction	15	14	13	12	11	10	9	8	7	6	5	4	3	2	Ĩ	0	-1	-2 -3	-4	-5	-6	-7	-8				12 -13			-16			19 -20
Frog, Giant (1)	13	12	- 11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4 -5	-6	-7	-8	-9 -	-10	-11	-12	-13 -	14 -15	5 -16	-17	-18	-19	-20 -	-21 -22
Frog, Giant (2)	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	I	0	-1	-2 -3	-4	-5	-6	-7	-8				12 -13			-16			-19 -20
Frog, Giant (3)	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1 -2	-3	-4	-5		-7	-8			- 2			-15			-18 -19
Frog, Killer Frog, Poisonous	15	14 12	13	12	9	10 9	9	8	5	6 4	5	4	3	2		0 -2	-1 -3	-2 -3 -4 -5	-4 -6	-5	-6 -8	-7 -9 -	-8 -10				12 -13 14 -15			-16 -18			·19 -20 ·21 -22
Frog, Yellow	11	10	9	8	7	6	5	4	3	2	J	0	-1	-2	-3	-2 -4	-5	-4 -5	-8	-/ -9	-10			-13			16 -17			-20			-23 -24
Fungi, Violent	17	16	15	14	13	12	л.	10	9	8	7	6	5	4	3	2	ĩ	0 -1	-2	-3	-4		-6	-7	-8		10 -1			-14			-17 -18
Fungi, Violet	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1 -2	-3	-4	-5	-6	-7	-8	-9	-10 -	- 2	2 -13	-14	-15	-16	-17 -	18 -19
Fungroid	20	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	32	I	0	-1	-2	-3	-4	-5	-6 -	7 -8	-9	-10	-11	-12	-13 -	-14 -15
Fungus Rot (Disease/Parasite) (N/A)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-		-	-	-	-	-	-	-	-		-	-	-	-	-	
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Gar, Giant	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4 3	2	ī	0	-1	-2	-3	-4		6 -7		-9	-10			-13 -14
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Gas Spore Gelatinous Cube	  7	10 16	9 15	8 14	7 13	6 12	5	4 10	3	2 8	7	0	- I 5	-2 4	-3 3	-4 2	-5	-6 -7 0 -1	-8 -2	-9 -3	-10 -4	-11 - -5	-12 -6	-13 -7	-14 -8		6 - 7  0 -						-23 -24 -17 -18
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Giant, Cloud	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18 17	16	15	14	13	12	11	10	9	87	6	5	4	3	2	I 0
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6	Giant, Mountain	33	32	31	30	29	28				24 2		22 2				8	17		12 1		3 12	11	10	9	8	7	6	5	4	3 2	2 1	0	-1	-2
5	Giant, Prairie	29	28	27	26	25	24				20 1						4	13			0 9		7	6	5	4	3	2	ĩ	0 -	- 1 -	2 - 3	-4	-5	-6
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-	Giant, Stone	31	30	29	28	27	26	25	24	23	22 2	1	20 I	9 I	8 I	7 I	6	15	14	I3 I	2 I	I I0	9	8	7	6	5	4	3	2	1 (	D - I	-2	-3	-4
<u>a</u>	Giant, Storm	39	38	37	36	35	34			31	30 2		28 2					23		21 2		9 18	17	16	15	14	13	12		10		B 7	6	5	4
5	Giant, Verbeeg	22	21	20	19	18	17	16	15	14	13 1	2		0 9	9 8 -	8	7	6	5	4 3			0	-1	-2	-3	-4	-5	-		-	9 -10			-13
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e l	Gibbon Githyanki (variable) (1) [4]	12	12	10	10	9	8	0 7	6	4 5	3 . 4 <sup>.</sup>	2	2	, . , ,	י - ר			-4 -3	-	-o - -5 -		o -7 7 -8	-10	-10	-12	-13	-14	-15	-16 - -15 -	16 -		19 -20 18 -19	-21		-23
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,	Glow Worm	13	12	П	10	9	8	7	6	5	4	3	2	1 (	<b>)</b> -	- 1	2 .	-3	-4	-5 -		7-8	-9	-10	-11	-12	-13	-14	-15 -	- 16	7 -	18 -19	-20	-21	-22
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2	Gnoll, Desert	15	14	13	12		10	9	8	7	6	5	4 3	3 2	2	1 0	0.	-!	-	.3 -		5 -6	-7	-8	-9	-10	-11	-12	-13 -			6 -17	-18		-20
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	Gnome, Forest	13	12	П	10	9	8	7	6	5	4	3	2	1 (	) -	·I -	2	-3	-4	-5 -	6 -	7-8	-9	-10	-11	-12	-13	-14	-15 -	- 16	7 -	18 -19	-20	-21	-22
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	Golem, Guardian	18	17	16	15	14	13	12	П	0	9 8	3	76	5 5	5 4	4	3	2	1	0 -	1 -3	2 -3	-4	-5	-6	-7	-8	-9	-10 -	- 11	12 -1	13 -14	-15	-16	-17
	Golem, Iron	31	30	29	28	27	26	25	24	23	22 2	1	20 I	9 I	8 I	7 I	6	15	14	I3 I		I I0	9	8	7	6	5	4	-	2		D - I	-2	-3	-4
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	Gouger, Fanged	16	15	14	13	12	11	10	-	8	7	-	5 4		-	2	•	0				4 -5	-6	-7	-8							15 -16			-19
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Grig [7]	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19 -	20 -	21 -22
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12 -	13 -	14 -15
Grimlock	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17 -	18 -	19 -20
Grippli	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18 -	19 -	20 -21
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	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12			15 -16
	22	21	20	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	I.	0	-1	-2	-3	-4	-5	-6	-7	-8	-9			12 -13
	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10			13 -14
	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3	-4	-5	-6	-7	•		10 -11
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11			14 -15
	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2		0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14			17 -18
0.	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3	-4	-5	-6	-7	-8	-9			12 -13
	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12		10	9	8	/	6	5	4	3	2		0	-1	-2	-3	-4	-5	-		-8 -9
8, 6, 6, 7, 1	14	13	12		10	9	8	/	6	5	4	3	2		0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17			20 -21
	14 14	13 13	12 12		10	9	8	/	6	5	4	3	2	-	0 0	-!	-2 -2	-3 -3	-4 -4	-5 -5	-6	-7 -7	-8 -8	-9 -9	-10 -10	-11 -11	-12 -12	-13 -13	-14 -14	-15 -15	-16	-17			20 -21 20 -21
5 11	14	13	12		10	9	8	7	6	5	4	3	2	-	0	-!	-2 -2	-3 -3	-4 -4	-5 -5	-6	-/ -7	-8 -8	-9 -9	-10			-13	-14 -14	-15 -15	-16	-17 -17			20 -21 20 -21
8 811	14	13	12	16	10	9	8	12	6	5	4	3	2	1	5	-1	-2	-3	-4	-5	-6	-2	-8 -3	-9	-10	-11 -6	-12 -7	-13	-14 -9	-15	-16 -11	-17			20 -21
	20	10	17	17	15	14	13	12	12	10	7	9	2 2	7	5	4 5		2	2	U I	-1	-2	-3 -2	-4	-5 -4	-0 -5	-6	-0 -7	-9	-10	-10	-12 -11			13 -16
	18	17	16	15	14	13	12	13	10	9	8	7	6	5	4	3	т 2	1	0	÷.	2	-3	-2	-5	-4 -6	-5 -7	-8	-/ -9	-10	-11	-12	-13			16 -17
	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-2	-4	-5	-6	-7	-8	-0	-10	-11	-12	-12	-14			17 -18
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8 8, 1	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	ĩ	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12				16 -17
	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	Ĩ	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11				15 -16
	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	ī	0	-1	-2	-3	-4	-5	-6	-7	-8	-9		-11					16 -17
	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	ī	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14			17 -18
	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	i.	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14			17 -18
		20	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	Ī	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10			13 -14
Note: Numbers in (parentheses) are hit dia [1] - +4 from below only [3] - +4 from behind, +2 from the side [5] - +3 with a silver sword, must be 5th lev [6] - +2 with stun darts, +1 when using the [7] - +2 with darts (they carry up to 6) [8] - +4 from behind only [9] - +1 with sling and thrown weapons onl	vel o eir too	[2] - [4] - r grea	- +1 w - See H ater	rith sh HoB 3	ort sv page	vord, le	otnote ong sw		2 bow	s (exc	ept cr	ossbov	w)																						

									Tabl	e 5:	Cri	t BS	SL: H	lack	lope	edia	of B	east	s Vo	lum	e IV															
																		De	efend	er's A	С															
Name	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	I.	0	- 1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20
Hoar Fox	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20
Hoar'daa Bull [1]	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
Hoar'daa Cow	25	24	23	22	21	20	19	18	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Hoar'daa Larvae (variable) (5)	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17
Hobgoblin [2]	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18
Hollyphant	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Homonculous	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20
Hood Winker	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20
Hook Horror	18	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17
Horned Rager	19	18	17	16	15	14	13	12	- 11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16
Horned Simian Bush-Grappler	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	I.	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19
Hornet, Carnivorous	П	10	9	8	7	6	5	4	3	2	Ι	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21	-22	-23	-24

~ I																			Dof	ender's A	<u> </u>													
H a	Name	15	14	13	12	ш	10	9	8	7	6	5	4	3	2	I.	0	-1	-2	-3 -4	-5	-6	-7	-8	-9 -	10 -1	-	2 -13	-14	-15	-16 -	7 -	8 -19	-20
cb	Hornet, Giant	18	17	16	15	14	13	12	-	10	9	8	7	6	5	4	3	2	-	0 -1	-2	-3	-4	-5	-6	-7 -	8	.9 -10		-12		-14 -		
N	Hound of III Omen	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-		-	-	-	-	-	-	-		-	-	-	-		-
ŝ	Hubrisite	23	22	21	20	19	18	17	16	15	14	13	12	П	10	9	8	7	6	54	3	2	I.	0	-1	-2 -	3	4 -5	-6	-7	-8		0 -11	-12
te	Huecuva	15	14	13	12	11	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3 -4	-5	-6	-7	-8	-9			12 -13		-15			8 -19	
3	Hulking Mound	21	20	19 19	18 18	17 17	16	15 15	14 14	13	12		10	9	8	/	6	5	4	3 2		0	-!	-2 -2	-3 -3		5 ·	-6 -7	-8	-9 -9	-10 -		2 -13	
H	Humanimals, Greater Humanimals, Lesser	21	20 15	19	18	12	16	15	9	13 Q	7	6	5	9	8	2	6	5	4	3 2	1	-5	-1 -6	-2 -7	-3 -8	-4 -	5 ·	-6 -7    - 2	-8 -13	-9 -14			2 - 3  7 - 8	
ac	Hunched Shocker	19	18	17	16	15	14	13	12	й П	, 10	9	8	7	6	5	4	3	2	1 0	-1	-2	-3	-4	-5		7	.8 -9		-11			17 -10 14 -15	
b.	Hydra: common (variable) (12)	25	24	23	22	21	20	19	18	17	16	15	14	13	12	Т.	10	9	8	7 6	5	4	3	2	Ĩ	0 -	I -	2 -3	-4	-5			8 -9	
2	Hydra: Cryo (variable) (8)	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	32	1	0	-1	-2	-3	-4 -	5	-6 -7	-8	-9	-10 -	- 11 -	2 -13	-14
e	Hydra: Lernaean (variable) (12)	25	24	23	22	21	20	19	18	17	16	15	14	13	12	Ш	10	9	8	76	5	4	3	2	I.	-	-	-2 -3	-4	-5			8 -9	
1:	Hydra: Medusa (variable) (16)	29	28	27	26	25	24	23		21	20	19	18	17	16	15	14	13	12	11 10	9	8	7	6	5			2 1	0	-1			4 -5	
2	Hydra: Pyro (7) Hydra: Pyro (8)	20 21	19 20	18 19	17 18	16 17	15	14	13 14	12	11	10	9	8	/	6	5	4	3	2 1	0	-1	-2	-3 -2	-4 -3		6 5	-7-8 -6-7	-9 -8	-10 -9	-11 -		3 - 4  2 - 3	
₹	Hyena	16	15	19	13	12	10	15 10	9	8	7	6	5	7 4	3	2	0	0	-1	3 ∠ -2 -3	-4	-5	-1	-2 -7	-3		5 - 10 -	·o -/    - 2		-7	-15 -		12 -13 17 -18	
B	Hyena, Giant	18	17	16	15	14	13	12	Ú.	10	, 9	8	7	6	5	4	3	2	- 1	0 -1	-2	-3	-4	-5	-6		8	.9 -10		-12			15 -16	
ea	Ice Fiend	17	16	15	14	13	12	ii.	10	9	8	7	6	5	4	3	2	Ī	0	-1 -2	-3	-4	-5	-6	-7	-8 -	9-	10 -11	-12	-13			6 -17	
st	Ichthyocentaur	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	I	0	-1 -2	-3	-4	-5	-6	-7	-8 -	9 -	10 -11	-12	-13	-14	-15 -	6 - 7	7 -18
	Igneous Walker	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	I.	0 -1	-2	-3	-4	-5	-6		8	9 -10		-12			15 -16	
<b>ا د</b>	Impaler, Crimson	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5 -6	-7	-8	-9	-10	-11			14 -15		-17			20 -21	
3	Impaler, Purple Impaler, Rainbow	17 21	16 20	15 19	14	13	12	11	10	9	8	/	6	5	4	3	2	5	4	-1 -2	-3	-4	-5	-6 -2	-7 -3		-	10 -11 .6 -7	-12 -8	-13 -9			6 - 7  2 - 3	
n	Impeder, Great Lucid	24	23	22	21	20	19	18	17	16	15	14	13	12	ü	ío	9	8	7	6 5	4	3	2	-2	0			.o / .3 4		-6			9 -10	
ste	Incinerator	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0 -1	-2	-3	-4	-5	-6			9 -10		-12	-13 -	-14 -	15 -16	
3	Indigo Ambusher	15	14	13	12	П	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3 -4	-5	-6	-7	-8	-9	-10 -		12 -13		-15	-16 -		18 -19	-20
$\mathbf{X}$	Infernal Slayer [3]	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3 2	<u> </u>	0	-1	-2	-3		5	6 -7	-8	-9	-10 -		2 -13	
a'	Insidious Ichor (variable) (6) Insidious Stalker	19 15	18 14	17 13	16 12	15	14	13	12 8	7	10	9	8	/	6	5	4	3	-2	-3 -4	-1 -5	-2 -6	-3	-4 -8	-5 -9	•	•	.8 -9 12 -13		-11 -15			4 - 5  8 - 9	
71.	Intellect Devourer, Adult	20	19	18	17	16	15	14	13	12	0	10	7 9	8	7	6	5	-1	-2	2 1	-5	-0 -1	-/ -2	-0 -3	-7			.7 -8		-10			3 -14	
8	Intellect Devourer, Larva	17	16	15	14	13	12	ii -	10	9	8	7	6	5	4	3	2	i	Ō	-1 -2	-3	-4	-5	-6	-7	-	-	10 -11		-13			6 -17	
	Invisible Heckler	21	20	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3 2	I	0	-1	-2	-3	-4 -	5	-6 -7	-8	-9	-10 -	- 11	2 - 3	-14
	Invisible Horror (variable)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	2	-	2	-	: :	-	-	-	-	-	-	-		-	-	-	-		-
	Invisible Stalker Iron Cobra	21 13	20 12	19	18	17 9	16 8	15	14 6	13	12	11	10	9	8		-2	-3	4	3 2 -5 -6	1	0 -8	-1 -9	-2 -10	-3 -11			∙6 -7  4 - 5	-8 -16	-9 -17			12 -13 20 -21	
	lxitxachitl: Cleric (variable)	-	-	-	-	-	-	<i>.</i>	-	-	-	-	-	-	-	-1	-2	-5	-7	-5 -0	-/	-0	- 7	-10		-12 -	-		-10	-17	-10 -			-22
	lxitxachitl: standard	14	13	12	П	10	9	8	7	6	5	4	3	2	Т	0	-1	-2	-3	-4 -5	-6	-7	-8	-9	-10	-11 -	2 -	13 -14	-15	-16	-17	- 18 -	9 -20	) -21
	lxitxachitl:Vampire	15	14	13	12	П	10	9	8	7	6	5	4	3	2	Т	0	-1	-2	-3 -4	-5	-6	-7	-8	-9	-10 -		12 -13	-14	-15	-16 -		18 -19	
	Jabbervock, Vile	23	22	21	20	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5 4	3	2	1	0	-1		3	4 -5		-7			0 -11	
	Jackal Jackal	11	10	9	8	7	6	5	4	3	2	1	0	-!	-2	-3	-4	-5	-6	-7 -8	-9	-10	-11	-12 -10	-13		5 -	16 -17		-19			22 -23	
	Jackalope, Pronghare Jackalope, Standard	3  3	12 12		10	9	8	7	6	5	4 4	3 7	2	-	0	-1	-2 -2	-3 -3	-4 _4	-5 -6	-/ -7	-8 -8	-9 -9		-11 -11	-12 - -12 -	3 -  3 -	4 - 5  4 - 5		-17			20 -21 20 -21	
	Jackalwere	17	16	15	14	í3	12	ú.	10	9	8	7	6	5	4	3	2	-5	0	-1 -2	-3	-4	-5	-6	-7			10 -11					6 -17	
	Jaculi [4]	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1 -2	-3	-4	-5	-6	-7	-8 -	9 -	10 -11	-12		-14 -	-15 -	6 -17	-18
	Jaded Mannacle	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	I	0	-I -2	-3	-4	-5	-6	-7		-	10 -11	-12	-13			6 - 7	
	Jann	19	18	17	16	15	14	13	12	II ,	10	9	8	7	6	5	4	3	2		-1	-2	-3 -8	-4 -9	-5	-	7	-8 -9		-11			4 -15	
	Jarvin-taur Jaundiced Grappler	14 23	13 22	12 21	20	10	9	8	/ 16	6 15	5 14	4	3	2	10	9	-1	-2	-3	-4 -5 5 4	-6 3	-/	-8 I	-9	-10 -1			3 - 4 -4 -5		-16 -7			9 -20  0 -	
	Jelly, Grease	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1 0	-1	-2	-3	-4	-5			.8 .9					4 -15	
	Jelly, Mustard	21	20	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3 2	I	0	-1	-2	-3	-4 -	5	-6 -7	-8	-9	-10 -	- 11 -	2 - 3	-14
	Jelly, Ochre	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	Т	0	-I -2	-3	-4	-5	-6	-7			10 -11			-14 -	-15 -		
	Jelly, Symbiotic	15	14	13	12		10	9	8	7	6	5	4	3	2	1	0	-	-2	-3 -4	-5	-6	-7	-8				12 -13					8 -19	
	Jellyfish, Common Jellyfish, Dire Man O' War	11 21	10 20	9 19	8 18	7 17	6 16	5 15	4 14	3  3	2 12	н П	10	-1 9	-2 8	-3 7	-4 6	-5 5	-6 4	-7 -8 3 2	-9	-10 0	-11 -1	-12 -2	-13 -3			16 -17 •6 -7		-19 -9			22 -23 12 -13	
	Jellyfish, Flying Swamp	18	17	16	15	14	13	12		10	9	8	7	6	5	4	3	2	1	0 -1	-2	-3	-4	-2				.0 -7 .9 -10					12 -13	
	Jellyfish, Giant	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1 0	-1	-2	-3	-4	-5			-8 -9					14 -15	
	Jellyfish: Man-O-War (variable) (4)	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	I	0	-1 -2	-3	-4	-5	-6	-7			10 -11					6 - 7	
	Jellyling	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4 3	2	I	0	-1	-2			-5 -6		-8		-10 -		2 -13
	Jungle Terror	22 21	21 20	20	19 18	18 17	17 16	16 15	15 14	14	13 12	12 11	11 10	10 9	9 8	8		6	5	4 3 3 2	2	0	0	-1 -2	-2			·5 -6		-8			- 2  2 - 3	
	Jungle-Drac (variable) (8) Jurassic Creatures:Ankylosaurus	21	20	19 20	18	17	16	15	14	13 14	12	11		9	8 9	8	6 7	5 6	4 5	32 43	2	U I	-1 0	-2 -1	-3 -2			-6 -7 -5 -6		-9 -8		-11 -		
	Jurassic Creatures: Ankylosaulus	14	13	12	П	10	9	8	7	6	5	4	3	2	í	0	-1	-2	-3	-4 -5	-6	-7	-8			-11 -		13 -14					19 -20	
<u>л</u>	Jurassic Creatures: Brontosaurus	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15 14	13	12	11	10	9	8	7	65	4	3	2	1	D - I	-2
۲	Jurassic Creatures: Camptosaurus (I)	13	12	Ш	10	9	8	7	6	5	4	3	2	Ι	0	-1	-2	-3	-4	-5 -6	-7	-8	-9	-10	-11	-12 -	3 -	14 -15	-16	-17	-18	-19 -2	20 -21	-22

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7	Name	15	14	13	12	ш	10	9	8	7	6 5	;	4	3	2	1	0	-1	-2	-3		-5 -6	5 -7	7 -8	-9	-10	-11	-12	-13 -	.14 -	-15 -	- 16 -	17 -1	8 -19	-20
	Jurassic Creatures: Camptosaurus (2)	15	14	13	12		10	9	- 0	7	6	5	4	2	2		0		-2	-3	-4	-5 -	6 -	7 -8	-9	-10	-11	-12	-13	14	-15	-16	-17 -1		
	Jurassic Creatures: Camptosaurus (2) Jurassic Creatures: Camptosaurus (3)	16	15	13	12	12	10	10	9	2 2	-	6	5	ג ⊿	2	2	i	-1	-2	-2	-3	-		6 -7	-9	-10	-10	-12						7 -l	
	Jurassic Creatures: Deinonyschus [5]	19	18	17	16	15	14	13	12	ii ii		9	8	7	6	5	4	3	2	-2	0		-	3 -4	-5	-6	-7	-8						4 -1	
	Jurassic Creatures: Dimetrodon (3)	16	15	14	13	12	ii ii	10	9	8	7	, 6	5	4	3	2	i	0	-1	-2	-3			6 -7	-8	-9	-10						-16 -1		
	Jurassic Creatures: Dimetrodon (4)	17	16	15	14	13	12	11	10	9	8	7	6	5	4	â	2	ĭ	0	-1	-2	-	-	5 -6	-7	-8	-9							6 -1	
	Jurassic Creatures: Dimetrodon (1)	18	17	16	15	14	13	12	11	10	9	, 8	7	6	5	4	â	2	ĩ	0	-1		-	4 -5	-6	-7	-8	-9					-14 -1		
	Jurassic Creatures: Diplodocus	33	32	31	30	29	28	27		25		23	22	21	20		18	17	16	15	. 14		2 1	1 10	9	8	7	6	5	4	3	2	1 0		
	Jurassic Creatures: Elasmosaurus	28	27	26	25	24	23	22		20		8	17	16	15	14	13	12	11	10	9			6 5	4	3	2	Ĩ	0	-i	-2	-3		5-6	
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	Jurassic Creatures: Lambeosaurus	25	24	23	22	21	20	19	18	17	16	5	14	13	12	11	10	9	8	7	6	5	4	32	1	0	-1	-2	-3	-4	-5	-6	-7 -	8 -9	-10
	Jurassic Creatures: Mamenchisaurus	31	30	29	28	27	26	25	24	23	22 2	21	20	19	18	17	16	15	14	13	12	11 1	0	98	7	6	5	4	3	2	1	0	-1 -	2 -3	3 -4
	Jurassic Creatures: Nothosaurus	27	26	25	24	23	22	21	20	19	18	7	16	15	14	13	12	11	10	9	8	7	6	54	3	2	1	0	-1	-2	-3	-4	-5 -	6 -7	7 -8
	Jurassic Creatures: Plesiosaurus	33	32	31	30	29	28	27	26	25	24 2	23	22	21	20	19	18	17	16	15	14	13 I	2 I	I I0	9	8	7	6	5	4	3	2	1 (	) -I	-2
	Jurassic Creatures: Pteranodon	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	I.	0	-1	-2	-3 -	4 -	5 -6	-7	-8	-9	-10	-11	-12	-13	-14	-15 -	6 - I	7 -18
	Jurassic Creatures: Stegosaurus	31	30	29	28	27	26	25				21	20	19	18	17	16	15	14	13	12	11 1	0	98	7	6	5	4	3	2	I	0		2 -3	
	Jurassic Creatures: Triceratops	29	28	27	26	25	24	23		21		9	18	17	16	15	14	13	12	П	10	9	B	76	5	4	3	2	I	0	-1	-2	-3 -		
	Jurassic Creatures: Triloblights	20	19	18	17	16	15	14		12		0	9	8	7	6	5	4	3	2	1	0 -	-	2 -3	-4	-5	-6	-7	-8	-9	-10	-11	-12 -		
	Jurassic Creatures: Tyrannosaurus Rex	31	30	29	28	27	26	25		23		21	20	19	18	17	16	15	14	13	12		•	98	7	6	5	4	3	2		0		2 -3	
	Jurassic Creatures:Velociraptor	19	18	17	16	15	14	13	12	11		9	8	/	6	5	4	3	2		0		-	3 -4	-5	-6	-7	-8	-9	-10	-11		-13 -		
	Jurynday, Freshwater	22	21	20	19 24	18 23	17	16 21	15	14 19		2 7	11	10 15	9 14	8	7	6	5 10	4 9	3 8	2		0-l 54	-2 3	-3 2	-4	-5 0	-6	-7 -2	-8 -3	-9 -4	-10 -		
	Jurynday, Saltwater Kangarai Warrior [6]	27 20	26 19	25 18	24 17	16	22 15	21	20 13	19	18	/	۱6 ۹	13	7	6	12	4	10	2	0	0	-	5 4 2 - 3	5	2	-6	7	-1 -8	-2 -9	-3	•	-5 - -12 -		
	Kangaroo Flea, Giant	13	12	10	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3	_4	-5	-6	-7 -	-	9 -10	-4	-3 -12	-0 -13	-/ -14	-					20 -2	
	Kangaroo, common	13	12	ii	10	9	8	7	6	5	4	3	2	i i	õ	-1	-2	-3	_4	-5	-6			9 -10	-11	-12	-13	-14						20 -2	
	Kangaroo, Marauding	16	15	14	13	12	л.	10	9	8	7	6	5	4	3	2	ĩ	0	-1	-2	-3		-	6 -7	-8	-9	-10	-11		-13				7 -1	
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	Kenku (variable) (5)	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	I	0	-1		3 -	4 -5	-6	-7	-8	-9						5 -1	
	Ki-Rin [7]	28	27	26	25	24	23	22	21	20	19	8	17	16	15	14	13	12	Ш	10	9	8	7	6 5	4	3	2	1	0	-1	-2	-3	-4 -		
	Killwi	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3 -	4 -	5 -6	-7	-8	-9	-10	-11	-12	-13	-14	-15 -	6 -I	7 -18
	Kobold, Greater (variable) (1)	13	12	Ш	10	9	8	7	6	5	4	3	2	I –	0	-1	-2	-3	-4	-5	-6	-7 -	8 -	9 -10	-11	-12	-13	-14	-15	-16	-17	-18	-19 -2	20 -2	I -22
	Kobold, Lesser	- 11	10	9	8	7	6	5	4	3	2	I .	0	-1	-2	-3	-4	-5	-6	-7	-8		10 -	- 2	-13	-14	-15	-16						22 -2	
	Kobold, Woodland	П	10	9	8	7	6	5	4	3	2	I .	0	-1	-2	-3	-4	-5	-6	-7	-8			- 2	-13	-14	-15	-16						22 -2	
E	Kraken	33	32	31	30	29	28	27		25	24 2	23		21	20	19	18	17	16	15	14			1 10	9	8	7	6	5	4	3	2		) -I	_
ŝ	Krueller	21	20	19	18	17	16	15	14	13	12		10	9	8	7	6	5	4	3	2	•	0 -	• -	-3	-4	-5	-6	-7	-8				2 -1	-
6	Kuo-Toa: common (variable) (2)	15	14	13	12		10	9 12	8	/	-	5 8	4	3	2 5	1	0	-1 2	-2	-3 0	-4			7 -8	-9	-10	-11							8 - I	
$\leq$	Kuo-Toa: Monitors Kuo-Toa: Shaman (variable) (2)	18 15	17 14	16 13	15 12	14	13 10	0	0	10	7	0 5	1	6	2	4	3	2	-2	-3	-1		-	4 -5 7 -8	-6 -9	-/	-8 -	-9 -12						5 - I 8 - I	
2	Lamia, Common	22	21	20	12	18	17	16	15	, 14	ט גו	2	т П	10	9	8	7	6	-2	-5	3	-5 - 2	-		-2	-10	-4	-12	-13	-14	-15		-10 -1		
10	Lamia, Great-Horned	23	22	21	20	19	18	17	16	15		3	12	11	10	9	8	7	6	5	4	3	2	I 0	-1	-2	-3	-4	-5	-6	-7	-8		0 -1	
3	Lamia, Noble	23	22	21	20	19	18	17	16	15		3	12	11	10	9	8	7	6	5	4	-	2	1 0	-1	-2	-3	-4	-5	-6	-7	-8		0 -1	
	Lammasu, Common	21	20	19	18	17	16	15	14	13	12	1	10	9	8	7	6	5	4	3	2	1 0	0 -	I -2	-3	-4	-5	-6	-7	-8	-9		-11 -1		
	Lammasu, Greater	26	25	24	23	22	21	20	19	18	17	6	15	14	13	12	11	10	9	8	7	6	5	43	2	1	0	-1	-2	-3	-4	-5	-6 -	7 -8	3 -9
6	Lamprey, Giant	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2 -	3-	4-5	-6	-7	-8	-9	-10	-11	-12	-13	-14 -	5 - I	6 -17
5	Lamprey, Land	14	13	12	П	10	9	8	7	6	5	4	3	2	I.	0	-1	-2	-3	-4	-5	-		8 -9	-10	-11	-12	-13	-14	-15	-16	-17	-18 -	9 -2	0 -21
2	Lamprey, Normal	14	13	12	Ш	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3	-4	-5			8 -9	-10	-11	-12							9 -2	
2	Larantula [8]	21	20	19	18	17	16	15	14	13	12	-	10	9	8	7	6	5	4	3	2		0 -	I -2	-3	-4	-5	-6	-7	-8			-11 -		
<u>s</u> .	Latrine Ambusher	15	14	13	12	11	10	9	8	7	6	5	4	3	2		0	-!	-2	-3	-4	-	-	7-8	-9	-10	-11							8 -l	
2	LavaSpawn: Fighters (4)	17	16	15	14	13	12	11	10	9	8	/	6	5	4	3	2	1	0	-1	-2	-	-	5 -6	-7	-8	-9	-10						6 -1	
5	LavaSpawn: Fighters (5) LavaSpawn: Multi-Classed [9]	19 22	18 21	17 20	16 19	15 18	14 17	13 16		11 14		9 2	8 	/ 10	6 9	5 8	4 7	3 6	2 5	4	0 3			3 -4 0 -1	-5 -2	-6 -3	-7 -4	-8 -5					-13 -		5 -16 2 -13
R	LavaSpawn: Spell Casters	18	17	16	15	14	13			10		8	7	6	5	4	3	2	נ ו	0	-1		•	4 -5	-2	-3			-10						6 -17
Š	Leech, Bony-Ridged	13	12	11	10	9	8	7	6	5	4	3	2	ī	0	-1	-2	-3	-4	-5	-6	-	•	9 -10	-11	•	•	•						20 -2	
<b>Ş</b>	Leech, Cistern	ii	10	9	8	7	6	5	4	3	2	J I	0	-1	-2	-3	-4	-5	-6	-7	-8			11 -12		-14								22 -2	
	Leech, Giant (variable) (4)	17	16	15	14	13	12	П.	10	9	8	7	6	5	4	3	2	Ĩ	0	-1	-2			5 -6	-7	-8							-15 -1		7 -18
2	Leech, Groin	12	11	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3	-4	-5	-6	-7			10 -11										21 -2	
31	Leech, Level-Draining Muck	П	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3	-4	-5	-6	-7	-8	-9 -			-13	-14			-17					22 -2	3 -24
3	Leech, Luck-Draining Muck	Ш	10	9	8	7	6	5	4	3	2	I.	0	-1	-2	-3	-4	-5	-6	-7	-8	-9 -	10 -	- 2	-13	-14		-16	-17	-18	-19	-20		22 -2	
	Leech, Sinus	П	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3	-4	-5	-6	-7	-8		10 -			-14								22 -2	
40	LeechMan, Guard	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3			6 -7	-8								-16 -		
>	LeechMan, Swamp-dwelling	15	14	13	12	11	10	9	8	7		5	4	3	2	Ţ	0	-1	-2	-3	-4			7 -8	-9		-11						-17 -		
	Lemur, Common	13	12		10	9	8	7	6	5		3	2	!	0	-!	-2	-3	-4	-5	-6			9 -10		-12							-19 -2		
	Lemur, Feces-Flinging	13	12	11	10	9	8	/	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6			9 -10	-11				-15		-17				
3.	Lemur, Flying	14	13	12	11	10	9	8	/	6	5	4	3	2	I	0	-1	-2	-3	-4	-5	-6 -	7-	8 -9	-10	-11	-12	-13	-14	-15	-16	-17	- 18 -	<b>у</b> -2	0 -21
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1	Name	15	14	13	12	П	10	9	8	7	6	5	4	3	2	I.	0	-1	-2 -		-5	-6	-7	-8	-9 -10	) -11	-12	-13 -	14 -1	5 -16	-17	-18 -	19 -20	.0
4.	Lemur, Pygmy Mouse	11	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3	-4	-5	-6	-7 -8	-9	-10	-11	-12	-13 -1-	4 -15	-16	-17	-18 -1	9 -20	-21	-22	-23 -2	24
M	Lemur, Ringtail	13	12	Ш	10	9	8	7	6	5	4	3	2	- I	0	-1	-2	-3	-4	-5 -6	-7	-8	-9	-10	-11 -13		-14		-16 -1				-21 -2	
2	Leucrotta	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1 0	-1	-2	-3	-4	-5 -6	5 -7	-8		-10 -1		-13		-15 -1	
	Leviathan Lich (variable) (11)	33 24	32 23	31 22	30 21	29 20	28 19	27 18	26 17	25 16	15	23 14	22 13	12	20	19 10	18 9	17 8		15 14 6 5	13 4	12 3	2	10	98 0-1	-2	6 -3	5 -4	4 3 -5 -0		-8	-	-l -: -l0 -l	2
	Lich Master (variable) (16)	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13			9	8	7	6	5 4	3	2	1	0 -		-3			6
4	Lime Green Quivering Mass (var.) (10)	23	22	21	20	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5 4	3	2	1	0	-1 -2	-3	-4	-5	-6 -	7-8	-9		-11 -1	
1	Liontaur [10]	21	20	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	32	I.	0	-1	-2	-3 -4		-6	-7	-8 -9				-13 -1	
5	Lizard, Fire	23	22	21	20	19	18	17	16 9	15 8	14	13	12		10	9	8	7	6	5 4 -2 -3	3	2	I,	0 -7	-1 -2		-4	-5	-6 -		-9		-11 -1	
•	Lizard, Giant Lizard, Ice	16 17	15 16	14 15	13 14	12 13	12	10	9	8 9	/ 8	6 7	5 6	4 5	3 4	2	2	1	•	-2 -3 -1 -2	-4 -3	-5 -4	-6 -5	-7 -6	-8 -9 -7 -8		-11		-13 -1 -12 -1		-16 -15		-18 -1 -17 -1	
2	Lizard, Minotaur	21	20	19	18	17	16	15	14	13	12	ú.	10	9	8	7	6	5	4	3 2	-5	0	-1	-2	-3 -4	_	-10	-7	-12 -1				-13 -1	
5	Lizard, Red-Bellied Armored	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	I 0	-1	-2	-3	-4	-5 -6	-7	-8	-9	-10 -1	I -12	-13		-15 -1	
2	Lizard, Subterranean	19	18	17	16	15	14	13	12	II –	10	9	8	7	6	5	4	3	2	I 0	-1	-2	-3	-4	-5 -6		-8		-10 -1	I -12			-15 -1	
5 F	Lizard-Newt, Pygmy	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4 -5	-6	-7	-8 -7	-9	-10 -1	1 -12	-13		-15 -1		-18		-20 -2	
~	Lizardman, Common Lizardman, King	15 21	14 20	13 19	12 18	11	10 16	9	8 14	13	6 12	5	4	3 9	2	1	0 6	-1 5	-	-3-4 32	-5	-6 0	-/	-8 -2	-9 -1 -3 -4		-12 -6	-13 -7	-14 -1 -8 -9				-19 -2 -13 -1	
2	Lizardman, Magic-user (variable) (2)	15	14	13	12	й.	10	9	8	7	6	5	4	ŝ	2	í	õ	-1		-3 -4	-5	-6	-7	-8	-9 -1		-12	-13	-14 -1				-19 -2	
5	Lizardman, Thief (variable) (2)	15	14	13	12	11	10	9	8	7	6	5	4	3	2	I	0	-1		-3 -4	-5	-6	-7	-8	-9 -1	0 -11	-12		-14 -1			-18	-19 -2	20
_	Lizotaur	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	I	0		-2 -3	-4	-5	-6	-7	-8 -9		-11		-13 -1				-18 -1	
	Llama, Wild Loathsome Prowler	17 14	16 13	15 12	14	13 10	12 9	0	10	9	8	7	6	5	4	3	2	-2	-	-I -2 -4 -5	-3	-4 -7	-5 -8	-6 -9	-7 -8 -10 -1		-10 -13	-   - 4	-12 -1		-15 -18		-17 -1 -20 -2	
3	Lobe Footed Marsh Dweller	14	12	12	10	9	8	0 7	6	5	5 4	3	2	2	0	-1	-1	-2 -3	-	-4 -5 -5 -6	-6 -7	-7 -8	-0 -9	-9	-10 -1		-13	-14		6 -17 7 -18			-20 -2 -21 -2	
+	Locathah	13	12	ii.	10	9	8	7	6	5	4	3	2	i	Ō	-1	-2	-3		-5 -6	-7	-8	-9	-10	-11 -1		-14		-16 -1					22
2	Longtailed Silver Slasher	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3 -4	-5	-6	-7	-8	-9 -1	0 -11	-12	-13	-14 -1	5 -16	-17	-18	-19 -2	20
$\mathbf{X}$	Luck Eater	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1 -2	-3	-4	-5	-6	-7 -8		-10		-12 -1		-15		-17 -1	
2	Lunger, Crevice Lunger, Hedgerow	18 20	17 19	16 18	15	14	13	12	11	10	9	8	4	6	5	4	3	2	2	0 -1	-2 0	-3	-4 2	-5 -3	-6 -7	-	-9 7	-10 -8	-   -  -9 -	2 -13	-14 -12		-16 -1 -14 -1	
	Lunger, Rafter	18	17	16	15	14	13	12	15	10	9	8	7	6	, 5	4	3	2	J	0 -1	-2	-3	-4	-5 -5	-6 -7	-	-/ -9	-	-/ -				-16 -1	
\$	Lunger, Saw-Backed	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	I 0	-1	-2	-3	-4	-5 -6		-8		-10 -1					16
	Lurker Above	23	22	21	20	19	18	17	16	15	14	13	12	П	10	9	8	7	6	54	3	2	I	0	-1 -2		-4	-5	-6 -		-9		-11 -1	
	Lurker Below Lurker Within	23	22	21	20	19	18 14	17	16	15	14	13 9	12	11	10	9	8	7	6	5 4	3	2	1	0	-l -2 -5 -6		-4 -8	-5 -9	-6 -		-9		-   -	
	Lurker, Vactus	19 17	18 16	17 15	16 14	15 13	14	13	12 10	9	10 8	9 7	8	5	4	2	4	3	2	I 0	-1	-2	-3	-4 -6	-5 -6		-8 -10		-10 -1 -12 -1	- 2 3 - 4			-15 -1 -17 -1	
	Lycanthrope: Foxwoman	21	20	19	18	17	16	15	14	13	12	ń.	10	9	8	7	6	5	4	3 2	Ĩ	0	-1	-2	-3 -4		-6	-7	-8 -9				-13 -1	
	Lycanthrope: Were-Badger	20	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2 I	0	-1	-2	-3	-4 -5	-6	-7	-8	-9 -1		-12		-14 -1	
	Lycanthrope: Were-Bear	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3 2	I	0	-1	-2	-3 -4		-6	-7	-8 -9				-13 -1	
	Lycanthrope: Were-Boar Lycanthrope: Were-Dwolf	18 18	17 17	16 16	15 15	14 14	3  3	12		10 10	9	8 8	7	6	5	4 4	3	2		0 -1	-2 -2	-3 -3	-4 _4	-5 -5	-6 -7	-	-9 -9	-10 -10	-   -  -   -				-16 -1 -16 -1	
	Lycanthrope: Were-Goat [11]	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0 -1	-2	-3	-4	-5	-6 -7	•	-9		-   -				-16 -1	
	Lycanthrope: Were-Lynx	15	14	13	12	П	10	9	8	7	6	5	4	3	2	T	0	-1	-2	-3 -4	-5	-6	-7	-8	-9 -1	0 -11	-12	-13	-14 -1	5 -16	-17	-18	-19 -2	20
	Lycanthrope: Were-Rat	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1 -	-2 -3	-4	-5	-6	-7	-8 -9		-11	-12	-13 -1		-16		-18 -1	
	Lycanthrope: Were-Shark	24 19	23 18	22 17	21 16	20 15	19 14	18 13	17 12	16	15 10	14 9	13	12		10	9	8	2	6 5	4	3 -2	-3	1 -4	0 -1 -5 -6	-2 5 -7	-3 -8	-4 -9	-5 -( -10 -1	6 -7 I -12	-8 -13		-10 -1 -15 -1	
	Lycanthrope:Were-Tiger Lycanthrope:Were-Wolf [12]	21	20	19	18	17	14	15	14	13	12	л.	10	9	8	7	6	5	4	3 2	-1	-2	-5	-7	-3 -4		-0 -6	-7	-10 -1				-15 -1 -13 -1	
	Mad Titterling	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3 -4	-5	-6	-7	-8	-9 -1	0 -11	-12	-13	-14 -1	5 -16	-17		-19 -2	
	Madger [13]	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	I 0	-1	-2	-3	-4	-5 -6		-8		-10 -1				-15 -1	
	Magic Mocking Mouth		10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5		-7 -8	-9	-10	-11		-13 -1		-16		-18 -1				-23 -2	
	Magic Mouth, Common Magic Mouth, Rogue		10 10	9 9	8 8	7	6 6	5 5	4 4	3 3	2 2	1	0 0	-1 -1	-2 -2	-3 -3	-4 -4	-5 -5		-7 -8 -7 -8	-9 -9	-10 -10	-11 -11		-13 -1 -13 -1		-16 -16		-18 -1 -18 -1				-23 -2 -23 -2	
	Magic Mouth, Sassy	ii.	10	9	8	7	6	5	4	3	2	i	õ	-1	-2	-3	-4	-5		-7 -8	-9	-10	-11		-13 -1		-16		-18 -1				-23 -2	
	Mammoth, Ram-Horned	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	Ш	10	9	87	6	5	4	3	2 I	0	-1	-2	-3 -4	4 -5	-6	-7	-8 -9	9
	Mammoth, Wooly	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10		8 7	6	5	4	3	2 1	0	-1		-3 -4		-6	-7		.9
	Mandragora Mantari	15 14	14 13	13 12	12	11	10 9	9 8	8 7	7 6	6	5 4	4 3	3 2	2	0	0 - I	-1 -2		-3 -4 -4 -5	-5 -6	-6 -7	-7 -8	-8 -9	-9 -1 -10 -1				-14 -1 -15 -1				-19 -2 -20 -2	
	Manticore, Common	20	13	12	17	16	15	。 14	13	12	5 	4 10	3 9	8	7	6	-1	-2 4			-0	-/	-0 -2	-3	-10 -1		-13		-15 -1 -9 -1				-20 -2 -14 -1	
	Manticore, Womanticore	19	18	17	16	15	14	13	12	ii.	10	9	8	7	6	5	4	3	2	Î Û	-1	-2	-3	-4	-5 -6		-8			1 -12			-15 -1	
	Mantis, Deadly Preying	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0		-2 -3	-4	-5	-6	-7	-8 -9				-13 -1				-18 -1	
	Mantis, Dire Field	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7		5 4	3	2	I	0	-1 -2		-4	-5		7-8			-11 -1	
	Mantrap (variable) (9) Marble Mugger	22	21 10	20 9	19 8	18 7	17 6	16 5	15 4	14 3	13 2	12	0	10	9 -2	8 -3	7 -4	6 -5	-	43 -7-8	2 -9	-10	0 -11	-1 -12	-2 -3		-5 -16		-7 -{ -18 -1	8-9 9-20			-12 -1 -23 -2	
	Margoyle	19	18	17	。 16	15	6 14	13	12	3 	10	9	8	7	-2	-5	-4	-5	-6	-/ -0 I 0	-7	-10	-11	-12 -4	-13 -1		-16 -8			9 -20 I -12			-23 -2 -15 -1	
n n	Marid		25			22	21		19				15	14	13	12	л.	10		8 7	6	5	4	3	2 1	0	-1		-3 -4				-8 -9	
L																																		

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Name	15	14	13	12	П	10	9	8	7	6	5	4	3	2	Т	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20
Marmoset	П	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21	-22	-23	-24
Marrow Mite (N/A)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Marsh Gibberer	18	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	I.	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17
Masticator, Articulated	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	- 11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
Masticator, Subterranean	25	24	23	22	21	20	19	18	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Mastiff, Shadow	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	'-18
Mastodon	25	24	23	22	21	20	19	18	17	16	15	14	13	12	- 11	10	9	8	7	6	5	4	3	2		0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Maulsquito	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	′- <u>1</u> 8
Mea-Zel	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	′- <u>1</u> 8
Medusa, Gorgon	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	
Medusa, Greater	21	20	19	18	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	I.	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10		-12		
Medusa, Lesser	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16
Note: Numbers in (parentheses) are hit [1] - Adding a +1 every other round unti [3] - +1 for each additional slayer above to [5] - +2 in the first round only, thereafter [6] - +2 from above, +4 with one chosen [7] - +3 with hooves only [8] - +4 with victim caught in web only [9] - +3 if triple classes - this will be a lead [10] - +2 if female [11] - +2 if rabid only [12] - +2 orn males, if female mate attacked [13] - +2 only if beserk	I the r the nu no b weap ader in	naxim Imber onus on n the l	um of in the air on	+5 • орро ly	sing pa	arty		[	2] - +2 4] - +4				if a ch	hief																						

										Tab	le 6:	Cr	it BS	iL: I	-lack	dop	edia	of B																			
																			De	efende	er's A	C															
1	Name	15	14	13	12	11	10	9	8	7	6	5	4	3	2	Ι	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19 -2	.0
1	Meenlock	17	16	15	14	13	12	- 11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17 -1	8
۱ I	1en, Beggars	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21	-22		-24 -2	.5
	1en, Partisan	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20		-22 -2	
	1en: Aborigine/Caveman	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21 -2	2
1	1en:Adventurer (variable)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-		
	Men: Apprentice	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21	-22	-23	-24 -2	5
1	1en: Bandit/Brigand	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21	-22 -2	.3
1	1en: Bard/Street	12	П	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21	-22 -2	.3
	Men: Berserker/Dervish (variable) (1)	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21	-22 -2	.3
•   1	1en: Caravan Guard	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21	-22 -2	.3
۱ I	Men: Cavalry (variable) (1)	12	П	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20		-22 -2	.3
1	Men: Cleric (variable) (1)	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21	-22	-23 -2	.4
	1 Men: Farmer, Burly (variable) (1)	12	П	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21	-22 -2	.3
1	1 Men: Farmer/Herder	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21	-22	-23	-24 -2	.5
1	1en: Gentry	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21	-22	-23	-24 -2	.5
,   T	Men: Gypsy (I)	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21	-22 -2	.3
1	1en: Gypsy (2)	13	12	11	10	9	8	7	6	5	4	3	2	I.	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21 -2	2
1	Men: Gypsy (3)	14	13	12	Ш	10	9	8	7	6	5	4	3	2	I.	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20 -2	:I -
1	Men: Hermit	10	9	8	7	6	5	4	3	2		0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21	-22	-23	-24 -2	.5
1	1en: Knight (variable) (2)	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21 -2	.2
1	1 Magic-User (variable) (1)	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21	-22	-23	-24 -2	.5
	Men: Mercenary	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21	-22 -2	.3
1	1 Merchant Sailor/Fisherman	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21	-22	-23	-24 -2	5
1	1 Merchant, Dishonest	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21	-22	-23	-24 -2	5
1	Men: Merchant/Trader	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21	-22	-23	-24 -2	.5
1	Men: Middle Class Citizen	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21	-22	-23	-24 -2	.5
1	Men: Peasant/Serf	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21	-22	-23	-24 -2	.5
1	1en: Pilgrim	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21	-22	-23	-24 -2	.5
1	Men: Pirate/Buccaneer	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21	-22 -2	.3
1	Men: Police/Constable	12	П	10	9	8	7	6	5	4	3	2	Т	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21	-22 -2	3

Men: Sailor       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -14       -15       -16       -17       -18       -19       -20       -         Men: Servant/Torch Bearer       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -14       -15       -16       -17       -18       -19       -20       -         Men: Slaver       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -14       -15       -16       -17       -18       -9       -10       -11       -12       -13       -14       -15       -16       -17       -18       -9       -1	
Men: Sailor       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -14       -15       -16       -17       -18       -19       -20       -         Men: Servant/Torch Bearer       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -14       -15       -16       -17       -18       -19       -20       -         Men: Slaver       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -14       -15       -16       -17       -18       -9       -10       -11       -12       -13       -14       -15       -16       -17       -18       -9       -1	21         -22         -23         -24         -25           21         -22         -23         -24         -25           21         -22         -23         -24         -25           19         -20         -21         -22         -23           21         -22         -23         -24         -25           20         -21         -22         -23         -24           20         -21         -22         -23         -24           20         -21         -22         -23         -24           19         -20         -21         -22         -23           20         -21         -22         -23         -24         -25           21         -22         -23         -24         -25         -25           21         -22         -23         -24         -25         -23         -24         -25           21         -22         -23         -24         -25         -23         -24         -25           21         -22         -23         -24         -25         -25         -23         -24         -25           21         -22         -23
Men: Servant/Torch Bearer       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -14       -15       -16       -17       -18       -19       -20       -         Men: Slaver       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -14       -15       -16       -17       -18       -19       -20       -         Men: Soldier       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -14       -15       -16       -17       -18       -19       -20       -       -5       -6       -7       -8       -9       -10       -11	21         -22         -23         -24         -25           21         -22         -23         -24         -25           21         -22         -23         -24         -25           19         -20         -21         -22         -23           21         -22         -23         -24         -25           20         -21         -22         -23         -24           20         -21         -22         -23         -24           20         -21         -22         -23         -24           19         -20         -21         -22         -23           20         -21         -22         -23         -24         -25           21         -22         -23         -24         -25         -25           21         -22         -23         -24         -25         -23         -24         -25           21         -22         -23         -24         -25         -23         -24         -25           21         -22         -23         -24         -25         -25         -23         -24         -25           21         -22         -23
Men: Slaver       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -14       -15       -16       -17       -18       -19       -20       -         Men: Soldier       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -14       -15       -16       -17       -18       -19       -20       -         Men: Thief/Thug (1)       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -14       -15       -16       -17       -18       -19       -20       -         Men: Thief/Thug (2)       11       10       9       8 <td< th=""><th>21         -22         -23         -24         -25           19         -20         -21         -22         -23           21         -22         -23         -24         -25           20         -21         -22         -23         -24           19         -20         -21         -22         -23           21         -22         -23         -24         -25           21         -22         -23         -24         -25           21         -22         -23         -24         -25           21         -22         -23         -24         -25           21         -22         -23         -24         -25           21         -22         -23         -24         -25           21         -22         -23         -24         -25           21         -22         -23         -24         -25           21         -22         -23         -24         -25           21         -22         -23         -24         -25           21         -22         -23         -24         -25           21         -12         -13</th></td<>	21         -22         -23         -24         -25           19         -20         -21         -22         -23           21         -22         -23         -24         -25           20         -21         -22         -23         -24           19         -20         -21         -22         -23           21         -22         -23         -24         -25           21         -22         -23         -24         -25           21         -22         -23         -24         -25           21         -22         -23         -24         -25           21         -22         -23         -24         -25           21         -22         -23         -24         -25           21         -22         -23         -24         -25           21         -22         -23         -24         -25           21         -22         -23         -24         -25           21         -22         -23         -24         -25           21         -22         -23         -24         -25           21         -12         -13
Men: Soldier       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -14       -15       -16       -17       -18       -9       -10       -11       -12       -13       -14       -15       -16       -17       -18       -9       -10       -11       -12       -13       -14       -15       -16       -17       -18       -9       -10       -11       -12       -13       -14       -15       -16       -17       -18       -9       -10       -11       -12       -13       -14       -15       -16       -17       -18       -19       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -14       -15       -16       -17       -18       -19       -20       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -14       -15       -16      -17       -18       -17 <th><math display="block">\begin{array}{rrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrr</math></th>	$\begin{array}{rrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrr$
Men: Thief/Thug (1)       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -14       -15       -16       -17       -18       -19       -20       -         Men: Thief/Thug (2)       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -14       -15       -16       -17       -18       -19       -20       -         Men: Thief/Thug (3)       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -14       -15       -16       -17       -18       -19       -20       -3       -4       -5       -6       -7       -8 <td< th=""><th>21       -22       -23       -24       -25         20       -21       -22       -23       -24         19       -20       -21       -22       -23         21       -22       -23       -24       -25         21       -22       -23       -24       -25         21       -22       -23       -24       -25         21       -22       -23       -24       -25         21       -22       -23       -24       -25         21       -22       -23       -24       -25         21       -22       -23       -24       -25         21       -22       -23       -24       -25         21       -22       -23       -24       -25         21       -22       -23       -24       -25         21       -22       -23       -24       -25         21       -22       -23       -24       -25         21       -22       -23       -24       -25         21       -22       -23       -24       -25         21       -22       -23       -24       -25</th></td<>	21       -22       -23       -24       -25         20       -21       -22       -23       -24         19       -20       -21       -22       -23         21       -22       -23       -24       -25         21       -22       -23       -24       -25         21       -22       -23       -24       -25         21       -22       -23       -24       -25         21       -22       -23       -24       -25         21       -22       -23       -24       -25         21       -22       -23       -24       -25         21       -22       -23       -24       -25         21       -22       -23       -24       -25         21       -22       -23       -24       -25         21       -22       -23       -24       -25         21       -22       -23       -24       -25         21       -22       -23       -24       -25         21       -22       -23       -24       -25         21       -22       -23       -24       -25
Men: Thief/Thug (2)       II       IO       9       8       7       6       5       4       3       2       I       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -14       -15       -16       -17       -18       -19       -         Men: Thief/Thug (3)       I2       II       0       9       8       7       6       5       4       3       2       I       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -14       -15       -16       -17       -18       -19       -10       -11       -12       -13       -14       -15       -16       -17       -18       -19       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -14       -15       -16       -17       -18       -19       -20       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -14       -15	20         -21         -22         -23         -24           19         -20         -21         -22         -23           21         -22         -23         -24         -25           21         -22         -23         -24         -25           21         -22         -23         -24         -25           21         -22         -23         -24         -25           21         -22         -23         -24         -25           21         -22         -23         -24         -25           21         -22         -23         -24         -25           21         -22         -23         -24         -25           21         -22         -23         -24         -25           21         -22         -23         -24         -25           21         -22         -23         -24         -25           12         -13         -14         -15         -16
Men:Thief/Thug (3)       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -14       -15       -16       -17       -18         Men:Tradesman/Craftsman       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -14       -15       -16       -17       -18       -9       -10       -11       -12       -13       -14       -15       -16       -17       -18       -9       -10       -11       -12       -13       -14       -15       -16       -17       -18       -9       -10       -11       -12       -13       -14       -15       -16       -17       -18       -9       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -14       -15       -1	19         -20         -21         -22         -23           21         -22         -23         -24         -25           21         -22         -23         -24         -25           21         -22         -23         -24         -25           21         -22         -23         -24         -25           19         -20         -21         -22         -23           21         -22         -23         -24         -25           21         -22         -23         -24         -25           22         -23         -24         -25         -23           21         -22         -23         -24         -25           12         -12         -23         -24         -25           13         -14         -15         -16         -17           12         -13         -14         -15         -16
Men: Tradesman/Craftsman 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 -16 -17 -18 -19 -20 - Men: Trapper/Woodsman 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 -16 -17 -18 -19 -20 -	21         -22         -23         -24         -25           21         -22         -23         -24         -25           21         -22         -23         -24         -25           19         -20         -21         -22         -23           21         -22         -23         -24         -25           12         -22         -23         -24         -25           13         -14         -15         -16         -17           12         -13         -14         -15         -16
Men:Trapper/Woodsman 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 -16 -17 -18 -19 -20 -	21         -22         -23         -24         -25           21         -22         -23         -24         -25           19         -20         -21         -22         -23           21         -22         -23         -24         -25           12         -22         -23         -24         -25           21         -22         -23         -24         -25           21         -22         -23         -24         -25           23         -14         -15         -16         -17           12         -13         -14         -15         -16
	19       -20       -21       -22       -23         21       -22       -23       -24       -25         21       -22       -23       -24       -25         13       -14       -15       -16       -17         12       -13       -14       -15       -16
Men:Tribesman 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 -16 -17 -18 -19 -20 -	21       -22       -23       -24       -25         21       -22       -23       -24       -25         13       -14       -15       -16       -17         12       -13       -14       -15       -16
	21 -22 -23 -24 -25 13 -14 -15 -16 -17 12 -13 -14 -15 -16
	13 -14 -15 -16 -17 12 -13 -14 -15 -16
	12 -13 -14 -15 -16
	13 -14 -15 -16 -17
	12 -13 -14 -15 -16
Mimic, Common (7) 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -	- 2 - 3 - 4 - 5
	10 -11 -12 -13 -14
	-9 -10 -11 -12 -13
	-8 -9 -10 -11 -12 15 -16 -17 -18 -19
	15 -16 -17 -18 -19 14 -15 -16 -17 -18
	18 -19 -20 -21 -22
	16 -17 -18 -19 -20
	-9 -10 -11 -12 -13
	-9 -10 -11 -12 -13
	10 -11 -12 -13 -14
	- 2 - 3 - 4 - 5    - 2 - 3 - 4 - 5
	- 2 - 3 - 4 - 5    - 2 - 3 - 4 - 5
	-5 -6 -7 -8 -9
	-6 -7 -8 -9 -10
Modron: Decaton 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0	-1 -2 -3 -4 -5
	13 -14 -15 -16 -17
	0 -1 -2 -3 -4
	16 -17 -18 -19 -20 -3 -4 -5 -6 -7
	-3 -4 -5 -6 -7 12 -13 -14 -15 -16
	14 -15 -16 -17 -18
	-2 -3 -4 -5 -6
Modron: Parallelpipeton 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4	-5 -6 -7 -8 -9
	2   0 -  -2
	-7 -8 -9 -10 -11
	17 -18 -19 -20 -21 19 -20 -21 -22 -23
	-6 -7 -8 -9 -10
	0 -1 -2 -3
Mold, Brown	!
Mold, Cling	
Mold, Russet	
Mole Man       I4       I3       I2       II       I0       9       8       7       6       5       4       3       2       I       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -14       -15       -16       -1         Mongoose, Common [1]       I3       I2       II       0       9       8       7       6       5       4       3       2       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -14       -15       -16       -17         Mongoose, Common [1]       I3       I2       II       10       9       8       7       6       5       4       3       2       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -16       -17	17 -18 -19 -20 -21 18 -19 -20 -21 -22
	18 -19 -20 -21 -22 12 -13 -14 -15 -16
	-2 -3 -4 -5 -6
	17 -18 -19 -20 -21
	16 -17 -18 -19 -20
Monkey, Ice 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 -16 -	17 -18 -19 -20 -21
	16 -17 -18 -19 -20
Monkey, Poison 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -	15 -16 -17 -18 -19

																		Defe	ender	's AC															
Name	15	14	13	12	П	10	9	8	7	6	5	4	3	2	I	0	-1		-3	-4	-5	-6	-7	-8	-9	-10	-11 -	12 -	13 -	14 -	15 -	16 -13	7 -18	-19	-20
Monkey, Six Ribbed Skink [4]	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	I.	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13 -	14 -	-15 -1	6 -17	7 -18	-19
Monoceros	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	I.	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11 -	12 -	-13 -1	4 -15	5 -16	-17
Moon Dawg	23	22	21	20	19	18	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	I.	0	-1	-2	-3	-4	-5			-8 -9	9 -10		
Moose, War	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	Т	0	-1	-2	-3	-4	-5	-6	-7	-8	-9					-14 -1			
Morgue Prowler	20	19	18	17	16	15	14	13	12		10	9	8	7	6	5	4	3	2	!	0	-!	-2	-3	-4	-5	-6	-7	-8			-!! -!			
Morkoth	20 14	19	18 12	17	16 10	15 9	14	13	12	5	10	9	8		6	-1	4 -2	3 -3	-4	-5	0 -6	-1 -7	-2 -8	-3 -9	-4 -10	-5 -11	-6 -12	-7 -13	-8 -14			·   -  · 7 -			
Morlog Mosquitos, Ravenous	14	13 10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-1 -4	-2 -5	-3 -6	-4 -7	-5 -8	-0 -9			-7	-10	-11		-15				-17 -1 -20 -2			
Moss, Memory	ii.	10	9	8	7	6	5	4	3	2	i	õ	-1	-2	-3	-4	-5	-6	, -7	-8	-9			-12	-13	-14						-20 -2			
Moss, Shimmer	11	10	9	8	7	6	5	4	3	2	I.	0	-1	-2	-3	-4	-5	-6	-7	-8	-9			-12	-13	-14						-20 -2			
Moth, Ginger	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15 -	- 16	-17 -1	8 -19	<b>∂</b> -20	-21
Muckdweller	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10		-12	-13	-14						-20 -2			
Mud Man	15	14	13	12	11	10	9	8	7	6	5	4	3	2	ļ	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10						-16 -1			
Mugglawump	18	17	16 19	15	14	13	12	11	10	9	8	10	6 9	5 8	4	3	25	4	0 3	-1 2	-2	-3 0	-4 -1	-5 -2	-6	-7 -4	-8					-13 -1			
Mummy, Adherer [5] Mummy, Fetid	21 17	20 16	19	18 14	17 13	10	15	14	9	12	7	6	9	8	3	2	5	4	3	-2	-3	_4	-1	-2 -6	-3 -7	-4 -8	-5 -9	-6 -10	-7 -11			-10 -1 -14 -1			
Mummy, Follower	20	19	18	17	16	15	14	13	12	ŭ	, 10	9	8	7	6	5	4	3	2	-2	0	-1	-2	-3	-4	-5	-6	-7	-8			-11 -1			
Mummy, Lord	22	21	20	19	18	17	16	15	14	13	12	́П.	10	9	8	7	6	5	4	3	2	Í.	0	-1	-2	-3	-4	-5	-6		-	-9 -1			
Mummy, Minion	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11 -	12 -	-13 -1	4 -15	5 -16	-17
Mummy, Warrior	24	23	22	21	20	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	I.	0	-1	-2	-3	-4			-7 -8			
Murk Slither	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11						-17 -1			
Muskrat, Dire Mutable Juggernaut (variable) (25) [6]	11 40	10 39	9 38	8 37	7 36	6 35	5 34	4 33	3 32	2 31	1 30	0 29	-1 28	-2 27	-3 26	-4 25	-5 24	-6 23	-7 22	-8 21	-9 20	-10 19	-11 18	-12 17	-13 16	-14 15	-15 14	-16 13	-17 12			-20 -2 9 8			-24 5
Mute-Screecher	18	17	16	15	36 14	13	12	33	10	31 9	30 8	27 7	20 6	5	20 4	3	24	23	0	-1	-2	-3	-4	-5	-6	-7	-8					-13 -1			
Myconid (variable) (6)	19	18	17	16	15	14	13	12	10	10	9	8	7	6	5	4	3	2	ĩ	0	-1	-2	-3	-4	-5	-6	-7	-8	-9			-12 -1		4 -15	
Mynx	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	ī	0	-1	-2	-3	-4	-5	-6	-7	-8	-9		-11			-14 -1			
Naga, Guardian	22	21	20	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	I.	0	-1	-2	-3	-4	-5	-6	-7	-8	-9 -1	0 -11	-12	-13
Naga, Spirit	24	23	22	21	20	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4			-7 -8			) -11
Naga, Water	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	II .	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-		-5 -0			
Nar Wasp, Crimson	16	15	14	13	12	11	10 9	9 8	8	/	6	5	4	3	2	1	0	-1 -2	-2 -3	-3 -4	-4	-5	-6	-7 -8	-8 -9	-9						-15 -1			
Nar Wasp, Yellow Jacketed Necrophidius	15 15	14 14	13 13	12 12		10 10	9	8	7	6 6	5	4 4	3	2	-	0	-1 -1	-2 -2	-3 -3	-4 -4	-5 -5	-6 -6	-7 -7	-8 -8	-9 -9	-10 -10						-16 -1 -16 -1			
Needle Fiend	20	19	18	17	16	15	14	13	12	й П	10	9	8	7	6	5	4	3	2	-7	0	-0	-2	-3	-4	-5	-6	-7	-8		10 -	-10 -1			
Nefarian: Daem. Min.: ArcanaDaemon	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1		-3	-4 -!			-8
Nefarian: Daemon Min.: Charonadaemo	n 24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7 -8	3-9	-10	) -11
Nefarian: Daemon Min.: Derghodaemon		24	23	22	21	20	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3			-6 -7	7-8		
Nefarian: Daem. Min.: Guardian Daemon		20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3	-4	-5	-6	-7			-10 -1			
Nefarian: Daemon Min.: Hydrodaemon	23	22	21	20	19	18	17	16	15	14	13	12	ų.	10	9	8	7	6	5	4	3	2	I	0	-!	-2	-3	-4	-5			-8 -9			
Nefarian: Daemon Min.: Maenes (Least) Nefarian: Daemon Min.: MezzoDaemon	13 27	12 26	11 25	10 24	9 23	8 22	7 21	6 20	5 19	4 18	3	14	15	0	-1	-2 12	-3	-4	-5 9	-6	-7	-8 4	-9 5	-10	-11	-12 2	-13	-14 0	-15			-18 -1 -4 -!			-22 -8
Nefarian: Daemon Min.: NycaDaemon	29	28	23	24	25	24	23	20	21	20	19	18	17	16	15	14	13	12	1	10	9	8	7	6	5	4	3	2	-1			-2 -3			-0 -6
Nefarian: Daemon Minion: Piscodaemor		18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	ï	0	-1	-2	-3	-4	-5	-6	-7	-8	-9			1			
Nefarian: Daemon Minion: UltroDaemo		27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3 -4	4-5	-6	-7
Nefarian: Daemon Minion: YagnoDaemo		32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5			2 I	0	-1	-2
Nefarian: Daemon Royalty: Anthraxus	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12		10	9	8	7	6	5			2 1	0	-1	-2
Nefarian: Daemon Royalty: Charon	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	/	6	5	-	3	2 1	. 0	-1	-2
Nefarian: Demodand: Farastu Nefarian: Demodand: Kelubar	24 26	23 25	22 24	21 23	20 22	19 21	18 20	17 19	16 18	15 17	14 16	13 15	12 14	  3	10 12	9	8 10	/ 9	6 8	5 7	4 6	3 5	2 4	3	2	-1	-2 0	-3	-4 -2			-7 -8 -5 -6			
Nefarian: Demodand: Nefabar	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	, 13	12	л П	10	9	8	7	6	5	4		2	-J (			
Nefarian: Dem. Min.: Dark Enchantress	23	22	21	20	19	18	17	16	15	14	13		ĨĨ	10	9	8	7	6	5	4	3	2	Ĩ	Ó	-1	-2	-3	-4	-5			-8 -9			
Nefarian: Dem. Min.: Ebony Death	24	23	22	21	20	19	18	17	16	15	14		12	П	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7 -8	3-9	-10	) -11
Nefarian: Dem. Min.: Hordlings (var.) (9)		21	20	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6			-9 -1		I -I2	
Nefarian: Demon Minion: Loogey Spit	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3	-4	-5	-6	-7	-8				-12 -1			-16
Nefarian: Demon Minion: Mangy	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8						-14 -1			' -18
Nefarian: Demon Minion: Nathraak	18	17	16	15	14	13	12	11	10	9	8	/	6	5	4 5	5	2	1	0	-1	-2 -1	-3 2	-4	-5 1	-6 5	-7	-8 7					-13 -1 12 1			
Nefarian: Demon Min.: Nefaryn, Imm. Nefarian: Demon Min.: Nefaryn, Mature	19 19	18 18	17 17	16 16	15 15	14 14	3  3	12 12		10 10	9	o g	7	6	5	4 4	3 3	2	-	0	-1 -1	-2 -2	-3 -3	-4 -4	-5 -5	-6 -6	-7 -7	-8 -8			·   - ·   -	·l2 -l ·l2 -l			
Nefarian: Demon Minion: Predator	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	-3	-4	-5	-0	2	-0	0			-3 -4			
Nefarian: Demon Minion: Quasit	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3	-4	-5	-6	-7	-8	-9		-11				-J -I		7 -18	
Nefarian: Demon Min.: Spawn (var.)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-		-	-	-
Nefarian: Demon Minion: Succubus	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	I.	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10 -	· I I -	-12 -1	3 -14	4 -15	-16
Nefarian: Demon Minion: Type I	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3	-4	-5	-6	-7			-10 -1			-14
Nefarian: Demon Minion:Type II	22	21	20	19	18	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3	-4	-5	-6	-7	-8	-9 -1	0 -11	-12	-13
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4	Nefarian: Demon Minion:Type III	23	22	21	20	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5 4	43	3 2	I	0	-1	-2	-3	-4	-5	-6 -	7-8	-9		-11 -1	
M	Nefarian: Demon Minion: Type IV	24 21	23 20	22 19	21 18	20 17	19	18 15	17 14	16	15	14	13	12	11	10	9	8	7	6	54	4 3	2	 -2	0 -3	-1	-2 -5	-3	-4 -7	-5 -	6 -7 9 -10	-		-10 -1	
Ist	Nefarian: Demon Minion: Type V Nefarian: Demon Minion: Type VI	21	20	20	18	17	16 17	15	14	13	12 13	11 12	10	9	8 9	8	6 7	5	4	3 . 4 .	2 I 3 2		-1	-2 -1	-3 -2	-4 -3	-5 -4	-6 -5	-/ -6	-8 -	9 -10 8 -9		-12 -11	-l3 -l -l2 -l	
er	Nefarian: Demon Minion: Type VII	23	22	21	20	19	18	17	16	15		13	12	11	10	9	8	7	6	5 4	4 3	3 2	Ĩ	0	-ī	-2	-3	-4	-5	-6 -	7-8	-9	-10	-11 -1	
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a	Nefarian: Demon Minion:Type IX Nefarian: Demon Minion:Type X	25 26	24 25	23 24	22 23	21 22	20 21	19 20	18 19	17		15 16	14 15	13 14	12	11	10	9	8	7 (	65 74	54	3	2	1	0	-1	-2	-3 -2	-4 - -3 -	5-6 4-5	-7 -6	-8 -7	-9 -1 -8 -9	
14	Nefarian: Demon Minion: Type XI	31	30	29	23	27	26	25		23		21	20	19	13	12	16	15	14	I3 I	21	, J	9	8	7	6	5	4	3	2		-0 -	-2	-0 -2	
6	Nefarian: Demon Royalty: An'Gnarl	32	31	30	29	28	27	26				22	21	20	19	18	17	16	15	14 1	3 I.	2 11	10	9	8	7	6	5	4	3	2 1	0	-1	-2 -3	
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ti a	Nefarian: Demon Royalty: Demogorgon Nefarian: Demon Royalty: Dread [7]	33 39	32 38	31 37	30 36	29 35	28 34	27 33					22 28	21 27	20 26	19 25	18 24	23	16 22	15 I 21 2	4 13 0 19		11	10	9	8	/	6	5	4 .	32	7	0	-1 -2	
0	Nefarian: Demon Royalty: Diead [7]	33	32	31	30	29	28	27				23	22	21	20	19	18	17	16	15 1	4 13		ii.	10	9	8	7	6	5	4	3 2	í	0	-1 -2	
5	Nefarian: Demon Royalty: Gar'Rangeeze	30	29	28	27	26	25	24		22	21	20	19	18	17	16	15	14	13	12 I	1 10	09	8	7	6	5	4	3	2	1 (	) -I	-2	-3	-4 -5	5
Be	Nefarian: Demon Royalty: Graagyn	31	30	29	28	27	26	25				21	20	19	18	17	16	15	14	13 1	2 1	1 10	9	8	7	6	5	4	3	2		-	-2	-3 -4	
as	Nefarian: Dem. Roy.: Lord Scroud [8] Nefarian: Demon Royalty: Prince Kraas	27 33	26 32	25 31	24 30	23 29	22 28	21 27		19 25		17 23	16 22	15 21	14 20	13 19	12 18	17	10 16	9 a 15 l	в / 4 I:	6 3 12	5	4	3	2	7	6	-1	-2 -	3-4 32	-5 I	-6 0	-7 -8	
ts:	Nefarian: Demon Royalty: Prince Murgan		32	31	30	29	28	27		25		23	22	21	20	19	18	17	16	15 1	4 13	3 12	11	10	9	8	7	6	5	4	3 2	i.	0	-1 -2	
	Nefarian: Demon Royalty:Taur'Raad	32	31	30	29	28	27	26					21	20	19	18	17	16	15	14 I	3 I.		10	9	8	7	6	5	4	3 2	2 1	0	-1	-2 -3	
M	Nefarian: Demon Royalty: Uthbos Evaar Nefarian: Demon Royalty: Zyandal	33 32	32 31	31 30	30 29	29 28	28 27	27				23 22	22 21	21 20	20	19 18	18	17	16	15 1	4 IX		11	10	9	8	7	6	5	4	3 2	1	0	-1 -2	
n	Nefarian: Devil Minion: Bone Devil	22	21	20	19	18	17	16	15	2 <del>4</del> 14		12	11	10	9	8	7	6	5	4 3	3 2	2 1	0	-1	-2	-3	-4	-5	-6	-7 -	2 I 8 -9	-10	-11	-12 -1	
te	Nefarian: Devil Minion: Dark Minion	13	12	П	10	9	8	7	6	5	4	3	2	Т	0	-1	-2	-3	-4	-5 -	6 -7	7-8	-9	-10	-11	-12	-13	-14	-15	-16 -	7 -18	3 -19	-20	-21 -2	
2	Nefarian: Devil Minion: Dark Soultress Nefarian: Devil Minion: Devee'yant	20 20	19 19	18 18	17	16 16	15	14	13 13	12		10 10	9	8	7	6	5	4	3	2		) -1	-2	-3 -3	-4	-5	-6 -6	-7	-8 -8		0 - I 0 - I	-12	-13	-14 -1	
Z I	Nefarian: Devil Minion: Devee yant Nefarian: Devil Minion: Hell Sentinel	20	20	18	17	16	15	14	13	12	11		9	8 9	8	6 7	5	4 5	3 4	3	1 U 2 I	0	-2 -1	-3 -2	-4 -3	-5 -4	-6 -5	-/ -6	-8 -7	-9 -	0 -1 9 -1(	- 2 ) -	-13 -12	-14 -1 -13 -1	
iti	Nefarian: Devil Minion: Hell Spawn	24	23	22	21	20	19	18	17	16	15	14	13	12	- ÎI	10	9	8	7	6	54	4 3	2	Ī	0	-1	-2	-3	-4	-5 -	6 -7	-8	-9	-10 -1	
ix.	Nefarian: Devil Minion: Horned Devil	21	20	19	18	17	16	15	14	13	12		10	9	8	7	6	5	4	3	2 1	0	-1	-2	-3	-4	-5	-6	-7	-8 -			-12	-13 -1	
	Nefarian: Devil Minion: Ice Devil Nefarian: Devil Minion: Lemure Devil	24 16	23 15	22 14	21	20 12	19	18 10	17 9	16 8	15	14 6	13	12 4	ו ו צ	10	9	8	/	6	54	+ 3 4 -5	-6	-7	-8	-I _9	-2 -10	-3	-4 -12	-	6 -7  4 - !	-8 5 -16	-9 -17	-10 -1 -18 -1	
	Nefarian: Devil Minion: Pit Fiend	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14 I	3 I.		10	9	8	7	6	5	4	3	2 1	0	-1	-2 -3	
	Nefarian: Devil Minion: Soul Broker	19	18	17	16	15	14	13	12		10	9	8	7	6	5	4	3	2	1 (	0 - 1	I -2	-3	-4	-5	-6	-7	-8	-9	-10 -	-12	2 -13		-15 -1	
	Nefarian: Devil Minion: Spiny Devil Nefarian: Devil Royalty: Asmodeus	17 36	16 35	15 34	14 33	13 32	12 31	11 30	10 29	9 28	8 27	7 26	6 25	5 24	4 23	3 22	2 21	1 20	0 19	-I - 18 I	2 -3 7 10	3 -4 6 15	-5 14	-6 13	-7 12	-8	-9 10	-10 9	-   · 9	-12 -	3 -14	i -15 ⊿	-16 3	-17 -1 2 1	8
	Nefarian: Devi Roy:: Burgraad Baydylax	37	36	35	34	33	32	31				27	26	25	24	23	22	21	20		8 17		15	14	13	12	11	10	9	8	76	5	4	3 2	2
	Nefarian: Devil Royalty: De'Yin Vay	32	31	30	29	28	27	26					21	20	19	18	17	16	15	14 I	3 I.		10	9	8	7	6	5	4	3	2 1	0	-1	-2 -3	
	Nefarian: Devil Royalty: Duke Atan'Nyus Nefarian: Dev. Roy.: Dk. Braax Mourgon		32 34	31	30 32	29 31	28	27				23 25	22 24	21 23	20 22	19 21	18 20	17	16 18	15 1	4 I		11	10 12	9	8	7	6	5	4	3 2	1	0	-1 -2	
	Nefarian: Dev. Roy.: Dk. Braax Pourgon Nefarian: Devil Royalty: Evilynn	35 32	34	33 30	32 29	28	30 27	29				25 22	24	23	19	18	17	19	18	1/ 1	6 I: 3 I:	5 14 2 11	13	9	8	7	9	8 5	4	3	2 1	3	-1	-2 -3	
	Nefarian: Devil Royalty: Harbinger	27	26	25	24	23	22	21		19		17	16	15	14	13	12	11	10	9 8	8 7	7 6	5	4	3	2	Ĩ	0	-1	-2 -	3 -4	-5	-6	-7 -8	
	Nef.: Dev. Roy.: Lord Gargruss Vlaadmaar	39	38	37	36	35	34	33				29	28	27	26	25	24	23		21 2	0 19		17	16	15	14	13	12	11	10	98	7	6	5 4	
	Nefarian: Devil Royalty: Malefane Nefarian: Devil Royalty: Mephistopheles	33 36	32 35	31 34	30 33	29 32	28 31	27 30				23 26	22 25	21 24	20 23	19 22	18 21	20	16 19	15 I 18 I	4 13 7 16		11	10	9	8	/	6 9	5	4.	525	1 4	0 3	-1 -2	2
	Nefarian: Devi Roy:: Saurgaas Baydylax	35	34	33	32	31	30	29					24	23	22	21	20	19	18	17 I	6 1		13	12	11	10	9	8	7	6	5 4	3	2	1 0	, l
	Nefarian: Devil Royalty:Thraar	33	32	31	30	29	28	27				23	22	21	20	19	18	17	16	15 I	4 I.		- 11	10	9	8	7	6	5	4	32	I	0	-1 -2	
	Nefarian: Devil Royalty:Vorgaal'Lad Nefarian: Other: Bullweiller	33 18	32 17	31 16	30 15	29 14	28 13	27 12	26 	25 10		23 8	22 7	21 6	20 5	19 1	18 3	17	16	15 1	4 13 -1 -2		11	10 -5	9 -6	8	7 -8	6	5 -10	4 : -11 -1	32 2-13	 3 -14	0 -15	-l -2 -l6 -l	
	Nefarian: Other: Devil Dawg	10	18	17	16	14	13	12			•	o 9	8	7	6	5	4	2	2	1 (	0 -1	2 -3 I -2	-4	-5 -4	-0	-6	-0 -7	-9		-10 -				-16 -1	
	Nefarian: Other: Diakk, Broad	22	21	20	19	18	17	16		14	13	12	П	10	9	8	7	6	5	4 3	3 2	2 1	0	-1	-2	-3	-4	-5		-7 -				-12 -1	
	Nefarian: Other: Diakk, Tall	20	19	18	17	16	15	14				10	9	8	7	6	5	4	3	2	10	) -1	-2	-3	-4	-5	-6	-7			0 -1			-14 -1	
	Nefarian: Other: Face Seeking Claw Nefarian: Other: Frightmare	23 21	22 20	21 19	20 18	19 17	18 16	17 15		15 13		3 	12 10	9	10 8	9 7	8	5	6 4	3	4 3 7 1	3 2 1 0	-1	0 -2	-1 -3	-2 -4	-3 -5	-4 -6		-6 - -8 -	7 -8 9 -10			-   -  - 3 -	
	Nefarian: Other: HellCat	20	19	18	17	16	15	14				10	9	8	7	6	5	4	3	2	1 0	) -I	-2	-3	-4	-5	-6	-7			0 -1			-14 -1	
	Nefarian: Other: Hellephant	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11 1	0 9	8	7	6	5	4	3	2	I	0 -	I -2	-3	-4	-5 -6	6
	Nefarian: Other: HellGoat	15	14	13	12	11	10	9	8	7		5	4 9	3	2		0	-1 4	-2	-3 -	4 -5 I 0		-7 2	-8 2	-9 4			-12		- 14 -				-19 -2	
	Nefarian: Other: HellHound (var.) (7) Nefarian: Other: HellSpider	20 15	19 14	18 13	17 12	16 	15 10	14 9	13 8	12 7		10 5	4	8 3	2	I	5 0	4 - I	3 -2	2 -3 -	1 U 4 -5		-2 -7	-3 -8	-4 -9	-5 -10	-6 -11	-7 -12			0 - I 5 - I 6			-14 -1 -19 -2	
	Nefarian: Other: Imp, Common	15	14	13	12	ii.	10	9	8	7		5	4	3	2	I	Ō	-i	-2	-3 -	4 -5		-7	-8	-9						5 -16			-19 -2	
	Nefarian: Other: Imp, Limp-Wristed	15	14	13	12	11	10	9	8	7	•	5	4	3	2	1	0	-1	-2	-	4 -5		-7	-8	-9						5 -16			-19 -2	_
	Nefarian: Other: Imp, Penster Nefarian: Other: Impling	15 14	14 13	13 12	12 11	  0	10 9	9 8	8 7	6		5 4	4	3 2	2	0	0 - I	-1 -2	-2 -3		4-5 5-6		-7 -8	-8 -9	-9 -10			-12 -13			5 -16 6 -17			-19 -2 -20 -2	
59	Nefarian: Other: Shadow Demon	21	20	12	18	17	16	15	-	13	-	ч П	10	9	8	7	6	5	-3	3 2		0	-0 -1	-2	-3									-13 -1	
-																																			-

																		Def	fende	r's AC	2															
Name	15	14	13	12	П	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20
Nefarian: Other: Soul Cloaker	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	Т	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-1
Nefarian: Other: Soul Flayer, greater	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-1
Nefarian: Other: Soul Flayer, lesser	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-1
Nefarian: Other: Soul Larva	13	12	11	10	9	8	7	6	5	4	3	2		0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21	-2
<ul> <li>[2] - +2 vs reptiles</li> <li>[3] - +2 vs reptiles, +4 vs dragon</li> <li>[4] - +1 with tongue attack only</li> </ul>																																				

									Tabl	e 7:	Cri	t BS	L: F	lack	dope	edia	of B	east	s Vo	lum	e VI															
																				er's A																
Name	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19 -	20
Nefarian: Other: Soul Snatcher	17	16	15	14	13	12		10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15			-18
Nereid	17	16	15	14	13	12	Π.	10	9	8	7	6	5	4	3	2	i	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14				-18
Newt, Jelly-Banded, Common	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21	-22	-23 -	-24
Newt, Jelly-Banded, Giant	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21	-22 -	-23
Nid'Hogg	23	22	21	20	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11 -	-12
Nighthag	21	20	19	18	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	I.	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13 -	-14
Nightmare	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11				-15
Nixies	13	12	Ш	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18				-22
Nizar'fang	15	14	13	12	11	10	9	8	7	6	5	4	3	2		0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16				-20
Norker	15	14	13	12	11	10	9	8	/	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-/	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17			-20
Nymph Obsidian Clan Commoner	16 13	15	14	13 10	12	0	10	9	8	/	6	5	4	3	2	1	0	-1	-2	-3	-4 -7	-5 -8	-6 -9	-/ -10	-8 -11	-9 -12	-10 -13	-11 -14	-12	-13 -16	-14	-15 -18	-16 -19			-19 -22
Obsidian Clan Commoner Obsidian Clan Shaman (variable) (1)	13	12		10	9	8	7	6	5	4	3	2		0	-1	-2	-3	-4	-5	-6	-/	-8	-9 -9	-10	-11	-12	-13	-14	-15		-17	-18				-22
Obsidian Clan Shaman (variable) (1) Obsidian Clan Warrior (variable) (2)	13	12		10	9	0 0	7	6	5	4	2	2	-	0	-1	-2	-3 -3	-4 4	-5	-0	-/	-0 -8	-9 -9	-10	-11	-12	-13	-14	-15 -15	-16 -16	-17 -17	-10 -18				-22
Obsidian Lotus	15	12	14	13	12		10	9	8	7	6	5	4	3	2	-2	0	-7	-3	-0	-/	-0	-6	-10	-11	-12	-10	-14	-13	-13	-17	-15				-22
Ocean Camel	33	32	31	30	29	28	27	26	25	, 24	23	22	21	20	19	18	17	16	15	14	13	12	-0	10	9	8	7	-11	-12	4	3	2	-10	0		-2
Octogorgon	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	ii	10	9	8	7	6	5	4	3	2	i	õ		-2
Octopus, Giant	24	23	22	21	20	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	- I	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10 -	-11
Ogre, Aquatic	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13 -	-14
Ogre, Common	20	19	18	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14 -	-15
Ogre, Half	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17 -	-18
Ogre, High: Chub-Foot	36	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	T
Ogre, High: Flat-Footed	36	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	1
Ogre, High: Rogue	36	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12		10	9	8	7	6	5	4	3	2	1
Ogre, High: Ryngar	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3		-5
Ogre, High: Webbed-toe	36	35	34	33 22	32	31	30 19	29	28 17	27	26	25	24	23	22	21	20 9	19	18	1/	16	15	14	13	12	0	10	-2	8		6	5	4 -7	3	2 -9 -	
Ogre, Lord Ogre, Low: Hedge	25 20	24 19	23 18	17	21 16	20	19	18	17	16	15	14	13	12		10	9	8	2	6	5	4	3 -2	2	1	0	-1	-2	-3	-4 -9	-5 -10	-6	-/ -12	-8		-10 -15
Ogre, Low: Hedge Ogre, Low: Trash	20	19	18	17	16	15	14	13	12		10	9	ð g	7	6	5	4 4	3	2	÷	0	-1	-2 -2	-3	-4 4	-5 -5	-6 -6	-/ -7	-8 Q	-9 -9	-10	-11		-13 -13		-15
Ogre, Magi	20	20	18	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	i	0	-2	-3	-7	-3	-0 -5	-6	-0	-9	-10	-10				-14
Oliphant, War	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	-2	0	-1	-2	-3	-4	-5	-6	-7	-8	-9		-11
Oliphant, Wild	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	Ĩ	õ	-1	-2	-3	-4	-5	-6	-7	-8	-9				-13
Omen Sayer (variable) (1)	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19			-22
Onerous Carbuncle	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	Ì	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11			-14
Ooze, Crystal	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	Т	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15			-18
Ooze, Gray	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	I.	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17 -	-18
Ooze, Scathing	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16 -	-17
Opinicus	21	20	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11			-14
Orange Tail Plant Squaller	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15				-19
Orc, Bottomland	14	13	12	11	10	9	8	7	6	5	4	3	2	Ι	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20 -	-21

γΓ																			Defe	nder's A	C													
1	Name	15	14	13	12	П	10	9	8	7	6	5	4	3	2	1	0	-1		-3 -4	-5	-6	-7	-8	-9 -1	0 -11	-12	-13	-14	-15 -	16 -1	7 -18	-19	-20
4	Orc, Bounty Hunter (variable) (1)	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5 -6	-7	-8	-9	-10	-11 -1	2 -13	-14	-15	-16		-18 -1	9 -20		-22
Ż	Orc, Brigands	14	13	12	11	10	9	8	7	6	5	4	3	2	Î	0	-1	-2	-3	-4 -5	-6	-7	-8	-9	-10 -1	12	-13		-15		-17 -1			-21
	Orc, Cloven-hoof	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	1	0	-1	-2 -3	-4	-5	-6	-7	-8 -	9 -10	-11	-12	-13	-14	-15 -1	6 -17	7 -18	-19
+	Orc, Common	13	12	Ш	10	9	8	7	6	5	4	3	2	I.	0	-1	-2	-3	-4	-5 -6	-7	-8	-9	-10		2 -13	-14	-15	-16		-18 -1			-22
ž	Orc, Gibbering Lord	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	I	0 -1	-2	-3	-4	-5		7-8	-9	-10	-11		-13 -1			-17
Ľ I	Orc, Half- (variable) (1)	13	12	11	10	9	8	7	6	5	4	3	2		0	-1	-2	-3	-4	-5 -6	-7	-8	-9	-10	-   -	2 -13	-14	-15	-16		-18 -1			-22
2	Orc, High Priest Orc, Highland	28 14	27 13	26 12	25 	24 10	23 9	22 8	21	20 6	19	18 4	3	16	15	14 0	13	12 -2	-3	10 9 -4 -5	8 -6	7 -7	-8	5 -9	4 . -10 -	32 -12	-13	0 -14	-1 -15	-2 -16	-3 - -17 -1	4 -5 8 -19		-7 -21
4	Orc, Jester	13	12	12	10	9	8	7	6	5	4	3	2	2	0	-1	-2	-2	-3	-5 -6	-0	-7	-0	-10		2 -13			-16		-17 -1			-21
5	Orc, Slaver	15	14	13	12	ú	10	, 9	8	7	6	5	4	3	2	1	0	-1	-2	-3 -4	-5	-6	-7	-8		0 -11	-12		-14		-16 -1			-20
	Orc, Southern, Tribe	14	13	12	ii.	10	9	8	7	6	5	4	3	2	ī	0	-1	-2	-3	-4 -5	-6	-7	-8	-9	-10 -1				-15		-17 -1			-21
<u> </u>	Orc, Vampire	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0 - I	-2	-3	-4	-5	-6 -	7-8	-9	-10	-11	-12	-13 -1	4 -15	5 -16	-17
5	Orc,Vampire High Priest	23	22	21	20	19	18	17	16	15	14	13	12	Ш	10	9	8	7	6	54	3	2	1	0	-1 -	2 -3	-4	-5	-6	-7	-8 -			-12
2	Orkin Bandit	14	13	12	П	10	9	8	7	6	5	4	3	2	I.	0	-1	-2	-3	-4 -5	-6	-7	-8	-9	-10 -				-15		-17 -1			-21
	Orkin Lowland Pony	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-!	-2	-3 -4	-5	-6	-7	-8		0 -11	-12		-14		-16 -1			-20
2	Orkin Wardawg	15	14	13	12	11	10	9	8	/	6	5	4	3	2	1	0	-!	-2	-3 -4 -1 -2	-5	-6	-/	-8		0 -11	-12		-14		-16 -1			-20
	Orkin Witch Doctor Orkin, Org	17 17	16 16	15 15	14	13 13	12 12		10 10	9	8	7	6	5	4	3	2	-	0	-1 -2	-3 -3	-4 -4	-5 -5	-6 -6		8-9 8-9	-10 -10		-12 -12		-14 -1 -14 -1			-18 -18
<b>t</b>	Otter, Giant River	18	17	16	15	14	13	12	10	10	9	, 8	7	6	5	4	3	2	ĩ	0 -1	-2	-3	-3 -4	-5	'	5 - 7 7 - 8	-10	-10	-12		-13 -1			-17
•	Otter, Giant Sea	14	13	12	11	10	9	8	7	6	5	4	3	2	ĩ	0	-1	-2	-3	-4 -5	-6	-7	-8	-9	-10 -1				-15		-17 -1			-21
≥	Otter, River	П	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7 -8	-9	-10	-11	-12	-13 -	4 -15	-16	-17	-18	-19	-20 -2	1 -22	2 -23	-24
$\overline{\mathbf{S}}$	Otter, Sea	н	10	9	8	7	6	5	4	3	2	I –	0	-1	-2	-3	-4	-5	-6	-7 -8	-9	-10	-11	-12	-13 -	4 -15	-16	-17	-18	-19	-20 -2	21 -22	2 -23	-24
	Ottermen	15	14	13	12	П	10	9	8	7	6	5	4	3	2	T	0	-1	-2	-3 -4	-5	-6	-7	-8		0 -11	-12	-13	-14		-16 -1	7 -18		-20
5	Otyugh (6) [1]	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3 2	1	0	-1	-2	-3 -	4 -5	-6	-7	-8		-10 -1	1 -12		-14
2	Otyugh (7) [1]	22 23	21 22	20 21	19 20	18 19	17 18	16	15 16	14 15	13	12 13	11	10	9	8	/	6	5	4 3 5 4	2	1	0	-1 0		3-4 2-3	-5	-6 -5	-7 -6	-8	-9 -1 -8 -			-13 -12
	Otyugh (8) [1] Otyugh, Neo- (variable) (12)	25	24	23	20	21	20	19	18	15	14	15	14	13	12	7	0	9	8	7 6	5	4	3	2	-1 -	2 - 3 ) - I	-4	-3	-0	-7	-0 -			-12
4		31	30	29	28	27	26	25		23	22	21	20	19	18	17	16	15	14	13 12	й.	10	9	8	7	5 5	4	3	2	-5 	0 -			-4
5.	Overhorde	23	22	21	20	19	18	17		15	14	13	12	II -	10	9	8	7	6	5 4	3	2	i	0	-1 -	2 -3	-4	-5	-6	-7	-8 -			-12
5	Owl, Common	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7 -8	-9	-10	-11	-12	-13 -	4 -15	-16	-17	-18	-19	-20 -2	1 -22	2 -23	-24
	Owl, Giant	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	Т	0	-1 -2	-3	-4	-5	-6	-7 -	8 -9	-10		-12		-14 -1			-18
	Owl, Talking	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3 -4	-5	-6	-7	-8		0 -11	-12		-14	-15	-16 -1			-20
	Owlbear, common	18	17	16	15	14	13	12		10	9	8	7	6	5	4	3	2	-	0 -1	-2	-3	-4	-5	-6 -	7-8	-9	-10	-11		-13 -1			-17
	Owlbear, Great Horned Owlbear, Lesser	18 15	17 14	16 13	15 12	14	13 10	12 9	8	10	4	8	1	6 2	5 2	4	3	2	-2	0 -l -3 -4	-2 -5	-3 -6	-4	-5 -8	-	7 -8 0 -11	-9 -12	-10 -13	-11 -14		-13 -1 -16 -1			-17 -20
	Owlbear, Spotted	17	16	15	12	13	12	1	10	, 9	8	7	т 6	5	4	3	2	-1	-2	-3 -4	-3	-0 _4	-7	-0 -6	-7 -	8 -9	-12		-17	-13	-16 -1			-18
	Oyster, Giant, River	17	16	15	14	13	12	ii ii	10	9	8	7	6	5	4	3	2	i	ō	-1 -2	-3	-4	-5	-6	-7 -	s. 8.9	-10		-12	-13	-14 -1			-18
	Oyster, Giant, Sea	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	i i	0 -1	-2	-3	-4	-5	-6 -	7-8	-9	-10	-11		-13 -1			-17
	Packasite	13	12	П	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3	-4	-5 -6	-7	-8	-9	-10	-11 -1	2 -13	-14	-15	-16	-17	-18 -1	9 -20	) -21	-22
	Pan-Dimensional Rover	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	I 0	-1	-2	-3	-4	-	6 -7	-8	-9	-10		-12 -1			-16
	Panda Bear, Common	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1 -2	-3	-4	-5	-6		8 -9	-10		-12	-13	-14 -1			-18
	Panda Bear, Trans-Planar	19	18 20	17	16	15 17	14 16	13	12 14	  3	10	9	8 10	/ 9	6 8	5	4	3	2	1 0 3 2	-!	-2 0	-3	-4 -2	-5 - -3 -	6-7 4-5	-8	-9 -7	-10 -8	-11 -9	-12 -1			-16 -14
	Para-Elem.: Ice, Magma, Ooze, Smoke (8) Para-Elem.: Ice, Magma, Ooze, Smoke (12)	21	20 24	19 23	18 22	21	20	15 19		13		15	14	7 13	° 12	, 	6 10	9	8	3 <u>2</u> 7 6	5	4	-1	2			-6 -2	-7	-o -4	-5	-10 -1			-14
	Para-Elem.: Ice, Magma, Ooze, Smoke (12)		28	27	26	25	24	23		21	20	19	18	17	16	15	14	13	12		9	8	7	6	5 4	4 3	2	-5		-5	-2 -			-6
	Parasites: Diseased (N/A)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-		-	-	-	-			-	-	-	-			-	-
	Parasites: Dreaded Tape Worm	18	17	16	15	14	13	12	Π	10	9	8	7	6	5	4	3	2	1	0 - I	-2	-3	-4	-5	-6 -	7-8	-9	-10	-11	-12	-13 -1	4 -15	5 -16	-17
	Parasites: Magus Ticks (N/A)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-		-	-	-	-			-	-	-	-			-	-
	Parasites: Paralyzing Fleas (N/A)	-	-	-	-	-	-	-	-	-	2	-	2	-	-	-	-	-	-		-	-	-	-			-	-	-	-		· -		-
	Parasites: Pin Worms, Dire	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2 -3	-4	-5	-6	-7	-	9 -10					-15 -1			-19
	Parrot, Greater Psionic Parrot, Grey Ghost	17 15	16 14	15 13	14 12	3 	12 10	9	10 8	9 7	8	5	6 4	2	4	3	2	-	-2	-1 -2 -3 -4	-3 -5	-4 -6	-5 -7	-6 -8		8 -9 0 -11	-10 -12		-12 -14		-14 -1 -16 -1			-18 -20
	Parrot, Lesser Psionic	15	14	13	12	ii -	10	9	8	7	6	5	4	3	2	÷	0	-1	-2	-3 -4	-5	-6	-/ -7	-8		0 -11			-14		-16 -1			-20
	Pegasus	19	18	17	16	15	14	13	12	II	10	9	8	7	6	5	4	3	2	0	-1	-2	-3	-4		6 -7	-8	-9	-10		-12 -1			-16
	Pegasus, Greater	18	17	16	15	14	13	12	iī –	10	9	8	7	6	5	4	3	2	I.	0 -1	-2	-3	-4	-5	-6 -		-9	-10	-11		-13 -1			-17
	Pegasus, Obsidian [2]	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	I 0	-1	-2	-3	-4		6 -7	-8	-9	-10	-11	-12 -1			-16
	Pendulous Filcher	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	1	0	-1	-2 -3	-4	-5	-6	-7		9 -10			-13		-15 -1			-19
	Penguin, common	13	12	11	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3	-4	-5 -6	-7	-8	-9		-11 -1				-16		-18 -1			-22
	Penguin, Dire	14	13	12	11	10	9	8	7	6	5	4	3	2	T	0	-1	-2		-4 -5	-6	-7	-8		-10 -1					-16				-21
	Penguin, Dire Sand Pernicon	14 11	13 10	12 9	11 8	10 7	9 6	8 5	/ 4	6 3	5 2	4	3 0	2 -1	1 -2	0 -3	-1 -4	-2 -5	-3 -6	-4 -5 -7 -8	-6 -9	-7 -10	-8 -11		-10 -1 -13 -1	- 2 4 - 5				-16 -19	-17 -1 -20 -2			-21 -24
	Peryton	19	18	, 17	。 16	15	6 14			3 	10	9	8	7	-2	-3 5	- <del>4</del> 4	-5	2	-/ -8 I 0	-7	-10	-11	-12 -4		4 -13 6 -7	-16	-17	-10		-20 -2			
2	Phantom (N/A)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-		-	-	-	-			-	-	-	-				-
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Name	15	14	13	12	П	10	9	8	7	6	5	4	3	2	I.	0	-1	-2 -3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14 -	-15 -	16 -1	7 -18	3 -19	-20
Phantom Fog	20	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3 2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11 -	12 -1	3 -14	-15
Phantom Follower	12	11	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3	-4	-5 -6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16				20 -2		
Phantom Stalker Phoenix	19 33	18 32	17 31	16 30	15 29	14 28	13 27	12 26	11 25	10 24	9 23	8 22	7 21	6 20	5 19	4 18	3 17	2 I 16 15	0 14	-1 13	-2 12	-3	-4 10	-5 9	-6 8	-7 7	-8 6	-9 5	-10 4	-11 3	-12 - 2	13 -1 1 0		-16 -2
Phycomid	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	ï	0 -1	-2	-3	-4	-5	-6	-7	-8	, -9	-10	-11				15 -I		
Pied Viper	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	1	0	-1 -2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15 -	6 -I	7 -18	-19
Piercer (variable) (4)	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0 -1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13		15 -1		
Pig, Blood Pig, domesticated	16 15	15 14	14 13	13	12	10	10 9	9 8	8	6	6 5	5 4	4	3	2	0	-1	-l -2 -2 -3	-3 -4	-4 -5	-5 -6	-6 -7	-7 -8	-8 -9	-9 -10	-10	-11 -12	-12 -13	-13 -14	-14 -15		6 -   7 -		
Pig, giant	19	18	17	16	15	14	13	12	ń.	10	9	8	7	6	5	4	3	2 1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9				13 - I		
Pig, Wild	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	Т	0	-I -2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12				16 -I		
Pigdawg, Prancing	17	16	15 9	14	13	12	ļ,	10	9	8	7	6	5	4	3	2 -4	ļ	0 -l -6 -7	-2 -8	-3 -9	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13		15 -1		
Pigeon, Carrier Pigeon, Common		10 10	9	8 8	7	6	5	4	3	2 2	÷	0	-1	-2 -2	-3 -3	-4 -4	-5 -5	-6 -7 -6 -7	-8 -8	-9 -9	-10 -10	-11	-12 -12	-13 -13	-14 -14	-15 -15	-16 -16	-17 -17				21 -2 21 -2		
Pike, Giant	17	16	15	14	13	12	- II	10	9	8	7	6	5	4	3	2	I	0 -1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11				15 -1		
Pincher	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2 I	0	-1	-2	-3	-4	-5	-6	-7	-8	-9				3 -		
Pinnard Piranha, Cold Water	13	12	9	10 8	9	8	7	6	5	4	3	2	1	0 -2	-1 -3	-2 -4	-3 -5	-4 -5 -6 -7	-6 -8	-7 -9	-8 -10	-9 -11	-10 -12	-11 -13	-12	-13 -15	-14 -16	-15				19 -2 21 -2		
Piranha, Common		10	9	。 8	7	6	5	4	3	2	÷	0	-1	-2 -2	-3 -3	-4 -4	-5 -5	-6 -7	-0 -8	-9	-10	-11	-12	-13	-14	-15	-16	-17 -17				21 -2 21 -2		
Piranha, Giant	15	14	13	12	Π.	10	9	8	7	6	5	4	3	2	Ĩ	0	-1	-2 -3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13				17 -1		
Pit Howler	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2		0 -1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11				15 -1		
Pit Mauler Pit Maw (variable) (8)	18 21	17 20	16 19	15 18	14 17	13 16	12 15	11 14	10	9 12	8	/	6 9	5 8	4	3 6	2 5	10 43	-1 2	-2	-3 0	-4 -1	-5 -2	-6 -3	-7 -4	-8 -5	-9 -6	-10 -7	-11 -8			4 -     -		
Pitbulls [3]	19	18	17	16	15	14	13	12	13	10	9	8	7	6	5	4	3	2 1	0	-1	-2	-3	-2 -4	-5		-7	-8	-9				13 -1		
Pixie, Common	11	10	9	8	7	6	5	4	3	2	I.	0	-1	-2	-3	-4	-5	-6 -7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20 -	21 -2	2 -23	-24
Pixie, Elder (variable) (3)	16	15	14	13	12		10	9	8	7	6	5	4	3	2	I	0	-1 -2 -6 -7	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12				16 - I		
Pixie, Fighter (variable) (.5) Pixie, Hybrid: Pixie Brownie	  8	10	9 16	8 15	14	6	12	4	3	2 9	1 8	7	-1	-2 5	-3 4	-4 3	-5 2	-6 -7 I 0	-8 - I	-9 -2	-10 -3	-11 -4	-12 -5	-13 -6	-14 -7	-15 -8	-16 -9	-17 -10				21 -2 14 -1		
Pixie, Hybrid: Pixie Fairy	10	10	9	8	7	6	5	4	3	2	i	ó	-1	-2	-3	-4	-5	-6 -7	-8	-2	-10	-11	-12	-13	-14	-15	-16	-17				21 -2		
Pixie, Hybrid: Pixie Leprechaun	П	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3	-4	-5	-6 -7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17				21 -2		
Pixie, Lich	22	21	20 9	19	18	17	16	15	14	13 2	12	11	10	9 -2	8 -3	7	6 -5	54 -6-7	3 -8	2 -9	I	0 -11	-1	-2	-3	-4	-5	-6	-7	-8		10 - I		
Pixie, Mage (variable) (.5) Pixie, Mirror		10 10	9	8	7	6	5	4	3	2	1	0	-1	-2 -2	-3 -3	-4 -4	-5 -5	-6 -7	-8 -8	-9 -9	-10 -10	-11	-12 -12	-13 -13	-14	-15 -15	-16 -16	-17				21 -2 21 -2		
Pixie-kin: Leprechaun	- II	10	9	8	7	6	5	4	3	2	i	ō	-1	-2	-3	-4	-5	-6 -7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17				21 -2		
Pixie-kin: Leprosychaun	11	10	9	8	7	6	5	4	3	2	Ι	0	-1	-2	-3	-4	-5	-6 -7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17				21 -2		
Planetar Pleistocene Deer	32 17	31 16	30 15	29 14	28 13	27 12	26	25 10	24 9	23 8	22	21	20 5	19 4	18 3	17	16	15 14 0 -1	13 -2	12 -3	11	10 -5	9 -6	8 _7	7 -8	6 -9	5 -10	4 -11	3 -12	2 -13		0 -   5 -		
Pod Plant, Malicious	18	17	16	15	14	12	12	10	10	9	8	7	6	5	4	3	2	1 0	-2	-2	-7	-3 -4	-5	-6	-7	-8	-10	-10		-12		13 -1 14 -1		
Podling	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	I	0	-1	-2 -3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16 -	17 -1		
Poltergeist		10	9	8	7	6 12	5	4	3	2	1	0	-1 5	-2	-3 3	-4	-5	-6 -7 0 -1	-8	-9	-10	-11	-12	-13	-14 -8	-15 -9	-16	-17				21 -2		
Polterzeitgeist (variable) (4) Porculisk	17 17	16 16	15	14	3  3	12		10	9	8	7	6	5	4	3	2	1	0 -1	-2 -2	-3 -3	-4 -4	-5 -5	-6 -6	-7 -7	-8 -8	-9 -9	-10 -10	-   -		-13 -13		5 -   5 -		
Porcupine Warrior	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	ī	0	-1 -2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12				16 -I		
Porcupine, common	13	12	11	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3	-4 -5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15				19 -2		
Porcupine, Giant Porcupine, Orcupine	17 16	16 15	15 14	14 13	13 12	12	11 10	10 9	9 8	8	6	6 5	5 4	4 3	3 2	2	0	0 - I - I - 2	-2 -3	-3 -4	-4 -5	-5 -6	-6 -7	-7 -8	-8 -9	-9 -10	-10 -11	-11 -12				5 -   6 -		
Porcupine, Poison	14	13	12	11	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3 -4	-5	-6	-7	-8	-7 -9	-10	-11	-12	-13	-14				18 -1		
Portal of Devouring	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	65	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	·9 - I	0 -11	-12
Predacat	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0 -1	-2	-3	-4	-5	-6	-7	-8	-9						15 -1		
Predacious Growler Predacious Howler	19 15	18 14	17 13	16 12	15	14	13	12	7	10 6	9 5	8	7	6	5	4	3	2 I -2 -3	0	- I -5	-2	-3 -7	-4 -8	-5 -9	-6 -10	-7 -11	-8 -12	-9 -13			-12 - -16 -	3 -   7 -		
Provocator (N/A)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-		-	-	-	-	-	-		-	-12	-	-	-	-		-	-20
Prowler Fish	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15 14	13	12	П	10	9	8	7	6	5	4	3	2		0 -		
Prying Silver Fish		10	9	8	7	6	5	4	3	2	7	0	-!	-2	-3	-4	-5	-6 -7	-8	-9	-10	-11	-12	-13	-14	-15						21 -2		
Pseudo Undead, Ghast Pseudo Undead, Ghoul	17 15	16 14	15 13	14 12	3 	12 10	 9	10 8	9 7	8 6	7 5	6 4	5 3	4 2	3	2 0	-1	0 - I -2 -3	-2 -4	-3 -5	-4 -6	-5 -7	-6 -8	-7 -9	-8 -10	-9 -11			-12 -14			5 -   7 -		
Pseudo Undead, Specter	21	20	19	18	17	16	15	14	13	12	II.	10	9	8	7	6	5	4 3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8			/ -     -		
Pseudo Undead, Wight	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1 0	-1	-2	-3	-4	-5	-6	-7	-8	-9		-11	-12	-13 -	4 -	5 -16	
Pseudo Undead, Wraith	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	0	-1	-2	-3	-4 4	-5	-6	-7 7	-8 8				-12 -		4 -15 4 -15	
Pseudo Vampire, Greater Pseudo Vampire, Least	19 17	18 16	17 15	16 14	15 13	14 12	3 	12 10	 9	10 8	9 7	6	5	6 4	5 3	4	3	2 I 0 -I	0 -2	-1 -3	-2 -4	-3 -5	-4 -6	-5 -7	-6 -8	-7 -9	-8 -10		-10 -12		-12 - -14 -			-16
Pseudo Vampire, Lesser	18	17	16	15	14	13	12	II	ío	9	8	7	6	5	4	3	2	I 0	-1	-2	-3	-4	-5	-6	-7	-8					-13 -			
Pseudo Vampire, Lord	20	19	18	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	32	I	0	-1	-2	-3	-4	-5	-6	-7						3 -14	-15
L																																		

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4	Name	15	14	13	12		10	9	8	7	6	5	4	3	2	1	0	-1				_	- 6	7 -	8 -9	-10	) -11	-12	-13	-14	-15 -	-16 -17	7 -18	3 -19	-20
4	Pseudo-Dragon [4]	19	18	17	16	15	14	13	12		10	9	8	7	6	5	4	3	2	1	0		-	-	4 -!			-8	-9	-10		-12 -1			-16
Ż	Pseudo-Pseudo-Dragon [4]	19	18	17	16	15	14	13	12		10	9	8	7	6	5	4	3	2	i	0				4 -		-7	-8	-9	-10	-11	-12 -1			-16
2	Pudding, Black	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4		2	1 I	0 -	-2	-3	-4	-5	-6	-7	-8 -9			-12
<del>3</del>	Pudding, Deadly	21	20	19	18	17	16	15	14	13	12	н	10	9	8	7	6	5	4	3	2	1	0	-1 -	2 -	3-4	-5	-6	-7	-8	-9	-10 -1	I -I	2 -13	-14
20	Purple Death Bloom	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	Т	0	-1	-2	-3	-4		6 -	-		-10	-11	-12	-13	-14 -1			-18
	Purple Gilly	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	T	0	-1	-2	-3	-4	-	-6	-	- 8			-12	-13	-14	-15	-16 -1			-20
	Pyrosnake	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-	•	-	- 8			-12	-13	-14	-15	-16 -1	7 -!		-20
6	Quaggoth, Common [5]	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-	-	6 -			-10	-11	-12	-13	-14 -1			-18
5	Quaggoth, Jald Quaggoth, Thonot	18 15	17 14	16	15	14	13 10	12	8	10	9	8 5	1	6	5	4	3	2	-2	0 -3	-1 -4		•		.5 -0 .8 -0		-	-9	-10	-11		-13 -1			-17 -20
é	Quaggoth, monot Quarrel Mite (N/A)	-	14	13	12		10	7	0	'	0	5	4	3	2		U	-1	-2	-3	-4	-5	-0	-/ -	·o -	9 -10	J -11	-12	-13	-14	-15	-16 -1	7 -1	0 -17	-20
2	Quasi-Elemental Lightning (6)	- 19	-	-	-	-	-	-	-	-	-	9	8	- 7	-	5	4	-	-	-	0	-	-2	-3.	4 -	- 5-6	-7	-8	-9	-10	-11	-12 -1	- 3-1	4 -15	-16
	Quasi-Elemental Lightning (9)	22	21	20	19	18	17	16	15	14	13	12	ŭ	, 10	9	8	7	6	5	4	3	2	ĩ	ō .			-4	-5	-6	-7	-8	-9 -1			-13
	Quasi-Elemental Lightning (12)	25	24	23	22	21	20	19		17	16	15	14	13	12	Π.	10	9	8	7	6	5	4	3	2 1	0	-1	-2	-3	-4	-5	-6 -7	7 -8		-10
€	Quay Lurker	15	14	13	12	11	10	9	8	7	6	5	4	3	2	T	0	-1	-2	-3	-4	-5	-6	-7 -	- 8	9 -10	0 -11	-12	-13	-14	-15	-16 -1	7 - I	8 -19	-20
R	Quickwood (variable) (10)	23	22	21	20	19	18	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0 -	-2		-4	-5	-6	-7	-8 -9	) -I	0 -11	-12
à	Quivering Disembowler	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	I	0	-1	_	-3		-5 -0	5 -7	-8	-9	-10	-11	-12	-13 -1			-17
7	Rabbit, common	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9 -	-10 -		12 -1	3 -14	4 -15	-16	-17	-18	-19	-20 -2			-24
	Rabbit, giant	16	15	14	13	12	11	10	9	8	/	6	5	4	3	2	1	0	-1	-2	-3	-	-5	•	7 -		10	-11	-12	-13		-15 -1			-19
2	Rabbit, Predator Rabid Hummingbirds	18 17	17 16	16 15	15	14 13	13	12	10	9	7	8	6	5	5 4	4	3	2	0	0	-1 -2	-2 -3	-3 _4	-	-5 -6		′-8 -9	-9 -10	-10 -11	-11 -12		-13 -1 -14 -1			-17 -18
3	Radiation Elemental (8)	21	20	19	18	17	12	15	14	13	12	í.	10	9	8	7	6	5	4	3	2	I.	0		2 -	-		-10	-7	-12	-13	-14 -1			-14
3	Radiation Elemental (12)	25	24	23	22	21	20	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4		2 i	0	- I	-2	-3	-4	-5	-6 -7			-10
1	Radiation Elemental (16)	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6 5	4	3	2	1	0	-1	-2 -3	3 -4	4 -5	-6
Ż	Raging Bucentaurus	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	Т	0	-1	-2	-3	-4	-	6 -	7 -8	-9	-10	-11	-12	-13	-14 -1			-18
$\leq$	Rakshasa, Common	20	19	18	17	16	15	14		12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2 -	-3 -4	4 -5	-6	-7	-8	-9		-11 -1			-15
	Rakshasa, Maharajah Rakshasa, Rajah	27 22	26 21	25 20	24 19	23 18	22 17	21	20 15	19	18	1/	16	15	14 9	13	12		10	9	8	2	6	5	4 3	2	I -4	0 -5	-1	-2 -7	-3 -8	-4 -5 -9 -1		5 -7 I -12	-8 -13
1	Kaksnasa, Kajan Rakshasa, Ruhk	22	21	20 20	19	18	17	16	15	14 14	13	12	11	10	9	ð g	7	6	5	4 ∡	3	2	1	0.	 		-4	-5 -5	-6 -6	-/ -7	-8 -8	-9 -1		I -12	-13
3	Ram	15	14	13	12	11	10	9	8	7	6	5	4	3	2	ī	0	-1	-2	-3	-4	-5	-6	-7	.8 -1		0 -11	-12	-13	-14	-15	-16 -1	7 -l		-20
	Ram'koaran	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	I.	0	-1	-2	-3	-4	-5	-6	7 -	3-9	-10	-11	-12	-13	-14	-15 -1			-19
	Ram, Battering	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	I.	0	-1	-2	-3 -	4 -	5-6	-7	-8	-9	-10	-11	-12 -1	3 - 1	4 -15	-16
	Ram, Giant	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	T	0	-	-2	-3 -	4 -		-7	-8	-9	-10	-11	-12 -1		4 -15	-16
	Rambumatta	19	18	17	16	15	14	13	12		10	9	8	7	6	5	4	3	2	1	0		-	•	4 -		· ·	-8	-9	-10		-12 -1			-16
	Rat Rat, Carnivorous		10 10	9 9	8	4	6	5	4	3	2	1	0	-	-2 -2	-3	-4	-5 -5	-6 -6	-7	-8 -8		-10 - -10 -		2 -   2 -		4 -15 4 -15	-16 -16	-17 -17	-18 -18	-19 -19	-20 -2 -20 -2			-24 -24
	Rat, Dire Albino	13	12	1	10	9	8	7	6	5	4	3	2	-1	-2	-5	- <del>-</del> -2	-3	-0	-7 -5	-0 -6		-8		12 -1 10 -1			-16	-17	-16	-17	-20 -2			-24
	Rat, Giant	11	10	9	8	7	6	5	4	3	2	i	0	-i	-2	-3	-4	-5	-6	-7	-8		-0 -10 -		12 -1		4 -15	-16	-17	-18	-19	-20 -2			-24
	Rat, Large	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9 -	-10 -	- 11 -	2 -	3 -14	4 -15	-16	-17	-18	-19	-20 -2			-24
	Rat, Osquip	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-			-7 -8		-10		-12	-13	-14	-15 -1			-19
	Rat, Ravenous	11	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3	-4	-5	-6	-7	-8				12 -1				-17	-18	-19	-20 -2			-24
	Rat, Sand		10	9 9	8	7	6	5	4	3	2	1	0	-!	-2	-3 -3	-4	-5 -5	-6	-7 -7	-8 -8		- 10 -		12 -1		4 -15	-16	-17	-18	-19	-20 -2			-24
	Rat, Sewer Rat, Vapor	  5	10 14	9	8 12		10	5 9	4 8	3	4	1 5	4	-1	-2 2	-3	-4 0	-5	-6 -2	-7 -3	-8 -4		-10 - -6		ا- 12. •- 8		4 -15 0 -11	-16 -12	-17 -13	-18 -14	-19 -15	-20 -2 -16 -1			-24 -20
	Rath Lord (variable) (9)	22	21	20	12	18	17	16	15	, 14	13	12	т П	10	9	8	7	6	5	4	3	2	1	0 -	- I-		-4	-12	6	-7	-8	-9 -1			-13
	Ratweiller	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	Ĩ	0	-1	-2	-3	-4	-5 .	- 6			-10	-11	-12		-14 -1			-18
	Ray, Pungi	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5 -	- 6	7 -8	-9	-10	-11	-12	-13	-14 -1	5 - I	6 -17	-18
	Ray: Deathray	21	20	19	18	17	16	15		13	12	П	10	9	8	7	6	5	4	3	2	•	0		2 -		-5	-6	-7	-8	-9	-10 -1			-14
	Ray: Giant, Mantaray (variable) (11)	24	23	22	21	20	19	18				14	13	12	11	10	9	8	7	6	5			2	1 (			-3	-4	-5	-6	-7 -8			-11
	Ray: Stingray Reaving Dervishes	13	12	11	10	9	8	7 9		5	4	3	2	2	0	-1	-2 0	-3	-4	-5	-6				10 - I				-15	-16		-18 -1			-22
	Relic Devourer	15 23	14 22	13 21	12 20	  9	10 18	17	8 16	, 15	14	5 13	12	11	10	9	8	7	-2 6	-3 5	4		-6 2		۰- 8. - 0			-12 -4	-13 -5	-14 -6	-15 -7	-16 -1 -8 -9			-20 -12
	Remorhaz (variable) (14)	27	26	25	24	23	22	21		19		17	16	15	14	13	12	ú	10	9	8		6		4 3			0	-1	-2	-3	-4 -5			-8
	Repeller, Electric	15	14	13	12	11	10	9		7	6	5	4	3	2	1	0	-1	-2	-3					8 -							-16 -1			-20
	Repulser	17	16	15	14	13	12	П		9	8	7	6	5	4	3	2	Т	0	-1	-2	-3			-6 -			-10	-11			-14 -1			
	Retch Plant (variable) (8)	21	20	19	18	17	16	15				11	10	9	8	7	6	5	4	3	2	-	0		2 -			-6	-7	-8		-10 -1			
	Retriever, Reckless (variable) (9)	22	21	20	19	18	17	16		14	13	12		10	9	8	7	6	5	4	3	2	1					-5	-6	-7	-8	-9 -1			
	Retriever, Relentless (variable) (9) Retriever, Ruthless (variable) (9)	22 22		20 20	19 19	18 18	17 17	16 16		14 14		12 12		10 10	9 9	8 8	7	6 6	5	4 4	3 3	2	1	-	-1 -1 -1 -1			-5 -5	-6 -6	-7 -7	-8 -8	-9 -1 -9 -1		- 2   - 2	
	Retriever, Ruthless (variable) (9)	22	21	20	20	18	18	10		14		12	12	10	9 10	° 9	8	7	6	5	3		2	-	- 1 0 -			-5 -4	-6	-7	-0 -7	-9 -1			
	Revenant	21	20	19	18	17	16	15				11	10	9	8	7	6	5	4	3	2	-			·2 -:				-7	-8				2 -13	
	Revenger	23	22	21	20	19	18	17				13	12	П	10	9	8	7	6	5	4		2		0 -			-4	-5	-6	-7	-8 -9			
ŝ	Rhinoceros, One Horn (white)	21		19	18	17	16	15	14	13		П	10	9	8	7	6	5	4	3	2	1	0	-1 -	-2 -3	3 -4		-6	-7	-8	-9	-10 -1	I -I	2 -13	-14

																	D	efend	er's A	С														
Name	15	14	13	12	П	10	9	8	7	6	5	4	3	2	I.	0 -	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19 -2
Rhinoceros, Two Horn (black)	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	55	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12 -
Rhinoceros, Wooly	22	22	~ .	~~											-	-		_		-	~		~		~	-								
, Note: Numbers in (parentheses) are h		22 Numt		20 n [brac		18 are fo			15	14	13	12	11	10	9	8	76	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
Note: Numbers in (parentheses) are h [1] - +2 if victim is grappled [2] - +2 when diving at least 50 ft [3] - +3 only when in blood lust [4] - +4 when attacking with tail [5] - +2 if below 25% of normal hit po	iit dice. I	Numt							15	14	13	12	11	10	9	8	7 6	5	4	3	2		0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11

									Tabl	e 8:	Cri	t BS	L: H	lack	lope	dia	of B																			
																		De	efende	er's A	NC															
Name	15	14	13	12	11	10	9	8	7	6	5	4	3	2	I.	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20
Rib Splitter	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20
Rift Vortex (N/A)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Righteous Avenger	19	18	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16
Roaring Ghoul	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16
Robolds	12	П	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21	-22	-23
Roc, Birch	25	24	23	22	21	20	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Roc, Common	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	- 11	10	9	8	7	6	5	4	3	2		0	-1	-2	-3	-4
Roc, Frost	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	- 11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
Roc, Marsh	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Roc: Ruhk	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
Rock Bear	23	22	21	20	19	18	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Rock Reptile (variable) (5)	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17
Rock Worm	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19
Roof Fiend	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20
Rook: Horned Raven	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21
Rook: Raven, Common	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21	-22	-23	-24
Rook: Raven, Giant	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19
Rook: Raven, Huge	12	П	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21	-22	-23
Roper (10)	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Roper (11)	24	23	22	21	20	19	18	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
Roper (12)	25	24	23	22	21	20	19	18	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Roper, Storoper	19	18	17	16	15	14	13	12	- 11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16
Rot Grub, Candy Striped	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21	-22	-23	-24
Rot Grub, Common	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21	-22	-23	-24
Rot Grub, giant	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21	-22
Rothe'	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20
Rust Monster, Common	18	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17
Rust Monster, Magnetic [1]	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
Sahuagin, Common	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20
Sahuagin, Mutant	15	14	13	12	П	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20
Salamander	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
Samaritans (variable) (1)	13	12	П	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20		-22
Samurai Jackal (variable) (7)	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15		-17
Sandling	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18
Satyr, Common	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15		-17
Satyr, Faun	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	I.	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17		-19
Satyr, Korred	21	20	19	18	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12		-14
Satyr, She-, Common [2]	20	19	18	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15
Satyr, She-, Great Horned [2]	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Scarab of Seeking	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15		-17
Scarab, common	11	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21	-22	-23	-24
Scarab, giant	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17		-19
Scarecrow	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15		-17
ScareRaven [3]	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15		-17
Scorpion, common	11	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21	-22		-24
Scorpion, Giant	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2		0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14		-16
Scorpion, Hell	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16

	Defender's AC	
Name		-20
Scorpion, Huge	18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 -16	-17
Scorpion, Large	15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 -16 -17 -18 -19	-20
Screacher	17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 -16 -17	-18
Screaming Desert Tortoise	19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15	-16
Screaming Meanies	3  2     0 9 8 7 6 5 4 3 2   0 -  -2 -3 -4 -5 -6 -7 -8 -9 - 0 -   - 2 - 3 - 4 - 5 - 6 - 7 - 8 - 9 -20 -2	-22
Scroll Devourer	0 9 8 7 6 5 4 3 2   0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -1  -12 -13 -14 -15 -16 -17 -18 -19 -20 -21 -22 -23	-24
Scylla	33 32 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1	-2
Scylla: Charybdis	33 32 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1	-2
Sea Harker Sea Lion	28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15	-7
Sea Monster	19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 33 32 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1	-16 -2
Sea Honster	20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14	-15
Seagull	1 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 -16 -17 -18 -19 -20 -21 -22 -23	-24
Seahorse, Giant (2)	15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 -16 -17 -18 -19	-20
Seahorse, Giant (3)	16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 -16 -17 -18	-19
Seahorse, Giant (4)	17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 -16 -17	-18
Seal, Feral	18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 -16	-17
Seawolf, Greater	22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12	-13
Seawolf, Lesser	15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 -16 -17 -18 -19	-20
Sedusa Seeall	22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 -16 -17 -18	-13 -19
Seeker, Ear	16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 -16 -17 -18 -19 -20 -21 -22 -23	-19
Seeker, Eye	II 10 9 8 7 6 5 4 3 2 I 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 -16 -17 -18 -19 -20 -21 -22 -23 II 10 9 8 7 6 5 4 3 2 I 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 -16 -17 -18 -19 -20 -21 -22 -23	-24
Seeker, Nose	11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 -16 -17 -18 -19 -20 -21 -22 -23	-24
Seeping Gelatinous Seeker	0 9 8 7 6 5 4 3 2   0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 -16 -17 -18 -19 -20 -21 -22 -23	-24
Selkie	17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 -16 -17	-18
Serpent, Barbed	19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15	-16
Serpent, Cerastes	15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 -16 -17 -18 -19 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 -16 -17 -18 -19	-20
Serpentine     Sewer Grub	15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 -16 -17 -18 -19 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 -16 -17 -18 -19 -20 -21 -22 -23	-20 -24
Sewer Snapper	11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 -16 -17 -18 -19 -20 -21 -22 -23	-24
Shade (variable)		-
Shadow Fiend (variable) (5)	18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 -16	-17
Shadow Render	22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12	-13
Shadow, Common	17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 -16 -17	-18
Shambling Mound (variable) (11)	24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10	-11
Shank Shrub Shark, Angel	15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 -16 -17 -18 -19 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 -16 -17 -18 -19	-20 -20
Shark, Dawg Fish	15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 -16 -17 -18 -19 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 -16 -17	-18
Shark, Giant Megalodon	28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6	-7
Shark, Goblin	21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13	-14
Shark, Wobbegong	19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15	-16
Shedu, Greater	28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6	-7
Shedu, Lesser	23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11	-12
Sheep, Carnivorous	16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 -16 -17 -18 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 -16 -17 -18 -19 -20 -21 -22 -23	-19
Sheep, Common Sheep, Giant	II IO 9 8 7 6 5 4 3 2 I O -I -2 -3 -4 -5 -6 -7 -8 -9 -IO -II -I2 -I3 -I4 -I5 -I6 -I7 -I8 -I9 -20 -2I -22 -23 I7 I6 I5 I4 I3 I2 II IO 9 8 7 6 5 4 3 2 I O -I -2 -3 -4 -5 -6 -7 -8 -9 -IO -II -I2 -I3 -I4 -I5 -I6 -I7	-24 -18
Sheet Ghoul	17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 -16 -17	-18
Sheet Phantom	ló l5 l4 l3 l2 l1 l0 9 8 7 6 5 4 3 2 l 0 -l -2 -3 -4 -5 -6 -7 -8 -9 -l0 -l1 -l2 -l3 -l4 -l5 -l6 -l7 -l8	-19
Shirkmare	19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15	-16
Shocker		-21
Shrew Klutcher	0 9 8 7 6 5 4 3 2   0 -  -2 -3 -4 -5 -6 -7 -8 -9 - 0 -   - 2 - 3 - 4 - 5 - 6 - 7 - 8 - 9 -20 -2  -22 -23	-24
Shrew Mouse, Common	II 10 9 8 7 6 5 4 3 2 I 0 -I -2 -3 -4 -5 -6 -7 -8 -9 -10 -II -12 -I3 -I4 -I5 -I6 -I7 -I8 -I9 -20 -2I -22 -23	-24
Shrew Mouse, Giant	II 10 9 8 7 6 5 4 3 2 I 0 -I -2 -3 -4 -5 -6 -7 -8 -9 -I0 -II -I2 -I3 -I4 -I5 -I6 -I7 -I8 -I9 -20 -2I -22 -23	
Shriek, The Shrieker	20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 -16 -17 -18	-15 -19
Shrill Lancer	II IO 9 8 7 6 5 4 3 2 I O -I -2 -3 -4 -5 -6 -7 -8 -9 -IO -II -I2 -I3 -I4 -I5 -I6 -I7 -I8 -I9 -20 -21 -22 -23	-19
Simian Orc	19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15	-16
Simurgh	31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3	-4
Sinewy Mugger	15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 -16 -17 -18 -19	-20
Sirine (variable) (7)	20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14	-15
Sivian Banshee	25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9	-10
Skankgither	18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 -16	-17

																		Defender's	AC													٦
Name	15	14	13	12	П	10	9	8	7	6	5	4	3	2	I	0	-1	-2 -3 -4		-6	-7	-8	-9 -	-10 -11	-12	-13	-14 -	15 -1	6 -17	-18	-19 -20	)
Skeleton Warrior (variable) (10)	23	22	21	20	19	18	17	16	15	14	13	12	П	10	9	8	7	6 5	43	2	1	0	-1	-2 -3	-4	-5	-6	-7	-8 -9	-10	-11 -13	2
Skeleton, Animal	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5 -6 -	-7 -8	-9	-10	-11	-12	-13 -14	4 -15	-16	-17	-18 -	19 -20	-21	-22 -2	3
Skeleton, Animated	13	12	11	10	9	8	7	6	5	4	3	2	I.	0	-1	-2	-3	-4 -5 -	-6 -7	-8	-9	-10	-11	-12 -13		-15	-16	-17 -	18 -19	-20	-21 -2	2
Skeleton, Giant	18	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	I 0 -	-1 -2	-3	-4	-5	-6	-7 -8		-10			13 -14	-15	-16 -1	7
Skeleton, Monster	19	18	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3		0 -1	-2	-3	-4	-5	-6 -7		-9			12 -13	-14	-15 -1	1
Skeleton, Red Eyed	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3		0 -I	-2	-3	-4	-5	-6 -7		-9			12 -13	-14	-15 -1	
Skeleton, Screaming	14	13	12	11	10	9	8	7	6	5	4	3	2		0	-1	-2		-5 -6	-7	-8	-9	-10	-11 -12		-14			17 -18	-19	-20 -2	
Skin Walker	14	13	12	11	10 9	9 8	8	6	6	5 4	4 3	3	2	0	0	-1 -2	-2 -3		-5 -6 -6 -7	-/ -8	-8 -9	-9 -10	-10 -11	-11 -12		-14 -15			17 -18	-19	-20 -2	
Skink, Blink Skink, Clink	13 21	12 20	19	10 18	7 17	。 16	15	6 14	5 13	12	3	2	9	8	-1	-2	-3		-6 -7 2 I	-0	-9	-10	-11	-12 -13		-13			18 -19 10 -11	-20 -12	-21 -2 -13 -1-	
Skink, Drink	16	15	14	13	12	10	10	9	8	7	6	5	4	3	2	0	0		-3 -4	•	-6	-2	-8	-9 -10		-12			15 -16	-12	-18 -1	_
Skink, Enk	13	12	11	10	9	8	7	6	5	4	3	2	T I	0	-1	-2	-3		.5 -7 .6 -7	-8	-0	-10	-11	-12 -13		-12			18 -19	-20	-21 -2	
Skink, Mink	17	16	15	14	13	12	л.	10	9	8	7	6	5	4	3	2	ĩ		-2 -3	-4	-5	-6	-7	-8 -9		-11			14 -15	-16	-17 -18	
Skink, Pink	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3 -4 -	-5 -6	-7	-8	-9	-10	-11 -12	2 -13	-14			17 -18	-19	-20 -2	
Skink, Stink	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4 -5 -	-6 -7	-8	-9	-10	-11	-12 -13	3 -14	-15	-16	-17 -	18 -19	-20	-21 -2	2
Skink, Think	13	12	11	10	9	8	7	6	5	4	3	2	I.	0	-1	-2	-3	-4 -5 -	-6 -7	-8	-9	-10	-11	-12 -13	3 -14	-15	-16	-17 -	18 -19	-20	-21 -2	2
Skithering Yith-Monkey (variable) (4)	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	I		-2 -3	-4	-5	-6	-7	-8 -9		-11			14 -15	-16	-17 -1	
Skraagon	25	24	23	22	21	20	19	18	17	16	15	14	13	12		10	9		6 5	4	3	2	1	0 -1	-2	-3	-4	-	-6 -7	-8	-9 -1	
Skulking Carcass	15	14	13	12		10	9	8	/	6	5	4	3	2		0	-		4 -5	-6	-7 -7	-8	-9	-10 -1		-13			16 -17	-18	-19 -2	
Skullbreaker Skunk	15 11	14 10	13 9	12 8	7	6	9	8 4	3	6 2	5	4	3 -	-2	-3	-4	-1 -5		-4 -5 -8 -9	-6 -10	-/ -	-8 -12	-9 -13	-10 -1 -14 -1		-13 -17			16 -17 20 -21	-18 -22	-19 -2 -23 -2	
Skunk, Giant	18	17	16	15	, 14	13	12	й.	10	9	8	7	6	5	-5	3	2		-0 -2	-10	-11	-12	-6	-7 -8		-10			13 -14	-15	-16 -1	
Slaad Lord Stendam	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17		4 13			10	9	8 7	6	5	4	3	2 1	0	-1 -2	
Slaad Lord Ygori	38	37	36	35	34	33	32	31	30	29	28	27	26	25	24	23	22		9 18		16	15	14	13 12	2 11	10	9	8	7 6	5	4 3	
Slaad Lord, Death	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12 11 1	0 9	8	7	6	5	4 3	2	1	0	-1	-2 -3	-4	-5 -6	,
Slaad, Blue	22	21	20	19	18	17	16	15	14	13	12	Ш	10	9	8	7	6	5 4	32	I	0	-1	-2	-3 -4	-	-6	-7	-8	-9 -10	-11	-12 -1	3
Slaad, Gray: Executioner	24	23	22	21	20	19	18	17	16	15	14	13	12	Ш	10	9	8	7 6	54	3	2	I	0	-1 -2		-4	-5	-6	-7 -8	-9	-10 -1	
Slaad, Green	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6 5	4 3	2	1	0	-1	-2 -3		-5			-8 -9	-10	-11 -1	
Slaad, Red Slapping Durnkin	21 18	20 17	19 16	18 15	17 14	16 13	15 12	14 11	13 10	12 9	 8	10	4	8 5	1	6 3	2		2 I ·I -2	-3	-1 -4	-2 -5	-3 -6	-4 -5 -7 -8		-7 -10			10 -11 13 -14	-12 -15	-13 -1 -16 -1	
Slaz'Stecek	13	12	10	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3		-6 -7		-7			-12 -13					13 -14		-21 -2	
Slime, Green (N/A)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-			-	-	-	-		-	-	-	-		-		1
Slime, Olive (N/A)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-			-	-	-	-		-	-	-	-		-		
Slime, Olive - Host (3)	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	I.	0	-1 -2 -	-3 -4		-6	-7	-8	-9 -10		-12			15 -16	-17	-18 -1	
Slime, Olive - Host (5)	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	I 0 -	-1 -2		-4	-5	-6	-7 -8		-10			13 -14	-15	-16 -1	
Slime, Olive - Host (8)	21	20	19	18	17	16	15	14	13	12	11 ,	10	9	8	7	6	5		2 1	0	-	-2	-3	-4 -5		-7			10 -11	-12	-13 -1-	
Slithering Slasher	16	15	14 16	13	12	11	10 12	9	8	/ 9	6	5	4	3	2	1	0	-1 -2 -	-3 -4 -1 -2	-5	-6 -4	-7	-8	-9 -10		-12 -10			15 -16	-17	-18 -1	
Slithering Tracker Slobgoblins, Greater	18 16	17 15	16	15 13	14 12	13	12	9	0 0	9 7	8	5	6 4	3	4	3	2	-1 -2 -	-1 -2 -3 -4	-3 -5	-4 -6	-5 -7	-6 -8	-/ -8 -9 - (		-10			13 -14 15 -16	-15 -17	-16 -1 -18 -1	
Slobgoblins, Lesser	14	13	12	11	10	9	8	7	6	5	4	3	2	i	ō	-i	-2		-5 -6		-8	-9	-10	-11 -12		-14			17 -18	-19	-20 -2	
Sloth, Greater Mossback	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2 1	0 -1	-2	-3	-4	-5	-6 -7		-9			12 -13	-14	-15 -1	6
Sloth, Prehistoric	23	22	21	20	19	18	17	16	15	14	13	12	Ш	10	9	8	7	6 5	4 3	2	1	0	-1	-2 -3	-4	-5	-6	-7	-8 -9	-10	-11 -13	2
Slug, Giant	25	24	23	22	21	20	19	18	17	16	15	14	13	12	П	10	9	8 7	65	4	3	2	1	0 -I	-2	-3		-5	-6 -7	-8	-9 -1	J
Snake Man (3)	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0		-3 -4	-5	-6	-7	-8	-9 -10		-12			15 -16	-17	-18 -1	
Snake Man (4)	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1		-2 -3	-4	-5	-6	-7	-8 -9		-11			14 -15	-16	-17 -1	
Snake, Amphisbaena Snake, Boalisk	19 18	18	17 16	16 15	15 14	14	13 12	12	10	0	9 8	8	7	6	5	4	3	2 1	0 - I - I - 2	-2 -3	-3 -4	-4 -5	-5 -6	-6 -7 -7 -8		-9 -10			12 -13 13 -14	-14 -15	-15 -1	
Snake, Constrictor	16	15	14	13	12	13	10	9	8	7	6	5	4	5 3	2	3	0	-1 -2 -	-1 -2			-3 -7	-8	-9 -10		-10			15 -14	-17	-18 -1	
Snake, Constrictor, Giant	19	18	17	16	15	14	13	12	ň	ío	9	8	7	6	5	4	3		0 -1	-2	-3	-4	-5	-6 -7		-9			12 -13	-14	-15 -1	
Snake, Heway	15	14	13	12	11	10	9	8	7	6	5	4	3	2	Ĩ	0	-1		4 -5		-7	-8		-10 -1					16 -17		-19 -2	
Snake, Humongus	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12 11 1	0 9	8	7	6	5	4 3	2	I.	0	-1	-2 -3	-4	-5 -6	,
Snake, Sea, Giant	23	22	21	20	19	18	17	16	15	14	13	12	Ш	10	9	8	7		4 3	2	1	0	-1	-2 -3	-4	-5		-7	-8 -9	-10	-11 -13	2
Snake, Snow Serpent	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	П		87	6	5	4	3	2 I	0	-1			-4 -5	-6	-7 -8	
Snake, Spitting	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	I.		-2 -3		-5	-6	-7	-8 -9					14 -15		-17 -1	
Snake, Venomous	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1		-4 -5		-7	-8		-10 -1					16 -17		-19 -2	1
Snake, Venomous, giant Snapper-Saw	17 18	16 17	15 16	14 15	13 14	12 13	  2	10 11	9 10	8 9	7 8	6 7	5 6	4 5	3 4	2 3	1 2		-2 -3 -1 -2		-5 -4	-6 -5	-7 -6	-8 -9 -7 -8			-12 -11		14 -15 13 -14		-17 -1 -16 -1	
Snapper-Saw Snarl Beast	23	22	21	20	14	13	12	16	15	7 14	° 13	12	•	5 10	4 9	8	7		-1 -2 4 3	-3	-7	-5	-0 -1	-2 -3		-10			-8 -9		-10 -1	
Snatcher, Map	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4		-7 -8		-10			-13 -14					19 -20		-22 -2	_
Snow Beasts	19	18	17	16	15	, 14	13	12	л.	10	9	8	7	6	5	4	3		, 0 0 - I	-2	-3	-4	-5	-6 -7		-9			12 -13		-15 -1	
Snow Strider	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	П	10		76	5	4	3	2	I 0		-2			-5 -6	-7	-8 -9	
Snyad	12	Ш	10	9	8	7	6	5	4	3	2	I.	0	-1	-2	-3	-4		-7 -8	-9			-12	-13 -14	4 -15		-17		19 -20		-22 -2	
Solifugid, Giant	20	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	32	I 0	-1	-2	-3	-4	-5 -6	-7	-8	-9	-10 -	11 -12	-13	-14 -1	5

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4	Solifugid, Huge	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	L	0	-1 -	2 -	3 -4	-5	-6	-7	-8	-9 -10	0 -11	-12	-13 -	14 -15	5 -16
PW	Solifugid, Large	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	1	0	-1	-2		4 -	5 -6	-7	-8	-9	-10	-11 -12				16 -17	
20	Solifugid, Tempusfugid	17	16	15	14	13	12 12			9 9	8	7 7	6	5 5	4	3	2 2	-	0	-!	-2 -2		4 -		-7 -7	-8			-11 -12				16 -17	
101	Solitary Wasp Spasm Master	17 15	16 14	15 13	14 12	13	12	9	8	9 7	8. 6.	/ 5	6 4	3	4	3	2	-1	-2	-1 -3	-2 -4		4 - 6 -		-/ -9	-8 -10			-   - : - 3 - 4				16 -17 18 -19	
<b>`</b>	Speckle Coated Horned Charger	19	18	17	16	15	14	13	12	, L	10	9	8	7	6	5	4	3	2	ĩ	0		2 -		-5	-6	-7	-8	-9 -10				14 -1	
	Spectre, Bound	22	21	20	19	18	17	16	15	14	I3 I	2	11	10	9	8	7	6	5	4	3	2	1 (	) -I	-2	-3	-4	-5	-6 -7	-8	-9	-10 -	11 -12	2 -13
	Spectre, Standard	21	20	19	18	17	16	15		13	12 1	1	10	9	8	7	6	5	4	3	2	I	0 -	I -2	-3	-4	-5	-6	-7 -8				12 -13	
5	Sphinx, Androsphinx Sphinx, Criosphinx	25 23	24 22	23 21	22 20	21 19	20 18	19				5 3	14	13	12 10	0	10	9	8	7 5	6	-	4 3 2 1	32 10	-1	0 -2	-1 -3	-2 -4	-3 -4 -5 -6		-6 -8		-8 -9 10 -1	
ė	Sphinx, Gynosphinx	23	22	19	18	17	16	15		15 13	14 I 12 I	3	12	9	8	7	0 6	5	4	3	7	3	2 -	I -2	-1	-2 -4	-5 -5	-4 -6	-7 -8	-7			10 -1	
2	Sphinx, Hieracosphinx	22	21	20	19	18	17	16				2	11	10	9	8	7	6	5	4	3	2	- I (		-2	-3	-4	-5	-6 -7				11 -12	
<u>.</u>	Spider, Giant	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	Т	0	-1	-2	-3 -	4 -	5-6	-7	-8	-9	-10	-11 -12	2 -13	-14	-15 -	16 -17	7 -18
2	Spider, Giant: Gargantuan	22	21	20	19	18	17	16		14		2	II .	10	9	8	7	6	5	4	3	2	(		-2	-3	-4	-5	-6 -7				11 -12	
Ŀ ŀ	Spider, Giant: Huge Spider, Giant: Large	15 14	14 13	13 12	12	  0	10 9	9	8	7	6	5	4	3	2	1	0	-1 -2	-2 -3	-3 -4	-4 -5		6 - 7 -	7-8 8-9	-9 -10	-10 -11			-13 -14 -14 -1!				18 -19 19 -20	
e l	Spider, Giant: Trapdoor	14	13	12	15	10	9  3	0 12	, 11	0	9 9	+ B	3 7	2	5	4	-1	-2	-3	-4	-5	-	/ - 3 -	o -7 4 -5	-10	-11	-12	-13 -9	-14 -1! -10 -1	-16   -12	-17		15 -16	
121	Spider, Subterranean: Cave	18	17	16	15	14	13	12		10		B	7	6	5	4	3	2	i	0	-i		3 -		-6	-7	-8		-10 -1				15 -16	
5	Spider, Subterranean: Crab	18	17	16	15	14	13	12	П	10	9 8	8	7	6	5	4	3	2	I	0	-1	-2 -	3 -		-6	-7	-8		-10 -1		-13		15 -16	
	Spider, Subterranean: Dire Cave	20	19	18	17	16	15	14		12		0	9	8	7	6	5	4	3	2	I		I -		-4	-5	-6	-7	-8 -9				13 -14	
	Spider, Subterranean: Tarantubat Spider, Uncommon: Phase	  9	10 18	9 17	8	7 15	6 14	5 13	4 12	3	2	) 9	8	-1 7	-2 6	-3 5	-4 4	-5 ז	-6 2	-7	-8 0		10 - I 2 -	I -12 3 -4	-13 -5	-14 -6	-15 -7	-16 -8	-17 -18 -9 -10				22 -23 14 -15	
n	Spider, Uncommon: Sea	21	20	19	18	17	16	15		13	12 1	, 	10	, 9	8	7	6	5	4	3	2	1 1	2 - 0 -	J -7	-3	-0 -4	-5	-6	-7 -8				12 -13	
ste	Spider, Uncommon: Water	17	16	15	14	13	12	II.		9	8	7	6	5	4	3	2	Ĩ.	0	-1	-2	-3 -	4 -	5-6	-7	-8	-9	-10	-11 -13				16 -17	
3	Spirit Fiend	23	22	21	20	19	18	17		15			12	11	10	9	8	7	6	5	4		2	0	-1	-2	-3	-4	-5 -6		-8	-9 -	10 -1	
$\mathbf{Z}$	Spirit Mass Spirit, Demented	33 15	32 14	31 13	30 12	29	28 10	27	26 : 8	25 : 7	24 2	.3 : 5	22	21 3	20 2	19	18 0	17	16 -2	15 -3	14		2 I 6 -	I IO 7 -8	9 -9	8 -10	7 -11	6 -12	5 4 -13 -14	3	2	-17 -	0 -I 18 -I	-2 9 -20
	Spirit, Demented Spirit, Rogue	15	14	13	12	  2	10	9 10	° 9	/ 8	7 (	5	5	3 4	2	2	i	0	-2 -1	-3 -2	-4		o - 5 -	/ -0 6 -7	-9	-10			-13 -14 -12 -13				10 -13	
<b>v</b> 1.	Spirit, Vexing	16	15	14	13	12	11	10	9	8	7 (	5	5	4	3	2	i	0	-1	-2	-3	-	- 5-		-8	-9			-12 -13				17 -18	
5	Spirit, Wild	16	15	14	13	12	П	10		8	7 (	6	5	4	3	2	Т	0	-1	-2	-3		5 -		-8	-9			-12 -13				17 -18	
	Spriggan (4)	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	9	0	-1	-2	-	4 -		-7	-8			-11 -12 -3 -4				16 -17	
	Spriggan (9) Sprite, Common [4]	25 15	24 14	23 13	22 12	21 11	20 10	9	18 8	7		5 5	4	13 3	12	Ϋ́.	0	9 -1	-2	-3	-4	-	4 3 6 -		-9	-10	-1 -11	-2 -12	-3 -4 -13 -14	-5 4 -15	-6 -16		-8 -9 18 -19	
	Sprite, Grig	11	10	9	8	7	6	5	-	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	•		0 10 - 1		-13	-14			-17 -18				22 -23	
	Sprite, Spite [4]	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4		6 -		-9	-10			-13 -14				18 -19	
	Sprite, Water [4]	15	14	13	12		10	9	8	7	6	5	4	3	2	1	0	-	-2	-3	-4		6 -		-9	-10			-13 -14				18 -19	
	Spry Gecko Spry Railer [5]	15 14	14 13	13 12	12	11	10 9	9	8	6	5	5 4	4 3	3	2	0	0	-1 -2	-2 -3	-3 -4	-4 -5		6 - 7 -	7-8 8-9	-9 -10	-10 -11			-13 -14 -14 -1				18 -19 19 -20	
	Squealer	28	27	26	25	24	23	22		-	19 I	8	17	16	15	14	13	12	л.	10	9		76	5 5	4	3	2	I	0 -1		-3		-5 -6	
	Squid, Giant, Arboreal Land	25	24	23	22	21	20	19		17		5	14	13	12	н	10	9	8	7	6	5	4 3	32	1	0	-1	-2	-3 -4		-6		-8 -9	
	Squid, Giant, Common	25	24	23	22	21	20	19		17		5	14	13	12		10	9	8	7	6	5	4 3	3 2	!	0	-!	-2	-3 -4	-5	-6		-8 -9	
	Squid, Giant, Land Squid, Giant, Sand	25 25	24 24	23 23	22 22	21 21	20 20	19 19		17 17		5 5	14 14	13 13	12 12		10 10	9 9	8	7	6 6	5	4 . 4 .	32 32		0	-1	-2 -2	-3 -4 -3 -4	-5	-6 -6		-8 -9 -8 -9	
	Squid, Giant, Snow	25	24	23	22	21	20	19	18	17		5	14	13	12	11	10	9	8	7	6	5	4 3		i	0	-1	-2	-3 -4		-6		-8 -9	
	Squirrel, Carnivorous Flying	12	П	10	9	8	7	6	5	4	3 2	2	1	0	-1	-2	-3	-4	-5	-6	-7			0 -11	-12	-13			-16 -17				21 -22	
	Squirrel, Giant Black	14	13	12	11	10	9	8	7	6	5 4	4	3	2	1	0	-1	-2	-3	-4	-5		7 -		-10	-11			-14 -1				19 -20	
	Squirrel, Ordinary Stag, Common	  6	10 15	9 14	8 13	7 12	6 	5 10	4 9	3	2	1 6	0 5	-I ⊿	-2 3	-3 2	-4	-5 0	-6 -1	-7 -2	-8 -3		10 - I 5 -	- 2 6 -7	-13 -8	-14 -9			-17 -18 -12 -13				22 -23 17 -18	
	Stag, Giant	18	17	16	15	14	13			-	-	-		6	5	4	3	2	-1	0			3 -		-0 -6	-7	-8		-12 -1. -10 -1				15 -16	
	Stegocentipede	22	21	20	19	18	17	16						10	9	8	7	6	5	4		2	- I (		-2	-3	-4		-6 -7				11 -12	
	Stench Kow	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	Т	0	-1			4 -		-7	-8			-11 -12					7 -18
	Stirge, Common	14	13	12	11	10 9	9	8	7	6	5 4	4	3	2	1	0	-1	-2	-3	-4 -5				8 -9	-10			-13			-17		19 -20	
	Stirge, Humming Stirge, wingless	13 14	12 13	  2	10	9	8 9	8	-	5 6	4 . 5 4	s 4	2	2	U I	-1	-2 -1	-3 -2	-4 -3	-5 -4			-	9-10 8-9	-11 -10			-14 -13	-15 -10 -14 -1!		-18 -17		20 -2 19 -20	
	Stone Guardian	18	17	16	15	14	13	12				т В	7	6	5	4	3	2	ĩ	0			-	4 -5	-6	-7	-8		-10 -1				15 -16	
	Stone Warblers	13	12	П	10	9	8	7	6	5	4 :	3	2	1	0	-1	-2	-3	-4	-5	-6	-7 -	8 -	9 -10	-11	-12	-13		-15 -10	5 -17			20 -2	
	Stork, Dire	17	16	15	14	13	12	11		9	8	7	6	5	4	3	2	I	0	-1	-2		4 -		-7	-8			-11 -12				16 -17	
	Strangle Plant, Tomato (variable) (8) Strangle Plant, Vine	21	20 32	19 31	18 30	17 29	16 28	15 27					10 22	9 21	8 20	7 19	6 18	5 17	4	3 15	2  4		0 - 2 I		-3 9	-4 8	-5 7	-6 6	-7 -8 5 4		-10 2	-11 -	12 -13 0 -1	
	Strangle Plant, Vine Strangle Plant, Weed (2)	15	32 14	13	30 12	29 	28 10	27 9						3	20	17	0	-1	-2	-3				7 -8	-9				-13 -14			-17 -	18 -19	
	Strangle Plant, Weed (3)	16	15	14	13	12	11	10		8			5	4	3	2	ĩ	0	-1	-2				, -0 6 -7	-8	-9			-12 -13				17 -18	
	Strangle Plant, Weed (4)	17	16	15	14	13	12	П		9	-	7	6	5	4	3	2	Ι	0	-1		-3 -	4 -	5 -6	-7	-8			-11 -12				16 -17	
7	Straw Mound (variable) (12)	25	24	23	22	21	20	19	18	17	16 I	5	14	13	12	П	10	9	8	7	6	5	4 3	32	I	0	-1	-2	-3 -4	-5	-6	-7	-8 -9	-10

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Name	15	14	13	12	П	10	9	8	7	6	5	4	3	2	I	0	-1		-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18 -	19 -	20
Stump Horror	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
Stun Jelly	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18
Stygian Face Slapper (variable) (9)	22	21	20	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3	-4	-5	-6	-7	-8	-9				-13
Su-Monster	19 13	18	17	16	15 9	14	13	12	11	10	9	8	7	6	5	4 -2	3	2	-5	0	-1	-2 -8	-3 -9	-4 -10	-5	-6 -12	-7	-8	-9	-10	-11	-12				-16 -22
Subcutaneous Feeder Subterranean Magna-Ferrets	15	12 14	13	10 12	7	0	9	8	5	4	5	4	3	2	-1	-2		-4	-3	-6 -4	-7 -5	-0 -6	-7 -7	-10	-11	-12	-13 -11	-14 -12	-15 -13	-16 -14	-17 -15	-18 -16				-22
Sundew, Giant	21	20	19	18	17	16	15	14	, 13	12	ň	10	9	8	7	6	5	4	3	2	-5 I	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11			-14
Surgeon Beetle	18	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14			-17
Sussurus	21	20	19	18	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	Т	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11			-14
Swamp Terror [6]	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2		0	-1		-3
Swanmay, Bird Maiden (variable) (8) Swanmay (variable) (12)	21 25	20 24	19 23	18 22	1/	16 20	15	14 18	13 17	12 16	11	10	9	8	· · ·	6	5	4 0	37	2	1 5	0 ∡	-l 3	-2 2	-3	-4 0	-5	-6 2	-7 -3	-8 4	-9 -5	-10	-11 -7	-12 -8		-14 -10
Sword, Perpetual Swinging	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	10	0	-I	-2	-3	-4	-5	-6	-7	-8	-9	-10	-2	-12	-13	-5 -14	-15	-/ -16	-0		-19
Swordfish, Bastard	15	14	13	12	11	10	9	8	7	6	5	4	3	2	ĩ	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17			-20
Swordfish, Long	14	13	12	П	10	9	8	7	6	5	4	3	2	Т	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21
Swordfish, Vorpal	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14		-16		-18
Sylph	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17		-19
Symbiotic Tapeworm Tainter	13 17	12 16	11	10 14	9	8	, 11	6 10	5 9	4	3	2	1 5	4	-1	-2 2	-3	-4 0	-5 -1	-6 -2	-7 -3	-8 -4	-9 -5	-10 -6	-11 -7	-12 -8	-13 -9	-14 -10	-15 -11	-16 -12	-17 -13	-18 -14	-19 -15			-22 -18
Tangle web (variable) (14)	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12		10	9	8	7	6	5	-0	3	2		0	-1	-12	-15	-4	-15	-6		-8
Tanuki	15	14	13	12	П	10	9	8	7	6	5	4	3	2	T	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20
Tarrasque	43	42	41	40	39	38	37	36	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	П	10		8
Tasloi	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20		-22
Taunter (variable) (6) Tavern Lice, Giant	19 13	18 12	17	16	۱5 م	14 8	13	12 6	5	10 ⊿	3	8	7	6	5	4 -2	3 -3	2 -4	1 -5	0 -6	-1 -7	-2 -8	-3 -9	-4 -10	-5	-6 -12	-7 -13	-8 -14	-9 -15	-10 -16	-11 -17	-12 -18	-13 -19			-16 -22
Teether	13	12	17	16	15	14	13	12	11	10	9	2	7	6	-1	-2	-5	2	-5	-0	-/	-8 -2	-3	-10	-11	-12	-13	-14	-15	-10	-17	-18	-17			-16
Tenta'Kill	18	17	16	15	14	13	12	i.	10	9	8	7	6	5	4	3	2	ī	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15		-17
Termite Giant Harvester soldier	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	I.	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18		-20
Termite, Giant Harvester King	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12			-15
Termite, Giant Harvester Queen	22 	21	20 9	19	18	1/	16	15	14	13	12	11	10	9 -2	8	-4	6 5	5	4 -7	-8	2 -9	ا -10	0 -11	-1 -12	-2 -13	-3 -14	-4 -15	-5	-6 -17	-7 -18	-8 -19	-9 -20	-10 -21			-13 -24
Termite, Giant Harvester worker Teroth	11	10	9	8	14	13	5 12	4	3	2	8	7	-1	-2	-3 4	-4 3	-5 2	-6	-/	-8 -1	-9 -2	-10	-11	-12	-13	-14	-15	-16 -9	-17	-18	-19	-20	-21	-22		-24 -17
Thatcher, Banded Crest	18	17	16	15	14	13	12		10	9	8	7	6	5	4	3	2	i	õ	-I	-2	-3	-4	-5	-6	, -7	-8	-9	-10	-11	-12	-13	-14			-17
Thessalhydra	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	Т	0	-1	-2	-3	-4	-5	-6
Thessilkrat [7]	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12				-16
Thought Eater	16	15	14 14	13	12		10 10	9 9	8	7	6	5	4	3	2		0	-!	-2 -2	-3 -3	-4	-5	-6	-7 -7	-8	-9 -9	-10	-11	-12	-13	-14	-15	-16			-19
Thought Ghoul Thrasher	16 19	15 18	14	13 16	12 15	14	10	9	8	10	9	2	4	3	2	4	ט ז	-1	-2	-3	-4	-5 -2	-6 -3	-/	-8 -5	-9 -6	-10 -7	-11	-12 -9	-13 -10	-14 -11	-15 -12	-16 -13	-17 -14		-19 -16
Thri-Kreen	20	19	18	17	16	15	14	13	12	ii	10	9	8	7	6	5	4	3	2	i	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12			-15
Throat Grappler [8]	20	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	I.	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15
Throat Leech	13	12	П	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18				-22
Thunderherder	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13		-15
Tick, Giant Mottled (3) Tick, Giant Mottled (4)	16 17	15 16	14 15	13	12	12	10	9 10	8 9	2	6	5	4	3 4	2	2	0	-1	-2	-3 -2	-4 -3	-5 -4	-6 -5	-7 -6	-8 -7	-9 -8	-10 -9	-11	-12 -11	-13 -12	-14 -13	-15 -14	-16 -15	-17 -16		-19 -18
Tick, Giant Mottled (5)	18	17	16	15	14	13	12	11	ío	9	8	7	6	5	4	3	2	ĩ	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14			-17
Tick, Giant, Common (2)	15	14	13	12	П	10	9	8	7	6	5	4	3	2	Т	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17			-20
Tick, Giant, Common (3)	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16			-19
Tick, Giant, Common (4)	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	<u> </u>	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14				-18
Tick, Groin (2) Tick, Groin (3)	15 16	14 15	13 14	12 13	11 12	10	9 10	8 9	7 8	6 7	5 6	4 5	3 4	2 3	2	0	-1 0	-2 -1	-3 -2	-4 -3	-5 -4	-6 -5	-7 -6	-8 -7	-9 -8	-10 -9	-11 -10				-15 -14	-16				-20 -19
Tick, Groin (4)	17	16	15	13	13	12	10	10	9	8	7	6	5	4	3	2	i	0	-2	-3 -2	-7	-3 -4	-0 -5	-6	-0 -7	-8	-10	-10	-12	-13	-13	-13			-17	
Tiger Fairy [9]	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	Í.	0	-1	-2	-3	-4	-5	-6	-7	-8	-9						-15	
Tiger Fly, Female	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10		-12	-13	-14	-15		-17	
Tiger Fly, Larva			10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10		-12					-17			-20			
Tiger Fly, Male	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16
Note: Numbers in (parentheses) are h [1] - +4 only when magnetically attacht [2] - +2 only vs females caught with sh [3] - +2, +4 only when affected by scar [4] - +2 only when invisible	ed to vict ne-satyr's	im mate speci [5] -	al sca - +3 o	re abili nly wł	ity nen in	swarn		s.																												
[6] - +3 with tongue		[/] -	+4 0	nly wi	tn tail						ويبيد ار																									

[8] - +4 once grappled

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

HackMaster Hacklopedia of Beasts: Monster Matrix

Tigertrap, Creeping       17       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -14       -15       -16       -17       -1         Time Elemental, Common (12)       25       24       23       22       21       20       19       18       17       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -1       -2       -3       -4       -5       -6       -7       6       5       4       3       2       1       0       -1       -5													
Tiger Horse, Flying Albino 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13													
Time Elemental, Common (12) 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8	-17 -18 -9 -10												
Time Elemental, Noble       33       32       31       30       29       28       27       26       25       24       23       22       21       20       19       18       17       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       9       8       7       6       5       4       3       2       1       0       9       8       7       6       5       4       3       2       1       0       9       8       7       6       5       4       3       2       1       0       9       8       7       6       5       4       3       2       1       0       9       8       7       6       5       4       3       2       1       0       18       17       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       1       12       13       14       13       12       11       10       9       8       7	-1 -2												
Titanothere       25       24       23       22       21       20       19       18       17       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8         Toad, Doom       20       19       18       17       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8         Toad, Doom       20       19       18       17       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13													
Toad, Giant Coconut [1]       19       18       17       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -14         Toad, Ice       18       17       16       15       14       13       12       11       0       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -14       -15	-15 -16 -16 -17 -19 -20												
Tongue, Giant Slithering       27       26       25       24       23       22       21       20       19       18       17       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6         Toucan, Hornbilled Terror       15       14       13       12       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -14       -15       -16       -17       -18	-7 -8 -19 -20 -13 -14												
Transposer 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14	-15 -16 -13 -14 -9 -10												
Treart, Bonsai Ninja       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -14       -15       -16       -17       -18         Treant, Common (variable) (12)       25       24       23       22       21       20       19       18       17       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -14       -15       -16       -17       -18         Treant, Undead (variable) (12)       25       24       23       22       21       20       19       18       17       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0	-19 -20 -9 -10 -9 -10												
Triceratortoise       29       28       27       26       25       24       23       22       21       20       19       18       17       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4         Triclops       22       21       20       19       18       17       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11	-15 -16 -5 -6 -12 -13												
Triton, Exceptional (variable) (8)       21       20       19       18       17       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12         Triton, Leader (variable) (9)       22       21       20       19       18       17       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12         Triton, Leader (variable) (9)       22       21       20       19       18       17       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11 <td>-18 -19 -13 -14 -12 -13 -14 -15</td>	-18 -19 -13 -14 -12 -13 -14 -15												
Troglodyte       18       17       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -14       -15         Troll Mage       20       19       18       17       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13	-16 -17 -14 -15												
	-8 -9 -12 -13 -12 -13												
Troll, Culvert 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8	-12 -13 -9 -10 -12 -13												
	-17 -18 -10 -11 -8 -9												
Troll, Glamour       21       20       19       18       17       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12         Troll, Gutter       20       19       18       17       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13         Troll, Gutter       20       19       18       17       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13	-13 -14 -14 -15 -12 -13												
Troll, Ice       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -14       -15       -16       -17       -18         Troll, Iron       25       24       23       22       21       20       19       18       17       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -14       -15       -16       -17       -18         Troll, Iron       25       24       23       22       21       20       19       18       17       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -16       -17 <th< td=""><td>-19 -20 -9 -10 -15 -16</td></th<>	-19 -20 -9 -10 -15 -16												
Troll, Marine - saltwater       20       19       18       17       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13         Troll, Merga       23       22       21       20       19       18       17       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13	-14 -15 -11 -12 -16 -17												
Troll, Quarum       17       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -14       -15       -16         Troll, Rock       23       22       21       20       19       18       17       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -14       -15       -16         Troll, Rock       23       22       21       20       19       18       17       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9	-17 -18 -11 -12 -13 -14												
Trollkin Auxiliaries (variable) (3)       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13       -14       -15       -16       -17         Trolls, Sand       20       19       18       17       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8       -9       -10       -11       -12       -13	-18 -19 -14 -15 -17 -18												
Truculent Terrifier       25       24       23       22       21       20       19       18       17       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8         Tunnel Squid       21       20       19       18       17       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8	-9 -10 -13 -14 -17 -18												
Turtle, Dragon (12)       25       24       23       22       21       20       19       18       17       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8         Turtle, Dragon (13)       26       25       24       23       22       21       20       19       18       17       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8         Turtle, Dragon (14)       27       26       25       24       23       22       21       20       19       18       17       16       15       14       13       12       11       10       9       8       7       6       5       4       3       2       1       0       -1       -2       -3       -4       -5       -6       -7       -8	-9 -10 -8 -9 -7 -8												

																		Defende	r's AC														
Name	15	14	13	12	П	10	9	8	7	6	5	4	3	2	I	0	-1	-2 -3		-5 -6	5 -7	7 -8	-9	-10	-11	-12	-13 -	-14 -1	5 -16	6 -17	-18	-19 -20	)
Turtle, Gargantuan Snapping	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16 15	14	13 I	2 I	I I0	9	8	7	6	5	4	32	2 1	0	-1 -2	2
Turtle, Giant Snapping	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6 5		3	2	1 0	-1	-2	-3	-4	-5	-6 -		3 -9		-11 -1	
Turtle, Humongus Sea	33	32	31	30	29	28 23	27	26	25 20	24 19	23 18	22 17	21	20	19	18	17	16 15 11 10				1 10 6 5	9	8 3	/	6	5	4 : -1 -	32 2-3		0	-1 -2	
Turtle, Sea Tween	28 13	27 12	26 	25 10	24 9	23 8	22 7	21 6	20 5	4	3	2	16 1	15 0	14 -1	13 -2	12 -3	0 -4 -5		-		65. 9-10	-11	-12	2 -13	-14	0 -15		z -:  7 -		-5 -20	-6 -7 -21 -2	
Typhon	20	19	18	17	16	15	14	13	12	л.	10	9	8	7	6	5	4	3 2	-0	0 -		2 -3	-4	-5	-6	-7	-8		0 -1			-14 -1	
Uarvax	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2 1	0	-i -		3 -4	-5	-6	-7	-8	-9	-10 -				-15 -1	
Umber Hulk, Common	22	21	20	19	18	17	16	15	14	13	12	П	10	9	8	7	6	54	3	2	I (	0 -I	-2	-3	-4	-5	-6		8 -9	9 -10	-11	-12 -1	3
Umber Hulk, Under Hulk	21	20	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4 3	2	1 0	•	·I -2	-3	-4	-5	-6	-7		9 - 1			-13 -1	
Unicorn, Anhiram	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1 0		-		4 -5	-6	-7	-8	-9			2 -1		-15	-16 -1	
Unicorn, Common Unicorn, Cortazon	20 16	19 15	18	17	16 12	15	14 10	13	12	11	10 6	9	8	/	6	5	4	3 2	-3	0 -		·2 -3 ·6 -7	-4 -8	-5 -9	-6 -10	-7	-8 -12		0 -   4 -			-14 -1 -18 -1	
Unicorn, Licorn	16	15	14	13	12	ii -	10	9	8	7	6	5	4	3	2	÷	0	-1 -2			-	·6 -7	-0 -8	-9	-10	-11			4 -		-17	-18 -1	
Unicorn, Rimu	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	Ĩ	0 -1		-3 -		5 -6	-7	-8	-9							-17 -1	
Unicorn, Tricorn	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	32	1	0 -	I -	2 -3	-4	-5	-6	-7	-8	-9 -	IO - I	I -12	-13	-14 -1	5
Urchin, Giant Black	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	I.	0	-1	-2 -3				7 -8	-9	-10	-11			-14 -				-19 -2	
Urchin, Cannibal Street	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2 -3		-		7 -8	-9	-10	-11	-12				6 -17		-19 -2	
Urchin, Giant Green	17	16	15	14	13	12		10	9	8	7	6	5	4	3	2	-	0 - I 0 - I		-3 -		5 -6	-7	-8	-9 -9	-10		-12 -				-17 -1	
Urchin, Giant Land Urchin, Giant Red	17 19	16 18	15 17	14 16	13 15	12 14	11	10 12	9	8 10	9	8	5 7	4	3 5	4	3	0 -1 2 I	-2 0			5-6 3-4	-7 -5	-8 -6	-9 -7	-10 -8		-12 -	3 -     -		-16 -14	-17 -1 -15 -1	
Urchin, Giant Silver	24	23	22	21	20	19	18	17	16	15	14	13	12	1	10	9	8	7 6	-	4 3		2 I	0	-0	-7 -2	-3	-4		6 -7		-14	-10 -1	
Urchin, Giant Yellow	21	20	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4 3	2	1		- ·	-3	-4	-5	-6	-7		9 - I			-13 -1	
Vaargurdian	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	I 0	-1	-2 -	3 -	4 -5	-6	-7	-8	-9	-10	-11 -	2 -	3 -14	-15	-16 -1	7
Vagabond, Astral (variable)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-		-		-		-	-	-	-	-			-	-		
Valkyrie (variable) (13)	31	30	29	28	27	26	25	24	23	22	21	20	19 9	18	17	16	15	14 13	12 2		-	98 1-2	-3	6 -4	5	4	3 -7	2			-2	-3 -4	
Valkyrie's Steed Vampire Hordes,The	21 18	20 17	19 16	18 15	17 14	16 13	15 12	4 	13 10	12 9	8	10	9	8	4	6 3	2	4 3		-2 -	-	·I -2 ·4 -5	-3 -6	-4 -7	-5 -8	-6 -9	-		9 - I  2 - I			-13 -1 -16 -1	
Vampire Hound	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	Ĩ	0 -1		-3 -	-	5 -6	-7	-8	-9	-10			3 -1			-17 -1	
Vampire Thrall (variable) (5)	18	17	16	15	14	13	12	II	10	9	8	7	6	5	4	3	2	1 0			3 -	4 -5	-6	-7	-8	-9			2 -1		-15	-16 -1	
Vampire, Ancient Regal	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	Ш	10	98	7	6	5	4 3	2	1	0	-1	-2	-3 -	4 -5	5-6	-7	-8 -9	)
Vampire, Asanbosam	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	76	5	4		2 1	0	-1	-2	-3	-4		6 -7			-10 -1	
Vampire, Chiang-Shi	24	23	22 22	21	20 20	19 19	18 18	17 17	16	15	14	13	12		10 10	9	8	7 6	5 5	4	3	2 1	0	-!	-2	-3 -3	-4 -4		6 -7	7-8 7-8	-9 -9	-10 -1	
Vampire, Common Vampire, Empusas	24 24	23 23	22	21 21	20	19	18	17	16 16	15 15	14 14	13 13	12 12	11	10	9	ð g	76	•	4.		2 I 2 I	0	-1	-2 -2	-3 -3	-4 -4		6 -7 6 -7		-9 -9	-10 -1 -10 -1	
Vampire, Executioner	25	24	23	22	21	20	19	18	17	16	15	14	13	12	ii	ío	9	8 7	6	5		3 2	ĭ	0	-1	-2	-3		5 -é	-	-8	-9 -1	
Vampire, Headlong	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2 1	0	-1 -	2 -	3 -4	-5	-6	-7	-8	-9		- 1	2 -13		-15 -1	6
Vampire, Mulo	24	23	22	21	20	19	18	17	16	15	14	13	12	П	10	9	8	76	5	4		2 I	0	-1	-2	-3	-4		6 -7	7-8	-9	-10 -1	L
Vampiricat	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3 2	I	0 -		2 -3	-4	-5	-6	-7	-8		0 -1	1 -12		-14 -1	
Vargouille Vargouille	14 17	13	12 15		10 13	9 12	8	7	6 9	5 8	4	3	2 5	1	0 3	-1 2	-2	-3 -4 0 -1		•		·8 -9 ·5 -6	-10 -7	-11 -8	-12 -9	-13 -10			6 -    2		-19	-20 -2 -17 -1	
Vegepygmy Dawg Vegepygmy, Bipedal (varible) (6)	17	16 18	15	14 16	15	14	13	10 12	7	0	, 9	о 8	5	4 6	з 5	4	3	2 1				5-6 3-4	-7	-0 -6	-9 -7	-10		-12 - -10 -				-17 -1 -15 -1	
Vengeful Troubadour (variable) (4)	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	I	0 -1	-	-3 -		5 -6	-7	-8	-9	-10			13 - I			-17 -1	
Venom Sparrow	- 11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6 -7	-8	-9 -	0 -	- 2	-13	-14	-15	-16	-17	-18 -	9-2		-22	-23 -2	4
Vent-Squawler	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	Т	0	-I -2	-			-6 -7	-8	-9	-10				4 -			-18 -1	
Ver'Men	18	17	16	15	14	13	12 9	11	10	9	8	7	6	5	4	3	2	1 0		-	-	4 -5	-6	-7	-8	-9			2 -1		-15	-16 -1	
Verminator Vicious Beach Mite	15 13	14 12	13	12 10	 9	10 8	9	8 6	5	6 ⊿	5 3	4	3	2	1	0 -2	-1 -3	-2 -3 -4 -5				7-8 9-10	-9	-10 -12	-11 -13			-14 - -16 -	5 -   7	6 -17 8 -19	-18 -20	-19 -2 -21 -2	
Vile Double-Crested Crawdad	17	16	15	14	13	12	ή.	10	9	8	7	6	5	4	3	2	-5	0 -1		-3 -		5 -6	-7	-8	-15				13 - I			-17 -1	
Vile Shadow Fiend	20	19	18	17	16	15	14	13	12	Т.	10	9	8	7	6	5	4	3 2		0 -		2 -3	-4	-5	-6	-7	-8		0 -1			-14 -1	
Vile Thunder Beast (variable) (4)	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	1	0 - I	-2	-3 -	4 -	-5 -6	-7	-8	-9	-10	-11	-12 -	3 - I	4 -15	-16	-17 -1	8
Viper, Spit	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4 -5	-6			9 -10	-11	-12	-13	-14			7 -1		-20	-21 -2	
Virusentient, Giant	25	24	23	22	21	20	19	18	17	16	15	14	13 9	12	11	10	9	8 7		5 4		3 2	ļ	0	-1	-2	-3		5-6 0 1		-8	-9 -1	
Vision Vodrax	21 18	20 17	19 16	18 15	17 14	16 13	15 12	14 11	13 10	12 9	 8	10 7	9	8 5	7	6 3	5 2	4 3 I 0	2	-		-1 -2 -4 -5	-3 -6	-4 -7	-5 -8	-6 -9	-7 -10		9 - I  2 - I			-13 -1 -16 -1	
Vortex	15	14	13	12	11	10	9	8	7	6	5	4	3	2	Ī	0	-1	-2 -3				-7 -8	-0	-10	-0 -			-14 -				-10 -1	
Vulchling	15	14	13	12	ii.	10	9	8	7	6	5	4	3	2	I	Ō	-i	-2 -3				.7 -8	-9		-11			-14 -				-19 -2	
Vulture, Common	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3 -4	-5	-6 -	7 -	8-9	-10	-11	-12	-13	-14	-15 -	6 -I	7 -18		-20 -2	
Vulture, Giant	15	14	13	12		10	9	8	7	6	5	4	3	2	1	0	-!	-2 -3				7-8	-9	-10	-11			-14 -				-19 -2	
Vultures, Red Crested Snow	15	14	13	12		10	9	8	7	6	5	4	3	2	1	0	-1	-2 -3				7-8			-11			-14 -				-19 -2	
Walker Walking Stick, giant	15 14	14 13	13 12	12 11	  0	10 9	9	8 7	6	6 5	5 4	4 3	3 2	2	0	0 -1	-1 -2	-2 -3 -3 -4				·7 -8 ·8 -9	-9 -10	-10 -11	-11 -12			-14 -  -15 -		6 -17 7 -18		-19 -2 -20 -2	
Walrus, common	14	13	12	16	15	9 14	8	12	11	5 10	4 9	3	2	6	5	-1	-2	-3 -4 2 I				·8 -9 ·3 -4	-10	-11	-12	-13 -8		-10 -1		2 -18		-20 -2	
Walrus, Rabid	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3 2				2 -3	-4	-5	-6	-7	-8			1 -12			

γ Γ																			Defe	nder's /	AC															
4	Name	15	14	13	12	ш	10	9	8	7	6	5	4	3	2	1	0	-1		3 -4	-5	-6	-7	-8	-9 -	10 -1	ı -	2 -	3 -1-	4 -15	-16	-17 -	18 -1	9 -20		
1	Walrus, Wretched	24	23	22	21	20	19	18	17	, 16	15	14		12	-		9	8	7	6 5	4	3	2	ĩ	0		2	2	.4 -		7	-8		10 -11		
è l	War-Hawg	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	í	0 -1	-2	-3	-4	-5	-6		-	-9 -			-13	•		16 -17		
	Waryur, Lowland	15	14	13	12		10	9	8	7	6	5	4	3	2	i.	0	-1	-2	-3 -4		-6	-7	-8	-9	-10 -			13 -1	4 -15				19 -20		
4	Wasp, Giant	17	16	15	14	13	12	ń.	10	9	8	7	6	5	4	3	2	i.		-1 -2		-4	-5	-6	-7				II -I					17 -18		
0	Water Buffalo, Marauding	17	16	15	14	13	12	ii ii	10	9	8	7	6	5	4	3	2	i	õ	-1 -2		-4	-5	-6	-7			-10 -	    -		-14			17 -18		
	Water Weird	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1 -2	2 -3	-4	-5	-6	-7	-8	.9 .	-10 -	-		-14			17 -18		
5	Weasel, Acid	15	14	13	12	TI.	10	9	8	7	6	5	4	3	2	i.	0	-1	-2	-3 -4	-5	-6	-7	-8	-9	-10 -		-12 -	13 -1		-16			19 -20		
5	Weasel, Common	- 11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7 -8	3 -9	-10	-11	-12	-13	-14 -	15 -	- 16 -	7 -	8 -19	-20			23 -24		
61	Weasel, Giant	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1 -2	2 -3	-4	-5	-6	-7	-8	.9 .	-10 -	-	2 -13	-14	-15	-16 -	17 -18		
2	Weasel, Extradimensional	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0 - I	-2	-3	-4	-5	-6	-7	-8	-9 -	10 -1	- 2	-13	-14	-15 -	16 -17		
6	Web Queen	23	22	21	20	19	18	17	16	15	14	13	12	Ш	10	9	8	7	6	54	3	2	1	0	-1	-2	-3	-4	-5 -	6 -7	-8	-9	-10 -	- 2		
-	Webbird	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	I	0 - I	-2	-3	-4	-5	-6		-8	-9 -	10 -1	-12	-13	-14	-15 -	16 -17		
2	Weeants	15	14	13	12	11	10	9	8	7	6	5	4	3	2	I.	0	-1	-2	-3 -4	ł -5	-6	-7	-8	-9	-10 -	II -	-12 -	3 -	4 -15	-16	-17	-18 -	19 -20		
2	Weevil, Blood, Adult (N/A)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-		-	-	-	-	-	-	-	-			-	-	-			
	Weevil, Larva (N/A)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-		-	-	-	-	-	-	-	-			-	-	-			
2	Werebird	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	1	0	-1 -2	2 -3	-4	-5	-6	-7	-8	.9 .	-10 -	-	2 -13	-14	-15	-16 -	17 -18		
š	WereMimic (variable)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-		-	-	-	-	-	-	-	-			-	-	-			
4	Whale, Common (variable) (12)	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	/ 6	5	4	3	2	1	0 .	-1 F	-	.3 .	4 -5	-6	-/		-9 -10		
:	Whale, Giant (variable) (18)	31	30	29	28	27	26	25	24	23	22	21	20	19	18	1/	16	15	14	13 12		10	9	8	/	6	5		3 2		0	-1		-3 -4		
<u> </u>	Whale, Killer (variable) (12)	25 18	24 17	23 16	22	21 14	20  3	19	18 11	17 10	0	15	14	13	12	1	10	7	8	/ 6	5	-3	3	2	4	7	- I -8	-2	.3 - 10 -1		-6	-7		-9 -10		
	Whale, Narwhal (5) Whale, Narwhal (6)	18	17	16	15 16	14	13	12	11	10	7	8 9	9	7	5	4	3	2	2	v -I	-2	-3 -2	-4 -3	-5 -4	-6 -5		-8 .7	-7 - 9	10 -1 .9 -1	0 1	-13 -12			16 -17 15 -16		
2	Whale, Narwhal (7)	20	10	17	10	15	14	13	12	12	10	10	9	2 2	7	5	5		2	1 U 2 I	-1	-2	-3	-4	-5 4	•	'	-	- 8 -	9 -10	-12			13 -16		
4	Whip Scorpion, Giant	18	17	16	15	14	13	12	13	12	9	8	7	6	5	4	2	2	3	2 I 0 -I	-2	-1	-2	-5		-	-0 -8		-0 10-1		-13			14 -13		
20	Whip Scorpion, Huge	15	14	13	12	11	10	9	8	7	6	5	4	3	2	т 1	0	-1	-2	-3 -4		-6	-7	-8		-10 -			13 -1		-16			19 -20		
	Whip Scorpion, Large	14	13	12	i.	10	9	8	7	6	5	4	3	2	ĩ	ò	-1	-2	-3	-4 -5		-7	-8	-9	-10				14 -1		-17			20 -21		
5	Whipweed	16	15	14	13	12	, II	10	9	8	7	6	5	4	3	2	I	0	-1	-2 -3	-	-5	-6	-7	-8				12 -1					18 -19		
4	Wight	18	17	16	15	14	13	12	́н	10	9	8	7	6	5	4	3	2	i	0 -1	-2	-3	-4	-5	-6				10 -1	1 -12	-13			16 -17		
7.	Wild Cat O' Nine Tails	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4 3	2	I.	0	-1	-2	-3	-4	-5	-6 -		-9			12 -13		
5	Will-O-(the)-Wisp	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4 3	2	1	0	-1	-2	-3	-4	-5	-6 -	7-8	-9	-10	-11 -	12 -13		
	Willow, Black (variable) (19)	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14 13	3 12	11	10	9	8	7	6	5	4 3	32	1	0	-1	-2 -3		
	Wind Walker	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2 I	0	-1	-2	-3	-4	-5	-6	-7	- 8	9 -10	-11	-12	-13 -	14 -15		
	Witherstench	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3 -4	-5	-6	-7	-8	-9	-10 -	11 -	-12 -	3 -	4 -15	-16	-17	-18 -	19 -20		
	Witherweed (variable) (6)	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	I 0	-1	-2	-3	-4	-5		-7		-9 -1	0 -11	-12			15 -16		
	Wolf, Common	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	I.	0	-1	-2 -3	-4	-5	-6	-7	-8	-9 -				3 -14	-15			18 -19		
	Wolf, Sturm	20	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2 1	0	-1	-2	-3	-4	-	-		-8 -		-11			14 -15		
	Wolf, Timber	15	14	13	12	11	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3 -4		-6	-7	-8					13 -1					19 -20		
	Wolf, Winter	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1 0	-1	-2	-3	-4	-5				-9 -1		-12			15 -16		
	Wolf: Dire	18	17	16	15	14	13	12	11	10	9	8	/	6	5	4	3	2	I	0 -1	-2	-3	-4	-5	-6				10 -1					16 -17		
	Wolf:Worg Wolfwere	17 18	16 17	15 16	14	13 14	12	11	10 11	9	8	/	6	5	4 5	3	2	2	0	-I -2 0 -I	2 -3 -2	-4 -3	-5 4	-6 -5	-7			-10 - -9 -	-   0 -		-14			17 -18		
	Wolverine	18	17	16	15 13	14	13	12	9	0	7	8	/ E	6	2	4	3	2	-	-1 -2 -3	_	-3 -5	-4 -6	-5 -7	-6 -8				0 -   2 -					16 -17 18 -19		
	Wolverine, Giant	18	15	14	15	14	13	10	7	0	4 9	8	5	4	5	4	3	2	-1	-2 -3 0 -1	-4	-3	-0 4	-7 -5	-0 -6	•			12 -1					16 -17		
	Wolverwere	20	19	18	17	16	15	14	13	12	ń.	10	9	8	7	т 6	5	4	י	2 1	-2	-1	-7 -2	-3	-4				-8 -					14 -15		
	Wombat, Fiendish Orange	14	13	12	11	10	9	8	7	6	5	4	3	2	í	0	-1	-2	-3	-4 -5		-7	-8	-9	-10				14 -1					20 -21		
	Woodland Fiend	19	18	17	16	15	14	13	12	ň	10	9	8	7	6	5	4	3	2	1 0	-1	-2	-3	-4	-5		.7				-12			15 -16		
	Wooly Mound	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2 1	0	-1	-2	-3	-4	-5	-6	-7	8 -					14 -15		
	Worm, Banana	11	10	9	8	7	6	5	4	3	2	Ī	0	-1	-2	-3	-4	-5	-6	-7 -8	3 -9	-10	-11	-12	-				-  7 -					23 -24		
	Worm, Belch	21	20	19	18	17	16	15	14	13	12	н.	10	9	8	7	6	5		3 2		0	-1	-2	-3					8 -9	-10			13 -14		
	Worm, Giant Blood	19	18	17	16	15	14	13		П	10	9	8	7	6	5	4	3	2	I 0		-2	-3	-4	-5					0 -11				15 -16		
	Worm, Giant Canker	13	12	П	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5 -6	-7	-8	-9	-10	-11	-12 -	13 -	-14 -	15 -1	6 -17	-18	-19	-20 -	21 -22		
	Worm, Dredger	25	24	23	22	21	20	19	18	17	16	15	14	13	12	П	10	9	8	76	5	4	3	2	1	0	-1	-2	-3 -		-6	-7		-9 -10		
	Worm, Purple, Common	28	27	26	25	24	23	22		20	19	18	17	16	15	14	13	12	11	10 9	8	7	6	5	4	3	2	1	0 -		-3	-4		-6 -7		
	Worm, Purple, Mottled	28	27	26	25	24	23	22			19	18	17	16	15	14	13	12	11	10 9	8	7	6	5	4		2		0 -		-3	-4		-6 -7		
	Worm, Purple, Sand	33	32	31	30	29	28	27			24	23	22	21	20	19	18	17		15 14		12	П	10	9		7		5 4		2	1		-1 -2		
	Worm, Purple, Thunderherder	20	19	18	17	16	15	14			11	10	9	8	7	6	5	4	3	2 1	0	-1	-2	-3	-4				- 8					14 -15		
	Worm, Spiny Gutter	23	22	21	20	19	18	17	16	15	14	13	12		10	9	8	7	6	5 4	3	2	1	0	-!				-5 -		-8			11 -12		
	Worm, Tenebrous	23	22	21	20	19	18	17	16	15	14	13	12		10	9	8	/	6	5 4	3	2	ļ	0	-1				-5 -		-8			11 -12		
	Worm, Yack	16	15	14	13	12		10	9	8	7	6	5	4	3	2	1	0		-2 -3	-4	-5	-6	-7	-8				12 -1			-16				
	Wraith Lord	21	20	19	18	17	16	15	14	13	12	11	10	9	8	/ E	6	5		3 2		0	-	-2	-3					8 -9	-10			13 -14		
	Wraith, Standard Wraith-Ryder	19	18 27	17 24	16	15 24	14 22	13		11	10	9 18	8	7	6	5	4 12	3	2	10 109	- I 8	-2 7	-3 4	-4 5	-5 4					0 -11				15 -16		
1	Wraith-Kyder Wyrm, Amber	28 27	27 26	26 25	25 24	24	23 22	22 21		20 19	19 18	18	17 16	16 15	15 14	14 13	13 12	12	11	10 9 9 8	8 7	4	6	5	4	3 2	2		0 - 	I -2 2 -3	-3 -4			-6 -7 -7 -8		
-	TTYTH, Alliber	27	20	25	24	23	22	21	20	17	10	17	10	15	14	13	12	11	10	/ 8	/	0	5	4	3	2		5	- 1 -	z -3	-4	-5	-0	-/ -0		
																		Def	fende	er's A	С															
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Name	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19 -	20
Wyrm, Bantering Snod	25		23	22	21	20	19	18	. 17	14	15		13	-		10		-	7		5	4	ว	2		0		·	2				7	-8		-10
Wyrm, Blood	25 26	24 25	23 24	22	21 22	20	20	10	17	16 17	15	14	13	12	12	10	9 10	0 9	8	0 7	6	5		2	2	1	-1	-2	-3 -2	-4	-5 -4	-0 -5	-/ -6	-0 -7		-9
Wyrm, Guardian-Sun	20	23	27	23	25	24	20	22	21	20	19	18	17	16	12	14	13	12	0	10	9	8	7	6	5	4	3	2	-2	-5	-7	-2	-0	-/ -4		-9
Wyrm, Skraag	27	26	25	20	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5			-8
Wyrm, Sludge	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	à	2	ı,	0	-1	-2	-3	_4	-5	-2	-7	-8				-12
Wyrm, Snow	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	i	0	-2	-2	-3	-4	-5	-6	-7	-8			.11
Wyvern	21	20	19	18	17	16	15	14	13	12	ii	10	9	8	7	6	5	4	3	2	i.	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-			-14
Xeblor [4]	15	14	13	12	Ξ.	10	9	8	7	6	5	4	ŝ	2	í	õ	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16				20
Xill	21	20	19	18	17	16	15	14	13	12		10	9	8	7	6	5	4	3	2	ī	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10				-14
Xorn	21	20	19	18	17	16	15	14	13	12	ii.	10	9	8	7	6	5	4	3	2	i	Ō	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10				.14
Xorn Hunter	18	17	16	15	14	13	12	Π.	10	9	8	7	6	5	4	3	2	i	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13				17
Xorn, Xaren	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	-	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12				-16
Xyloid	15	14	13	12	- H	10	9	8	7	6	5	4	3	2	i.	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16				-20
Yak, Shadow	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17 -	-18
Yakitani	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13		-15	-16 -	-17
Yeth Hound	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	Т	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14				-18
Yeti, Arctic	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16 -	17
Yeti, Temperate	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16 -	17
Yeti, Tropical	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16 -	17
Yodeling Thrasher	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20 -	-21
Yuan-Ti, Abomination	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12 -	-13
Yuan-Ti, Half-Breed (7)	20	19	18	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	I.	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14 -	15
Yuan-Ti, Half-Breed (8)	21	20	19	18	17	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13 -	-14
Yuan-Ti, Pureblood	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12				-16
Zarnithan	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	I.	0	-1	-2	-3		-5
Zealot (variable) (1)	13	12	11	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14		-16	-17	-18				-22
Zebotaur [5]	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	I	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13			-16
Zebra, Common	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15				-19
Zebra, Zebricorn	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14				-18
Zebra, Zegasus	18	17	16	15	14	13	12	11	10	9	8	/	6	5	4	3	2	1	0	-!	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13				-17
Zebra, Zightmare	20	19	18	17	16	15	14	13	12	, II	10	9	8	/	6	5	4	3	2	1	0	-	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11				-15
Zephyr Beast	15	14	13	12		10 8	9	8		6	5	4	3	2		0	-1	-2	-3 -5	-4	-5	-6	-7 -9	-8	-9	-10	-11	-12		-14	-15	-16				-20
Zephyr Rider Ziz	13	12		10	9	•	27	6	5	4	3	2	1	0	-1	-2	-3	-4	-	-6	-7	-8		-10	-11 9	-12	-13 7	-14	-15	-16	-17	-18	-19	-20 0		-22
	33 15	32	31 13	30 12	29	28 10	27 9	26 8	25	24 6	23 5	22 4	21 3	20 2	19	18 0	17 -1	16 -2	15 -3	14	13 -5	12	 -7	10 -8	-9	8 -10	-11	6	5 -13	4 -14	3 -15	2 -16	-17	•		-2 -20
Zombie		14					9	•	7	6	-	4	-	2		0	-1	-2		-4 -4		-6	-7	-8 -8	-9 -9			-12								-20
Zombie, Brain-Eating Zombie, Flesh-Eating	15 15	14 14	13 13	12 12		10 10	9	8 8	' <u>'</u>	6	5 5	4	3 3	2	-	0	-1 -1	-2 -2	-3 -3	-4 -4	-5 -5	-6 -6	-/ -7	-8 -8	-9	-10 -10	-11 -11	-12 -12	-13 -13	-14 -14	-15 -15	-16 -16				-20
Zombie, Giant	21	20	19	12	17	16	15	14	13	12	П	10	9	2	7	6	5	-2	3	2	-5	-0	-/	-8 -2	-3	-10	-5	-12	-13	-14	-15	-10				-14
Zombie, Indentured	15	14	13	12	17	10	9	8	7	6	5	4	3	2	í	0	1	-2	-3	-4	-5	-6	-7	-2	-5	-10	-11	-12	-13	-14	-15	-16				-20
Zombie, ju ju	17	16	15	14	13	12	ú	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14				18
Zombie, Monster	19	18	17	16	15	14	13	12	ú	10	, 9	8	7	6	5	4	3	2	÷	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12				-16
Zombie, Talking	15	14	13	12	11	10	9	8	7	6	5	4	3	2	Ĵ	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16				-20
Zombie, Yellow Musk	15	14	13	12	11	10	9	8	7	6	5	4	3	2	i	õ	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16				-20
Zoolem, Dawg/Monkey, etc.	17	16	15	14	13	12	II	10	9	8	7	6	5	4	3	2	I.	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14				-18
Zoolem, Hawk/Eagle	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14				-18
Zoolem, Horse/Deer	21	20	19	18	17	16	15	14	13	12	П	10	9	8	7	6	5	4	3	2	Í.	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10				-14
Zoolem, Lion/Tiger	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	Ì.	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12				-16
Zorbo	17	16	15	14	13	12		10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14				-18
Zygom	16	15	14	13	12	Ш	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12		-14	-15				19
Neter Numbers in (seventheses) are hit.				[hus al																																

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

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			or/EP Ratio and Edibility		
Name	HF/EP ratio x100	Edibility	Name	HF/EP ratio x100	Edibility
Aarakian Brood Watcher	0.31	E	Bear, Grizzly	1.19	E
Aarakian Queen Mother Aarakian Warrior	0.21 1.14	E	Bear, Poisonous Bear, Polar	0.47 0.50	T E
Aarakian Worker	2.86	E	Beast of Burden, Horse, Riding	0.00	E
Aardvark, Dire	1.14	E	Beast of Burden: Donkey	0.00	E
Aardvarkians Aarnz Hound	1.54 1.18	E	Beast of Burden: Horse, Draft	0.00 0.83	E
Adapter	Variable	N/A	Beast of Burden: Horse, Heavy War Beast of Burden: Horse, Light War	0.85	E
Adarupikus	0.00	l.	Beast of Burden: Horse, Medium War	0.00	E
Aerial Servant	0.29	N/A	Beast of Burden: Horse, Pony	0.00	E
Alligator, Giant Ameoba, Giant	0.18 0.29	E	Beast of Burden: Horse, Wild Beast of Burden: Mule	0.00 0.00	E
Angel	0.16	N/A	Beast of Burden: Ox	3.08	E
Angel: Redeemer	0.17	N/A	Beast Shaman	0.46	E
Ankou Ankou's Skeletal Draught Horses of Doom	0.46 0.95	N/A N/A	Beaver, Giant Beaver, Great Red Marauding	2.22 0.46	E
Ant Hunter	3.08	E	Bee, Giant Bumblebee	1.19	E
Ant Lion, Giant (average)	0.88	E	Bee, Giant Soldier	1.11	E
Ant Men Queen Ant Men, Enforcer	1.07 1.69	E	Bee, Giant Worker Bee, Regular	1.14 0.00	E
Ant Men, Red Fire (6 HD)	1.69	-	Beetle, Giant Artillery	2.22	E
Ant Men, Shaman	3.43	E	Beetle, Carnage	0.95	E
Ant Men, Workers	2.86	E	Beetle, Common	0.00 0.70	E
Ant, Giant (warrior) Ant, Giant (worker)	2.50 2.86	E	Beetle, Death Watch Beetle, Dung	2.86	E
Anthraxian	2.86	Ē	Beetle, Flesh-Eating Gargantuan	0.25	E
Anti-Elemental, Air (variable) (8 HD)	0.30	N/A	Beetle, Giant Bombardier	1.67	E
Anti-Elemental, Earth (variable) (8 HD)	0.25	N/A N/A	Beetle, Giant Boring	1.71 0.00	E
Anti-Elemental, Fire (variable) (8 HD) Anti-Elemental, Water (variable) (8 HD)	0.30 0.25	N/A N/A	Beetle, Giant Fire Beetle, Giant Rhinoceros	0.00	E
Ape Shaman	1.14	E	Beetle, Giant Stag	0.51	E
Ape Shaman Warrior	1.11	E	Beetle, Giant Water	1.67	E
Ape, Carnivorous Ape, Gorilla	1.45 1.71	E	Beetle, Predacious Diving Beetle, Predacious Dungeon	0.46 0.18	E
Ape, Pack (escaped - see Ape, Gorilla)	1.71	E	Beetle: Goldbug	1.54	E
Ape, Shadow	1.54	E	Behemoth	0.17	E
Apparition	1.25	N/A	Beholder, Blind	1.70	
Arcane Merchant Argos	0.53 0.49	Ť	Beholder, Common Beholder, Death Kiss	0.56 0.96	
Armadillo, Dire	2.86	Ť	Beholder, Elder Orb	0.50	l
Armored Foliage Creeper (variable) (2 HD)	3.33	l.	Beholder, Eye of the Deep	0.40	I
Armored Foliage Creeper (variable) (8 HD) Arvanger, Speckled	0.57 0.75	E	Beholder, Gauth Beholder, Spectator	0.55 0.20	
Arvanger, Spotted	0.72	E	Beholder, Undead	0.26	i
Ashen Prowler	1.23	N/A	Beholder, Voyeur	0.33	I.
Astral Searcher	2.35	N/A	Beholder-kin, Director	0.28	E
Attention Getter Augerlisk	0.37 0.72	I E	Beholder-kin, Examiner Beholder-kin, Hive Mother	0.32 0.44	E
Avenging Servant	0.18	N/A	Beholder-kin, Lensman	2.29	E
Avianderthal	1.54	E	Beholder-kin, Overseer	0.45	E
Babbler, Cantakerous Babbler, Incessant	1.54 3.03	E	Beholder-kin, Watcher Bird: Collector	0.95 0.60	E
Babbler, Incoherent	2.99	E	Bird: Condor	0.00	E
Babbling Instigator	0.48	I.	Bird: Falcon	0.00	E
Baboon Baboon-Man	2.86 1.54	E	Bird: Flightless (variable) Bird: Flightless, Aquatic	0.00 0.00	E
Badger, Common	0.00	E	Bird: Hawk, Large	0.00	E
Badger, Dread	1.54	E	Bird: Standard	0.00	E
Badger, Giant Bandy Tailed Fickeing Cook	4.62	E	Bird: Swan	0.00	E
Bandy Tailed Fighting Cock Bane Lords	0.15 0.78	T	Bison'vyders Black Annis	1.48 0.70	E
Banshee Lord	0.56	N/A	Black Poppy	6.67	Ť
Banshee: Groaning Spirit	0.55	N/A	Blind Wretched Pursuer	0.50	1
Barbarian, Urban Barbarian, warrior	0.00 1.71	E	Blink Dawg Blood Guzzler	0.74 0.29	E E
Barracuda (variable) (1 HD)	6.67	E	Blood Hawk	2.86	E
Basilisk, Burrowing	0.74	I	Blue Throttle	0.57	E
Basilisk, Greater	0.63	l I	Boar, Giant	0.48 0.57	E
Basilisk, Lesser Basilisk: Dracolisk	1.23 1.50	1	Boar, Man Boar, Snow	1.71	E
Bat, Sinister	0.40	E	Boar, Warthog	1.54	E
Bat, Arcane	0.72	E	Boar, Wild	0.83	E
Bat, Azmyth Bat, Common	0.62 0.00	E	Bog Lurker Bogels: Trows	0.70 0.77	N/A I
Bat, Fire	1.54	Ē	Boggelman	1.54	N/A
Bat, Giant	0.24	E	Bolter	1.67	1
Bat, Huge Bat, Night Hunter	1.11 0.48	E	Bone Scavenger Boobrie	6.67 0.20	E
Bat, Night Hunter Bat, Pack	0.48	E	Boobrie Boot Mauler	0.20	
Beaked Horror	0.43	E	Boring Barnacles	13.33	Ē
Beaked Terror	1.54	E	Bovinians	1.14	E
Bear, Black Bear, Blizzard	0.57 0.23	E	Bowler Brain Mite, Carnivorous	4.76 0.67	I
Bear, Cave	0.31	E	Brain Mole	0.00	·

Name	HF/EP ratio x100	Edibility	Name	HF/EP ratio x100	Edibility
Brownie, Barbarian	1.71	E	Corpse Crab	6.67	E
Brownie, Greater	2.86	E	Corpse Skink	0.00	E
Brownie, Normal	0.57	E	Couatl	0.58	E
Brownie, Quickling Buffalo/Bison	0.15 0.71	E	Crab Man Crane, Dire	1.54 2.86	E
Bugbear	1.14	1	Crawling Claw	2.86	L
Bugbear, Greater	0.45	·	Creeper, Purple Howling	4.62	Ť
Bulette	0.55	E	Creeper, Yellow Musk	3.33	I
Bulette, Hammerhead	0.55	E	Creeping Horror	1.14	I
Bull Angler	0.75	1	Cricket, Common	0.00	E
Bullboon	1.54	E	Criocamp	1.14	E
Bullfrog, Giant Bullfrog, Giant Man-eating	0.74 0.71	E	Crocodile, Giant Crocodile, Normal	0.79 4.62	E
Bullywug	1.54	E	Crocolisk	0.69	E
Bullywug, Advanced	3.33	Ē	Crop Lurker	2.50	T
Butterfly, Steed/Mount	0.83	E	Crouching Hopper	3.08	E
Camel, Carrion	1.67	E	Crustacean: Crab, Dire	1.43	E
Camel, Wild	1.67	E	Crustacean: Crab, Giant	4.62	E
Camp Moth	14.29	E	Crustacean: Crayfish, Giant	2.86	E
Carcass Seether	5.71	E	Crustacean: Lobster, Giant	1.23	E
Carnagesaur Comingradus Comi	0.18 5.71	E	Crypt Thing Culvert Fiend	3.10 2.86	E
Carnivorous Coral Carrion Crawler	5.71	E	Cyclops, Common	0.55	E
Carrion Crawler, Nine-Tentacled	0.71	E	Cyclops, Common Cyclops, True	0.33	E
Carrion Grub	5.00	Ī	Dao	0.80	Ī
Carrion Pecker	14.29	E	Dark Folk, Creeper	1.67	N/A
Cat, Great: Common Lion	1.08	E	Dark Folk, Stalker	1.11	N/A
Cat, Great: Mountain Lion	0.56	E	Dark Seether	2.50	E
Cat, Great: Spotted Lion	0.82	E	Dawg, Rottweiler	1.54	E
Cat, Great: Cheetah	2.29	E	Dawg, War	0.00	E
Cat, Great: Giant Lynx	1.14	E	Dawg, Wild	0.00	E
Cat, Great: Jaguar Cat, Great: Leopard	1.19 0.95	E	Death Dawg Death Harvester	1.67 0.71	I N/A
Cat, Great: Smilodon	0.64	E	Death Knight	0.87	T
Cat, Great: Snow Leopard	1.85	Ē	Death Weaver (variable)	3.43	i
Cat, Great: Wild Tiger	1.08	E	Death's Minions	2.50	I
Cat, Small: Domestic	0.00	E	Deepspawn	0.60	Т
Cat, Small: Elven	0.92	E	Demilich	1.90	I.
Cat, Small: Wild	2.86	E	Denzelian (variable) (4 HD)	0.78	I
Cataplasm	0.77	N/A	Desmodian	2.86	<u> </u>
Catfish, Giant (variable) (7 HD)	0.82	E	Disenchanter	1.48	E
Catoblepas Cattle, Wild	1.33	E	Dispatcher Displacer Beast	Variable 0.92	N/A E
Cattle, wild Cave Chameleon, Gargantuan	0.43	1	Djinni	0.30	N/A
Cave Chameleon, Large	1.23	i i	Djinni, Black	0.26	N/A
Cave Cricket, Carnivorous	2.40	E	Djinni, Noble	0.24	N/A
Cave Fisher	2.86	E	Dolphin	0.83	E
Cave Moray	2.67	E	Doom Harvester	1.36	I.
Centaur (variable)	1.14	E	Doombat, Mortal	0.71	Т
Centaur Ant	2.59	E	Doorant, Spirit	0.36	1
Centaur, Syntaur (variable) (5 HD)	0.74	E	Doorant, Tree	1.44	
Centipede, Giant Centipede, Huge	0.00 0.00	E	DoppleEwe Doppleganger	1.85 1.85	1
Centipede, Megalo-	2.29	E	Doppleganger, Master	0.57	
Centipede, Tunnel	1.00	E	Doppleganger, Predator	1.00	i
Centipus	0.27	E	Dopplemeister	0.43	I.
Centisteed	0.92	E	Doppler Croc	0.92	E
Cerebral Mauler/Marauder	1.23	E	Draat	1.54	E
Cerebral Parasite	0.00		Dracolich	3.13	I
Chaos Corpse (variable) (1 HD)	2.00	N/A	Dragon, Ancient Albino Scoria (Age cat. I)	0.24	E
Chaos Feeder Chimera	1.69 0.26	T E	Dragon, Ancient Albino Scoria (Age cat. 2) Dragon, Ancient Albino Scoria (Age cat. 3)	0.27 0.31	E
Chimera Chimera: Gorgimera	0.48	E	Dragon, Ancient Albino Scoria (Age cat. 3) Dragon, Ancient Albino Scoria (Age cat. 4)	0.36	E
Chimera: Mimera	0.45	E	Dragon, Ancient Albino Scoria (Age cat. 4)	0.40	E
Chimera: Shymera	0.50	Ē	Dragon, Ancient Albino Scoria (Age cat. 6)	0.45	Ē
Chimney Mites	0.00	I	Dragon, Ancient Albino Scoria (Age cat. 7)	0.56	E
Chimney Sneak	2.50	I	Dragon, Ancient Albino Scoria (Age cat. 8)	0.60	E
Chimparians	1.54	E	Dragon, Ancient Albino Scoria (Age cat. 9)	0.61	E
Cloaker	1.29	E	Dragon, Ancient Albino Scoria (Age cat. 10)	0.72	E
Clubnek Cockatrice	0.00 1.69	E	Dragon, Ancient Albino Scoria (Age cat. 11)	0.77 0.88	E
Cockatrice Cockatrice: Cryolisk	1.69	1	Dragon, Ancient Albino Scoria (Age cat. 12) Dragon, Black (Age cat. 1)	0.88	E
Cockatrice: Cryolisk Cockatrice: Polylisk	1.38	1	Dragon, Black (Age cat. 1) Dragon, Black (Age cat. 2)	0.40	E
Cockatrice: Pyrolisk	1.21	i	Dragon, Black (Age cat. 3)	0.50	E
Cockroach, Carnivorous Giant	1.43	E	Dragon, Black (Age cat. 4)	0.63	E
Cockroach, Hair Lipped	2.50	E	Dragon, Black (Age cat. 5)	0.59	E
Cockroach, Hissing	6.67	E	Dragon, Black (Age cat. 6)	0.67	E
Cockroach, Lightning	2.22	E	Dragon, Black (Age cat. 7)	0.70	E
Cockroach, Oriental	1.54	E	Dragon, Black (Age cat. 8)	0.73	E
Cockroach, Shortwinged	I.48 I.54	E	Dragon, Black (Age cat. 9)	0.71	E
Cockroach: Cheetah Cockroach: Dire	3.33	E	Dragon, Black (Age cat. 10) Dragon, Black (Age cat. 11)	0.84 0.93	E
	3.33 4.62	E	Dragon, Black (Age cat. 11) Dragon, Black (Age cat. 12)	1.02	E
Coffer Corpse	1.02		- uson, buck (rige call 12)	1.02	-
Coffer Corpse Confusion Beast	1.85	E	Dragon, Blue Horny-Ridged (Age cat. 1)	0.57	E
Coffer Corpse Confusion Beast Corby, Dire	1.85 2.86	E	Dragon, Blue Horny-Ridged (Age cat. I) Dragon, Blue Horny-Ridged (Age cat. 2)	0.57 0.63	E

Name	HF/EP ratio x100	Edibility	Name	HF/EP ratio x100	Edibility
Dragon, Blue Horny-Ridged (Age cat. 3)	0.63	E	Dragon, Green (Age cat 2)	0.46	т
Dragon, Blue Horny-Ridged (Age cat. 4)	0.78	E	Dragon, Green (Age cat 3)	0.51	Т
Dragon, Blue Horny-Ridged (Age cat. 5)	0.93	E	Dragon, Green (Age cat 4)	0.53	T
Dragon, Blue Horny-Ridged (Age cat. 6) Dragon, Blue Horny-Ridged (Age cat. 7)	0.83 0.99	E	Dragon, Green (Age cat 5) Dragon, Green (Age cat 6)	0.56 0.64	T T
Dragon, Blue Horny-Ridged (Age cat. 8)	0.92	E	Dragon, Green (Age cat 7)	0.67	Ť
Dragon, Blue Horny-Ridged (Age cat. 9)	0.91	E	Dragon, Green (Age cat 8)	0.76	Т
Dragon, Blue Horny-Ridged (Age cat. 10)	1.00	E	Dragon, Green (Age cat 9)	0.79	T
Dragon, Blue Horny-Ridged (Age cat. 11) Dragon, Blue Horny-Ridged (Age cat. 12)	I.04 I.09	E	Dragon, Green (Age cat 10) Dragon, Green (Age cat 11)	0.83 0.83	T T
Dragon, Blue Spiny-Backed Blue-Ridged (Age cat. 12)		E	Dragon, Green (Age cat 17) Dragon, Green (Age cat 12)	0.85	Ť
Dragon, Blue Spiny-Backed Blue-Ridged (Age cat. 2	,	E	Dragon, Mist (Age cat I)	0.27	E
Dragon, Blue Spiny-Backed Blue-Ridged (Age cat.		E	Dragon, Mist (Age cat 2)	0.26	E
Dragon, Blue Spiny-Backed Blue-Ridged (Age cat. 4	,	E	Dragon, Mist (Age cat 3)	0.26	E
Dragon, Blue Spiny-Backed Blue-Ridged (Age cat. 5 Dragon, Blue Spiny-Backed Blue-Ridged (Age cat. 6	,	E	Dragon, Mist (Age cat 4) Dragon, Mist (Age cat 5)	0.30 0.34	E
Dragon, Blue Spiny-Backed Blue-Ridged (Age cat. 7	,	E	Dragon, Mist (Age cat 6)	0.37	E
Dragon, Blue Spiny-Backed Blue-Ridged (Age cat. 8		E	Dragon, Mist (Age cat 7)	0.45	E
Dragon, Blue Spiny-Backed Blue-Ridged (Age cat. 9		E	Dragon, Mist (Age cat 8)	0.54	E
Dragon, Blue Spiny-Backed Blue-Ridged (Age cat. Dragon, Blue Spiny-Backed Blue-Ridged (Age cat.		E	Dragon, Mist (Age cat 9) Dragon, Mist (Age cat 10)	0.58 0.61	E E
Dragon, Blue Spiny-Backed Blue-Ridged (Age cat.) Dragon, Blue Spiny-Backed Blue-Ridged (Age cat.)		E	Dragon, Mist (Age cat 11)	0.64	E
Dragon, Blue Spiny-Horned	2.14	E	Dragon, Mist (Age cat 12	0.73	E
Dragon, Brass (Age cat. 1)	0.50	E	Dragon, Mottled (Age cat 1)	0.24	E
Dragon, Brass (Age cat. 2)	0.47	E	Dragon, Mottled (Age cat 2)	0.23	E
Dragon, Brass (Age cat. 3) Dragon, Brass (Age cat. 4)	0.46 0.43	E	Dragon, Mottled (Age cat 3) Dragon, Mottled (Age cat 4)	0.20 0.18	E
Dragon, Brass (Age cat. 4) Dragon, Brass (Age cat. 5)	0.47	E	Dragon, Mottled (Age cat 5)	0.18	E
Dragon, Brass (Age cat. 6)	0.59	E	Dragon, Mottled (Age cat 6)	0.20	E
Dragon, Brass (Age cat. 7)	0.63	E	Dragon, Mottled (Age cat 7)	0.21	E
Dragon, Brass (Age cat. 8)	0.62 0.65	E	Dragon, Mottled (Age cat 8)	0.21	E
Dragon, Brass (Age cat. 9) Dragon, Brass (Age cat. 10)	0.68	E	Dragon, Mottled (Age cat 9) Dragon, Mottled (Age cat 10)	0.20 0.21	E
Dragon, Brass (Age cat. 11)	0.77	E	Dragon, Mottled (Age cat 11)	0.23	E
Dragon, Brass (Age cat. 12)	0.81	E	Dragon, Mottled (Age cat 12)	0.23	E
Dragon, Bronze (Age cat 1)	0.37	E	Dragon, Onyx (Age cat I)	0.58	E
Dragon, Bronze (Age cat 2) Dragon, Bronze (Age cat 3)	0.36 0.44	E	Dragon, Onyx (Age cat 2) Dragon, Onyx (Age cat 3)	0.53 0.53	E
Dragon, Bronze (Age cat 3) Dragon, Bronze (Age cat 4)	0.52	E	Dragon, Onyx (Age cat 3) Dragon, Onyx (Age cat 4)	0.54	E
Dragon, Bronze (Age cat 5)	0.56	E	Dragon, Onyx (Age cat 5)	0.52	E
Dragon, Bronze (Age cat 6)	0.65	E	Dragon, Onyx (Age cat 6)	0.59	E
Dragon, Bronze (Age cat 7)	0.68	E	Dragon, Onyx (Age cat 7)	0.63	E
Dragon, Bronze (Age cat 8) Dragon, Bronze (Age cat 9)	0.61 0.66	E	Dragon, Onyx (Age cat 8) Dragon, Onyx (Age cat 9)	0.62 0.65	E E
Dragon, Bronze (Age cat 9) Dragon, Bronze (Age cat 10)	0.74	E	Dragon, Onyx (Age cat 9) Dragon, Onyx (Age cat 10)	0.68	E
Dragon, Bronze (Age cat 11)	0.78	E	Dragon, Onyx (Age cat 11)	0.72	E
Dragon, Bronze (Age cat 12)	0.82	E	Dragon, Onyx (Age cat 12)	0.76	E
Dragon, Chromatic (Tiamat)	0.31	E	Dragon, Platinum (Bahamut)	0.30	E
Dragon, Cloud (Age cat 1) Dragon, Cloud (Age cat 2)	0.63 0.43	E	Dragon, Red (Age cat 1) Dragon, Red (Age cat 2)	0.50 0.58	E
Dragon, Cloud (Age cat 3)	0.41	E	Dragon, Red (Age cat 3)	0.58	Ē
Dragon, Cloud (Age cat 4)	0.45	E	Dragon, Red (Age cat 4)	0.65	E
Dragon, Cloud (Age cat 5)	0.55	E	Dragon, Red (Age cat 5)	0.75	E
Dragon, Cloud (Age cat 6) Dragon, Cloud (Age cat 7)	0.58 0.61	E	Dragon, Red (Age cat 6) Dragon, Red (Age cat 7)	0.78 0.88	E
Dragon, Cloud (Age cat 8)	0.65	E	Dragon, Red (Age cat 8)	0.82	E
Dragon, Cloud (Age cat 9)	0.79	E	Dragon, Red (Age cat 9)	0.81	E
Dragon, Cloud (Age cat 10)	0.83	E	Dragon, Red (Age cat 10)	0.85	E
Dragon, Cloud (Age cat 11)	0.87	E	Dragon, Red (Age cat 11)	0.94	E
Dragon, Cloud (Age cat 12) Dragon, Copper/Slag-Copper (Age cat 1)	0.96 0.42	E	Dragon, Red (Age cat 12) Dragon, Red-Crested Amber Bellied (Age cat 1)	0.99 0.46	E
Dragon, Copper/Slag-Copper (Age cat 1) Dragon, Copper/Slag-Copper (Age cat 2)	0.40	E	Dragon, Red-Crested Amber Bellied (Age cat 7) Dragon, Red-Crested Amber Bellied (Age cat 2)	0.46	E
Dragon, Copper/Slag-Copper (Age cat 3)	0.41	E	Dragon, Red-Crested Amber Bellied (Age cat 3)	0.51	E
Dragon, Copper/Slag-Copper (Age cat 4)	0.55	E	Dragon, Red-Crested Amber Bellied (Age cat 4)	0.59	E
Dragon, Copper/Slag-Copper (Age cat 5) Dragon, Copper/Slag-Copper (Age cat 6)	0.59 0.63	E	Dragon, Red-Crested Amber Bellied (Age cat 5) Dragon, Red-Crested Amber Bellied (Age cat 6)	0.62 0.64	E
Dragon, Copper/Slag-Copper (Age cat 6) Dragon, Copper/Slag-Copper (Age cat 7)	0.63	E	Dragon, Red-Crested Amber Bellied (Age cat 6) Dragon, Red-Crested Amber Bellied (Age cat 7)	0.67	E
Dragon, Copper/Slag-Copper (Age cat 8)	0.74	E	Dragon, Red-Crested Amber Bellied (Age cat 8)	0.70	E
Dragon, Copper/Slag-Copper (Age cat 9)	0.73	E	Dragon, Red-Crested Amber Bellied (Age cat 9)	0.79	E
Dragon, Copper/Slag-Copper (Age cat 10)	0.73	E	Dragon, Red-Crested Amber Bellied (Age cat 10)	0.83	E
Dragon, Copper/Slag-Copper (Age cat 11) Dragon, Copper/Slag-Copper (Age cat 12)	0.82 0.86	E	Dragon, Red-Crested Amber Bellied (Age cat 11) Dragon, Red-Crested Amber Bellied (Age cat 12)	0.83 0.87	E
Dragon, Gold (Age cat I)	0.53	E	Dragon, Shadow (Age cat 1)	0.60	E
Dragon, Gold (Age cat 2)	0.59	E	Dragon, Shadow (Age cat 2)	0.57	E
Dragon, Gold (Age cat 3)	0.60	E	Dragon, Shadow (Age cat 3)	0.58	E
Dragon, Gold (Age cat 4) Dragon, Gold (Age cat 5)	0.68 0.79	E	Dragon, Shadow (Age cat 4)	0.65	E
Dragon, Gold (Age cat 5) Dragon, Gold (Age cat 6)	0.79	E	Dragon, Shadow (Age cat 5) Dragon, Shadow (Age cat 6)	0.68 0.65	E
Dragon, Gold (Age cat 7)	0.82	E	Dragon, Shadow (Age cat 7)	0.70	E
Dragon, Gold (Age cat 8)	0.86	E	Dragon, Shadow (Age cat 8)	0.69	E
Dragon, Gold (Age cat 9)	0.90	E	Dragon, Shadow (Age cat 9)	0.69	E
Dragon, Gold (Age cat 10) Dragon, Gold (Age cat 11)	I.00 I.04	E	Dragon, Shadow (Age cat 10) Dragon, Shadow (Age cat 11)	0.74 0.79	E
Dragon, Gold (Age cat 17) Dragon, Gold (Age cat 12)	1.09	E	Dragon, Shadow (Age cat 11) Dragon, Shadow (Age cat 12)	0.88	E
Dragon, Green (Age cat 1)	0.40	Ť	Dragon, Silver (Age cat 1)	0.44	E

Name	HF/EP ratio x100	Edibility	Name	HF/EP ratio x100	Edibility
Dragon, Silver (Age cat 2)	0.50	E	Drow	1.23	т
Dragon, Silver (Age cat 3)	0.51	E	Drow Cleric	0.82	T
Dragon, Silver (Age cat 4)	0.59	E	Drow, Half-	1.54	1
Dragon, Silver (Age cat 5)	0.63	E	Drowtaur	1.08	T
Dragon, Silver (Age cat 6)	0.67 0.76	E	Drowtaur Cleric Dryad	0.72 0.62	T E
Dragon, Silver (Age cat 7) Dragon, Silver (Age cat 8)	0.71	E	Dryad Dune Stalker	0.82	E
Dragon, Silver (Age cat 9)	0.71	E	Dungeon Anemone	0.77	L
Dragon, Silver (Age cat 10)	0.75	E	Dungeon Cat	1.54	E
Dragon, Silver (Age cat 11)	0.85	E	Dust Digger	1.45	E
Dragon, Silver (Age cat 12)	0.89	E	Dwarf, Derro (variable) (3 HD)	0.41	E
Dragon, Slag-Scaled Titanium (Age cat 1) Dragon, Slag-Scaled Titanium (Age cat 2)	0.53 0.61	E E	Dwarf, Duergar (variable) (I HD) Dwarf, Gully	0.62 0.37	E
Dragon, Slag-Scaled Titanium (Age cat 2) Dragon, Slag-Scaled Titanium (Age cat 3)	0.63	E	Dwarf, Hill	0.57	E
Dragon, Slag-Scaled Titanium (Age cat 4)	0.65	E	Dwarf, Mountain	0.37	E
Dragon, Slag-Scaled Titanium (Age cat 5)	0.77	E	Dwarf, Pygmy	0.57	E
Dragon, Slag-Scaled Titanium (Age cat 6)	0.77	E	Dwarven Warhorse	0.37	E
Dragon, Slag-Scaled Titanium (Age cat 7)	0.82	E	Eagle, Gargantuan	0.77	E
Dragon, Slag-Scaled Titanium (Age cat 8) Dragon, Slag-Scaled Titanium (Age cat 9)	0.87 0.87	E E	Eagle, Giant Eagle, Wild	0.71 0.00	E
Dragon, Slag-Scaled Titanium (Age cat 7) Dragon, Slag-Scaled Titanium (Age cat 10)	0.97	E	Eblis (variable)	0.00	E
Dragon, Slag-Scaled Titanium (Age cat 11)	1.03	E	Eel, Electric	1.67	E
Dragon, Slag-Scaled Titanium (Age cat 12)	1.08	E	Eel, Giant	1.14	E
Dragon, Speckled (Age cat 1)	0.60	E	Eel, Weed	1.54	E
Dragon, Speckled (Age cat 2)	0.58	E	Efreeti Elemental Air (variable) (8 HD)	0.29 0.90	N/A N/A
Dragon, Speckled (Age cat 3) Dragon, Speckled (Age cat 4)	0.58 0.66	E	Elemental, Air (variable) (8 HD) Elemental, Earth (variable) (8 HD)	0.90	N/A
Dragon, Speckled (Age cat 4) Dragon, Speckled (Age cat 5)	0.68	E	Elemental, Earth (variable) (8 HD) Elemental, Fire (variable) (8 HD)	0.90	
Dragon, Speckled (Age cat 6)	0.66	E	Elemental, Greater Periodic	0.38	T
Dragon, Speckled (Age cat 7)	0.65	E	Elemental, Water (variable) (8 HD)	0.90	I.
Dragon, Speckled (Age cat 8)	0.70	E	Elephant, Club Trunked	0.80	E
Dragon, Speckled (Age cat 9)	0.70	E	Elephant, Sabre Toothed	0.75	E
Dragon, Speckled (Age cat 10) Dragon, Speckled (Age cat 11)	0.75 0.79	E	Elephant, Small-Eared Elephant, Standard	0.71 0.79	E
Dragon, Speckled (Age cat 17)	0.88	Ē	Elf, Aquatic	0.48	E
Dragon, Spiny (Age cat I)	0.37	E	Elf, Grel Cleric	0.92	E
Dragon, Spiny (Age cat 2)	0.44	E	Elf, Grel Mages	0.21	E
Dragon, Spiny (Age cat 3)	0.45	E	Elf, Grey	0.48	E
Dragon, Spiny (Age cat 4)	0.47 0.64	E	Elf, Grugach Elf, Half-	1.71 0.83	E
Dragon, Spiny (Age cat 5) Dragon, Spiny (Age cat 6)	0.67	E	Elf, High	0.48	E
Dragon, Spiny (Age cat 7)	0.76	E	Elf, Hunter Grel	1.43	E
Dragon, Spiny (Age cat 8)	0.76	E	Elf, Shadow	0.77	E
Dragon, Spiny (Age cat 9)	0.77	E	Elf, Shadow Grel	1.20	E
Dragon, Spiny (Age cat 10)	0.80	E	Elf, Valley	1.67	E
Dragon, Spiny (Age cat 11) Dragon, Spiny (Age cat 12)	0.90 0.94	E	Elf, Wood Elk, Dire	0.48 1.71	E
Dragon, Swack Iron/Swack Iron Albino (Age cat 1		E	Elven Pony	1.11	E
Dragon, Swack Iron/Swack Iron Albino (Age cat 2	,	E	Elven Wardawg	3.20	E
Dragon, Swack Iron/Swack Iron Albino (Age cat 3		E	Enchanted Doors (variable) (5 HD)	2.38	I
Dragon, Swack Iron/Swack Iron Albino (Age cat 4	,	E	Enigma Lice	0.00	1
Dragon, Swack Iron/Swack Iron Albino (Age cat 5		E	Enslaver of the Deep	0.42	E
Dragon, Swack Iron/Swack Iron Albino (Age cat 6 Dragon, Swack Iron/Swack Iron Albino (Age cat 7		E	Enveloper (variable) (3 HD) Ettercap	0.71 1.38	E
Dragon, Swack Iron/Swack Iron Albino (Age cat 8 Dragon, Swack Iron/Swack Iron Albino (Age cat 8		E	Ettin	0.86	Ē
Dragon, Swack Iron/Swack Iron Albino (Age cat 9	,	E	Eye, Floating	2.86	E
Dragon, Swack Iron/Swack Iron Albino (Age cat I		E	Fairy, Carnivorous, Glitter	0.00	E
Dragon, Swack Iron/Swack Iron Albino (Age cat I		E	Fairy, Carnivorous, Hardcore	0.59	E
Dragon, Swack Iron/Swack Iron Albino (Age cat I Dragon, White (Age cat I)	2) 0.94 0.27	E	Fairy, Carnivorous, Hunter Fairy, Carnivorous, Seasoned	0.83 1.54	E
Dragon, White (Age cat 1) Dragon, White (Age cat 2)	0.30	E	Fairy, Carnivorous, Seasoned Fairy, Carnivorous, Wild	0.00	E
Dragon, White (Age cat 3)	0.30	E	Fairy, Gorge	0.00	E
Dragon, White (Age cat 4)	0.30	E	Fairy, Standard	0.00	E
Dragon, White (Age cat 5)	0.35	E	Fairy, Water Crested	0.00	E
Dragon, White (Age cat 6) Dragon, White (Age cat 7)	0.39 0.48	E	Felarn Ferret, Man-Eating	2.86 2.86	E
Dragon, White (Age cat 7) Dragon, White (Age cat 8)	0.48	E	Ferret, Man-Eating Festering Reaver	0.68	
Dragon, White (Age cat 9)	0.51	E	Fire Ants	0.00	E
Dragon, White (Age cat 10)	0.54	E	Fire-Monk	2.67	E
Dragon, White (Age cat 11)	0.57	E	Firedrake	1.19	E
Dragon, White (Age cat 12)	0.66	E	Firefly, Dire	1.33	E
DragonFaerie Dragonfish	0.30 1.54	E E	Firenewt, Cleric Firenewt, Common	2.22 2.50	E
Dragonfly, Giant	2.31	E	Firenewt, Elite	2.94	E
DragonHorse	1.21	E	Firenewt, Overlord	1.53	E
DragonKomodo	0.95	I	Firenewt, Strider	1.35	E
DragonKomodo, Dire	1.23	1	Firetoad	1.48	Т
DragonKomodo, Giant Dragonl ord	0.75 0.86	E	Flail Snail (variable) (4 HD) Flailing Wailer	1.90 2.22	E E
DragonLord Dragonne	1.10	E	Flailing vvaller Flesh Thrasher	1.00	E
Dragonnel	0.92	E	Fleshpecker	0.00	Ē
Dralch	0.95	E	Fly, Giant Horse-	1.35	1
Drelb	1.13	N/A	Frog, Chain Reaction	0.57	E
Drider Cleric	0.53	T T	Frog, Giant (variable) (1 HD)	0.83	E
Drider Mage	0.32	I	Frog, Killer	2.86	E

Frog, Poisonous Frog, Yellow Fungi, Violent Fungi, Violet Fungroid Fungus Rot (Disease/Parasite)	1.54 0.00 0.95 1.11	T T	Grendel Grieving Herald	0.80 1.43	Т
Fungi, Violent Fungi, Violet Fungroid	0.95		Grieving Herald	1 43	
Fungi, Violet Fungroid			- · · ·		N/A
Fungroid	1.11	Т	Griffon	0.77	E
	1.07	T T	Grig Grim	3.08 0.86	E N/A
	N/A	1	Grimlock (variable)	4.62	E
Gagwaller	1.21	Ť	Grippli	1.54	E
Galeb Duhr (variable) (8 HD)	0.36	i	Grizzled Bankrass	1.69	ī
Gar, Giant	1.00	E	Grizzly Squirrel	2.86	E
Gargoyle Lord	1.13	1	Grynurian Monk	1.54	E
Gargoyle, Common	0.95	I.	Guardian Familiar	0.90	I
Gargoyle, Kapoacinth	1.18		Guardian Spirit	0.83	N/A
Gas Spore	0.00	Т	Gummy Fiend	0.95	E
Gelatinous Cube Ghast	1.10 1.23		Gut Waller Gut Waller Serpent (variable) (4 HD)	variable	1
Ghast	0.20	N/A	Hag, Green	1.20	1
Ghoul, Common	2.29		Hag, Sea	1.03	i
Ghoul: Lacedon	2.29	i	Halfling, Hairfoot	2.86	E
Giant Desert Beaver	2.86	E	Halfling: Stout	2.86	E
Giant, Cloud	0.45	E	Halfling: Tallfellow	2.86	E
Giant, Firbolg (variable)	0.30	E	Halfling: Thug	2.86	E
Giant, Fire	0.56	E	Hangman Tree (variable)	0.83	<u> </u>
Giant, Fog	0.44	E	Нагру	0.92	T
Giant, Fomorian Giant, Frost	0.40 0.44	E	Haunt HedgeHawg, Giant	0.65	N/A E
Giant, Frost Giant, Gorge (variable)	0.44	E	HedgeHawg, Glant HedgeHawg, Vorpal-Clawed	1.11	E
Giant, Gorge (variable) Giant, Hill	0.29	E	HedgeHawg, vorpal-Clawed Hedley Kow	1.67	E
Giant, Mist	0.70	E	Heel Borer	1.67	E
Giant, Mountain	0.34	E	Herd Animals (variable) (1 HD)	2.86	Ē
Giant, Prairie	0.38	E	Hippocampus	2.50	E
Giant, Scorn	0.58	E	Hippogriff	1.14	E
Giant, Stone	0.44	E	Hippopotamus	0.62	E
Giant, Storm (variable)	0.39	E	Hoar Fox	5.71	E
Giant, Verbeeg	0.92	E	Hoar'daa Bull	2.17	E
Gibbering Mouther	2.14	E	Hoar'daa Cow	0.86 2.35	E
Gibbon Githyanki	6.67 Variable	E	Hoar'daa Larvae Hobgoblin (variable)	0.00	E
Githzerai	Variable	E	Hollyphant	1.02	N/A
Gloomwing	1.08	E	Homonculous	0.37	1
Glow Worm	0.00	1	Hood Winker	2.29	E
Gnarl-rons	2.50	I	Hook Horror	2.50	E
Gnoll, Desert	2.86	E	Horned Rager	0.92	E
Gnoll, Headhunter	2.86	E	Horned Simian Bush-Grappler	0.48	E
Gnoll, Standard (variable) (guards)	1.54	E	Hornet, Carnivorous	0.00	E
Gnome Titans (variable) Gnome, Common (variable)	1.54 1.54	E	Hornet, Giant Hound of III Omen	0.74 N/A	E N/A
Gnome, Feral	0.83	E	Hubrisite	0.90	N/A
Gnome, Forest	0.83	Ē	Huecuva	1.48	T
Gnome, Svirfneblin	0.71	E	Hulking Mound	0.46	I
Gnome, Tinker	1.54	E	Humanimals, Greater	1.08	E
Gnomeling	0.00	E	Humanimals, Lesser	1.71	E
Gnomish Doom Lord (variable)	0.15	E	Hunched Shocker	1.38	<u> </u>
Goat	2.86	E	Hydra: common (variable) (5 HD)	0.20	T
Goat, Giant Goblin, Common	0.74 0.00	E	Hydra: Cryo (variable) (5 HD) Hydra: Lernaean (variable) (5 HD)	0.23 0.30	T T
Goblin, Gibbering	1.19	L .	Hydra: Medusa (variable) (10 HD)	0.28	Ť
Gold Bane	0.00		Hydra: Pyro (variable) (7 HD)	0.23	T
Golem Master (variable) (9th level)	0.40	Ē	Hyena	3.08	Ē
Golem, Blood	1.08	I	Hyena, Giant	1.71	E
Golem, Clay	0.34	I.	Ice Fiend	1.14	I
Golem, Flesh	0.55	l	Ichthyocentaur	0.73	E
Golem, Gristle	0.24		Igneous Walker	1.67	l
Golem, Guardian	0.48	I	Impaler, Crimson	6.67	E
Golem, Iron Golem, Muck	0.36 0.92	I	Impaler, Purple Impaler, Rainbow	4.71 3.41	E
Golem, Muck, Diseased	0.92		Impaler, Kanbow Impeder, Great Lucid	0.79	E
Golem, Puppet	1.67		Incinerator	1.90	T
Golem, Stone	0.34	I	Indigo Ambusher	3.08	Ē
Goo, Amber	N/A	E	Infernal Slayer	1.20	N/A
Gopher, Sewer	1.71	E	Insidious Ichor (variable)	0.71	т
Gorangatang	1.11	E	Insidious Stalker	2.59	
Gore Monger, Insatiable	0.93		Intellect Devourer, Adult	0.52	T
Gorecupine	0.77	E	Intellect Devourer, Larva Invisible Heckler	1.54 0.85	T N/A
Goregon Gorger, Dire	1.29 0.83	E	Invisible Heckler Invisible Horror (variable)	0.85	N/A N/A
Gorizzla	1.48	E	Invisible Stalker	0.00	N/A N/A
Gorphin	2.22	E	Iron Cobra	1.67	1
Gouger, Cave	1.33	E/T	lxitxachitl: Cleric	3.33	Ē
Gouger, Dark	1.71	E/T	lxitxachitl: standard	0.00	E
Gouger, Fanged	1.09	E/T	lxitxachitl:Vampire	4.17	E
Gouger, Great	1.19	E/T	Jabbervock, Vile	0.34	I
Grappling Thrasher	1.22	E	Jackal	0.00	E
Grave Scrounger	1.14		Jackalope, Pronghare	3.33	E
Gremlin Gremlin, Galltrit	0.92 0.00	Т	Jackalope, Standard Jackalwere	0.00 1.43	E
Greinin, Ganuri	0.00		Jackaiweie	دד. ו	L

Name	HF/EP ratio x100	Edibility	Name	HF/EP ratio x100	Edibility
Jaculi	2.86	E	Lime Green Quivering Mass (variable) (3 HD)	2.14	1
Jaded Mannacle	2.96	1	Liontaur	1.48	E
Jann (variable) (6 HD)	0.70	E	Lizard, Fire	1.21	E
Jarvin-taur	2.86	E	Lizard, Giant	0.74	E
Jaundiced Grappler	0.71	E	Lizard, Ice	1.44	I
Jelly, Grease	1.08	I	Lizard, Minotaur	1.54	E
Jelly, Mustard	0.82	I	Lizard, Red-Bellied Armored	1.44	E
Jelly, Ochre	2.59	I	Lizard, Subterranean	1.67	E
Jelly, Symbiotic	3.08	Т	Lizard-Newt, Pygmy	6.67	E
Jellyfish, Common	0.00	1	Lizardman, Common (variable)	1.54	1
Jellyfish, Dire Man O' War	0.82	!	Lizardman, King	0.92	
Jellyfish, Flying Swamp	0.71	!	Lizardman, Magic-user (variable) (2 HD)	1.54	
Jellyfish, Giant	1.11	1	Lizardman, Thief (variable) (2 HD)	1.54	I F
Jellyfish: Man-O-War (variable) (1 HD)	2.86	E	Lizotaur (variable) (bodyguard)	2.86	E
Jellyling	1.54 1.00	E N/A	Llama, Wild Loathsome Prowler	1.54	E
Jungle Terror Jungle-Drac (variable) (4 HD)	7.20	E E	Loathsome Provier Lobe Footed Marsh Dweller	2.86 5.71	E
Jurassic Creatures: Ankylosaurus	0.21	E	Locathah (variable)	0.00	E
Jurassic Creatures: Archaeopteryx	0.00	E	Longtailed Silver Slasher	1.54	E
Jurassic Creatures: Archaeopter yx	0.23	E	Luck Eater	1.48	E
Jurassic Creatures: Camptosaurus	28.57	E	Lunger, Crevice	0.92	E
Jurassic Creatures: Deinonyschus	2.35	E	Lunger, Hedgerow	1.08	E
Jurassic Creatures: Dimetrodon (variable) (3 HD)		E	Lunger, Rafter	0.77	E
Jurassic Creatures: Diplodocus	0.19	E	Lunger, Saw-Backed	0.92	E
Jurassic Creatures: Elasmosaurus	0.32	E	Lunger, saw-Backed Lurker Above	0.60	
Jurassic Creatures: Icthyosaurus	0.62	E	Lurker Above	0.60	
Jurassic Creatures: Lambeosaurus	0.82	E	Lurker Within	0.62	
Jurassic Creatures: Lambeosaulus Jurassic Creatures: Mamenchisaurus	0.43	E	Lurker, Cactus	1.11	E*
Jurassic Creatures: Nothosaurus	0.53	E	Lycanthrope: Foxwoman	0.90	1
Jurassic Creatures: Plesiosaurus	0.31	Ē	Lycanthrope: Were-Badger	1.90	i
Jurassic Creatures: Pteranodon	1.71	E	Lycanthrope: Were-Bear	1.14	
Jurassic Creatures: I teranodori Jurassic Creatures: Stegosaurus	0.27	E	Lycanthrope: Were-Boar	0.92	
Jurassic Creatures: Triceratops	0.31	Ē	Lycanthrope: Were-Dwolf	1.08	·
Jurassic Creatures: Triloblights	5.07	ī	Lycanthrope: Were-Goat	1.48	i
Jurassic Creatures: Tyrannosaurus Rex	0.24	E	Lycanthrope: Were-Lynx	2.22	i
Jurassic Creatures: Velociraptor	0.82	Е	Lycanthrope: Were-Rat	1.11	1
Jurynday, Freshwater	0.40	E	Lycanthrope: Were-Shark	1.05	1
Jurynday, Saltwater	0.37	E	Lycanthrope: Were-Tiger	1.13	1
Kangarai Warrior	1.67	E	Lycanthrope: Were-Wolf	1.19	I
Kangaroo Flea, Giant	2.86	I	Mad Titterling	3.20	I
Kangaroo, Common	1.54	E	Madger	1.56	E
Kangaroo, Marauding	3.08	E	Magic Mocking Mouth	0.00	N/A
Karkadann	1.13	E	Magic Mouth, Common	0.00	N/A
Kenku (variable) (2 HD)	1.71	E	Magic Mouth, Rogue	0.00	N/A
Ki-Rin	0.67	N/A	Magic Mouth, Sassy	0.00	N/A
Killwi	1.11	E	Mammoth, Ram-Horned	0.33	E
Kobold, Greater (variable)	0.00	E	Mammoth, Wooly	0.33	E
Kobold, Lesser (variable)	0.00	E	Mandragora	2.50	E
Kobold, Woodland (variable)	0.00	E	Mantari	0.00	E
Kraken	0.37	E	Manticore, Common	1.03	1
Krueller	1.23	E/T	Manticore, Womanticore	0.82	
Kuo-Toa: common (variable) (2 HD)	2.29	E	Mantis, Deadly Preying	0.83	E
Kuo-Toa: Monitors	0.80	E	Mantis, Dire Field	1.50	E
Kuo-Toa: Shaman (variable) (2 HD)	1.85	E	Mantrap (variable) (4 HD)	1.19	
Lamia, Common	0.47		Marble Mugger	2.86	1
Lamia, Great-Horned Lamia, Noble	0.60 0.53	1	Margoyle Marid	2.62	1
Lamia, Noble Lammasu, Common	0.80	E	Marid Marmoset	1.02 0.00	E
Lammasu, Common Lammasu, Greater	0.78	E	Marrow Mite	0.00 N/A	
Lamprey, Giant	0.95	E*	Marsh Gibberer	2.35	E
Lamprey, Land	1.54	E*	Masticator, Articulated	0.45	-
Lamprey, Normal	1.54	E*	Masticator, Subterranean	0.43	
Larantula	1.75	Ĩ	Mastiff, Shadow	2.59	N/A
Latrine Ambusher	1.67	i	Mastodon	0.35	E
LavaSpawn: Fighters	1.33	N/A	Maulsquito	8.33	T
LavaSpawn: Multi-Classed (variable) (dual-classed)		N/A	Mea-Zel	5.83	Ē
LavaSpawn: Spell Casters	1.43	N/A	Medusa, Gorgon	0.26	T
Leech, Bony-Ridged	4.44	1	Medusa, Greater	0.73	Ť
Leech, Cistern	3.33	I.	Medusa, Lesser	0.70	Т
Leech, Giant (variable) (I HD)	6.67	I	Meenlock	4.07	E
Leech, Groin	0.00	I	Men, Beggars	0.00	Ē
Leech, Level-Draining Muck	2.86	1	Men, Partisan	2.86	E
Leech, Luck-Draining Muck	0.00	I	Men: Aborigine/Caveman (variable) (1 HD)	6.67	E
Leech, Sinus	0.00	I	Men: Adventurer	variable	E
LeechMan, Guard (variable) (3 HD)	3.33	I	Men: Apprentice (variable)	14.29	E
LeechMan, Swamp-dwelling	3.08	I	Men: Bandit/Brigand	6.67	E
Lemur, Common	0.00	E	Men: Bard/Street	6.67	E
Lemur, Feces-Flinging	6.67	E	Men: Berserker/Dervish	1.54	E
Lemur, Flying	6.67	E	Men: Caravan Guard	6.67	E
Lemur, Pygmy Mouse	0.00	E	Men: Cavalry (variable) (1 HD)	6.67	E
Lemur, Ringtail	0.00	E	Men: Cleric	variable	E
Leucrotta	0.92	I	Men: Farmer, Burly (variable) (1 HD)	6.67	E
Leviathan	0.38	E	Men: Farmer/Herder	6.67	E
Leviacian					F
Lich	0.71	1	Men: Gentry	6.67	E
	0.71 0.83	I	Men: Gentry Men: Gypsy (variable) (1 HD)	6.67	E

Name	HF/EP ratio x100	Edibility	Name	HF/EP ratio ×100	Edibility
Men: Hermit	6.67	E	Mummy, Lord (variable) (8 HD)	0.78	I
Men: Knight	variable	E	Mummy, Minion (variable) (5 HD)	0.63	I
Men: Magic-User	variable	E	Mummy, Warrior (variable) (10 HD)	0.93	I.
Men: Mercenary	2.86	E	Murk Slither	4.62	E
Men: Merchant Sailor/Fisherman	6.67	E	Muskrat, Dire	0.00	E
Men: Merchant, Dishonest Men: Merchant/Trader	6.67 6.67	E	Mutable Juggernaut Mute-Screecher	0.55 2.22	E
Men: Middle Class Citizen	6.67	E	Myconid (variable) (1 HD)	20.00	E
Men: Peasant/Serf	0.00	E	Mynx	1.85	E
Men: Pilgrim	0.00	Ē	Naga, Guardian	0.40	T
Men: Pirate/Buccaneer	6.67	E	Naga, Spirit	0.66	Т
Men: Police/Constable	6.67	E	Naga, Water	1.23	Т
Men: Prostitute	6.67	E	Nar Wasp, Crimson	1.19	E
Men: Sailor	6.67	E	Nar Wasp, Yellow Jacketed	1.11	E
Men: Servant/Torch Bearer Men: Slaver	0.00 6.67	E	Necrophidius Necrophid	5.14 1.75	1
Men: Soldier	6.67	E	Needle Fiend Nefarian: Daemon Royalty: Anthraxus	1.02	Ť
Men: Thief/Thug	variable	E	Nefarian: Daemon Royalty: Charon	0.71	N/A
Men: Tradesman/Craftsman	6.67	E	Nefarian: Daemon: ArcanaDaemon	1.45	E
Men: Trapper/Woodsman	6.67	E	Nefarian: Daemon: Charonadaemon	0.52	T
Men: Tribesman	6.67	E	Nefarian: Daemon: Derghodaemon	0.77	1
Men:Viking (variable) (1 HD)	6.67	E	Nefarian: Daemon: Guardian Daemon	1.71	1
Men: Waitress/Wench	6.67	E	Nefarian: Daemon: Hydrodaemon	1.23	I
Men:Wild men (variable) (1/2 HD)	6.67	E	Nefarian: Daemon: Maenes	1.54	I
Mer-Folk: Mermaid (variable) (1 HD)	1.54	E	Nefarian: Daemon: Mezzo Daemon	0.69	
Mer-Folk: Merman (variable) (1 HD)	1.54	E	Nefarian: Daemon: Nycadaemon	0.64	÷
Mer-Folk: MerShaman (variable) (3 HD) Mimic Animal (variable) (5 HD)	2.38 10.29	E	Nefarian: Daemon: Piscodaemon Nefarian: Daemon: UltroDaemon	1.05 1.06	T
Mimic, Animal (variable) (5 HD) Mimic, Common (variable) (7 HD)	2.56	E	Nefarian: Daemon: OltroDaemon Nefarian: Daemon: YagnoDaemon	0.59	E*
Mimic, Killer (variable) (9 HD)	1.55	E	Nefarian: Demodand: Farastu	0.33	E.
Mimic, Mineral (variable) (3 HD)	20.00	E	Nefarian: Demodand: Kelubar	0.33	·
Mimic, Tasty Beverage	2.50	I.	Nefarian: Demodand: Shator	0.59	1
Mimic, Vegetable	20.00	E	Nefarian: Demon Minion: Dark Enchantress (vari	able) (10 HD)	0.24 I
Mind Flayer: Arcane	0.52	E	Nefarian: Demon Minion: Ebony Death	1.00	1
Mind Flayer: Psionic	0.74	E	Nefarian: Demon Minion: Hordling	0.62	I
Minotaur, Ami-Dugis Grove	0.60	E	Nefarian: Demon Minion: Loogey Spit	1.31	1
Minotaur, Common (variable)	0.57	E	Nefarian: Demon Minion: Mangy	1.00	
Minotaur, Free Range	0.40	E	Nefarian: Demon Minion: Nathraak	2.21	
Minotaur, Tauridon/Tarusian Minotox	1.00 0.60	E	Nefarian: Demon Minion: Nefaryn, Immature (va Nefarian: Demon Minion: Nefaryn, Mature	0.63	0.65 I
Modron: Cylindeton	0.80	E	Nefarian: Demon Minion: Predator	0.85	E*
Modron: Decaton	0.82	E	Nefarian: Demon Minion: Quasit	0.55	1
Modron: Dodecahedrone	1.21	Ē	Nefarian: Demon Minion: Spawn (4 HD)	0.50	i
Modron: Dodecaton	0.81	Е	Nefarian: Demon Minion: Succubus	0.56	1
Modron: Hexahedrone	2.22	E	Nefarian: Demon Minion: Type I	2.26	1
Modron: Hexaton	0.84	E	Nefarian: Demon Minion: Type II	1.65	I.
Modron: Icosahedrone	0.51	E	Nefarian: Demon Minion: Type III	0.63	I
Modron: Octahedrone	2.38	E	Nefarian: Demon Minion: Type IV	0.36	1
Modron: Octaton	0.80	E	Nefarian: Demon Minion: Type IX	0.32	
Modron: Parallelpipeton Modron: Primus	0.84 1.17	E	Nefarian: Demon Minion: Type V Nefarian: Demon Minion: Type VII	0.46 0.39	
Modron: Prisaton	1.17	E	Nefarian: Demon Minion: Type VII Nefarian: Demon Minion: Type VIII	0.35	1
Modron: Tetrahedrone	1.71	E	Nefarian: Demon Minion: Type X	0.24	E*
Modron: Tetraton	0.91	E	Nefarian: Demon Minion: Type XI	0.34	-
Modrons: Icosaton	1.03	E	Nefarian: Demon Royalty: An'Gnarl	0.36	I
Mold, Brown	0.00	I	Nefarian: Demon Royalty: Arch Demon Kaleb	0.32	I
Mold, Cling	0.00	I	Nefarian: Demon Royalty: Demogorgon	0.02	1
Mold, Russet	0.00	I	Nefarian: Demon Royalty: Dread	0.02	I
Mold, Yellow	0.00	-	Nefarian: Demon Royalty: Duke of Evil	0.14	
Mole Man Mongooso Common	6.67 0.00	E	Nefarian: Demon Royalty: Gar'Rangeeze	0.49 0.21	1
Mongoose, Common Mongoose, Giant	1.85	E	Nefarian: Demon Royalty: Graagyn Nefarian: Demon Royalty: Lord Scroud	1.13	
Mongoose, King	0.47	E	Nefarian: Demon Royalty: Prince Kraas	0.26	
Monkey, Blind	0.83	E	Nefarian: Demon Royalty: Prince Murgan	0.31	
Monkey, Flying	5.71	E	Nefarian: Demon Royalty: Taur'Raad	0.18	I
Monkey, Ice	2.86	E	Nefarian: Demon Royalty: Uthbos Evaar	0.20	L
Monkey, Musk	5.71	E	Nefarian: Demon Royalty: Zyandal	1.27	1
Monkey, Poison	1.67	E	Nefarian: Demon: Minion Type VI	0.29	
Monkey, Six Ribbed Skink	3.08	E	Nefarian: Devil Minion: Bone Devil	0.88	
Monoceros Moon Davig	1.87	E	Nefarian: Devil Minion: Dark Minion	2.86	
Moon Dawg Moose,War	0.04 1.14	N/A E	Nefarian: Devil Minion: Dark Soultress Nefarian: Devil Minion: Devee'yant	1.03 1.93	1
Moose, war Morgue Prowler (variable) (7 HD)	2.43	E	Nefarian: Devil Minion: Devee yant Nefarian: Devil Minion: Hell Sentinel	1.93	
Morkoth	1.57	E	Nefarian: Devil Minion: Hell Spawn	0.85	E*
Morlog	6.67	E	Nefarian: Devil Minion: Horned Devil	1.93	Ī
Mosquitos, Ravenous	0.00	I	Nefarian: Devil Minion: Ice Devil	1.31	I.
Moss, Memory	2.86	E	Nefarian: Devil Minion: Lemure Devil	3.08	I
Moss, Shimmer	14.29	E	Nefarian: Devil Minion: Pit Fiend	0.70	I.
Moth, Ginger	0.00	E	Nefarian: Devil Minion: Soul Broker	0.56	
Muckdweller	0.00	E	Nefarian: Devil Minion: Spiny Devil	4.44	
Mud Man	11.43		Nefarian: Devil Royalty: Arch Devil Malefane	0.03	
Mugglawump Mummy Adharar	2.14 2.00		Nefarian: Devil Royalty: Asmodeus	0.04 0.85	
Mummy, Adherer Mummy, Fetid	4.05		Nefarian: Devil Royalty: Burgraad Baydylax Nefarian: Devil Royalty: De'Yin Vay	0.85	T
Mummy, Follower	0.83	i	Nefarian: Devil Royalty: Duke Atan'Nyus	0.68	i
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Name	HF/EP ratio x100	Edibility	Name	HF/EP ratio x100	Edibility
Nefarian: Devil Royalty: Duke Braax Mourgon	0.56	I	Org	0.83	E**
Nefarian: Devil Royalty: Evilynn	0.54	1	Otter, Giant River	1.14	E
Nefarian: Devil Royalty: Harbinger Nefarian: Devil Royalty: Lord Gargruss Vlaadmaar	0.32 0.53	1	Otter, Giant Sea Otter, River	0.74 0.00	E
Nefarian: Devil Royalty: Mephistopheles	0.47	i	Otter, Sea	0.00	Ē
Nefarian: Devil Royalty: Saurgaas Baydylax	0.53	I	Ottermen	5.71	E
Nefarian: Devil royalty: Thraar	0.44 0.26		Otyugh (variable) (6 HD) Otyugh, Neo- (variable) (9 HD)	2.00 1.45	
Nefarian: Devil Royalty:Vorgaal'Lad Nefarian: other: Bullweiller	0.28	Ť	Ouroboros	0.61	N/A
Nefarian: other: Devil Dawg	1.67	I	Overhorde	6.50	1
Nefarian: other: Diakk, Broad	1.05	E*	Owl, Common	1.54	E
Nefarian: other: Diakk, Tall Nefarian: other: Face Seeking Claw	1.36 2.10	E*	Owl, Giant Owl, Talking	1.11 0.31	E
Nefarian: other: Frightmare	1.17	i	Owlbear, common	0.56	E
Nefarian: other: Hellcat	1.14	I.	Owlbear, Great Horned	0.45	E
Nefarian: other: Hellephant Nefarian: other: HellGoat	0.58 1.07	I T	Owlbear, Lesser Owlbear, Spotted	0.50 0.80	E
Nefarian: other: HellHound (variable) (4 HD)	4.29	I	Oyster, Giant, River	2.40	E
Nefarian: other: HellSpider	3.08	I	Öyster, Giant, Sea	1.48	E
Nefarian: other: Imp, Common	0.93	1	Packasite	1.54	E
Nefarian: other: Imp, Limp-Wristed Nefarian: other: Imp, Penster	0.75 0.85	1	Pan-Dimensional Rover Panda Bear, Common	1.03 1.14	E
Nefarian: other: Impling	1.11	T	Panda Bear, Trans-Planar	1.54	Ē
Nefarian: other: Shadow Demon	2.23	1	Para-Elementals: Ice (variable) (8 HD)	1.57	1
Nefarian: other: Soul Cloaker Nefarian: other: Soul Flayer, greater	6.86 1.75	1	Para-Elementals: Magma (variable) (8 HD) Para-Elementals: Ooze (variable) (8 HD)	1.29 1.21	
Nefarian: other: Soul Flayer, lesser	1.90	I	Para-Elementals: Smoke (variable) (8 HD)	1.21	
Nefarian: other: Soul Larva	0.00	I	Parasites: Diseased	0.00	1
Nefarian: other: Soul Snatcher	1.72	i N/A	Parasites: Dreaded Tape Worm	1.67	
Nereid Newt, Jelly-Banded, Common	3.70 0.00		Parasites: Magus Ticks Parasites: Paralyzing Fleas	N/A N/A	
Newt, Jelly-Banded, Giant	0.00	L	Parasites: Pin Worms, Dire	3.08	1
Nid'Hogg	1.23	E	Parrot, Greater Psionic	1.90	E
Nighthag Nightmare	3.57 1.60	1	Parrot, Grey Ghost Parrot, Lesser Psionic	2.22 0.74	E
Nixies	0.37	E	Pegasus, Greater	1.38	E
Nizar'fang	3.08	E	Pegasus, Obsidian	3.33	I F
Norker Nymph	2.86 0.79	E	Pegasus, Standard Pendulous Feltcher	2.86 2.40	E
Obsidian Clan Commoner	0.00	E	Penguin, common	0.00	Ē
Obsidian Clan Shaman (IHD)	0.92	E	Penguin, Dire	2.86	E
Obsidian Clan Warrior (IHD) Obsidian Lotus	0.91	E T	Penguin, Dire Sand Pernicon	2.86 14.29	E
Ocean Camel	0.32	Ē	Peryton	3.33	E
Octogorgon	0.64	E	Phantom	N/A	N/A
Octopus, Giant Ogre, Aquatic (variable) (4 HD)	1.15 0.95	E	Phantom Fog Phantom Follower	0.08 3.08	N/A N/A
Ogre, Common (variable) (2 HD)	0.74	E	Phantom Stalker	4.22	N/A N/A
Ogre, Half	0.74	E	Phoenix	1.17	E
Ogre, High: Chub-Foot Ogre, High: Flat-Footed	0.20 0.23	E	Phycomid Pied Viper	2.38 2.40	T T
Ogre, High: Rogue	0.23	E	Piercer (variable) (1 HD)	6.67	E
Ogre, High: Ryngar	0.23	E	Pig, Blood	1.67	E
Ogre, High: Webbed-toe	0.23 0.43	E	Pig, domesticated	1.54 0.89	E
Ogre, Lord (variable) (8 HD) Ogre, Low: Hedge (variable) (4 HD)	0.43	E	Pig, giant Pig, Wild	0.89	E
Ogre, Low: Trash (variable) (4 HD)	0.74	E	Pigdawg, Prancing	1.67	E
Ogre, Magi (variable) (5 HD)	5.08	E	Pigeon, Carrier	0.00	E
Oliphant,War Oliphant,Wild	l.54 l.38	E	Pigeon, Common Pike, Giant	0.00 2.18	E
Omen Sayer (variable) (1 HD)	1.67	E	Pincher	1.44	E
Onerous Carbuncle Ooze, Crystal	0.43 2.62	I T	Pinnard Piranha, Cold Water	3.33 0.00	E
Ooze, Grystal Ooze, Gray	1.48	1	Piranha, Cold Water Piranha, Common	0.00	E
Ooze, Scathing	2.62	T	Piranha, Giant	1.54	E
Opinicus Orange Tail Plant Squaller	1.57 1.08	E	Pit Howler Pit Mauler	2.50 2.62	
Orange fail Plant Squaller Orc, Bottomland	0.00	E E**	Pit Mauler Pit Maw (variable) (4 HD)	1.48	
Orc, Bounty Hunters	0.98	E**	Pitbull	1.60	E
Orc, Brigands Orc, Cloven-Hoof (variable) (3 HD)	0.00 0.83	E** E**	Pixie, Common Pixie, Elder	0.31 2.36	E
Orc, Cloven-Hoof (Variable) (3 HD) Orc, Common	0.83	E**	Pixie, Elder Pixie, Fighter (variable) (1st level)	1.81	E
Orc, Half- (2 HD)	0.91	E**	Pixie, Hybrid: Pixie Fairy	Variable	E
Orc, High Priest Orc, Highland	0.60 0.00	E** E**	Pixie, Hybrid: Pixie Leprechaun Pixie, Hybrid: Pixie Brownie	0.74 0.74	E
Orc, lester	2.86	E**	Pixie, Hybrid: Pixie Brownie Pixie, Lich	2.40	E
Orc, Lord, Gibbering	1.48	E**	Pixie, Mage (variable) (1st level)	1.73	E
Orc, Orkin Bandits	0.00	E**	Pixie, Mirror Pixie, kiej Loprochaup	0.27	E
Orc, Orkin Lowland Pony Orc, Orkin Wardawg	0.57 0.80	E** E**	Pixie-kin: Leprechaun Pixie-kin: Leprosychaun	0.74 0.37	E T
Orc, Orkin Witch Doctor (variable) (4 HD)	2.86	E**	Planetar	0.33	N/A
Orc, Slavers (variable) (2 HD)	1.54	E**	Pleistocene Deer	1.67	E
Orc, Southern, Tribe Orc, Vampire	0.00 0.28	E** T	Pod Plant, Malicious Pod Plant, Podling	3.33 0.00	T T
Orc, Vampire High Priest	0.50	Ť	Poltergeist, Common	0.00	N/A

Name	HF/EP ratio x100	Edibility	Name	HF/EP ratio x100	Edibility
Polterzeitgeist	1.48	N/A	Rift Vortex	N/A	N/A
Porculisk	1.38	E	Righteous Avenger	4.92	N/A
Porcupine Warrior	4.62	E	Roaring Ghoul	2.46	I
Porcupine, common	6.67	E	Robolds (Individual)	0.00	E
Porcupine, Giant	4.17 1.85	E	Roc, Birch Roc, Common	0.95 0.32	E
Porcupine, Orcupine Porcupine, Poison	1.67	T	Roc, Frost	0.32	E
Portal of Devouring	1.03	N/A	Roc, Marsh	1.30	E
Predacat (variable) (AC 6)	2.14	E	Roc: Ruhk	0.29	E
Predacious Growler	0.92	E	Rock Bear	0.92	E
Predacious Howler	1.67	E	Rock Reptile (medium)	1.19	I. I.
Provocator	N/A	<u> </u>	Rock Worm	7.50	l.
Prowler Fish	0.31	E	Roof Fiend	1.67	
Prying Silverfish Proude Lindead Chart	0.00 3.43	E	Rook: Horned Raven	0.00	E*
Pseudo Undead, Ghast Pseudo Undead, Ghoul	1.60	E	Rook: Raven, Common Rook: Raven, Giant	0.00 0.57	E
Pseudo Undead, Specter	2.14	E	Rook: Raven, Huge	0.00	E
Pseudo Undead, Wight	2.40	Ē	Roper, Common (10 HD)	0.68	Ī
Pseudo Undead, Wraith	2.86	Е	Roper, Storoper	1.57	I
Pseudo Vampire: Greater	2.43	E	Rot Grub, Candy Striped	0.00	Т
Pseudo Vampire: Least	2.14	E	Rot Grub, Common	0.00	Т
Pseudo Vampire: Lesser	3.38	E	Rot Grub, giant	6.67	Т
Pseudo Vampire: Lord	1.67	E	Rothe'	4.00	E
Pseudo-Dragon, Common	1.19	E	Rust Monster, Common	2.96	
Psuedo-Psuedo-Dragon	1.18	E	Rust Monster, Magnetic	3.10	
Pudding, Black Pudding, Deadly	0.48 1.43	T T	Sahuagin, Common (3 HD)	1.39 1.56	E R
Pudding, Deadly Purple Death Bloom	1.43	T	Sahuagin, Mutant (3 HD) Salamander	1.85	
Purple Gilly	5.71		Samaritans (1 HD)	0.00	E
Pyrosnake	1.67	Ē	Samurai Jackal (3 HD)	1.67	E
Quaggoth, Common	0.57	E	Sandling	5.83	E*
Quaggoth, Jald	1.11	E	Satyr, Common	1.74	E
Quaggoth, Thonot	0.29	E	Satyr, Faun	1.43	E
Quarrel Mite	0.00	I	Satyr, Korred	1.64	E
Quasi-Elemental Lightning Ball (variable) (6 HD)	1.44	N/A	Satyr, She-, Common	1.23	E
Quay Lurker	1.60	1	Satyr, She-, Great Horned	1.00	E
Quickwood	4.76	1	Scarab of Seeking	0.00	
Quivering Disembowler Rabbit, common	2.96 0.00	E	Scarab, common	0.00 0.83	
Rabbit, giant	2.86	E	Scarab, giant Scarecrow	3.33	1
Rabbit, Predator	1.29	E	ScareRaven	2.86	E
Rabid Hummingbirds	2.86	T	Scorpion, common	0.00	T
Radiation Elemental (variable) (8 HD)	0.58	Ť	Scorpion, Giant	0.92	Ť
Raging Bucentaurus	1.47	E	Scorpion, Hell	1.13	т
Rakshasa, Common	0.97	E	Scorpion, Huge	1.67	Т
Rakshasa, Maharajah	0.72	E	Scorpion, Large	1.71	Т
Rakshasa, Rajah	0.69	E	Screacher	1.48	1
Rakshasa, Ruhk	0.63	E	Screaming Desert Tortoise	3.57	E
Ram	2.86 2.40	E	Screaming Meanies	2.86	E
Ram'koaran Ram, Battering	1.23	E	Scroll Devourer Scylla	0.00 0.38	E
Ram, Giant	1.48	E	Scylla: Charybdis	0.34	E
Rambumatta	1.67	E	Sea Harker	0.42	Ē
Rat, Carnivorous	0.00	E*	Sea Lion	1.43	ī
Rat, Common	0.00	E*	Sea Monster	0.34	E
Rat, Dire Albino	0.00	E*	Sea Stalker	1.48	E
Rat, Giant	0.00	E*	Seagull	0.00	<u> </u>
Rat, Large	0.00	E*	Seahorse, Giant (female)	0.37	E
Rat, Osquip Bot, Bayanaya	1.67	E*	Seal, Feral	2.50	E
Rat, Ravenous Rat, Sand	0.00 0.00	E* E*	Seawolf, Greater Seawolf, Lesser	0.71	E
Rat, Sewer	0.00	E*	Sedusa	1.57	T
Rat, Vapor	3.08	N/A	Seeall	2.62	E
Rath Lord (9 HD)	0.75	I	Seeker, Ear	0.00	
Ratweiller	1.11	E	Seeker, Eye	0.00	I.
Ray, Pungi	1.85	E	Seeker, Nose	0.00	I. I.
Ray: Deathray	1.03	E	Seeping Gelatinous Seeker	0.00	I
Ray: Giant Manta	1.11	E	Selkie	1.14	E
Ray: Stingray	0.00	E	Serpent, Barbed	1.33	E
Reaving Dervishes Relic Devourer	2.86	E	Serpent, Cerastes	1.14 6.15	T T
Relic Devourer Remorhaz	0.50 1.02	E	Serpentine Sewer Grub	6.15	
Repeller, Electric	3.43	L L	Sewer Snapper	0.00	
Repulser	3.70	N/A	Shade	0.95	I
Retch Plant	2.59	т	Shadow Fiend	1.85	I.
Retriever, Reckless	1.65	Т	Shadow Render	1.43	1
Retriever, Relentless	1.65	T	Shadow, Common	1.19	
Retriever, Ruthless	1.65	T	Shambling Mound (8 HD)	0.43	1
Retriever, Skullsplitter	1.00	т	Shank Shrub	3.08	Т
Revenant	1.00	1	Shark, Angel Shark, Davig Fish	1.54	E
Revenger Rhinoceros, Black	0.97 0.50	E	Shark, Dawg Fish Shark, Giant Magaladan	2.50 0.44	E
Rhinoceros, White	0.62	E	Shark, Giant Megalodon Shark, Goblin	0.44	E
Rhinoceros, Wooly	0.40	E	Shark, Gobin Shark, Wobbegong	0.79	E
Rib Splitter	3.20	- I	Shedu, Greater	0.51	E

Bob. Scar. Turnor.Bob. Scar. Turnor.Scar. Scar. Turnor.Scar. Scar. Sca	Name	HF/EP ratio x100	Edibility	Name	HF/EP ratio x100	Edibility
Same CanoneSame Cano	Shedu, Lesser	0.45	Е	Speckle Coated Horned Charger	1.50	E
BoxBoxBoxSolar	Sheep, Carnivorous	3.08		Spectre, Bound	1.15	I
Same factoringSpin (Compains)Open (Compains	• *			•		I
Sine frameware14.4Spine. Compains0.70ESoreware25.4CSpine. Hintercoginants0.80CSoreware0.64Spine. Carls0.24TSoreware0.00CSpine. Carls0.24TSoreware0.00CSpine. Carls0.24TSoreware0.00CSpine. Carls0.24TSoreware0.00CSpine. Carls0.24TSoreware0.00CSpine. Carls0.24TSoreware0.00CSpine. Carls0.24TSoreware0.00CSpine. Carls0.24TSoreware0.00CSpine. Spine. Carls0.24CSoreware0.00CSpine. Spine. S						
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Sink, Bink         13.33         E         Sprins, Sprin         0.71         E           Sink, Drink         1.47         E         Sprin, Kaware         0.74         E           Sink, Drink         6.67         E         Spry Raile"         0.00         E           Sink, Mink         1.11         E         Spring, Grank Abortal Land         0.46         E           Sink, Mink         1.11         E         Spring, Grank Abortal Land         0.46         E           Sink, Think         0.83         E         Spring, Grank Abortal Land         0.46         E           Sink, Think         0.83         E         Spring, Grank Abortal Land         0.76         E           Sinking, Granza         1.11         1         Spring, Carnico Spring         0.00         E           Sinking, Granza         1.11         1         Spring, Carnico Spring         0.00         E           Sinking, Granza         1.11         1         Spring, Carnico Spring         0.00         E           Sinking, Granza         1.11         1         Spring, Carnico Spring         0.00         E           Sinking, Granza         1.11         1         Spring, Carnico Spring         0.00         E			ļ			
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Skragen         O.61         I         Spaller, Carsa         O.61         I         Spaller, Carsa         O.00         E           Skuller, Carsa         2.50         E         Spaller, Cante Black         0.00         E           Skuller, Carsa         0.00         E*         Spaller, Corinary         0.00         E           Skunk, Gant         1.11         E*         Stag, Common         1.67         E           Skad, Gant         0.33         I         Stag Corinary         0.51         E         Stag Corinary         0.57         E           Skad, Coren         0.83         I         Stard, Kow         0.77         E           Skad, Coren         0.85         I         Stard, Kow         0.77         E           Skad, Coren         0.86         I         Stard, Kow         0.00         E         Stard, Kow         0.00         E<	Skink, Think	3.08	E	Sqiud, Giant, Land	0.66	E
Skulbrage         1.11         1         Spantrel.Carnivoras.Physic         0.00         E           Skulbraker (tasker)         2.50         E         Spantrel.Carnivoras.Physic         0.00         E           Skulbraker (tasker)         0.00         E <sup>1</sup> Spantrel.Carnivoras.Physic         0.00         E           Skulb (char)         1.11         E <sup>2</sup> Spantrel.Carnivoras.Physic         0.00         E           Skulb (char)         1.01         E <sup>2</sup> Spantrel.Carnivoras.Physic         0.00         E           Skulb (char)         1.02         E         Spantrel.Carnivoras.Physic         0.00         E           Skulb (char)         1.02         I         Stage (Carnivoras.Physic         0.00         E           Skulb (char)         1.32         I         Stage (Carnivoras.Physic         0.00         E           Skulb (char)         1.32         I         Stage (Carnivoras.Physics.Santrel)         0.00         E           Skulb (char)         2.56         I         Stage (Char)         E         Stage (Cha	Skithering Yith-Monkey (1 HD)	0.83	Е	Squid, Giant, Sand	0.76	
Skulbreiger (leader)         2.50         E         Spuirrel, Ciant Black ************************************	Skraagon		I			
Skurk         0.00         P         Spiurrel, Ordinary         0.00         E           Skurk, Ciant         1.11         P         Space Common         1.67         E           Skad, Lord Yord Ire Insane         0.63         1         Space Common         1.67         E           Skad, Lord Yord Ire Insane         0.63         1         Space Common         0.77         T           Skad, Chard, Death         0.85         1         Steper Common         0.77         T           Skad, Green         0.86         1         Strag, Common         0.70         E           Skad, Red         1.32         1         Strag, Nergless         0.00         E           Skad, Red         1.32         1         Strag, Nergless         0.00         E           Skad, Red         1.68         1         Strag, Plant, Tomato         5.33         I           Skad, Strage, Keackin         8.67         E         Strage, Plant, Tomato         5.93         I           Skad, Strage, Keackin         1.83         E         Strage, Plant, Tomato         5.93         I           Skad, Red         1.83         E         Strage, Plant, Tomato         7.64         I           Skade Nan<			l I	, , , ,		
Skuh C, Gant                       P         Šag. Common           47         E           Skuh Lord Stenkan         0.65         I         Sag. Common         1.93         I           Skuh Lord Stenkan         0.85         I         Stag. Common         0.57         E           Skuh Lord Stenkan         0.82         I         Stenk. Kow         5.71         T           Skuh Core Davah         0.85         I         Stenk. Kow         5.71         T           Skuh Core Davah         0.86         I         Stenk. Humming         0.00         E           Skuh Core Davah         0.86         I         Stenk. Humming         0.00         E           Skuh Core Davah         0.86         I         Stenk. Unrehuming         0.00         E           Skuh Core Core On Core         0.86         I         Stenk. Unrehuming         0.00         E           Skuh Core Core On Core         1.81         Torn Stenker         1.83         I         E           Skuh Core Core On Core On Core         1.82         T         Stenker Marker         1.85         E           Sime, Ohe - Haxt (3 HD)         1.82         T         Stenker Marker         1.85         I           Si						
Shad Lord Yond Yond Yond Yong Yong Yong Yong Yong Yong Yong Yong						
Slad Lord Yepri - Lord of Entropy         0.65         I         Stegecenipede         1.80         T           Slad Lord Deah         0.57         E           Slad Lord Deah         0.57         E           Slad, Green         0.86         I         Stripe, Common         0.57         E           Slad, Green         0.86         I         Stripe, Wingless         0.00         E           Slad, Grey, Executioner         0.86         I         Stripe, Wingless         0.00         E           Slad, Grey, Executioner         0.86         E         Stork, Dire         1.83         I           Straping Durwkin         8.57         E         Store Warbers         1.83         I           Straping Durwkin         8.57         E         Store Warbers         1.83         I           Straping Durwkin         1.82         T         Straping Plant, Ward         7.89         E           Sime, Oline - Hoxt (J HD)         1.82         T         Straping Plant, Ward         7.89         E           Simber, Graker         1.83         E         Straping Plant, Ward         7.89         E           Sinder, Graser         1.83         E         Straping Plant, Ward         1.86						
Shad Lord, Death         0.85         I         Sterich Kow         5.71         T           Shad, Green         0.96         I         Strage, Common         0.57         E           Shad, Green         0.96         I         Strage, Furninge         0.00         E           Shad, Green         0.86         I         Strage, Warglers         0.00         E           Shad, Red         2.56         I         Storen Guardian         2.31         I           Shad, Red         2.86         E         Storen Guardian         2.31         I           Shar, Storen         0.00         T         Strangle Pant, Vine         0.75         E           Sime, Olive         I.11         T         Strangle Pant, Vine         0.75         E           Sime, Olive         I.31         E         Strangle Pant, Vine         0.76         E           Sime, Olive         I.32         T         Strangle Pant, Vine         0.75         E           Sime, Olive         I.32         T         Strangle Pant, Vine         0.76         E           Sime, Olive         I.32         T         Strangle Pant, Vine         0.76         E           Sime, Olive         I.32			1	-		
Slad, Blue <sup>*</sup> 1.32         I         Strige, Corron, 0.67         E           Slad, Greep Enecutioner         0.66         I         Strige, Winnying         0.00         E           Slad, Greep Enecutioner         0.86         I         Strige, Winnying         0.21         I           Slad, Red         2.55         I         Store Guardian         2.21         I           Slad, Store Guardian         2.33         I			1			
Slad, Green0.96IStröge, Humming0.00ESlad, Grey, Executioner2.56IStone Guardian2.31ISlad, Red2.56IStone Guardian2.31ISlad, Key Executioner2.66EStork, Dire1.83ISlar, Store2.66EStork, Dire1.83ISlar, Store0.00TStrangle Plant, Vine0.75ESlime, Glive1.11TStrangle Plant, Vine0.75ESlime, Glive1.82TStrangle Plant, Vine0.75ESlithering Slaker1.82TStrangle Plant, Vine0.76ESlithering Slaker2.86IStrom Plant, Vine1.64ISlobgbölins, Greater2.86IStrogen Face1.64ISlobgbölins, Greater2.86IStrogen Face0.83ISlobgbölins, Greater2.86IStroctarener0.83ISlobg, Freistoric0.62ESubcutaneous Feeder0.00ISnake, Amphisbaena Constrictor2.94ESusturus1.85ESnake, Anghibabaena Constrictor2.14ESusturus1.85ESnake, Constrictor, Giant1.23ESusturus1.85ESnake, Constrictor, Giant1.23ESusturus1.85ESnake, Song Serpent0.48ESwordfish, Long0.00ESnake, Song Serpent			i			
Shad, Grey: Executioner         0.86         I         Storge Surges         0.00         E           Shad, Red         2.56         I. Stone Guardian         2.31         I           Shaping Durnkin         8.57         E         Stone Guardian         2.31         I           Shar'Steeck         2.66         E         Stork, Dire         1.85         E           Silme, Green         0.00         T         Strangle Plant, Vine         0.75         E           Silme, Olive         1.11         T         Strangle Plant, Vine         0.75         E           Silme, Olive         1.81         E         Strangle Plant, Vine         0.75         E           Silthering Tacker         3.30         E         Stump Horror         1.64         1           Slobgbolins, Greater         2.50         I         Storg Strang Mound         1.85         1           Slobgbolins, Greater Mossback         2.38         E         Su-Monster         2.15         I           Slobgbolins, Greater Mossback         2.38         E         Su-Monster         2.15         I           Slobgbolins, Greater Mossback         2.39         E         Surgeon Beele         0.00         I           Sn			i i	-		
Shaping Durnkin8.57EStore Arabiers3.33IStarSteack2.66EStork, Dire1.85ESime, Giree0.00TStrangle Plant, Tomato5.93ESime, Olive1.11TStrangle Plant, Weed7.55ESime, Olive + Host (3 HD)1.82TStrangle Plant, Weed7.65ESithering Tacker3.33EStump Horror1.64ISlobgbilins, Greater2.66IStygian Face Stapper1.86ISlobgbilins, Greater2.66IStygian Face Stapper1.86ISlobgbilins, Greater2.66IStygian Face Stapper1.86ISlob, Freibitsoric0.62ESubtortaneous Feeder0.00IStake, Amphitsbaera Constrictor2.00ESurdgeout Steeder0.00ISnake, Constrictor, Giant1.23ESwarman, Swarmang (2 HD)3.57ESnake, Constrictor, Giant1.23ESwarman, Swarmang (2 HD)6.67ESnake, Stap, Humongus0.29ESwarman, Swarmang (2 HD)6.67ESnake, Stapper1.44ESwarman, Swarmang (2 HD)6.67ESnake, Stapper1.44ESwarman, Swarmang (2 HD)6.67ESnake, Stapper0.48ESwordfish, Long0.00ESnake, Stapper0.48ESwordfish, Long0.00ESnake, Stapper0.48E	Slaad, Grey: Executioner	0.86	1		0.00	E
Shar Stock2.86EStork Dire1.85ESlime, Green0.00TStrangle Plant, Tomato5.93ESlime, Olive1.11TStrangle Plant, Vine0.75ESlime, Olive1.82TStrangle Plant, Viced7.69ESlithering Slasher1.85EStraw Mound4.80ISlobgoblins, Creater2.50IStun Jelly1.85ISlobgoblins, Greater2.66IStygian Face Slasper1.86ISloth, Greater Mossback2.86IStydian Plant, Slasser0.00ISloth, Greater Mossback0.62ESubderranean Maga-Ferrets0.81ISlake, Gnart0.90ISubterranean Maga-Ferrets0.81ISnake, Maphitsbaen Constrictor2.01ESusurus1.85ESnake, Constrictor2.20ESwandan, Swannay (2 HD)0.67ESnake, Constrictor, Giant1.23ESwandan, Swannay (2 HD)6.67ESnake, Memongus0.27ESwordfish, Long0.00ESnake, Monster0.48ESwordfish, Long1.43ESnake, Komonus, giant1.67ESymoidfish, Vorgal1.85ESnake, Memonus, Signt1.64ESymoidfish, Vorgal1.85ESnake, Memonus, Signt1.67ESymoidfish, Vorgal1.85ESnake, Signing0.77ESwordfish, Long	Slaad, Red	2.56	I	Stone Guardian	2.31	I
Sime, Green0.00TStrangle Plant, Tomato5.93ESime, Olive1.11TStrangle Plant, Vine0.75ESime, Olive1.82TStrangle Plant, Vine0.76ESithering Tacker1.85EStump Horror1.64ISlobgoblins, Greater2.50IStupple/Proror1.64ISlobgoblins, Greater2.66IStygian Face Slapper8.66ISloth, freater Mossback2.38ESubcutaneous Feeder0.00ISloth, freater Mossback2.38ESubcutaneous Feeder0.00ISloth, freater Mossback2.38FSubcutaneous Feeder0.00ISloth, Strate Man1.85TSubcutaneous Feeder0.00ISnake, Amphisbara Constrictor2.00ESusrusus8.5ESnake, Constrictor, Giant1.23ESwaman, Bird Maiden (2 HD)3.57ESnake, Constrictor, Giant1.44ESwaman, Swamany (2 HD)6.67ESnake, Sipting0.77ESwordfish, Long0.00ESnake, Sipting0.77ESwordfish, Long3.64ESnake, Sipting0.60IIanterSande, Homous3.64ESnake, Sipting0.61Ianter3.70IanterSande, Homous3.64ESnake, Sipting0.61IanterIanter3.64ESwordfish, Voral1.85E <td></td> <td></td> <td></td> <td>Stone Warblers</td> <td></td> <td>I</td>				Stone Warblers		I
Sime, Olive         I.II         T         Strangle Plant, Vine         0.75         E           Sime, Olive - Host (3 HD)         1.82         T         Strangle Plant, Weed         7.69         E           Sithering Sisher         1.85         E         Strangle Plant, Weed         4.80         I           Sithering Tracker         3.33         E         Strangle Plant, Weed         1.64         I           Slobgoblins, Cester         2.60         I         Strun Jelly         1.85         I           Slobgoblins, Cester         2.66         I         Strun Jelly         1.86         I           Sloth, Greater Mossback         2.88         E         Subcharmean Magna-Forrets         0.83         I           Studt, Foreater Mossback         0.62         E         Subcarmean Magna-Forrets         0.83         I           Snake Man         1.85         T         Sudewarman Magna-Forrets         0.83         I           Snake, Constrictor         2.00         E         Sussurus         0.85         E           Snake, Constrictor, Giant         1.23         E         Swarman, Bird Maiden (2 HD)         0.67         E           Snake, Sow Serpent         0.48         E         Swordfish, Long						
Sime, Olive - Host (J HD)I.82TStrage Plant, Weed7.69ESithering SlasherI.85EStraw Mound4.80ISithering Slasher3.33EStram Mound1.84ISithering Tracker2.50IStup JellyI.85ISlobgobins, Greater2.66IStygian Face Slapper1.86ISlobt, Frehitsbroir0.62ESuboutneous Feeder0.00IStoth, Frehitsbroir0.62ESuboutneous Feeder0.00ISnake Amphisbana Constrictor2.00ESurgeon Beetle0.00ISnake, Constrictor2.00ESwampa, Ferrets0.81ISnake, Constrictor2.29ESwampa, Bird Maiden (J HD)3.57ESnake, Constrictor, Giant1.23ESwampa, Bird Maiden (J HD)3.57ESnake, Signan0.47ESwaman, Sird Maiden (J HD)0.10ISnake, Sorstrigton0.77ESwordfish, Long0.00ESnake, Spitting0.77ESwordfish, Long1.43ESnake, Nenonus, giant1.67ESwordfish, Vorpal1.85ESnake, Nenonus, giant1.68ESwordfish, Vorpal1.85ESnake, Nenonus, Giant1.68ESwordfish, Vorpal1.84ESnake, Nenonus, Giant1.67ETarasque0.00E <sup>k</sup> Snake, Nenonus, Giant1.68ESwordf						
Sithering Slasher         1.85         E         Sturw Mound         4.80         I           Sithering Tracker         3.33         E         Stum Jelny         1.64         I           Sithering Tracker         2.50         I         Stum Jelny         1.85         I           Sitobjoblins, Greater         2.66         I         Stygen Face Slapper         1.86         I           Sitoh, Greater Mossback         2.38         E         Sudvotaneous Feeder         0.00         I           Stoch, Trenker Mossback         0.82         E         Sudvotaneous Feeder         0.00         I           Stake Main         1.85         T         Sudvetraneous Feeder         0.00         I           Snake Amphitsbaen Constrictor         2.00         E         Susarus         0.81         I           Snake, Constrictor         2.00         E         Susarus         0.81         I           Snake, Constrictor, Giant         1.23         E         Swamman, Brid Maider (2 HD)         3.57         E           Snake, Humongus         0.29         E         Swardfish, Bastard         0.10         I           Snake, Senow Serpent         0.48         E         Swardfish, Negal         1.54 <td< td=""><td></td><td></td><td></td><td></td><td></td><td></td></td<>						
Silthering Tracker         3.33         E         Stump Horror         1.64         I           Slobgobilins, Greater         2.50         I         Stugi Jelly         1.85         I           Slobgobilins, Greater         2.86         I         Stuging Face Slapper         1.86         I           Sloth, Greater Mossback         2.38         E         Sub-Monster         2.15         I           Sloth, Greater Mossback         2.38         E         Subcursous Feeder         0.00         I           Sloth, Greater Mossback         0.90         I         Subterranean Magna-Ferrets         0.83         I           Snake, Amphibisera Constrictor         2.00         E         Surgeon Beetle         0.00         I           Snake, Constrictor, Giant         1.23         E         Swaman, Bird Maiden (2 HD)         6.67         E           Snake, Heway         1.14         E         Swordfish, Long         0.00         E         Stake, Heway         0.10         I           Snake, Sa, Giant         0.47         E         Swordfish, Long         0.00         E           Snake, Sa, Giant         0.47         E         Swordfish, Long         0.00         E           Snake, Sa, Giant         0				0		E
Slobgobins, Greater         2.50         I         Stun jelly         1.85         I           Slobgobins, Lesser         2.86         I         Stygan Face Slapper         1.86         I           Slobgobins, Lesser         2.86         I         Stygan Face Slapper         1.86         I           Sloth, Greater Mossback         2.38         E         Subcutaneous Feeder         0.00         I           Sloth, Greater Mossback         0.82         E         Subcutaneous Feeder         0.00         I           Snake Man         1.85         T         Sundew, Giant         0.93         I           Snake, Constrictor         2.00         E         Surgeon Beetle         0.00         I           Snake, Constrictor, Giant         1.23         E         Swannan, Bird Maiden (2 HD)         3.57         E           Snake, Heway         1.14         E         Swarnman, Swanmay (2 HD)         6.67         E           Snake, Sow Serpent         0.48         E         Swordfish, Long         0.00         E           Snake, Venomous, giant         1.67         E         Syrdphish, Vorgal         1.83         E           Snake, Venomous, giant         1.67         E         Syrdphish, Long         0						1
Slobgoblins, Lesser         2.86         I         Stygin Face Slapper         1.86         I           Sloth, Greater Mosback         2.38         E         Su-Monster         2.15         I           Sloth, Greater Mosback         0.62         E         Subternanean Magna-Ferrets         0.83         I           Slug, Giant         0.90         I         Subterranean Magna-Ferrets         0.83         I           Snake, Man         1.85         T         Sundew, Giant         0.93         I           Snake, Boalisk         2.00         E         Surgen Beetle         0.00         I           Snake, Constrictor         2.01         E         Surgen Deetle         0.00         I           Snake, Constrictor, Giant         1.23         E         Swanman, Bird Maiden (2 HD)         3.57         E           Snake, Heway         1.14         E         Swandfish, Long         0.00         E           Snake, Sa, Giant         0.47         E         Swordfish, Long         1.64         E           Snake, Say String         0.77         E         Swordfish, Long         1.85         E           Snake, Somous, giant         1.47         E         Sylph         1.43         E <td>5</td> <td></td> <td>-</td> <td>•</td> <td></td> <td>i i</td>	5		-	•		i i
Sloth, Greater Mossback         2.38         E         SurMonster         2.15         1           Sloth, Prehistoric         0.62         E         Subcutaneous Feeder         0.00         1           Sloth, Prehistoric         0.90         I         Subterranean Magna-Ferrets         0.83         I           Snake Man         1.85         T         Sundew, Giant         0.93         I           Snake, Manistana Constrictor         2.00         E         Surgeon Beetle         0.00         I           Snake, Constrictor         2.29         E         Swamp Terror         0.81         I           Snake, Constrictor, Giant         1.23         E         Swamman, Swammary (2 HD)         6.67         E           Snake, Constrictor, Giant         0.47         E         Swordfish, Bastard         1.54         E           Snake, Spitting         0.77         E         Swordfish, Long         0.00         E           Snake, Venomous, giant         1.67         E         Symbiotic Tapeworm         0.00         E*           Snake, Venomous, giant         1.67         E         Symbiotic Tapeworm         0.00         E*           Snake, Venomous, giant         1.67         E         Symbiotic Tapeworm			i			
Sloth, Prehistoric         0.62         E         Subcuraneous Feeder         0.00         I           Slug, Giant         0.90         I         Subterranean Magna-Ferrets         0.83         I           Snake, Manphilsbaena Constrictor         2.00         E         Surgeon Beetle         0.00         I           Snake, Amphilsbaena Constrictor         2.00         E         Surgeon Beetle         0.00         I           Snake, Boalisk         2.14         E         Sussurus         1.85         E           Snake, Constrictor, Giant         1.23         E         Swamp Terror         0.81         I           Snake, Heway         1.14         E         Swamman, Swammay (2 HD)         6.67         E           Snake, Heway         0.47         E         Swordfish, Long         0.00         E           Snake, Sa, Giant         0.47         E         Swordfish, Long         0.00         E           Snake, Sanow Serpent         0.48         E         Swordfish, Long         0.00         E           Snake, Venomous, giant         1.14         E         Sylph         1.43         E           Snaper-Saw         3.33         I         Taninter         3.70         I			E			I
Snake Man1.85TSundew, Giant0.931Snake, Amphisbaena Constrictor2.00ESurgeon Beetle0.001Snake, Boalisk2.14ESursurus1.85ESnake, Constrictor2.29ESwamp Terror0.811Snake, Constrictor, Giant1.23ESwamnan, Bird Maiden (2 HD)3.57ESnake, Constrictor, Giant1.23ESwamman, Bird Maiden (2 HD)3.57ESnake, Heway1.14ESwaman, Swammay (2 HD)6.67ESnake, Sea, Giant0.47ESwordfish, Bastard1.54ESnake, Sea, Giant0.47ESwordfish, Bastard1.54ESnake, Sea, Giant0.47ESwordfish, Long0.00ESnake, Sea, Giant0.47ESwordfish, Vorpal1.85ESnake, Sea, Giant0.47ESwordfish, Vorpal1.85ESnake, Venomous, giant1.14ESylph1.43ESnaper-Saw3.331Tainter3.701Snard Beast0.401Tangle web3.851Snack Pirder0.83ETarasque0.54ESnow Strider0.83ETasloi (chieftan)2.96ESolifugid, Giant1.48ITaunter (6 HD)2.15ESolifugid, Ciant1.601Taven Lice, Giant0.001Solifugid, Tempusfugid2.59				Subcutaneous Feeder		I
Snake, Amphisbaena Constrictor         2.00         E         Surgeon Beetle         0.00         I           Snake, Boalisk         2.14         E         Sussurus         1.85         E           Snake, Constrictor         2.29         E         Swamp Terror         0.81         I           Snake, Constrictor, Giant         1.23         E         Swamman, Bird Maiden (2 HD)         3.57         E           Snake, Heway         1.14         E         Swamman, Bird Maiden (2 HD)         6.67         E           Snake, Solitar, Heway         1.14         E         Swardnan, Bird Maiden (2 HD)         0.10         I           Snake, Solitar, Giant         0.47         E         Swordfish, Bastard         1.54         E           Snake, Sond Serpent         0.48         E         Swordfish, Vorpal         1.85         E           Snake, Venomous         1.14         E         Sylph         1.43         E           Snake, Venomous, Giant         1.67         E         Symbioit Tapeworm         0.00         E*           Snake, Maphishagata         0.40         I         Tangle web         3.85         I           Snather, Map         1.48         E         Tanuki (ormal)         1.54	0			0		I
Snake, Boalisk2.14ESussrus1.85ESnake, Constrictor2.29ESwamp Terror0.811Snake, Constrictor, Giant1.23ESwaman, Bird Maiden (2 HD)3.57ESnake, Heway1.14ESwaman, Swaman, Swaman, Swaman, Yauman, Swaman, S						
Snake, Constrictor         2.29         E         Swamp Terror         0.81         I           Snake, Constrictor, Giant         1.23         E         Swanman, Bird Maiden (2 HD)         3.57         E           Snake, Heway         1.14         E         Swanman, Swanmay (2 HD)         6.67         E           Snake, Heway         0.29         E         Swardne, Perpetual Swinging (3 HD)         0.0         I           Snake, Sea, Giant         0.47         E         Swordfish, Long         0.00         E           Snake, Snow Serpent         0.48         E         Swordfish, Vorpal         1.85         E           Snake, Venomous         1.14         E         Sylph         1.43         E           Snake, Venomous, giant         1.67         E         Swordfish, Vorpal         1.43         E           Snake, Venomous, giant         1.67         E         Symbiotic Tapeworm         0.00         E*           Snake, Venomous, giant         1.67         E         Tanuki (normal)         1.54         E           Snatcher, Map         1.48         E         Tanuki (normal)         1.54         E           Snow Beasts         2.50         E         Tasloi (chieftan)         2.86				-		
Snake, Constrictor, Giant         1.23         E         Swanman, Bird Maiden (2 HD)         3.57         E           Snake, Heway         1.14         E         Swanman, Swanmay (2 HD)         6.67         E           Snake, Humongus         0.29         E         Sword, Perpetual Svinging (3 HD)         0.10         1           Snake, Sa, Giant         0.47         E         Swordfish, Bastard         1.54         E           Snake, Spitting         0.77         E         Swordfish, Long         0.00         E           Snake, Venomous         1.14         E         Sylph         1.43         E           Snake, Venomous, giant         1.67         E         Swordfish, Vorpal         1.43         E           Snaper-Saw         3.33         I         Tainter         3.70         I           Snatcher, Map         1.48         E         Tanuki (normal)         1.54         E           Snow Beasts         2.50         E         Tarrasque         2.86         E           Snow Strider         0.83         E         Tasloi (chieftan)         2.96         E           Snow Strider         0.83         I         Tasloi (chieftan)         2.14         E <td< td=""><td></td><td></td><td></td><td></td><td></td><td>E</td></td<>						E
Snake, HewayI.14ESwanman, Swanmay (2 HD)6.67ESnake, Humongus0.29ESword, Perpetual Swinging (3 HD)0.10ISnake, Sea, Giant0.47ESwordfish, Bastard1.54ESnake, Sono Serpent0.48ESwordfish, Long0.00ESnake, Spitting0.77ESwordfish, Vorpal1.85ESnake, Venomous1.14ESylph1.43ESnake, Venomous, giant1.67ESymotic Tapeworm0.00E*Snatestaw3.33ITainter3.70ISnatcher, Map1.48ETanuki (normal)1.54ESnow Beasts2.50ETarasque0.54ESnyad9.09ETasloi (chieftan)2.96ESolifugid, Giant1.33ITauter (6 HD)2.15ESolifugid, Large1.60ITavern Lice, Giant0.00ISolifugid, Large1.60ITavern Lice, Giant0.00ISolifugid, Mape, Giant (male)2.67TTenta'Kill1.54I						F
Snake, Humongus0.29ESword, Perpetual Swinging (3 HD)0.10ISnake, Sea, Giant0.47ESwordfish, Bastard1.54ESnake, Snow Serpent0.48ESwordfish, Long0.00ESnake, Spitting0.77ESwordfish, Vorpal1.85ESnake, Venomous1.14ESylph1.43ESnake, Venomous, giant1.67ESymbiotic Tapeworm0.00E*Snaper-Saw3.33ITainter3.70ISnatce, Map1.48ETanuki (normal)1.54ESnow Beasts2.50ETarasque0.54ESnyad9.09ETasloi (chieftan)2.96ESnyad9.09ETasloi (chieftan)2.14ESolifugid, Giant1.33ITauter (6 HD)2.15ESolifugid, Large1.60ITavern Lice, Giant0.00ISolifugid, Tempusfugid2.59ITeether1.23ISolifugid, Tempusfugid2.59ITeether1.23ISolifugid, Tempusfugid2.59ITeether1.23ISolifugid, Tempusfugid2.57TTenta'Kill1.54I				· · · · ·		
Snake, Sea, Giant0.47ESwordfish, Bastard1.54ESnake, Snow Serpent0.48ESwordfish, Long0.00ESnake, Spitting0.77ESwordfish, Vorpal1.85ESnake, Venomous1.14ESylph1.43ESnake, Venomous, giant1.67ESymbiotic Tapeworm0.00E*Snapper-Saw3.33ITainter3.70ISnarl Beast0.40ITangle web3.85ISnate, Map1.48ETanuki (normal)1.54ESnow Beasts2.50ETarrasque0.54ESnyad9.09ETasloi2.86ESnyad9.09ETasloi (chieftan)2.96ESolifugid, Giant1.33ITauter (6 HD)2.15ESolifugid, Large1.60ITavern Lice, Giant0.00ISolifugid, Tempusfugid2.59ITeether1.23ISolifuzy Wasp, Giant (male)2.67TTenta'Kill1.54I						-
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Snake, Venomous         1.14         E         Sylph         1.43         E           Snake, Venomous, giant         1.67         E         Symbiotic Tapeworm         0.00         E*           Snaper-Saw         3.33         I         Tainter         3.70         I           Snaper-Saw         3.33         I         Tainter         3.70         I           Snaper-Saw         3.33         I         Tangle web         3.85         I           Snatcher, Map         1.48         E         Tanuki (normal)         1.54         E           Snow Beasts         2.50         E         Tarsaque         0.54         E           Snow Strider         0.83         E         Tasloi (chieftan)         2.96         E           Snyad         9.09         E         Tasloi (chieftan)         2.96         E           Solifugid, Giant         1.33         I         Tasloi (shaman)         2.14         E           Solifugid, Large         1.60         I         Taunter (6 HD)         2.15         E           Solifugid, Tempusfugid         2.59         I         Tavern Lice, Giant         0.00         I           Solifugid, Tempusfugid         2.67         T </td <td>•</td> <td></td> <td>Е</td> <td></td> <td></td> <td></td>	•		Е			
Snapper-Saw         3.33         I         Tainter         3.70         I           Snarl Beast         0.40         I         Tangle web         3.85         I           Snatcher, Map         1.48         E         Tanuki (normal)         1.54         E           Snow Beasts         2.50         E         Tarrasque         0.54         E           Snow Strider         0.83         E         Tasloi         2.86         E           Snyad         9.09         E         Tasloi (chieftan)         2.96         E           Solifugid, Giant         1.33         I         Tasloi (shaman)         2.14         E           Solifugid, Large         1.48         I         Taunter (6 HD)         2.15         E           Solifugid, Large         1.60         I         Tavern Lice, Giant         0.00         I           Solifugid, Tempusfugid         2.59         I         Teether         1.23         I         I           Solifugid, Tempusfugid         2.67         T         Tenta'Kill         1.54         I				Sylph		
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Solitary Wasp, Giant (male)         2.67         T         Tenta'Kill         I.54         I			i			I
			т			I. I
			I.	Termite, Giant Harvester soldier	3.08	I

Jame	HF/EP ratio x100	Edibility	Name	HF/EP ratio x100	Edibility
Termite, Giant Harvester King	0.77	1	Uarvax	1.67	E
Termite, Giant Harvester Queen	0.64	I	Umber Hulk, Common	0.80	
Termite, Giant Harvester worker Teroth	0.00 2.00	1	Umber Hulk, Under Hulk Unicorn, Anhiram	0.75 1.69	E
Thatcher, Banded Crest	0.00	E	Unicorn, Common	3.08	F
Thessalhydra	0.00	Ť	Unicorn, Cortazon	1.85	E
Thessilkrat	3.43	E	Unicorn, Licorn	3.57	Ē
Thought Eater	0.43	E*	Unicorn, Rimu	3.33	Ē
Thought Ghoul	2.22	-	Unicorn, Tricorn	2.26	E
Thrasher	2.14	E	Urchin, Cannibal Street	2.50	Ī
Thri-Kreen	1.54	T	Urchin, Giant Black	0.00	i
Throat Grappler	4.62	E	Urchin, Giant Green	1.54	I
Throat Leech	0.00	I	Urchin, Giant Land	1.09	I
Thunderherder	2.62	E	Urchin, Giant Red	3.33	I
Tick, Giant Mottled (3 HD)	3.33	I. I.	Urchin, Giant Silver	2.62	l I
Tick, Giant, Common (2)	4.62	1	Urchin, Giant Yellow	2.55	I.
Tick, Groin (2)	4.17	I	Vaargurdian	3.43	E
Tiger Fairy	1.85	E	Vagabond, Astral	Variable	N/A
Tiger Fly, Female	4.57	Т	Valkyrie (8 HD)	0.75	E
Tiger Fly, Larva	0.00	l I	Valkyrie's Steed	0.70	E
Tiger Fly, Male	2.86	Т	Vampire Hordes, The	2.46	Т
Tiger Horse, Flying Albino	1.50	E	Vampire Hound	1.48	T
Tigertrap, Creeping	1.11	E	Vampire Thrall (4 HD)	1.19	T
Time Elemental, Common	N/A	1	Vampire, Ancient Regal	0.61	T
Time Elemental, Noble	N/A		Vampire, Asanbosam	0.43	Т
Tin Soldier Tiron	2.14	E	Vampire, Chiang-Shi	0.41	Т
Titan Titanothere	1.03 0.50	E	Vampire, Common Vampire, Empusas	0.45 0.41	T T
Toad, Doom	2.00	с 1	Vampire, Empusas Vampire, Executioner	0.41	Т
Toad, Doom Toad, Giant	0.83	E	Vampire, Executioner Vampire, Headlong	3.10	T
Toad, Giant Toad, Giant Coconut	1.54	L	Vampire, Headiong Vampire, Mulo	0.30	Ť
Toad, Ice	2.59		Vampire, Fido Vampiricat	1.71	Ť
Toad, Poisonous	0.57	i	Vargouille	1.60	
Tongue, Giant Slithering	0.58	E	Vegepygmy Dawg	4.44	Ť
Toucan, Hornbilled Terror	2.40	E	Vegepygmy, Bipedal	13.85	Ť
Toxic Buttercup	1.29	т	Vengeful Troubadour (4 HD)	4.00	E
Transposer	2.00	I	Venom Sparrow	0.00	E*
Trap, Living	2.26	1	Vent-Squawler	2.96	1
Trapper	1.27	E	Ver'Men	0.00	E
Treant, Bonsai Ninja	6.40	1	Verminator	4.62	*
Treant, Common (7 HD)	0.33	I.	Vicious Beach Mite	0.00	I
Treant, Undead (7 HD)	0.26	I	Vile Double-Crested Crawdad	2.29	E
Tree Buffalo	1.71	E	Vile Shadow Fiend	1.57	I
Triceratortoise	0.83	E	Vile Thunder Beast	2.00	I
Triclops	1.23	E	Viper, Spit	2.86	Т
Triton, Common	2.59	E	Virusentient, Giant	1.03	
Triton, Exceptional (4 HD)	2.31	E	Vision	2.77	1
Triton, Leader	0.75	E	Vodrax	1.90 4.62	
Triton, Spellcaster (7 HD)	1.30 2.50	E	Vortex Vulchling	4.62	E
Troglodyte (standard male) Troll Mage (6 HD)	1.29	E*	Vulture, Common	0.00	E
Troll, Ancient Gnarled-Toothed	0.60	E*	Vulture, Common Vulture, Giant	0.00	E
Troll, Common	0.93	E*	Vultures, Red Crested Snow	0.00	E
Troll, Crested	0.70	E*	Walker (2 HD)	4.62	-
Troll, Crested Gutter	0.67	E*	Walking Stick, giant	6.67	i
Troll, Culvert	0.57	E*	Walrus, common	2.14	Ē
Troll, Festering	0.57	E*	Walrus, Rabid	1.85	E
Troll, Forest	1.43	= E*	Walrus, Wretched	0.53	Ē
Troll, Giant	1.79	E*	War-Hawg	3.33	E
Troll, Giant Two-Headed	0.90	E*	Waryur, Lowland	2.40	E
Troll, Glamour	0.86	E*	Wasp, Giant	2.22	т
Troll, Gutter	0.93	E*	Water Buffalo, Marauding	2.40	E
Troll, Hill	0.93	E*	Water Weird	10.83	I
Troll, Ice	1.71	E*	Weasel, Acid	1.67	T*
Troll, Iron	0.65	E*	Weasel, Common	0.00	E
Troll, Marine - freshwater	1.69	E*	Weasel, Extradimensional	0.62	E
Troll, Marine - saltwater	1.00	E*	Weasel, Giant	1.60	E
Troll, Merga	0.55	E*	Web Queen	1.23	1
Troll, Muck	0.92	E*	Webbird	0.00	I I
Troll, Quorum Troll, Back	2.22	E*	Weeants	1.67	1
Troll, Rock Troll, Spirit	I.14 I.86	E* E*	Weevil, Blood, Adult Weevil, Larva	0.00	
Troll, Spirit Trollkin Auxiliaries (3 HD)	3.20	E*	Werebird	0.00 4.44	T*
Trolls, Sand	1.43	E*	WereMimic	variable	1
Troutman (2 HD)	2.86	E	Whale, Common (12 HD)	l.85	E
Truculent Terrifier	0.13	E 	Whale, Giant (18 HD)	1.05	E
Tunnel Squid	4.00	E	Whale, Killer (9 HD)	1.20	E
Turtle, Bombadier	2.59	E	Whale, Narwhal (4 HD)	2.29	E
Turtle, Dragon	0.41	E	Whip Scorpion, Giant	5.14	T
Turtle, Gargantuan Snapping	0.35	E	Whip Scorpion, Huge	3.08	Ť
Turtle, Giant Sea	0.32	E	Whip Scorpion, Large	0.00	T
Turtle, Giant Snapping	1.29	E	Whipweed	2.40	Ē
Turtle, Humongus Sea	0.18	Ē	Wight	1.33	-
Tween	0.00	N/A	Wild Cat O' Nine Tails	1.23	1

Name	HF/EP ratio x100	Edibility	Name	HF/EP ratio ×100	Edibility
Willow, Black (12 HD)	1.13	1	Xyloid	4.62	E
Wind Walker	1.64	l.	Yak, Shadow	1.54	E
Witherstench	4.62	I	Yakitani	2.22	E
Witherweed (3 HD)	1.85	т	Yeth Hound	1.20	E
Wolf, Common	0.00	E	Yeti, Arctic	1.67	E
Wolf, Sturm	0.86	E	Yeti, Temperate	1.38	E
Wolf, Timber	1.54	Е	Yeti, Tropical	1.13	E
Wolf, Winter	0.82	E	Yodeling Thrasher	3.08	E
Wolf: Dire	0.83	E	Yuan-Ti, Abomination	1.10	T*
Wolf: Worg	0.57	Ē	Yuan-Ti, Half-Breed (7 HD)	1.25	<b>T</b> *
Wolfwere	1.20	E	Yuan-Ti, Pureblood	1.23	T*
Wolverine	2.22	Ē	Zarnithan	0.81	1
Wolverine, Giant	1.90	Ē	Zealot	variable	Е
Wolverwere	1.15	E	Zebotaur	4.00	Ē
Wombat, Fiendish Orange	2.50	F	Zebra. Common	1.54	E
Woodland Fiend	2.95	1	Zebra, Zebricorn	4.44	E
Wooly Mound	1.08	1	Zebra, Zegasus	3.10	Ē
Worm, Banana	100.00	É	Zebra, Zightmare	2.56	- T*
Worm, Belch	1.54	E .	Zephyr Beast	5.71	Ë
Worm, Blood, Giant	1.94	1	Zephyr Rider	4.62	Ē
	0.77	1	Ziz	0.82	E
Worm, Dredger Worm. Giant Canker	0.40	1	Zombie, Brain-Eating	2.22	T*
Worm, Giant Canker Worm, Purple, Common	0.40		Zombie, Common	1.54	T*
		1	Zombie, Flesh-Eating	2.22	T*
Worm, Purple, Mottled	0.17		Zombie, Giant	0.62	T*
Worm, Purple, Sand	0.21		Zombie, Indentured	1.54	T*
Worm, Spiny Gutter	0.90		Zombie, ju ju	1.23	T*
Worm, Tenebrous	0.70	  *		1.23	T*
Worm, Yack	1.85	*	Zombie, Monster	1.23	T*
Wraith Lord	0.82		Zombie, Talking Zombie, Yellow Musk	0.00	T*
Wraith, Standard	0.57	1			1**
Wraith-Ryder	1.30	* _	Zoolem, Dawg/Monkey, etc.	2.62	1
Wyrm, Gargantuan Amber	0.67	E	Zoolem, Hawk/Eagle	2.62	1
Wyrm, Gargantuan Bantering Snod	0.94	E	Zoolem, Horse/Deer	1.17	1
Wyrm, Gargantuan Blood	1.00	E	Zoolem, Lion/Tiger	1.86	1
Wyrm, Gargantuan Guardian-Sun	1.13	E	Zorbo	1.02	
Wyrm, Gargantuan Sludge	2.36	E	Zygom	2.50	I
Wyrm, Gargantuan Snow	2.15	E	cat. = category		
Wyrm, Skraag	0.93	E	E = Edible		
Wyvern	0.75	I	I = Inedible		
Xeblor	13.33	E	* See text for additional information		
Xill	2.18	E	** With all Orc and Orkin: Save vs poison of	r suffor IdI2 hours of flatulan	co and Id6 hours
Xorn	0.93	E	of anosmia. For every 3 oz of ketchup used		
Xorn Hunter	1.38	E			
Xorn, Xaren	0.77	E	Orc meat regularly (more than one meal ear oz of ketchup) which lasts as long as Orc m		

Table 17: Monster Fumbles (no weapons)											
Id1,000 Roll	Flavor	Effect	IdI,000 Roll	Flavor	Effect						
I – 6	Would have hit, but slips away at	last moment	281 – 286	Hyperextension	Move -3", I turn						
7 – 12	Slaps/claws/bites self - looks funn	у	287 – 292	Hyperextension	Move -3", I day						
13 – 25	Off-balance	Initiative +1 on next round	293 – 297	Bad sprain	Move -3", I week						
26 – 37	Off-balance	Initiative +1d3 on next round	298 - 303	Leg (or similar limb) cramp	Move x2/3, I turn						
38 – 48	Bites inside of cheek	Initiative +1d4 on next round	304 - 308	Bad leg (or similar limb) cramp	Move x2/3, I day						
49 – 56	Overextended thrust	Initiative +1d6 on next round	309 - 312	Strain limb	Move x2/3, I week						
57 – 62	Severely off-balance	Lose next attack	313 – 317	Severe leg cramp	Move x1/2, 1 turn						
63 – 75	Off-balance	to-hit -1, 1 round	318 - 322	Severe strain	Move x1/2, 1 day						
76 – 86	Overextend	to-hit - I, Id4 rounds	323 - 326	Severe leg cramp	Move x1/2, 1 turn / saves at -3						
87 – 96	Strain limb	to-hit -1, 1d8 rounds		0 1	for I turn						
97 – 106	Pull muscle	to-hit -1, 1 turn	327 - 330	Severe strain	Move x1/2, 1 day / saves at -3						
107 – 114	Bad pull	to-hit -1, 1d6 minutes			for I day						
115 – 124	Off-balance	to-hit -2, I round	331 – 335	Very bad pull	Move x1/3, 1 turn						
125 – 133	Overextend	to-hit -2, Id4 rounds	336 - 340	Twisted ankle	Move x1/3, 1 day						
134 - 142	Strain limb	to-hit -2, 1d8 rounds	341 – 344	Very bad pull	Move x1/3, 1 day / saves at -3						
143 – 151	Pull muscle	to-hit -2, l turn			for I day						
152 – 158	Bad pull	to-hit -2, 1d6 minutes	345 - 348	Bad pull	Move x1/4, 1 turn						
159 – 166	Off-balance	to-hit -3, 1 round	349 – 352	Pull	Move x1/4, 1 day / saves at -3						
167 – 174	Overextend	to-hit -3, Id4 rounds			for I day						
175 – 182	Strain limb	to-hit -3, 1d8 rounds	353 – 356	Bad pull	Move x1/4, 1 day / saves at -3						
183 – 190	Pull muscle	to-hit -3, I turn			for I day / immediate morale						
191 – 198	Bad pull	to-hit -3, 1d6 minutes			check						
199 – 205	Off-balance	to hit -4, I round	357 – 371	Off-balance	opponent at +1 to-hit, next						
206 - 215	Overextended thrust	to hit -4, Id4 rounds			attack						
216 - 222	Strain limb	to hit -4, 1d8 rounds	372 – 383	Breaks tooth	opponent at +1 to-hit, 1 round						
223 – 229	Pull muscle	to hit -4, I turn	384 – 392	Severely off-balance	opponent at +1 to-hit, 2 rounds						
230 – 235	Bad pull	to hit -4, 1d6 minutes	393 - 400	Severely off-balance	opponent at +1 to-hit, 1d6						
236 – 240	Broken pinky (or similar limb)	to hit -5, Id4 rounds			rounds						
241 – 244	Broken finger (or similar limb)	to hit -5, I turn	401 - 409	Off-balance	opponent at +2 to-hit, next						
245 – 251	Pull leg (or similar limb)	Move -1", 1 turn			attack						
252 – 257	Pull leg (or similar limb)	Move -1", 1 day	410 - 418	Off-balance	opponent at +2 to-hit, I round						
258 – 262	Sprain leg (or similar limb)	Move -1", 1 week	419 – 426	Severely off-balance	opponent at +2 to-hit, 2 rounds						
263 – 269	Pull leg (or similar limb)	Move -2", I turn	427 – 434	Severely off-balance	opponent at +2 to-hit, 1d6						
270 – 275	Pull leg (or similar limb)	Move -2", I day			rounds						
276 – 280	Sprain leg (or similar limb)	Move -2", I week	435 – 442	Off-balance	opponent at +3 to-hit, next						

IdI,000 Roll	Flavor	Effect
		attack
443 – 449	Off-balance	opponent at +3 to-hit, I round
450 – 455	Severely off-balance	opponent at +3 to-hit, 2 rounds
456 – 461	Severely off-balance	opponent at +3 to-hit, Id6
		rounds
462 – 466	Falls towards opponent's weapon	opponent at +4 to-hit, next
		attack
467 – 471	Slip badly	opponent at +4 to-hit, I round
472 - 481	Overextend	saves at -1 for 1 round
482 – 490	Accidentally swallowed dust,	saves at -1 for 1d4 rounds
491 – 498	insects or tooth Overextend	saves at -1 for 1 turn
499 - 504	Overextend	saves at -2 for 1 round
505 - 510	Overextend	saves at -2 for 1 d4 rounds
511 - 516	Overextend	saves at -2 for 1 turn
517 – 521	Whiplash	saves at -3 for I round
522 – 526	Severe dizziness	saves at -3 for 1d4 rounds /
		immediate morale check
527 – 531	Back strain	saves at -3 for I turn /
		immediate morale check
532 – 545		May hit self, roll attack normally
546 - 558		Damage to self, I point
559 - 570		Damage to self, Id4-2 points
571 - 580		Damage to self, Id4-1 points
581 – 594 595 – 604		Damage to self, 1d4 points Damage to self, 1d6 points
605 - 622		Damage to self, 106 points Damage to self, normal damage
623 - 632		Damage to self, 1d8 points
633 - 640		Damage to self, 1d10 points
641 - 645		Damage to self, 2d6 points /
		immediate morale check
646 - 663		May hit ally, roll attack normally
664 – 679		Hit ally, I point OR hit self, 1%
		chance of paralyzing itself
680 – 693		Hit ally, Id4-2 points OR hit
		self, 2% chance of paralyzing
		itself
694 – 704		Hit ally, Id4-I points OR hit
		self, 2% chance of paralyzing itself
705 – 718		Hit ally, Id4 points OR hit self,
/05 /10		3% chance of paralyzing itself
719 – 731		Hit ally, 1d6 points OR hit self,
		4% chance of paralyzing itself
732 – 749		Hit ally, normal damage OR hit
		self, 5% chance of paralyzing
		itself
750 – 759		Hit ally, Id8 points OR hit self,
7/0 7/7		8% chance of paralyzing itself
760 – 767		Hit ally, Id10 points OR bonk
		self on head, 10% chance of dropping one Intelligence
		category
768 – 772		Hit ally, 2d6 points OR hit self,
		10% chance of paralyzing itself /
		ally or creature must make
		morale check
773 – 782	Bad muscle pull	Move -I", I day / saves at -I (for
		I day) / opponent at +I to-hit
		for Id4 rounds
783 – 796	Off-balance	opponent at +1 to-hit, next
		attack / Initiative +1 on next
797 – 807	Off-balance	round opponent at +1 to-hit, 1 round /
/// - 00/		Initiative +1 on next round
808 - 817	Severely off-balance	opponent at +1 to-hit, 2 rounds
000 017		/ Initiative +1d3 on next round
818 - 826	Severely off-balance	opponent at +1 to-hit, 1d6
		rounds / Initiative +1d3 on next
		round
827 – 834	Off-balance	opponent at +2 to-hit, next
		attack / Initiative +1 on next
		round
835 – 842	Off-balance	opponent at +2 to-hit, I round /
043 050	Severally off holes of	Initiative +1d3 on next round
843 – 850	Severely off-balance	opponent at +2 to-hit, 2 rounds
851 - 858	Severely off-balance	/ Initiative +1d3 on next round opponent at +2 to-hit, 1d6
031 - 030	Severely on-Dalafice	rounds / Initiative +1d3 on next
		round
859 - 865	Off-balance	opponent at +3 to-hit, next
		attack / Initiative +1d3 on next
		round
866 – 872	Off-balance	opponent at +3 to-hit, I round /
		Initiative +1d3 on next round

Id1.000 Roll Flavor Effect 873 - 879 Severely off-balance opponent at +3 to-hit, 2 rounds / Initiative +1d4 on next round 880 - 884 Severely off-balance opponent at +3 to-hit, Id6 rounds / Initiative +1d4 on next round 885 - 889 Falls towards opponent's weapon opponent at +4 to-hit, next attack / Initiative +1d4 on next round 890 - 896 Slip badly opponent at +4 to-hit, I round / Initiative +1d6 on next round 897 - 903 Pull leg (or similar limb) Move -1", 1 turn / saves at -1 Sprain leg (or similar limb) 904 - 908 Move -1", 1 day / saves at -1 909 - 916 Internal bleeding Move -2", I turn / saves at -2 Move -2", I day / saves at -2 Move -2", Id3 days / saves at -2 / 917 - 922 Pull leg (or similar limb) 923 – 926 Sprain leg (or similar limb) immediate morale check 927 - 932 Move -3", I turn / saves at -3 Hyperextension 933 – 936 Bad sprain Move -3", I day / saves at -3 / immediate morale check 937 – 941 Leg (or similar limb) cramp Move x2/3, I turn / saves at -2 942 – 945 Bad leg (or similar limb) cramp Move x2/3, I day / saves at -2 Move x1/2, I week / suffers I 946 - 948 Muscle tear point of damage / to hit -2 / save at -I for Id3 days / immediate morale check 949 – 951 Hairline bone fracture Move x1/2, 1 month / suffers 1 point of damage / save at -I / opponents at +2 to hit for IdI2 hours 952 – 956 Simple bone fracture Move x1/3, 1 month / suffers 1 point of damage / to-hit -I for I week 957 - 960 Move x1/3, 1 turn / saves at -3 / Severe strain immediate morale check 961 - 964 Tear muscle badly Move x1/4, 1 day / suffers 1 point of damage / to-hit -4 / save at -2 for I day Move x1/4, I week / suffers 1d4 965 – 968 Compound leg fracture points of damage / save at -1 / to-hit -2 / opponents at +2 tohit for 1d3 days / immediate morale check 969 - 974 Hinder ally Ally at -2 to hit, I d4 rounds / ally at +1d4 initiative next round 975 - 983 Slip, opponent gains +2 on next immediate morale check to-hit, must save vs. breath weapon or fall prone 984 - 988 Fall prone 989 – 997 Slams head into floor, must save immediate morale check vs. breath weapon or fall unconscious for 2d6 minutes 998 - 1000 Knocks self unconscious

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				-	Table 18	3: Critio	al Hit Lo	o <b>cation</b> Severity l		t: BITE A	<b>FTACKS</b>			
Roll	Location	I.	2	3	4	5	6	7	8	9	10	П	12	13
I-200	Foot, top	I	2	3	3	4,m l	4,m l	6,ib,m2	6,ib,m2	8,ib,m3	8,ib,m3	x2,ib,m4	x2,ib,m4	x2,ib,m5
201–204	Heel	1	2	3	3	4,m l	4,m l	6,ib,m2	6,ib,m2,a1	8,ib,m3,a1	8,ib,m3,a2	x2,ib,m4,a2	x2,ib,a2,d1,m4	x2,ib,a2,d2,m5
205–236	Toe(s)	I.	2	3	3	4,m l	4,m l	6,m2	6,b1,m2	8,b1,m3	8,b1,m3	x2,b1,m4	x2,b1,m4	x2,bm1,m5
237–240	Foot, arch	I	2	3	3	4,m I	4,m l	6,ib,m2	6,ib,m2,a l	8,ib,m3,al	8,ib,m3,a2	x2,ib,m4,a2	x2,ib,a2,d1,m4	x2,ib,a2,d2,m5
241–370	Ankle, inner	I	I	3	4,m1	6,m l	6,m2,f	8,m2,f	x2,d1,m3,f,b1	x2,d2,f,m4,t1	x2,d2,f,m5,b1	x2,d2,f,m5,t1	x2,d2,f,m5,t1	x2,d2,b1,t1, f,m5
371–500	Ankle, outer	I	Ι	3	4,m1	6,m l	6,m2,f	8,m2,f	x2,d1,m3,f,b1	x2,d2,f,m4,t1	x2,d2,f,m5,b1	x2,d2,f,m5,t1	x2,d2,f,m5,t1	x2,d2,b1,t1, f,m5
501–520	Ankle, upper/Achilles	I	2	3	3	4,m l	4,m l	6,m l	6,m2	8,m2	x2,d1,m3	x2,d2,w,m4	x2,d2,w,m5	x2,d2,f,m5
521-1,420	Shin	I.	I.	3	3	4	4	6,m l	6,m l	8,m l	8,d1,m1	x2,d2,f,m1	x2,d2,f,m2	x2,d2,f,m2
1,421-1,580	Calf	I	2	3	3	4,m l	4,m l	6,m l	6,m2	8,m2	x2,d1,m3	x2,d2,f,m4	x2,d2,f,m5	x2,d2,f,m5
1,581-1,740	Knee	I	2	3	4,m l	6,m l	6,m2,f	8,m2,f	x2,d1,m3,f,t1	x2,d2,f,m4,ib	x2,d2,f,m5,t1	x2,d2,f,m5,ib	x2,d2,f,m5,ib	x2,d2,t1,ib,
1,741–1,760	Knee, back	I	2	3	4	6,m l	6,m l	8,m2	x2,d1,m2	x2,d2,f,m3	x2,d2,f,m3	x2,d2,f,m4	x2,d2,f,m4	f,m5 x2,d2,ib,
1,761–1,880	Hamstring	I	3	4,m I	6,m l	6,m2	8,m2	x2,d1,m3	x2,d2,f,m4	x2,d2,f,m5	x2,d2,f,m5	x2,d2,f,m5,t1	x2,d2,mt1,f,m5	f,m5 x2,d3,ib,
														f,m5
1,881–2,480	Thigh	I	3	4,m I	6,m l	6,m2	8,m2	x2,d1,m3	x2,d2,f,m4	x2,d2,f,m5	x2,d2,f,m5	x2,d2,f,m5	x2,d2,mt1,f,m5	x2,d3,ib,f, m5,mt2
2,481-2,690	•	I	3	4,m l	6,m l	8,m2	x2,m2	x2,d1,m3	x2,d2,f,m4	x2,d2,t1,f,m5	x2,d2,t1,f,m5	x3,d2,f,t1,m5	x3,d2,bm1,f,m5	x3,d3,bf2,f,m5
2,691–2,984		1,ws,h1		4,f,h3	4,m1,f,h2	6,m1,f,h3	6,m2,f,h3	8,m2,f,h3	8,m2,f,h4	x2,m3,f,h4	x2,m3,f,h4	x2,m3,f,h5	x3,m4,f,h5	x3,m4,f,h5
2,985-3,068		I	2	3	4	6	8	x2	x2,m1	x2,m2	x2,m2	x3,m3	x3,m3,d1,ws	x3,m3,d1,ws
	Abdomen, lower	3	4	6	8	×2	x2,ws	x2,ib	x2,ib,f	x3,ws,v1	x3,w,ib,f	x3,w,v1,f	x3,mt1,w,ib,f	x3,mt1,v2,w,f
3,551-4,012		1	3	4	6	8	x2	x2,al	x2,a1,ws	x2,a2,ws	x3,a2,ws,mt1	x3,a2,ws,mt2	x3,a2,ws	x3,a2,w
	Abdomen, upper	3	4	6	8	×2	x2,ws	x2,ib	x2,ib,f	x3,ws,v1	x3,w,ib,f	x3,w,v1,f	x3,mt1,w,ib,f	x3,mtl,vl,w,f
	Back, small of	1	2 4	3	4	6	8,ws	x2,w	x2,w	x2,w,mt1	x3,w,mt1	x3,w,mt1,ib	x3,mt2,w,ib	x3,mt2,ib,w
4,569-4,992	Back, lower	3	-	6	8	×2	x2,ws	x2,ib	x2,ib,f	x3,ws,mt1	x3,w,ib,f	x3,w,mt1,f	x3,mt1,w,ib,f	x3,mt1,w,f
4,993-5,454		3	2 4	3 6	4	6 x2	8,ws	x2,ws,mtl	x2,w,mt2	x2,w,tl	x3,w,t2, ib	x3,w,bfl	x3,bm1,w,ib	x3,mt2,t3,w x3,t2,v1,w
	Back, upper	3	2	3	o 4	6	x2,ws 8,ws	x2,ws,t1 x2,ws	x2,w,t1 x2,w	x2,w,t1,ib x2,w,mt1	x3,w,t2 x3,w,mt1	x3,w,bm1 x3,f	x3,bm1,w,v1 x3,t1,f	x3,t2,v1,w x3,mt2,f
	Back, upper middle	i.	2	3	4	6	8,ws	x2,ws	x2,w	x2,w,mtl	x3,w,mt1	x3,f	x3,t1,f	x3,mt1,f
5,581-5,680		i	3	4	6	8	x2,ws	x2,a1,ws	x2,a1,ws	x2,a2,ws	x2,a2,ws	x2,a3,d1,ws	x2,a3,d1,w	x3,a3,d1,w
	Arm, upper outer	i	3	4	6	6	8	x2	x2,ws	x2,a1,ws	x2,a1,ws	x2,a2,ws	x2,a2,ws	x2,a3,ws
	Arm, upper inner	I	3	4	6	6	8	x2	x2,ws	x2,a1,ws	x2,a1,ws	x2,a2,ws	x2,a2,ws	2,a3,ws
6,017-6,164		I.	2	3	3	4	4,a1,ws	6,al,ws	6,al,ws	8,a2,ws	8,a2,w,ib	x2,a2,w,ib	x2,w,a2,ib	x2,w,a3,ib
6,165-6,312		I	2	3	3	4	4,a l	6,a1	6,al,ws	8,a2,ws	8,a2,ws	x2,a2,ws	x2,w,a2,ib	x2,w,a3,ib
6,313–7,074	Forearm, back	I	3	4	6	6	8	x2	x2,ws	x2,a1,ws	x2,a1,ws	x2,a2,ws	x2,a2,ws	x2,a3,ws
7,075–7,808	Forearm, inner	I.	3	4	6	6,ws	8,ws	x2,ws	x2,ws	x2,a1,ws	x2,a1,ws	x2,a2,w	x2,a2,ws	x2,a3,ws
7,809–8,014	Wrist, back	I.	3	3	4,ws	4,ws,al	6,ws,al	8,ws,al	8,ws,a2	8,ws,a2,b1	8,w,a2,b1	8,w,a2,b1	x2,w,a2,b1	x2,w,a3,b1
8,015-8,220	Wrist, front	I	3	3	4,ws	4,ws,al	6,ws,al	8,ws,al	8,ws,a2	8,ws,a2,b1	8,w,a2,b1	8,w,a2,b1	x2,w,a2,b1	x2,w,a3,b1
8,221–8,436	Hand, back	I	2	3	3	4	4	6,ib	6,ib,a l	8,ib,a l	8,ib,a2	x2,ib,a2	x2,ib,a2	x2,ib,a2
8,437–8,448		I	2	3	3	4	4	6	6	6,b1	6,b1,a1	8,61,a1	8,61,a2	x2,bf1,a2
8,449–8,520		I	2	3	3	4	4	6,b1	6,b l	8,tl	8,tl	x2,tl	x2,tl	x2,pb
	Shoulder, side	1	3	4	6	6	8	×2	x2,ws	x2,a1,ws	x2,a1,ws	x2,a2,ws	x2,a2,ws	x2,a3,ws
	Shoulder, top	1	3	4	6	8	x2	x2,a1,ws	x2,a1,ws	x2,a2,ws	x2,a2,ws	x2,a3,d1,ws	x2,a3,d1,w	x3,a3,d1,w
9,121-9,180		3	4	6	8	×2	x2,ws,a1,d1	x2,w,a1,d1	x2,f,a1,d1	x2,a2,d2,f	x2,a2,d2,f,mc	x2,a2,d2,f,mc	x3,a3,d3,u	x3,a3,d3,u
9,181-9,188		3	4	6	8	×2	x2,ws,a1,d1	x2,w,a1,d1	x2,f,a1,d1,p	x2,a2,d2,f,p	x2,a2,d2,f,p	x2,a2,d2,f,p	x3,a2,d3,u	x3,a2,d3,u
9,189-9,244		3	4	6	8	x2	x2,ws,a1,d1	x2,w,a1,d1	x2,f,a1,d1	x2,a2,d2,f	x2,a2,d2,f,mc	x2,a2,d2,f,p	x3,a2,d3,f,mt1	x3,a2,d3,f,mt1
9,245-9,396	Head, side Head, back lower	6	8 8	x2,	x2,f	x2,al,dl,f	x2,a2,d2,f	x3,a2,d2,f,	x3,a3,d3,f	x3,a3,d3,f,	x3,a4,d4,f	x3,a4,d4,f,mc	x4,a4,d4,f,sc	x4,a5,d5,u,sc
	Face, lower side	6 4	6	×2, 8	x2,f x2,	x2,d1,f x2,f	x2,a1,d2,f x2,a1,f	x3,a1,d2,f, x2,a2,u	x3,a2,d3,f x3,mt1,a3,	x3,a2,d3,f,p x3,mt1,a3,	x3,a3,d4,f x3,mt1,a4,	x3,a3,d4,f,mc x3,mt1,a4,	x4,a3,d4,f,sc,p x4,mt1a4,	x4,a4,d5,u,sc x4,mt1,a3,
9 481_9 600	Face, lower center	4	6	8	x2,	x2,f	x2,a1,d1,f	x2,a2,d2,u	d1,f x3,a3,d3,f	dl,u x3,a3,d3,u,	d2,f,mc x3,a4,d4,f,mt1	d2,u,mc x3,a4,d4,mc	d2,u,mc x4,a4,d4,	d1,f,sc x4,t2,a3,d3,
	Head, back upper	4	6	8	x2,ws	x2,a1,d1,w	x2,a2,d2,f	x3,a2,d2,f,	x3,a3,d3,f	x3,a3,d3,f,	x3,a4,d4,f	x3,a4,d4,f,mc	u,mc x4,a4,d4,f,mc	f,mc,mtl x4,a5,d5,u,mtl,mc
	Face, upper side	6	8		x2,ws x2,f				x3,a3,d3,f			x3,a4,d4,f,mc		x4,a5,d5,u,sc
				x2,		x2,a1,d1,f	x2,a2,d2,f	x3,a2,d2,f,		x3,a3,d3,f,	x3,a4,d4,f		x4,a4,d4,f,sc	
	Face, upper center	6	8	x2,	x2,f	x2,a1,d1,f	x2,a2,d2,f	x3,a2,d2,f,	x3,a3,d3,f	x3,a3,d3,f,	x3,a4,d4,f	x3,a4,d4,f,mc	x4,a4,d4,f,sc	x4,a5,d5,u,sc
9,925-10,000	J Head, top	4	6	8,ws	x2,a1,d1,w	x2,a2,d2,f	x3,a2,d2,f	x3,a3,d3,f	x3,a3,d3,f	x3,a4,d4,f	x3,a4,d4,f,mc	x4,a4,d4,u,mc	x4,a5,d5,u,sc	x4,a6,d6,u,sc
										50/				

numeral X = extra damage of dX type	m1 = 50% move for 1 rd, 10% for 2d4 rds	p = 5% x severity level chance of paralysis
<b>3</b> <i>1</i>	·····	
aX = -X to-hit	m2 = 50% move for 2 rds, 25% for 2d10 rds	pb = bleed to death in Con/2 rounds
bX = p if spine; ws if arm or shoulder; 15% chance of	m3 = m1, then 25% for 1d6 turns	sc = temporarily gains migraines and short term memory
pb and 15% chance of ib if torso	m4 = 50% move for 1d12 hours	loss flaws. 5% x severity level chance of seizure disorder flaw
bfX = p if spine; ws if arm or shoulder; 30% chance of	m5 = m4, then 25% for Id12 days	sX = reduce Strength by X
pb; 30% chance of ib if torso	m6 = 75% for 6 hours, 50% for 2d12 days	tX = ws if arm, shoulder or hand; p if leg or arm, shoulder or
bmX = 50% chance of pb, 50% chance of ib if torso	m7 = 75% for 6 hours, 50% for 4d12 days	hand; 30% chance of pb
bsX = 65% chance of pb, 65% chance of ib if torso	m8 = 75% for 6 hours, 50% for 1d3 months	u = unconscious
dX = reduce Dexterity by X	m9 = 75% for 1 day, 50% for 1 d4 months	vX = ws (-10); ib; 3% x severity chance of pb; roll on vital
f = fall prone and drop items	m10 = 75% for 1 week, 50% for d6 months	organ damage table
hX = loss of X Honor	mc = temporarily gains migraines flaw and headache.	w = drops carried weapons or items
ib = 1d4 damage/hour; Con check or shock	3% x severity level chance of seizure disorder flaw	ws = as w unless check at 1/2 Str made
ls = limb severed; pb unless finger or toe	mtX = ws if arm; 3% x severity level of pb	xX = X times the damage

					Severity Level					
14	15	16	17	18	19	20	21	22	23	24
x2,ib,m5	x2,ib,m6	x2,ib,m6	x2,ib,m7	x2,ib,m7	x2,ib,b1,m7	x2,ib,b1,m8	x2,ib,mt1,m8	x2,ib,mt1,m9	x2,ls,m9	x2,ls,m10
<2,ib,a2,d2,m5	x2,ib,a2,d2,m6	x2,ib,a3,d2,m6	x2,ib,a3,d2,m7	x2,ib,b1,a3,d2,m7	x2,ib,b1,a3,d2,m7	x2,ib,b1,a3,d2,m8	x2,ib,mt1,a3,d2,m8	x2,ib,mt1,a3,d2,m9	x2,ib,ib,a3,d2,m9	x2,ib,ib,a3,d2,n
x2,bm1,m5	x2,bm1,m6	x2,bs1,m6	x2,bs1,m7	x2,bs1,m7	x2,ls,m7	x2,ls,m8	x2,ls,m8	x2,ls,m9	x2,ls,m9	x2,ls,m10
2,b1,a2,d2,m5	x2,b1,a2,d2,m6	x2,b1,a3,d2,m6	x2,b1,a3,d2,m7	x2,b1,a3,d2,m7	x2,b1,a3,d2,m7	x2,b1,a3,d2,m8	x2,mt1,a3,d2,m8	x2,ib,mt1,a3,d2,m9	x2,ls,a3,d2,m9	x2,ls,a3,d2,m
2,d3,s1,bf1,	x2,d3,s1,b1,	x2,d3,s2,	x2,d4,s2,b1,	x2,d5,s2,	x2,d5,s3,b1,	x2,bm1,t1,f,	x2,d6,s3bm1,	x2,d6,s4,bs1,	x2,d6,s5,bs1,	x2,d7,s5,bs1,
f,m5	t0,f,m5	bm0,f,m6	t0,f,m7	bf0,f,m7	t0,f,m8	m8,d6,s3	t0,f,m9	t0,f,m9	m10,t0,f	m10,f,t0
2,d3,s1,bf1,	x2,d3,s1,b1,	x2,d3,s2,	x2,d4,s2,b1,	x2,d5,s2,	x2,d5,s3,b1,	x2,bm1,t2,f,	x2,d6,s3bm1,	x2,d6,s4,bs1,	x2,d6,s5,bs1,	x2,d7,s5,bs1,
f,m5	t2,f,m6	bml,f,m6	t2,f,m7	bfl,f,m7	t2,f,m8	m8,d6,s3	t2,f,m9	t2,f,m9	m10,t2,f	m10,f,t2 x2,d6,ls,f,m1
x2,d2,f,pb,m5	x2,d2,ib,f,m6	x2,d3,pb,f,m6, ib	x2,d3,pb,b1,f, ib,m7	x2,d4,pb,b1,f, m8,ib	x2,d5,pb,mt1, ib,f,m9	x2,d5,pb,mt2,f, m10,ib	x2,pb,b2,f,m10, d6,ib	x2,d6,pb,b2,f, m10,ib	x2,ls,f,d6,m10	x2,d6,ls,f,m1
x2,d2,f,m2	x2,d2,b1,f,m2	x2,d3,b1,f,m2	x2,d3,bm1,f,m3	x2,d4,b1,f,m3	x2,d5,bf1,f,m3		x2,bm1,f,m4,d6,s3	x2,d6,bm1,f,m4	x2,bs1,f,d6,m5	x2,d6,s1,bs1,m5
2,d2,f,pb,m5	x2,d2,pb,f,m5	x2,d3,f,pb,m6	x2,d3,ib,pb,f,m6	x2,d4,ib,f,pb,m6	x2,d5,b1,pb,f,m6	x2,d5,ib,pb,f,m7	x2,b2,f,pb,d6,m7	x2,d6,ib,pb,mt1,f,m8	x2,ls,f,d6,m10	x2,d6,ls,f,m10
x2,d3,ib,	x2,d2,pb,i,iii5 x2,d3,ib,	x2,d3,i,p0,i116 x2,d3,ib,	x2,d4,ib,	x2,d4,i0,i,p0,i10 x2,d5,ib	x2,d5,ib,	x2,d3,ib,pb,i,iii/ x2,b3,ib,f,	x2,d6,ib	x2,d6,ls,f,m10	x2,d6,ls,f,m10	x2,d0,is,i,i110 x2,d7,ls,f,m1
f,m5	b1,f,m5	b1,f,m6	b2,f,m7	b2,f,m7	mt1,f,m8	m8,d6	b3,f,m9	X2,00,13,1,1110	X2,00,13,1,1110	×2,07,13,1,111
x2,d3,	x2,d3,	x2,d3,	x2,d4,	x2,d5,b1.	x2,d5,b1,	x2,mt1,ib,f,	x2,d6,mt1,	x2,b1,ib,f,	x2,d6,ls,m10,u	x2,d7,ls,m10
ib,f,m5	ib,f,m5	ib,f,m5	ib,f,m6	ib,f,m6	ib,f,m7	m7,d6	ib,f,m8	d6,m8	xz,u0,is,ii110,u	xz,u7,is,iii10
									v2 d7 ls m10 u	v2 d9 lc m 10
x2,d3,ib,	x2,d3,	x2,d3,	x2,d4,	x2,d5,	x2,b1,pb,ib,f,	x2,d6,ib,pb,	x2,d6,ls,f,m10	x2,d6,ls,m10,u	x2,d7,ls,m10,u	x3,d8,ls,m10
f,m5	ib,f,m6	ib,pb,f,m6	ib,f,m6	ib,f,m7	m7,d6	bl,f,m8	v2 la a b 6 d 6 m 10			0.1
x2,d3,pb,	x2,d3,b1,f,	x2,d3,mt3,	x2,d4,b1,f,	x2,d5,pb,	pbx2,mt4,f,m7,	x2,d6,b1,	x2,ls,pb,f,d6,m10	x2,d6,ls,m10,u	x2,d7,ls,m10,u	x3,d8,ls,m10
f,m5	m6,pb	pb,f,m6	m6,pb	f,m7	d6,pb	f,m8,pb				4:1-2-10
x3,d3,b2,f,m5	x3,d3,ib,v1,b3,f,m6	x3,d3,b3,f,m6	x3,d5,b3,f,m6	x3,d6,b4,f,m7	x3,b4,ib,v1,f,m7,d7	x3,b4,ib,v1,f,m8,d7	x3,ib,v2,f,m8,d8	x3,ib,v2,m9,u,d8	x4,ib,v2,m9,u,d9	x4,ib,v2,m10,u
x3,m4,f,h6	x3,m4,f,h6,ib,v1	x3,m4,f,h6,ib,v1	x3,m4,f,h7,ib,v1	x3,m4,f,h8,ib,v1	x3,m5,f,h9,ib,v2	x3,m5,f,h10,ib,v2	x3,m5,f6,h9,ib,v2,b1		x3,m5,f,h10,ib,v2,mt1	x3,m6,f,h10,ib
x3,m3,d2,w,b1	x3,m3,d2,b2,w	x3,m3,d2,f,b3	x3,m4,d2,f,t1	x3,m5,d2,t1,f	x3,m5,d3,pb,f	x3,m5,d3,pb,f	x3,m5,d4,f,pb	x3,m6,d5,f,pb	x4,m7,d6,ib,f	x4,m8,d7,ib,f,
x3,ib,v2,f,pb	x3,pb,ib,v3,f	x3,a1,ib,v3,f	x3,a2,ib,v3,f,pb	x3,a3,ib,v3,f	x3,a3,ib,v4,f	x3,a3,pb,ib,v4,f	x3,u,ib,v4,f	x3,b2,ib,v4,u,f	x4,b3,ib,v4,pb,u	x5,b3,ib,v4,pl
x3,a2,pb,w	x3,a2,f	x3,a2,pb,f	x3,a3,pb,f	x3,a3,ib,pb,f	x3,a3,pb,ib,v1,f	x3,a4,b1,f	x3,u,b1,pb	x3,b2,ib,v2,u	x4,b2,ib,v2,pb,u	x5,b2,ib,v2,pl
x3,ib,v2,pb,f	x3,pb,ib,v2,f	x3,a1,ib,v2,f	x3,a2,ib,v2,f,pb	x3,a3,ib,v3,f	x3,a3,ib,v3,f	x3,a3,pb,ib,v3,f	x3,u,ib,v3,f	x3,b1,ib,v3,u	x4,b2,ib,v3,pb,u	x5,b2,ib,v3,pl
x3,ib,pb	x3,pb,ib,v1	x3,b1,ib,v1	x3,b1,ib,v2,f,pb	x3,mt2,ib,v2,f	x3,b1,ib,v2,f	x3,b1,pb,ib,v2,f	x3,ib,v2	x3,ib,v2,u	x4,ib,v2,pb,u	x5,ib,v2,pb,
x3,b1,pb,f	x3,b1,ib,v1,f	x3,a1,ib,v1,f	x3,a2,ib,v1,f,b1	x3,a3,ib,v2,b1,f	x3,a3,ib,v2,f	x3,a3,b1,ib,v2,f	x3,u,b1,pb,ib,v2	x3,b1,ib,v2,u	x4,b1,ib,v2,pb,u	x5,b1,ib,v2,pl
x3,ib,v1,b2	x3,pb,ib,v1,b2	x3,mt3,ib,v2	x3,b2,ib,v2,f,pb	x3,mt3,ib,v3,f	x3,b3,ib,v3,f	x3,b3,mt3,ib,v3,f	x3,bf4,pb,ib,v3	x3,bm4,mt3,ib,v3,u	x4,bm4,ib,v3,pb,u	x5,bm4,ib,v3,p
x3,ib,b2,w	x3,b2,ib,w	x3,b2,ib,v1,w	x3,b2,ib,v1,f	x3,b2,ib,v1,f	x3,b2,ib,v1,f	x3,b2,mt2,ib,v1,f	x3,bf2,pb,ib,v1	x3,bm2,mt2,ib,v1,u	x4,bm2,ib,v1,pb,u	x5,bm2,ib,v1,p
x3,f,b1	x3,pb,f	x3,ib	x3,b1,f,ib,v1	x3,b1,ib,v1	x3,b2,pb	x3,b2,ib,v1,pb	x3,bf2,ib,v1,u,pb	x3,bm2,ib,v1,pb,u	x4,ib,v1,pb,u	x5,ib,v1,pb,i
x3,f,b1	x3,pb,f	x3,ib	x3,b1,f,ib,v1	x3,b2,ib,v1	x3,b2,pb	x3,b3,ib,v1,pb	x3,bf3,ib,v1,u,pb	x4,bm3,ib,v1,pb,u	x4,p,ib,v1,u	x5,p,ib,v1,u
x3,a3,d1,w	x3,a3,d2,w	x3,a3,d2,pb,w	x3,a3,d2,ib,w	x3,a3,d2,ib,pb,w	x3,a3,d2,mt1,pb,w	x3,a3,d2,b1,pb,w	x3,a3,d2,b2,pb,ib,w	x3,a3,d2,mt2,pb,ib,w	x3,a3,d2,b3,pb,ib,w	x3,a3,d2,ls,v
x2,a3,w	x2,a3,w	x2,a3,pb,w	x2,a3,pb,w	x2,a3,pb,b1,w	x2,a3,mt1,pb,w	x2,a3,b1,pb,w	x2,a4,pb,mt2,w	x2,a4,b1,pb,w	x2,a4,b1,pb,w	x2,a4,ls,w
x2,a3,w	x2,a3,w	x2,a3,pb,w	x2,a3,b1,w	x2,a3,pb,b1,w	x2,a3,mt1,pb,w	x2,a3,b1,pb,w	x2,a4,pb,mt2,w	x2,a4,b1,pb,w	x2,a4,b1,pb,w	x2,a4,ls,w
x2,a3,ib,w	x2,a3,ib,w	x2,a3,ib,w	x2,a4,ib,w	x2,a4,ib,b1,w	x2,a4,ib,b1,w	x2,a4,ib,mt1,w	x2,a5,ib,b1,w	x2,w,a5,bm1	x2,w,a5,bs1	x2,w,a5,ls
x2,a3,ib,w	x2,a3,ib,w	x2,a3,b1,ib,w	x2,a4,ib,b1,w	x2,a4,ib,mt1,w	x2,a4,ib,mt2,w	x2,a4,ib,b2,w	x2,a5,ib,b2,w	x2,w,a5,bm2	x2,w,a5,bs2	x2,w,a5,ls
x2,a3,w	x2,a3,w	x2,a3,pb,w	x2,a3,b1,w	x2,a3,pb,b1,w	x2,a3,mt1,pb,w	x2,a3,b2,pb,w	x2,a4,b2,pb,w	x2,a3,mt2,pb,w	x2,a4,b2,pb,w	x3,a4,ls,w
x2,a3,w	x2,a3,w	x2,a3,pb,w	x2,a3,b1,w	x2,a3,pb,b1,w		x2,a3,b2,pb,w	x2,a4,b2,pb,w	x2,a3,mt2,pb,w	x2,a4,b2,pb,w	x3,a4,ls,w
x2,a3,b1,w	x2,a3,bf1,w	x2,a3,bf1,w	x2,a3,b1,w	x2,w,a3,bm1,mt1,w	x2,a3,mt1,pb,w x2,a3,bm,mt1,w	x2,a3,b2,p0,w x2,a3,bm1,w	x2,a3,ib,bs1,w	x2,w,a3,bs1	x2,w,a3,ls	x3,a4,13,w x2,w,a3,ls
x2,w,a3	x2,w,a3,bfl		x2,w,a3,bf1	x2,w,a3,bm1,mt1	x2,w,a3,bm1,mt1	x2,w,a3,bm1	x2,w,a3,bm1		x2,w,a3,ls	
		x2,w,a3,bfl					x2,ib,mt1,a3,w	x2,w,a3,bs1 x2,ib,b2,a3,w	x2,a3,bs2,w	x2,w,a3,ls
x2,ib,a2	x2,ib,a2,ws	x2,ib,a3,ws	x2,ib,a3,ws x2,bm1,a2,ws	x2,ib,a3,w x2,bm1,a3,ws	x2,ib,b1,a3,w	x2,ib,b1,a3,w				x2,ls,a3,w
x2,bf1,a2	x2,bf1,a2	x2,bf1,a2			x2,bm1,pb,a3,ws	x2,pb,bm1,a3,w	x2,bs1,pb,mt1,a3,w	x2,pb,bs1,a3,w	x2,a3,ls,w	x2,ls,a3,w
x2,pb	x2,pb	x2,b1,ls	x2,b1,ls	x2,b1,ls	x2,ls	x2,ls	x2,ls	x2,ls	x2,ls	x2,ls
x2,a3,w	x2,a3,w	x2,a3,pb,w	x2,a3,b1,w	x3,a3,pb,b1,w	x3,a3,mt1,pb,w	x3,a3,b1,pb,w	x3,a4,pb,b1,w	x4,a3,pb,mt2,w	x3,a4,pb,b1,w	x3,a4,ls
x3,a3,d1,w	x3,a3,d2,w	x3,a3,d2,pb,w	x3,a3,d2,ib,w	x3,a3,d2,ib,pb,w	x3,a3,d2,mt1,pb	x3,a3,d2,b1,pb	x3,a3,d2,b2,pb,ib,w	x3,a3,d2,mt2,pb,ib	x3,a3,d2,b3,pb,ib	x3,a3,d2,ls
x3,a3,d3,u,mc	x3,a3,d4,u,p,mc	x3,a3,d5,u,mc	x4,a4,d6,u,sc	x4,a5,p,u,sc	x4,pb,ib,ib,v1	x4,pb,ib,ib,v1	x4,p,u,sc	x4,pb,ib,ib,v2	x4,pb,ib,ib,v2	decapitated (de
x3,a2,d3,u,mc	x3,a2,d3,u,p,mc	x3,a3,d4,u,mc	x4,a4,d5,b1,u,sc	x4,a5,d6,b1,ib,v1,u,sc	x4,p,b1,u,sc	x4,p,b1,ib,v1,u,sc	x4,p,b1,ib,v1,u,sc	x4,p,ib,v1,bf1,u,sc	x4,pb,bm,ib,v1	decapitated (de
x3,a2,d3,u,pb	x3,a2,d3,u,pb	x3,a3,d4,u,pb	x4,a4,d5,u,pb,mc	x4,a5,d6,pb,u,sc	x4,p,b1,u,sc	x4,p,b1,ib,v1,u,sc	x4,p,b2,ib,v2,u,sc	x4,p,ib,v2,bf2,u,sc	x4,pb,ib,ib,v2	decapitated (de
x4,a6,d6,u,sc	x4,a6,d6,u,sc	x4,a7,d7,u,sc	x4,a7,d7,t1,u,sc	x4,a7,d7,t1,u,sc				x4,a9,d9,ib,v1,bf1,u,sc		brain goo
x4,a5,d6,u,sc	x4,a5,d6,u,sc,p	x4,a6,d7,u,sc	x4,a6,d7,t1,u,sc,p	x4,a6,d7,t1,u,sc		x4,a7,d8,b1,ib,v1,u,sc		x4,p,ib,v2,u,sc	skull caved-in	brain goo
x4,mt2,a3,	x4,b1,a4,	x4,mt2,a5,	x4,b1,a5,	x4,mt2,a5,	x4,b1,a5,	x4,b2,a6,	x4,mt2,a6,	x4,b2,a6,	x4,ib,a7,	jaw remove
d I,u,mc	d2,f,mc	d3,f,mc	d3,f,mc	d3,f,mc	d3,f,sc	d4,u,mc	d4,u,sc	d4,u,sc	d5,u,sc	
x4,t2,a3,	x4,t2,a4,	x4,t2,a5,	x4,t2,a5,	x4,b1,a5,	x4,b2,a5,	x4,b2,a5,	x4,b3,a5,	x4,ib,v1,a5,	x4,ib,v1,a5,	skull caved-
d3,u,mc	d4,f,mc	d5,f,mc	d5,f,mc	d5,f,mc	d5,f,sc	d5,u,sc	d5,u,sc	d5,u,sc	d5,u,sc	
x4,a6,d6,u,sc	x4,a6,d6,u,sc	x4,a7,d7,u,sc	x4,a7,d7,mt1,u,sc	x4,a7,d7,	x4,a8,d8,mt1,	x4,a8,d8,b1,	x4,a9,d9,b1,	x4,a9,d9,ib,	skull caved-in	brain goo
				mtl,u,sc	ib,v1,u,sc	ib,v1,u,sc	ib,v l ,u,sc	v1,bf1,u,sc		
x4,a6,d6,u,sc	x4,a6,d6,u,sc	x4,a7,d7,u,sc	x4,a7,d7,mt1,u,sc	x4,a7,d7,	x4,a7,d7,mt1,	x4,a8,d8,b1,	x4,a8,d8,b2,	x4,a9,d9,ib,	skull caved-in	brain goo
				mt1,u,sc	ib,v1,u,sc	ib,v1,u,sc	ib,vl,u,sc	vI,bf2,u,sc		
x4,a6,d6,u,sc	x4,a6,d6,u,sc	x4,a7,d7,u,sc	x4,a7,d7,mt1,u,sc	x4,a7,d7,	x4,a8,d8,mt2,	x4,a8,d8,b1,	x4,a9,d9,b2,	x4,a9,d9,ib,	skull caved-in	brain goo
				mtl,u,sc	ib,v1,u,sc	ib,v1,u,sc	ib,vl,u,sc	vI,bf3,u,sc		0
x4,a6,d6,u,sc	x4,a7,d7,u,sc	x4,a7,d7,t1,u,sc	x4,a7,d7,mt1,u,sc	x4,a8,d8,	x4,a8,d8,b1,	x4,a9,d9,b1,	x4,a9,d9,ib,	skull caved-in	brain goo	brain goo
,	,,,.,.,.	,,,,.,.,.,.	,,,,.,.,.	mt1,ib,v1,u,sc	ib,v1,u,sc	ib,v1,u,sc	vI,bfI,u,sc			
				,,,,		,.,.,	,=,=,==			
meral X = extra	damage of dX type		mL = 50% mov	ve for I rd, 10% for 20	d4 rds	n = 5	5% x severity level c	nance of paralysis		
( = -X to-hit	damage of drivinge			ve for 2 rds, 25% for 2			bleed to death in C			
	if arm or shoulder: U	5% chance of		25% for 1d6 turns					m memory	
	if arm or shoulder; I	of chance of						igraines and short ter		
	chance of ib if torso	08/		re for 1d12 hours				erity level chance of s	seizure disorder flaw	
	s if arm or shoulder; 3	u% chance of		25% for 1d12 days			reduce Strength by			
-	ice of ib if torso			6 hours, 50% for 2d12		tX =		or hand; p if leg or ar	m, shoulder or	
	e of pb, 50% chance o			6 hours, 50% for 4d12			hand; 30% chance of	of pb		
X = 65% chance	of pb, 65% chance of	ib if torso	m8 = 75% for	6 hours, 50% for 1d3	months	u = u	Inconscious			
<pre>K = reduce Dext</pre>	erity by X		m9 = 75% for	I day, 50% for Id4 mo	onths	vX =	ws (-10); ib; 3% x s	everity chance of pb; r	oll on vital	
fall prone and c	frop items		m10 = 75% for	I week, 50% for d6 i	months		organ damage tab	e		
					wand headacha		drops carried weapo	ons or items		
( = loss of X Ho	nor		mc = temporal	rily gains migraines fla	w and neadache.	w - 1	drops carried weapo			
= loss of X Ho	nor our; Con check or sh	ock		erity level chance of s			as w unless check a			

HackMaster Hacklopedia of Beasts: Monster Matrix

NameHPForguintyNameHPForguintyNameNIIPropuestySec Contract, MargeContract, MargeContract, MargeContract, MargeName <td< th=""><th></th><th></th><th>Tat</th><th>ole 19: Monster List – Hac</th><th>kFacto</th><th>or and Frequ</th><th>iency</th><th></th><th></th></td<>			Tat	ole 19: Monster List – Hac	kFacto	or and Frequ	iency		
Bast of Autom, Inors, Raing         0         Common         Funct, Cold Water         0         Wright Rest States           Bast of Autom, Darch Darth         0         Common         Rest, Bloght Rest, Blog	Name	HF	Frequency	Name	HF	Frequency	Name	HF	Frequency
Jass of Runcers Isons, Dané         0         Camman         Res. Karola         0         Uscammon         Pace March Poling         Washing         W									
Issue of Bachen, Fullier         0         Courses         Res., Suid         0         Usersmont         Perform Print, Perform         0         Wey, Res.           besch, Gair, Fror         0         Conners         Start and the second								-	,
Best, Common         O. Common         Robinsh         D. Ukrommon         R. G. Chick, Common         O. Wry, For           Derk, Common         O. Common         Rest, Chick, Common         Rest, Chick, Sprond         O. Wry, For           Derk, Erginger, Ausses         O. Common         Stepinger, Chick, Sprond         O. Wry, For           Derk, Erginger, Ausses         O. Common         Stepinger, Chick, Sprond         O. Wry, For           Berl, Sandard         O. Common         Stepinger, Chick, Sprond         O. Wry, For           Berl, Sandard         O. Common         Stepinger, Chick, Sprond         O. Wry, For           Berl, Sandard         O. Common         Stepinger, Chick, Sprond         O. Wry, For           Desk, Will, Sandard         O. Common         Stepinger, Might, Sandard, Sandard									
Beste Carrier         O         Common (M)         Samulari         O         Uscommon Status (P)         Dist Samu Status (P)         O         Very Base (P)           birt Joan         O         Common Strig Mont Carlyste (C)         O         Common Strig Mont Carlyste (C)         O         O         O         O         O         O         Very Base (C)           Carlyste Common Carlyste (C)         O         Common Strig Mont Carlyste (C)         O         O         O         Very Base (C)         O         Very Base (C)           Carlyste (C)         Common Strig Mont Carlyste (C)         O         Common Strig Mont Carlyste (C)         O         Uscommon Strig Mont Carlyste (C)         O         Very Base (C)         Very Base (C) <t< td=""><td></td><td>0</td><td></td><td></td><td>0</td><td></td><td>. 0</td><td>0</td><td>,</td></t<>		0			0		. 0	0	,
Brit is fighter, Agantic         0         Common         Searce Gastrons Select         0         Uccommon         Searce Far         0         Wry Pare           Cit Stands         0         Common         Searce Fare         0         Wry Pare           Cit Stands         0         Common         Searce Fare         0         Wry Pare           Cit Stand         0         Common         Searce Fare         0         Wry Pare           Cit Stand         0         Common         Searce Fare         0         Wry Pare           Cit Stand         0         Common         Searce Fare         0         Wry Pare           Stands         0         Common         Searce Fare         0         Wry Pare           Stands         0         Common         Version Searce         0         Uncommon         Mrea         Searce Fare         0         Uncommon         Searce Fare         <							, , ,		,
Bird Standard         -1         Common         Steler, De         0         Uncommon         Steler, De         0         Warr, Reve           Carapada, Guint         0         Carapada, Guint         0         Carapada, Guint         0         Warr, Reve           Carapada, Guint         0         Caranava         Sings, Hamming         0         Uncommon         Webra         0         Webra           Darg, Wilt         0         Caranava         Sings, Hamming         0         Uncommon         Webra         0         Webra					-		0		,
Bird Som         O.         Commo         Sine'r Moar, Garet         O.         Uncommo         Sealer, Naz         Ø.         Wry, Fare           Carl, Small-Derman         O.         Commo         Singer, Wright         O.         Wry, Fare           Derg, Wild         O.         Commo         Singer, Wright         O.         Wreen         Wreen         Wreen         O.         Wreen         <									
Caringto, Gaine         O.         Cammang         Single, Humming         O.         Uncommon         Syndatic, Tipsoorm         O.         Write Res           Day, Wild         O.         Common         Sondati, Carry         O.         User Sondati, Carry         O.         Wild or Sondati, Carry         O.         User Sondati, Carry         O.         User Sondati, Carry         O.         O.         Common         Wild or Sondati, Carry         O.         User Sondati, Carry         O.         Common         User Sondati, Carry         O.         Common         O.         User Sondati, Carry         O.         Common         O.         Common         User Sondati, Carry         O.         Common         Common         Common         Common         Common         Common         Common         Common         Common <t< td=""><td></td><td>0</td><td></td><td></td><td>0</td><td></td><td></td><td>0</td><td></td></t<>		0			0			0	
Circles, Common         O         Common         Series         Winds         O         Ware frage         O         Uscommon           Stage Minit         O         Common         O         Common         O         Ware frage         O         Uscommon         Alban S Saked Drught Horse.         O         Ware frage         Common         Ware frage         Common         Ware frage         Common         Ware frage         Common         O         Ware frage         Common         Ware frage         Common         Ware frage         Common         O         Ware frage         Ware frage         Common         Common         Common         Uscommon         Uscommon         Ware frage         Common         Common         Uscommon									,
Dawg, Wild         O         Common         Swedish Large         Uscommon         Webbid         0         Ungage           Jack         Common         Common         Lein, Canter Survey         Uscommon         Bacon         Common         Locammon           Jack         Common         Common         Uscommon         Bacon         Common         Common           Mare Reaus/Serf         Common         Vicus Bach Phis         Uscommon         Bacon         Common         Common           Mare Reaus/Serf         Common         Vicus Bach Phis         Uscommon         Bach Warings         Common           Nor, Sandern, Theb         Common         Vicus Bach Phis         Uscommon         Dorr Mazzan         Common           Or, Sandern, Theb         Common         Wast Common         Uscommon         Kach Phis         Common           Quarel Miss         Common         Common         Sock Phis         Common         Common         Common           Quarel Miss         Common         Common         Common         Res         Miss Bach Phissing         Common           Quarel Miss         Common         Common         Common         Res         Miss Bach Phissing         Common         Common           Quarel	• •						<i>i</i> .		,
Egg/Wild         0         Common         Ternits. Garin Harvestry worker         0         Uscammon         Andra Stated Drught Home,         0         Uscammon           Marter States/Ger         Common         Common         Common         Base Nather         0         Uscammon           Marter Teass/Ger         Common         Common         Work R         0         Uscammon         Base Nather         1         Common           Marter Teass/Ger         Common         Work R         0         Uscammon         Base Nather         1         Common           Marter States/Ger         Common         Work R         0         Uscammon         Base Nather         1         Common           Marter States/Ger         Common         Werk Lara         0         Uscammon         Base Nather         Common         1         Common           Regel         Common         Common         Marter States/Ger         Rater         Marter States/Ger         1         Common           Regel         Common         Common         Common         Rater         Marter States/Ger         1         Common           Regel         Common         Common         Common         Rater         Marter States/Ger         1         Common									,
Julyfal, Common         0         Common         Menni Barrow         0         Uscommon         Bar. Black         I         Common           Harr Garmon         0         Common         Wrinn Barrow         0         Common         Bar. Nurf. Sec.         1         Common           Mar. Rearrisher         0         Common         Mar. Rearrisher         0         Locommon         Bar. Nurf. Sec.         1         Common           News Light-Amer         0         Locommon         Durc. Ministre, Ref. Created Sow         0         Locommon         Durt. Montain         1         Common           Orc. Southern, The         0         Common         Weat, Common         0         Locommon         Durt. Montain         1         Common           Open. Common         0         Common         Weat, Common         0         Locommon         Common         Common         Durt. Montain         1         Common           Open. Common         0         Common         Common         Common         Easter         Mer. Stargero. Common         I         Common           Asta Common         0         Common         Easter         Res.         Res.         Mer. Stargero. Common         I         Common           Rata		0	Common		0	Uncommon	Ankou's Skeletal Draught Horses	0	,
Lower, Cannon         Common         VerMark         Outcommon         Bestix, Dang         I         Common           Merr, Fraansförd         Common         Werler, Stassing         Uscommon         Back/Vild         I         Common           Merr, Fraansförd         Common         Walter, Common         Uscommon         Back/Vild         I         Common           Orc, Souders, Tirbe         O         Common         Weekl, Larva         Uscommon         Globan         I         Common           Org, Souders, Tirbe         O         Common         Weekl, Larva         Uscommon         Globan         I         Common           Age, Common         Common         Merglan         Back         Rev         Merglan         I         Common           Age, Common         Common         Egyman         Common         Rev         Merglan         I         Common           Rak, Common         Common         Egyman         Common         Rev         Merglan         I         Common           Rak, Common         Common         Egyman         Common         Rev         Merglan         I         Common           Rak, Common         Common         Egyman         Common         Rev         Merglan <td>-</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td>1</td> <td></td>	-							1	
Her. Fearau?serf         O         Common         Vicus Beah/Nick         O         Uncommon         Ban/Vardig         I         Common           New. [Je] Standed. Common         Common         Common         Vicus Beah/Nick         O         Discrement           New. [Je] Standed. Common         Common         Vicus Beah/Nick         O         Discrement         Discrement         Discrement         Discrement         Discrement         Discrement         Discrement         Discrement         Discrement         Common         Page Name         Discrement         Common         Vicus Beah/Vicus         Discrement         Common         Fair, Common         Common         Fair, Common         Common         Common         Fair, Co									
News, Buy-Banked, Common         O         Common         Outcommon         Dwart, Houman         I         Common           Ort, Sontrom         Common         Common         Uncommon         Distant, Common         Res         Mer: Sprarethed         Common         Common         Common         Res         Mer: Sprarethed         Common         Common         Common         Common         Res         Mer: Sprarethed         Common         Common         Common         Res         Mer: Sprarethed         Common         Common         Res         Mer: Sprarethed         Common         Common         Res         Mer: Sprarethed         Common         Res         Mer: Sprarethed         Common         Common         Res         Mer: Sprarethed         Common         Common         Res         Res         Mer: Market Casc Charten         Common         Res         Res         Res <t< td=""><td></td><td></td><td></td><td></td><td>-</td><td></td><td></td><td>i</td><td></td></t<>					-			i	
Orc. Santer, Theo         O         Common         Weal, Liron         Uncommon         Dwart, Montain         I         Common           Pregin, Corrier         Common         Common         Common         Nate, Presan         Common         Common           Mage, Corrier         Common         Common         Common         Nate, Presan         Common         Common           Mar, Presan         Common         Common         Common         Nate, Presan         Common         Common           Mar, Same, Mar, Sam								I.	
Ort. Southern, Thise         0         Common         West, Larva         0         Uncommon         Globon         1         Common           Regula, Carrier         0         Common         Adaruplus,         0         Rare         Mer, Aprenta,         1         Common           Rest, Carrier         0         Common         Adaruplus,         0         Rare         Mer, Aprenta,         1         Common           Rest, Common         0         Common         Engla, Lar         0         Rare         Mer, Serverherfort         1         Common           Rat, Common         0         Common         Engla, Rot (Disset)Prisity         0         Rare         Mer, Serverherfort         1         Common           Rat, Common         0         Common         Fairy, Carnivorous, Gilter         0         Rare         Mer, Serverherfort         1         Common           Rat, Carn         Common         Gonselling         0         Rare         Mer, Tardersherfort         1         Common           Rat, Carn         0         Common         Gonselling         Rare         Mer, Tardersherfort         1         Common           Rat, Carn         0         Common         Gonselling         Rare <tdm< td=""><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tdm<>									
Progen. Carrier         O         Common         Outcommon         Kanz Partian         I         Common Partian           Regon. Carrier         O         Common         Bost Fluider         Incommon Partian         Incommon Partia								1	
Part         Part         Mare         Mare         Mare         Mar. Bundt/Bigging         I         Common           Rabit. common         0         Common         Common         Earno         Rare         Mar. Bundt/Bigging         I         Common           Rabit. common         0         Common         Fany. Carinvorus, Gitter         Rare         Mar. Ganty         Common         Itele Common         Common           Rat. Common         0         Common         Fany. Sanktorus         0         Rare         Mer. Madle Carin         Common           Rat. Som         0         Common         General         General         Rare         Mer. Madle Carin         Common           Scrab. Common         0         Common         General         Rare         Mer. Madle Carin         I         Common           Scrab. common         0         Common         Hores, Carinvorus         Rare         Mer. Madle         Common         Scrab. Common         I.exch. Darin         Rare         Mer. Madle Carin         I.common           Scrab. Common         0         Common         Hores, Carinvorus         Rare         Mer. Madle Carin         I.common           Stawk         0         Common         Madle Carin         Ra	, ,				-			i	
Guarrel Mate         0         Common         Common         Common         I         Common           Rat, Gant         0         Common         Common         Fayr, Sandyad         Name         Men. Farrurer/Herder         I         Common           Rat, Gant         0         Common         Fayr, Sandyad         Name         Men. Merchant SalorFahreman         I         Common           Rat, Gant         Common         Fayr, Sandyad         0         Kare         Men. Merchant SalorFahreman         I         Common           Rat, Gant         Goornally         Goornally         Goornally         Goornally         Rate         Men. Merchant Tradem         I         Common           Root, Roon, Common         0         Common         Common         Root, Groot         Rate         Men. Trademar/Crafteran         I         Common           Stepid         Common         Common         Leek, Luck-Drining Muke         Rate         Men. Trademar/Crafteran         I         Common           Stepid         Common         Leek, Lack-Drining Muke         Rate         Men. Trademar/Crafteran         I         Common           Stank         Common         Leek, Draning Muke         Rate         Natk         Rate         Common	<b>U</b>							I	
Fabbit, common         0         Common         Engra Lize         0         Rare         Mare         Mare Sarty         Mare Sarty         In Common           Rat, Gant         0         Common         Fairy, Canivoca, Gilater         0         Rare         Mar. Marchan Trider         I         Common           Rat, Gant         0         Common         Gas Sport         0         Rare         Mar. Marchan Trider         I         Common           Rat, Sare         0         Common         Gas Sport         0         Rare         Mar. Marchan Trider         I         Common           Scapba, Common         0         Common         Common         Rare         Mar. Sular         I         Common           Scapba, Common         0         Common         Leach, Grout         0         Rare         Mar. Sular         I         Common           Scapbara, Gant         0         Common         Leach, Sarab         0         Rare         Mar. Mar. Mar. Mar. Mar. Mar. Mar. Mar.								1	
Pat. Gunnon         0         Common         Fair, Sanker Careborous, Gitter         0         Rare         Men         Men         Common         I           Rat. Singer         0         Common         Fairy, Sankerd         0         Rare         Men         Men         Common         Common           Rat. Swere         0         Common         Gamman         Gamman         Common         Common           Rat. Swere         0         Rare         Men         Men         Men         Common         Common           Ray, Singray         0         Common         Gamman         Kaskal, Grantor         0         Rare         Men         Me	· · · · · · · · · · · · · · · · · · ·						0	1	
fat, Large         0         Common         Fugu Ret (DisaseParate)         0         Rare         Mm: Hidd Exc Citizen         1         Common           Ray, Singray         0         Common         Gas Spore         0         Rare         Mm: Hidd Exc Citizen         1         Common           Ray, Singray         0         Common         Common         Common         Common           Scarb, common         0         Common         Common         Common         Common           Scarb, common         0         Common         Common         Common         Common           Starb, Common         0         Common         Leach, Coming         Muck         0         Rare         Mm: Hidd Thy Common         Common           Starb         Common         Leach, Sinus         0         Rare         Mm: Hidd Scatad         1         Common           Starb         Common         Leach, Sinus         0         Rare         The Chink Marday         1         Common           Starb         Common         Mate Matheman         0         Rare         The Chink Marday         1         Common           Starb         Common         Mate Matheman         0         Rare         The Chink Marday				0				i	
fat. Sever Ray: Slargy       0       Common       Gas Spore       Rare       Mare Middle Class Closen       I       Common         Rook Ravel, Common       0       Common       Garmeellig       0       Rare       Mer: Marel Blockanter       I       Common         Rook Ravel, Common       0       Common       Common       Kobold, Greater       0       Rave       Mer: Slore       I       Common         Scrapton, common       0       Common       Leedt, Loch Draining Muck       0       Rave       Mer: The/Thag       Common         Scrapton, common       0       Common       Leedt, Loch Draining Muck       0       Rave       Mer: The/Thag       Common         Straw Mouse, Common       0       Common       Leedt, Loch Draining Muck       0       Rave       Mer: The/Thag       Common         Surk       0       Common       Leedt, Loch Draining       0       Rave       Mer: The/Thag       Common         Surk       0       Common       Mage: Mouth, Common       0       Rave       Surk       Or. Orkin Lowkind Pary       Common         Surk       0       Common       Mage: Mouth, Common       Rave       Surk       Mer: The/Thag       Common         Surk       C	Rat, Giant		Common	Fairy, Standard	-	Rare	Men: Merchant Sailor/Fisherman	I	Common
Isp: Springry         0         Common         Common         Common         Rare         Mare PrazeBaccamer         I         Common           Scarb, common         0         Common         Common         Horne, Carlorouz         New PartaBaccamer         I         Common           Scarb, common         0         Common         Leech, Crainboruz         New PartaBaccamer         I         Common           Segul         0         Common         Leech, Luck-Draining Muck         New PartaBaccamacCarloratuman         I         Common           Segul         0         Common         Leech, Luck-Draining Muck         New PartaBaccarloratuman         I         Common           Stabarta         Common         Leech, Luck-Draining Muck         New PartaBaccarloratuman         I         Common           Stabarta         Common         Leech, Staba         0         Rare         Marx Marsa Wanch         I         Common           Stabarta         Common         Mark Marsa         0         Rare         Splatra, Large         I         Common           Stabarta         Order         Common         Mark Marsa         New Leikh Rennous         I         Rare         Splatra, Large         I         Common           Stabarta		-							
Rook, Erwan, Common0CommonHorne, Carnivoroux0RareMar: Salor1CommonScapia, common0CommonKabeld, Greater0RareMer: Salor1CommonScapia, common0CommonLeech, Luch-Draining Muk0RareMer: TheffThig1CommonStabare, Giane0+CommonLeech, Luch-Draining Muk0RareMer: TheffThig1CommonStabare, Giane0+CommonLeech, Luch-Draining Muk0RareMer: TheffThigCommonCommonStrew Moase, Common-1CommonLeach, Luch-Draining Muk0+RarePig. ConstantionCommonCommonStrew Moase, Common-1CommonMarguing0RarePig. ConstantiantionCommonCommonStark Moase, Common-1CommonMarguing0RarePig. ConstantiantionCommonCommonStark Moase, Common-1CommonMarguing0RareNareCommonCommonBatz Charden0UncommonMarguing0RareCommonCommonCommonBatz Charden0UncommonMarguing Randon0RareZahki, CommonLeo, LuchCommonBatz Charden0UncommonMarguing Randon0RareZahki, CommonLeo, LuchLeo, LuchLeo, LuchLeo, LuchBatz Charden0UncommonRareRareRareSabel									
Scorpion, common0CommonLeech, Groin0RareMen: Their/Thags1CommonSaabors, Giant0CommonLeech, Snus0RareMen: TheoremailCommonSheep, Common-CommonLeen, Snus0RareOrt, Orkin Lowland Pony1CommonSheep, Common-CommonLeen, Snus0RareOrt, Orkin Lowland Pony1CommonSherk, Common-CommonLeach Snusk0RareOrt, Orkin Lowland Pony1CommonSqurel, Ortinary0CommonMeduth, Common0RareShark, Angel1CommonBadger, Common0CommonMeduth, Common0RareShark, Angel1CommonBater, Common0UncommonNear Larga0RareShark, Angel1CommonBater, Fack0UncommonNear Larga0RareZebra, Common1CommonBast of Burden Horse, Light War0UncommonRareRareAaraz Hound1UncommonBast of Burden Horse, Light War0UncommonRareRareBaboon-Ham1UncommonBast of Burden Horse, Light War0UncommonRareRareBaboon-Ham1UncommonBast of Burden Horse, Light War0UncommonRareRareBaboon-Ham1UncommonBast of Burden Horse, Light War0UncommonRareRare <td>, , ,</td> <td></td> <td></td> <td>0</td> <td></td> <td></td> <td></td> <td>i</td> <td></td>	, , ,			0				i	
Seguit         0         Common         Leech, Luck-Draining Muck         0         Rare         Men: Tradesman/Craftman         I         Common           Selabors, Common         0         Common         Leech, Luck-Draining Muck         0         Rare         Men: Tradesman/Craftman         I         Common           Sherw Mouse, Common         0         Common         Med. Guit         Common         Common         Med. Guit         Common         Surk A. Angel         I         Common           Barder, Common         Uncommon         Mesquitors, Reveous         Rare         Tod. Gast         I         Common           Barder, Horse, Lugity War         Uncommon         Next, Liph-Sanded, Gaut         Rare         Zatr., Common         I         Uncommon           Bast of Burden Horse, Lugity War         Uncommon         Rest of Burden Horse, Lugity War         I         Uncommon         Rest of Burden Horse, Lugity War         I         Uncommon           Bast, Plauden Horse, Horse, Meray         Uncom	Scarab, common		Common	Kobold, Greater	-	Rare	Men: Slaver	I	Common
Samora GiantOCommonLeech, SinusORareMen: Waitrest/WarchICommonSheep, Common-CommonLeech, SinusORareOr., Orkin Avdand PoryICommonShrukOCommonLeach JahO+RareOr., Orkin Avdand PoryICommonSquirel, OrdinaryOCommonMid. ClingNRareSjark, AngelICommonBadger, CommonOCommonMid. ClingNRareSjark, AngelICommonBadger, CommonOUncommonMexicus, RavnouxORareSjark, AngelICommonBat, FackOUncommonNeert, Jelly-Banded, GiantORareZabra.CommonIncommonBast of Burden: Horse, Lejdt WarOUncommonParatate: Haying FlassORareAarakin WorkerIUncommonBast of Burden: Horse, Lejdt WarOUncommonParatate: Faralying FlassORareBabon-HanIUncommonBast of Burden: Horse, Kleith WarOUncommonRare flassRareBabon-HanIUncommonBast of Burden: Horse, Kleith WarOUncommonRare flassRareBabon-HanIUncommonBast of Burden: Horse, Kleith WarOUncommonRare flassBabon-HanIUncommonBast of Burden: Horse, Kleith WarOUncommonRare flassBabon-HanIUncommonBast of Burden: H	•						5		
Sheep, Common0CommonLemur, Pygmy Mouse0RareOrc, Orich Indvind Pony1CommonShurek Loss, Common-1Common0RareOrc, Orich Indvindayet1CommonShurek Loss, Common0Common0RarePig. domesticated1CommonShurek Loss, Common0Common0RareSpider, Large1CommonThrazt Leach0CommonMidiguitos, Raneous0RareSpider, Large1CommonBardarian, Urban0UncommonMidiguitos, Raneous0RareCommon1CommonBardarian, Urban0UncommonNew Jelly-Sanded, Giant0RareZarakian Vorker1CommonBeast of Burden: Horse, Jeffedium War0UncommonParasites: Mayain Teles0RareAarakian Worker1UncommonBeast of Burden: Horse, Neldui0UncommonRareRareBaracuda1UncommonBeast of Burden: Horse, Neldui0UncommonRoreRareBaracuda1UncommonBeast of Burden: Horse, Neldui0UncommonRareRareBaracuda1UncommonBrid: Chadre0UncommonRoreRareBaracuda1UncommonBrid: Stato0UncommonRareRareBaracuda1UncommonBrid: Stato0UncommonScatter0RareBaracuda1 <t< td=""><td>U U U U U U U U U U U U U U U U U U U</td><td></td><td></td><td>-</td><td></td><td></td><td></td><td></td><td></td></t<>	U U U U U U U U U U U U U U U U U U U			-					
Skink         O         Common         Magic Mouth, Common         O         Rare         Shirk, Argel         I         Common           Throat Leach         O         Common         Maguitos, Ravenous         O         Rare         Shirk, Argel         I         Common           Badger, Common         Outcommon         Mucdweller         O         Rare         Sajder, Large         I         Common           Barbara, Urban         O         Uncommon         Net/Adweller         O         Rare         Zarika         Common         Incommon           Barbara, Urban         O         Uncommon         New, Jely-Banded, Giant         Rare         Zarika Worker         I         Common           Beast of Burden: Horse, Medium War         O         Uncommon         Parasites: Mayain Teles         Rare         Barber, Chanakerous         I         Uncommon           Beast of Burden: Horse, Wild         O         Uncommon         Rare         Barc Gauta         I         Uncommon           Brief, Endon         O         Uncommon         Rare         Rare         Barc Gauta         I         Uncommon           Brief, Endon         Uncommon         Seruer Grub         Rare         Barc Gauta         I         Uncommon     <								i	
SpurchOCommonMoid, ClingORareShark, ArgelICommonBadger, Common0UncommonMuckdweller0RareToad, GaatICommonBatparian, Urban0UncommonMuckdweller0RareToad, GaatICommonBat, Pack0UncommonNewr, Jelly-Banded, Giant0RareZebra, CommonICommonBas, A Burden: Donky0UncommonNewr, Jelly-Banded, Giant0RareAarakan WorkerIUncommonBeast of Burden: Horse, Holin WW0UncommonParsites: Paralyzing Fleas0RareAarakan WorkerIUncommonBeast of Burden: Horse, Moid0UncommonRock Horne Raven0RareBabler, CantalerousIUncommonBeast of Burden: Horse, Moid0UncommonRock Horne Raven0RareBabler, CantalerousIUncommonBird: Flach0UncommonScrub, Common0RareBabler, CantalerousIUncommonBird: Havk, Large0UncommonScrub, CormonRareBackad TerrorIUncommonBird: Havk, Large0UncommonSqruirel, Cantalerous FlingRareBackad TerrorIUncommonChohak0UncommonSqruirel, Cantalerous FlingRareBackad TerrorIUncommonDraw, War0UncommonSqruirel, Cantalerous FlingRareBackad TerrorI <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td>-</td> <td>I</td> <td></td>							-	I	
Throat Leech         O         Common         Mosquitos, Ravenous         O         Rare         Spider, Large         I         Common           Barbarian, Urban         0         Uncommon         Nefarian: other: Soul Larva         0         Rare         Wolf, Timber         I         Common           Bast, Pack         0         Uncommon         Nefarian: other: Soul Larva         0         Rare         Wolf, Timber         I         Common           Bast of Burden: Honse, Medium War         0         Uncommon         Parsities: Parsign Fless         0         Rare         Aarxkan Worker         I         Uncommon           Bast of Burden: Honse, Modium War         0         Uncommon         Parsities: Parsign Fless         0         Rare         Baboon-Man         I         Uncommon           Bast of Burden: Honse, Modium War         0         Uncommon         Rare         Baboon-Man         I         Uncommon           Bard: Guardon         0         Uncommon         Rare         Bast of Burden: Honse, Modium         Uncommon         Bast of Burden: Honse, Mult         Uncommon         Uncommon           Bird: Candon         0         Uncommon         Squirrel, Gaint Black         0         Rare         Bast of Burden: Honse, Heavy War         Uncommon							0	1	
Badger: Common         O         Uncommon         Macdevelor         O         Rare         Tod, Gian <sup>2</sup> I         Common           Barbariau, Urban         O         Uncommon         Newt, Jell-Banded, Giant         O         Rare         Zubra, Common         I         Common           Bast of Burden: Horas, Light War         O         Uncommon         Paratists: Miguis Ticks         O         Rare         Aarxiak Worker         I         Uncommon           Best of Burden: Horas, Medium War         O         Uncommon         Paratists: Theys Ticks         O         Rare         Babber, Cantakerous         I         Uncommon           Best of Burden: Horas, Wild         Uncommon         Rock Horned Raven         O         Rare         Baton         Uncommon         Nuccommon         Rare         Baton         I         Uncommon           Bird: Flighdes         O         Uncommon         Rock Horned Raven         O         Rare         Baton         I         Uncommon           Bird: Havek, Large         O         Uncommon         Siguirel, Carnivorous Phying         Rare         Batod Have         I         Uncommon           Clubnak         O         Uncommon         Siguirel, Carnivorous Phying         Rare         Bood Have         I									
Bar, Pack         O         Uncommon         Newr, Jelly-Banded, Giant         O         Rare         Zahri, Common         I         Common           Beast of Burden: Horse, Light War         O         Uncommon         Paraties: Majusi Ticks         O         Rare         Aarxiak Worker         I         Uncommon           Beast of Burden: Horse, Light War         O         Uncommon         Paraties: Majusi Ticks         O         Rare         Babbler, Charkerous         I         Uncommon           Beast of Burden: Horse, Midd         Uncommon         Rock: Horned Raven         O         Rare         Babbler, Charkerous         I         Uncommon           Brad: Aflacin         Uncommon         Rock Crub, Common         Rare         Bato, Clanter, Ionse, Ward         Uncommon           Brad: Aflacin         Uncommon         Sever Grub         Rare         Bata, Glant         Uncommon           Bird: Hawk, Large         O         Uncommon         Squirrel, Giant Black         Rare         Boot, Man         Iucommon           Carpes Skink         O         Uncommon         Squirrel, Giant Black         Rare         Boor, Man         Iucommon           Firs Ants         O         Uncommon         Tucommon         Figlaka         Rare         Border <td< td=""><td></td><td></td><td></td><td></td><td>-</td><td></td><td></td><td>i</td><td></td></td<>					-			i	
Beas of Burden: Donkey0UncommonParasites: Parylargi Fless0RareAarakian Worker1UncommonBeast of Burden: Horse, Medium War0UncommonPiranta, Common0RareBabber, Cantakerous1UncommonBeast of Burden: Horse, Medium War0UncommonRock: Horned Raven0RareBabbor, Mana1UncommonBeast of Burden: Horse, Vidi0UncommonRock: Horned Raven0RareBabbor, Mana1UncommonBird: Flacon0UncommonScroll Devurer0RareBat, Giant1UncommonBird: Flacon0UncommonScroll Devurer0RareBat, Giant1UncommonBird: Havk, Large0UncommonSime, Green0RareBat, Giant1UncommonChorek0UncommonSguirrel, Giant Black0RareBoar, Man1UncommonChorek0UncommonSubutaneous Feder0RareBoar, Man1UncommonDavg, War0UncommonSurgen Beete0RareBoar, Man1UncommonFirk, Carnivorous, Vild0UncommonSurgen Beete0RareBoar, Man1UncommonGow War0UncommonTavern Lice, Giant0RareBoar, Man1UncommonGow Morm0UncommonTavern Lice, Giant0RareBoare, Cat, Small Woit1								1	
Besst of Burden: Horse, Light War0UncommonParastes: Parlyzing Fless0RareAarnz Hound1UncommonBesst of Burden: Horse, Medium War0UncommonRock: Horned Raven0RareBabbler, Cantakerous1UncommonBesst of Burden: Horse, Wild0UncommonRock: Horned Raven0RareBabbler, Cantakerous1UncommonBird: Condor0UncommonRed Gub, Common0RareBabbler, Cantakerous1UncommonBird: Flightess0UncommonSewer Grub0RareBacked Terror1UncommonBird: Flightess0UncommonSewer Grub0RareBacked Terror1UncommonBird: Flightess0UncommonSguirrel, Carnivorous Flying0RareBood Hawk1UncommonClubnek0UncommonSguirrel, Carnivorous Flying0RareBood Hawk1UncommonClubnek0UncommonSubcutaneous Feeder0RareBood Fauk1UncommonFary, Carnivorous, Wild0UncommonTreer Lice, Giant0RareBowler1UncommonGobbin, Common0UncommonTreer, Sanded Crest0RareBowler1UncommonGobbin, Common0UncommonTreer, Sanded Crest0RareBowler1UncommonGobbin0UncommonTreer, Sande Crest0Rare<							-		
Beast of Burden: Horse, Medium War0UncommonPiranka, CommonRareBabbler, Cantakerous1UncommonBeast of Burden: Horse, Wild0UncommonRock Hormed Raven0RareBarracuda1UncommonBird: Candor0UncommonScroll Devourer0RareBarracuda1UncommonBird: Falcon0UncommonScroll Devourer0RareBack of Burden: Horse, Heavy War1UncommonBird: Havk, Large0UncommonSever Grub0RareBeaked Terror1UncommonBird: Havk, Large0UncommonSquirrel, Cantivorous Flying0RareBoak of Burden: Horse, Heavy War1UncommonClubnek0UncommonSquirrel, Cantivorous Flying0RareBoak of Burden: Horse, Heavy War1UncommonClubnek0UncommonSquirrel, Cantivorous Flying0RareBoak of Burden: Horse, Heavy War1UncommonDawg, War0UncommonSuperate, Giant0RareBowler1UncommonFairy, Carrivorous, Wild0UncommonTavern Lice, Giant0RareBowler1UncommonGobin, Common0UncommonVisterGiant0RareCarip Moth1UncommonGow Worm0UncommonVisterGiant0RareCarip Moth1UncommonGobin, Common0UncommonVister<	,							i	
Beast of Burden: Horse, Wild0UncommonRot Grub, Common0RareBarracuda1UncommonBird: Falcon0UncommonSerel Devourer0RareBat, Giant1UncommonBird: Falcon0UncommonSever Grub0RareBackad Terror1UncommonBird: Falcon0UncommonSimer, Green0RareBeaked Terror1UncommonBird: Hawk, Large0UncommonSquirrel, Giant Black0RareBoort Man1UncommonCorpse Sink0UncommonSquirrel, Giant Black0RareBoar, Man1UncommonDawg, War0UncommonSurgeon Beetle0RareBowler1UncommonFire Ans0UncommonTavern Lice, Giant0RareBorweite, Greater1UncommonFire Ans0UncommonTavern Lice, Giant0RareBorweite, Greater1UncommonGlow Worm0UncommonTiger Fly, Larva0RareBorweite, Greater1UncommonGoo, AnberNiUncommonWeity, Giant0RareCarino Grub1UncommonHobgobin0UncommonWeity, Giant0RareCarino Grub1UncommonJackalope, Standard0UncommonKeity, Giant0RareCarino Grub1UncommonKobid, Lesser0Uncommon <td< td=""><td></td><td></td><td>Uncommon</td><td>, .</td><td>-</td><td>Rare</td><td></td><td>1</td><td>Uncommon</td></td<>			Uncommon	, .	-	Rare		1	Uncommon
Bird: Condor       0       Uncommon       Server Grub       0       Rare       Bat, Giant       I       Uncommon         Bird: Fliphtess       0       Uncommon       Sewer Grub       0       Rare       Beaked Terror       I       Uncommon         Bird: Fliphtess       0       Uncommon       Squirrel, Garnivorous Flying       0       Rare       Beaked Terror       I       Uncommon         Bird: Hawk, Large       0       Uncommon       Squirrel, Garnivorous Flying       0       Rare       Boar, Man       I       Uncommon         Corpose Skink       0       Uncommon       Suctuaneous Feeder       0       Rare       Boogelman       I       Uncommon         Dawg, War       0       Uncommon       Tavern Lice, Giant       0       Rare       Bowler       I       Uncommon         Firk, Carnivorous, Wild       0       Uncommon       Tavern Lice, Giant       0       Rare       Bowler       I       Uncommon         Gobin, Common       0       Uncommon       Weevi, Bood, Adult       0       Rare       Carrion Grub       I       Uncommon         Gobin, Common       0       Uncommon       Weevi, Bood, Adult       0       Rare       Carroin Grub       I       <		•			•			1	
Bird: Falcon0UncommonSewer Grub0RareBeast of Burden: Horse, Heavy WarIUncommonBird: Hawk, Large0UncommonSquirrel, Carnivorous Flying0RareBeast of Burden: Horse, Heavy WarIUncommonClubnek0UncommonSquirrel, Carnivorous Flying0RareBood HawkIUncommonCorpse Skink0UncommonSubcutaneous Feder0RareBoagelmanIUncommonDawg War0UncommonSubcutaneous Feder0RareBoagelmanIUncommonFairy, Carnivorous, Wild0UncommonTaver Lie, Giant0RareBowlerIUncommonFire Ants0UncommonTatcher, Banded Crest0RareBouterfly Steed/MountIUncommonGlow Worm0UncommonTatcher, Giant0RareCarnin GrubIUncommonGoo, AmberNilUncommonWeil, Blood, Adult0RareCart, Small-WildIUncommonJockalop, Standard0UncommonZamjer, Giant0RareCokroach, HissingIUncommonJockalop, Standard0UncommonBrain Mole0Very RareCokroach, HissingIUncommonKobold, Lesser0+UncommonFairy, Gorge0Very RareDaval, RutweilerIUncommonMongoase, Common0UncommonFairy, Gorge0Very Rare <td< td=""><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></td<>									
Bird: Hawk, Large0UncommonSquirrel, Carnivorous Flying0RareBlood HawkIUncommonClubnek0UncommonSquirrel, Giant Black0RareBoz, ManIUncommonDawg, War0UncommonSugreon Beetle0RareBoggelmanIUncommonDawg, War0UncommonSugreon Beetle0RareBone ScavengerIUncommonFire, Ants0UncommonTavem Lice, Giant0RareBowerIUncommonFire Ants0UncommonTiger Fly, Larva0RareBorwerIUncommonGlow Worm0UncommonWeevil, Blood, Adult0RareCarrion GrubIUncommonGoo, AmberNiiUncommonWeevil, Blood, Adult0RareCarrion GrubIUncommonGoo, AmberNiiUncommonZombie, Yellow Musk0RareCarcion GrubIUncommonAbold, Woodland0+UncommonChimey Mites0Very RareCockroach, CrientalIUncommonKabold, Woodland0+UncommonFairy, Gorge0Very RareDawg, RottweilerIUncommonMarmoset0UncommonFrairy, Gorge0Very RareDophinIUncommonMen, Beggars0UncommonGold Bane0Very RareDophinIUncommonMene, Beggras0Uncommon <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td>-</td> <td>i</td> <td></td>							-	i	
Clubek0UncommonSquirrel, Giant Black0RareBoar, ManIUncommonCorpse Skink0UncommonSubcutaneous Feeder0RareBoes CavengerIUncommonFairy, Carnivorous, Wild0UncommonTavern Lice, Giant0RareBoes CavengerIUncommonFire Ants0UncommonTavern Lice, Giant0RareBowlerIUncommonFire Ants0UncommonTavern Lice, Giant0RareBowlerIUncommonGobbin, Common0UncommonTiger Fly, Larva0RareButterfly, Steed/MountIUncommonGobbin, Common0UncommonWetwill, Blood, Adult0RareCarino GrubIUncommonGobbin, Common0UncommonWhip Scorpion, Large0RareCat, Small: WildIUncommonJackalope, Standard0UncommonBrain Mole0Very RareCokroach, ArisingIUncommonKobold, Lesser0HucommonFairy, Gorge0Very RareCokroach, OrientalIUncommonKobold, Lesser0UncommonFairy, Gorge0Very RareDoalphinIUncommonMarmoset0UncommonFairy, Water Crested0Very RareDoalphinIUncommonMarmoset0UncommonGod Bane0Very RareDwarf, GullyIUncommon <td< td=""><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td>1</td><td></td></td<>								1	
Corpse Skink0UncommonSubcutaneous Feeder0RareBoggelmanIUncommonDawg, War0UncommonTavern Lice, Giant0RareBowlerIUncommonFiary, Carnivorous, Wild0UncommonTavern Lice, Giant0RareBowlerIUncommonFier Ants0UncommonThatcher, Banded Crest0RareBowlerIUncommonGlow Worm0UncommonTiger Fly, Larva0RareCarrion GrubIUncommonGobin, Common0UncommonWeevil, Blood, Adult0RareCar, Small: WildIUncommonGoba, AmberNillUncommonWeevil, Blood, Adult0RareCar, Small: WildIUncommonHobgoblin0UncommonWeevil, Blood, Adult0RareCack Small: WildIUncommonJackalope, Standard0UncommonTombie, Yellow Musk0RareCackroach, HissingIUncommonKobold, Woodland0+UncommonFairy, Gorge0Very RareCulvert FlendIUncommonLemur, Ringtail0UncommonFairy, Gorge0Very RareDawg, RottweilerIUncommonMen. Pigrin0UncommonFairy, Gorge0Very RareDolphinIUncommonMen. Beggars0UncommonGold Bane0Very RareDolphinIUncommonMon					-				
Dawg, War0UncommonSurgeon Beetle0RareBone ScavengerIUncommonFairy, Carnivorous, Wild0UncommonTavern Lice, Giant0RareBowlerIUncommonFire Ants0UncommonTitacher, Banded Crest0RareBowler, CreaterIUncommonGobin, Common0UncommonTiger Fly, Larva0RareButterfly, Steed/MountIUncommonGobin, Common0UncommonWeiger Fly, Larva0RareCamp MothIUncommonGoo, AmberNiiUncommonWeiger Fly, Larva0RareCarrion GrubIUncommonHobgoblin0UncommonWeiger Fly, Larva0RareCat, Small: WildIUncommonJackalope, Standard0UncommonZombie, Yellow Musk0RareCokroach, OrientalIUncommonKobold, Lesser0HUncommonFairy, Water Crested0Very RareCulvert FiendIUncommonKobold, Woodland0UncommonFrag, Yellow0Very RareDwarf, GullyIUncommonMen: Beggars0UncommonGold Bane0Very RareDwarf, GullyIUncommonMen: Beggars0UncommonGold Bane0Very RareDwarf, PygmyIUncommonMen: Beggars0UncommonIdexachit: standard0Very RareDwarf, PygmyI <td></td> <td></td> <td></td> <td>•</td> <td></td> <td></td> <td></td> <td>i i</td> <td></td>				•				i i	
Fire Ants0UncommonThatcher, Banded Crest0RareBrownie, GreaterIUncommonFleshpecker0UncommonTiger Fly, Larva0RareButterfly, Steed/MountIUncommonGlow Worm0UncommonWiture, Giant0RareCamp MothIUncommonGoblin, Common0UncommonWeevil, Blood, Adult0RareCarrion GrubIUncommonGoo, AmberNiiUncommonWhip Scorpion, Large0RareCart, Small: WildIUncommonHobgobin0UncommonDrombie, Yellow Musk0RareCockroach, HissingIUncommonJackalope, Standard0UncommonBrain Mole0Very RareCockroach, OrientalIUncommonKobold, Woodland0+UncommonChimey Mites0Very RareDagktweilerIUncommonKobold, Woodland0UncommonFrairy, Gorge0Very RareDagktweilerIUncommonMarmoset0UncommonFrairy, Gorge0Very RareDagktweilerIUncommonMen, Beggars0UncommonGold Bane0Very RareDawar, GullyIUncommonMol, Yellow0UncommonGold Bane0Very RareDawar, GullyIUncommonMol, Yellow0UncommonGold Bane0Very RareDawar, GullyIUncommonM								I	
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Glow Worm0UncommonVuture, Giant0RareCamp MothIUncommonGoblin, Common0UncommonWeevil, Blood, Adult0RareCarrion GrubIUncommonGoo, AmberNilUncommonWhip Scorpion, Large0RareCarrion GrubIUncommonHobgoblin0+UncommonZombie, Yellow Musk0RareCockroach, HissingIUncommonJackalope, Standard0UncommonBrain Mole0Very RareCockroach, OrientalIUncommonKobold, Lesser0+UncommonBrain Mole0Very RareCockroach, OrientalIUncommonKobold, Lesser0+UncommonFairy, Gorge0Very RareDawg, RottweilerIUncommonRamoset0UncommonFairy, Water Crested0Very RareDolphinIUncommonMen, Beggars0UncommonGold Bane0Very RareDwarf, GullyIUncommonMen: Pilgrim0UncommonGold Bane0Very RareDwarf, GullyIUncommonMongose, Common0UncommonInvisible Horror0Very RareEff, Half.IUncommonMongose, Common0UncommonIxxachiti: standard0Very RareFerret, Man-EatingIUncommonObsidian Clan Commoner0UncommonMagic Mouth, Rogue0Very RareHalfing; Thairfoot <t< td=""><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></t<>									
Goo, AmberNilUncommonWhip Scorpion, Large0RareCat, Small: WildIUncommonHobgoblin0+UncommonZombie, Yellow Musk0RareCockroach, HissingIUncommonJackalope, Standard0UncommonBrain Mole0Very RareCockroach, OrientalIUncommonKobold, Lesser0+UncommonChimmey Mites0Very RareCulvert FieldIUncommonKobold, Woodland0+UncommonFairy, Gorge0Very RareDawg, RottweilerIUncommonLemur, Ringtail0UncommonFairy, Water Crested0Very RareDolphinIUncommonMarmoset0UncommonForg, Yellow0Very RareDoughinIUncommonMen, Beggars0UncommonGold Bane0Very RareDwarf, GullyIUncommonMongoose, Common0UncommonInvisible Horror0Very RareDwarf, PygmyIUncommonMuskrat, Dire0UncommonIxitachiti: standard0Very RareGoatIUncommonOrc, Bottomland0UncommonMagic Mouth, Rogue0Very RareGoatIUncommonOrc, Bottomland0UncommonMagic Mouth, Rogue0Very RareGoatIUncommonOrc, Bottomland0UncommonMagic Mouth, Rogue0Very RareHalfing, HairfootI				<b>o</b> ,				i	
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Jackalope, Standard0UncommonBrain Mole0Very RareCockroach, OrientalIUncommonKobold, Lesser0+UncommonChimney Mites0Very RareCulvert FiendIUncommonKobold, Woodland0+UncommonFairy, Gorge0Very RareDawg, RottweilerIUncommonLemur, Ringtail0UncommonFairy, Water Crested0Very RareDolphinIUncommonMarmoset0UncommonFoiry, Water Crested0Very RareDraatIUncommonMen, Beggars0UncommonGold Bane0Very RareDwarf, GullyIUncommonMold, Yellow0UncommonGremlin, Galltrit0Very RareDwarf, GullyIUncommonMold, Yellow0UncommonGremlin, Galltrit0Very RareDwarven WarhorseIUncommonMold, Yellow0UncommonInvisible Horror0Very RareDwarven WarhorseIUncommonMuskrat, Dire0UncommonJurassic Creatures: Archaeopteryx0Very RareGoatIUncommonOrc, Bottomland0UncommonMagic Mouth, Sassy0Very RareHalfling, HairfootIUncommonOrc, Orkin Bandts0UncommonMagic Mouth, Sassy0Very RareHalfling: ThugIUncommonOrc, Orkin Bandts0UncommonMagic Mouth, Sassy0Ve								1	
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Lemur, Ringtail0UncommonFairy, Water Crested0Very RareDolphinIUncommonMarmoset0UncommonFrog, Yellow0Very RareDraatIUncommonMen, Beggars0UncommonGold Bane0Very RareDwarf, GullyIUncommonMen, Pilgrim0UncommonGrenlin, Galltrit0Very RareDwarf, FygmyIUncommonMold, Yellow0UncommonGrenlin, Galltrit0Very RareDwarven WarhorseIUncommonMongoose, Common0UncommonHouromonInvisible Horror0Very RareDwarven WarhorseIUncommonMuskrat, Dire0UncommonIxitxachitt: standard0Very RareGoatIUncommonObsidian Clan Commoner0UncommonJurassic Creatures: Archaeopteryx0Very RareGoatIUncommonOrc, Bottomland0UncommonMagic Mouth, Rogue0Very RareHalfing; ThugIUncommonOrc, Highland0UncommonMagic Mouth, Sassy0Very RareImpaler, CrimsonIUncommonOrc, Orkin Bandits0UncommonMarrow Mite0Very RareImpaler, CrimsonIUncommonOrter, Sea0UncommonMarrow Mite0Very RareLamprey, NormalIUncommonOtter, River0UncommonMold, Brown0Very Rare								i	
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Men, Beggars0UncommonGold Bane0Very RareDwarf, GullyIUncommonMen: Pilgrim0UncommonGremlin, Galltrit0Very RareDwarf, PygmyIUncommonMold, Yellow0UncommonHound of III Omen0Very RareDwarven WarhorseIUncommonMongoose, Common0UncommonInvisible Horror0Very RareDwarven WarhorseIUncommonMuskrat, Dire0UncommonJurassic Creatures: Archaeopteryx0Very RareGoatIUncommonObsidian Clan Commoner0UncommonMagic Mocking Mouth0Very RareGoatIUncommonOrc, Bottomland0UncommonMagic Mouth, Rogue0Very RareHalfing, HairfootIUncommonOrc, Brigands0UncommonMagic Mouth, Rogue0Very RareImpaler, CrimsonIUncommonOrc, Orkin Bandits0UncommonMarrow Mite0Very RareImpaler, CrimsonIUncommonOtter, River0UncommonMarrow Mite0Very RareLamprey, JandIUncommonOtter, Sea0UncommonMarrow Mite0Very RareLamprey, NormalIUncommonOtter, Sea0UncommonMold, Brown0Very RareLamprey, NormalIUncommonOtter, Sea0UncommonMold, Russet0Very RareLamprey									
Men: Pilgrim0UncommonGremlin, Galltrit0Very RareDwarf, PygmyIUncommonMold, Yellow0UncommonHound of III Omen0Very RareDwarven WarhorseIUncommonMongoose, Common0UncommonInvisible Horror0Very RareElf, Half-IUncommonMuskrat, Dire0UncommonIxitxachitl: standard0Very RareFerret, Man-EatingIUncommonObsidian Clan Commoner0UncommonJurassic Creatures: Archaeopteryx0Very RareGoatIUncommonOrc, Bottomland0UncommonMagic Mocking Mouth0Very RareHalfling, HairfootIUncommonOrc, Brigands0UncommonMagic Mouth, Rogue0Very RareHalfling: ThugIUncommonOrc, Orkin Bandits0UncommonMagic Mouth, Sassy0Very RareImpaler, CrimsonIUncommonOtter, River0UncommonMarrow Mite0Very RareLamprey, LandIUncommonOtter, Sea0UncommonMarrow Mite0Very RareLamprey, LandIUncommonOtter, Sea0UncommonMold, Brown0Very RareLamprey, NormalIUncommonParasites: Diseased0UncommonMold, Russet0Very RareLemur, Feces-FlingingIUncommon						,		1	
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Otter, River0UncommonMarrow Mite0Very RareLamprey, LandIUncommonOtter, Sea0UncommonMold, Brown0Very RareLamprey, NormalIUncommonParasites: Diseased0UncommonMold, Russet0Very RareLemur, Feces-FlingingIUncommon									
Otter, Sea         0         Uncommon         Mold, Brown         0         Very Rare         Lamprey, Normal         I         Uncommon           Parasites: Diseased         0         Uncommon         Mold, Russet         0         Very Rare         Lemur, Feces-Flinging         I         Uncommon						,	-		
								i	
Prying Silvertish 0 Uncommon Moth, Ginger 0 Very Rare Llama, Wild I Uncommon						,		I	
	Prying Silverfish	U	Uncommon	Moth, Ginger	0	Very Kare	Liama, Wild	I	Uncommon

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

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

Name	HF	Frequency	Name	HF	Frequency	Name	HF	Frequency
Ape, Pack (escaped - see Ape, Goril		Unique*	Lizotaur	5+	Rare	Pseudo-Dragon, Common	5	Very Rare
Beetle, Giant Artillery	6	Common	Lycanthrope:Were-Boar	6	Rare	Pseudo-Pseudo-Dragon	5	Very Rare
Beetle, Giant Stag	5	Common	Lycanthrope:Were-Lynx	6	Rare	Rock Bear	6	Very Rare
Lunger, Saw-Backed Lycanthrope: Were-Wolf	6 5	Common Common	Mongoose, Giant Mute-Screecher	5	Rare Rare	Sheet Ghoul Sheet Phantom	7	Very Rare Very Rare
Mastodon	5	Common	Nar Wasp, Crimson	5	Rare	Slime, Olive - Host	6 5+	Very Rare
Modron: Hexahedrone	6	Common	Nefarian: Other: Devil Dawg	7	Rare	Sloth, Prehistoric	6	Very Rare
Nefarian: Demon Minion: Mangy	5	Common	Ogre, High: Flat-Footed	7	Rare	Snake, Spitting	5	Very Rare
Nefarian: Demon Minion: Spawn	Variable		Ogre, High: Webbed-toe	7	Rare	Solifugid, Giant	6	Very Rare
Ogre, Lord	6+	Common	Orc, Orkin Witch Doctor	5+	Rare	Solifugid, Tempusfugid	7	Very Rare
Rhinoceros, Black	7	Common	Owlbear, common	5	Rare	Spirit, Wild	6	Very Rare
Rhinoceros, White	6	Common	Owlbear, Great Horned	5	Rare	Swordfish, Vorpal	5	Very Rare
Satyr, Faun	6	Common	Pike, Giant	6	Rare	Sylph	6	Very Rare
Scorpion, Huge	7	Common	Porcupine, Giant	5	Rare	Termite, Giant Harvester King	5	, Very Rare
Spider, Water	5	Common	Ray, Pungi	5	Rare	Thessilkrat	6	Very Rare
Strangle Plant, Weed	5	Common	Reaving Dervishes	5	Rare	Tick, Groin	5	Very Rare
Armadillo, Dire	5	Uncommon	Repeller, Electric	6	Rare	Tiger Fairy	5	Very Rare
Armored Foliage Creeper	6	Uncommon	Retch Plant	7	Rare	Urchin, Giant Yellow	7	Very Rare
Beaked Horror	6	Uncommon	Rock Reptile	5	Rare	Vengeful Troubadour	7+	Very Rare
Bear, Grizzly	5	Uncommon	Sandling	7	Rare	Wooly Mound	7	Very Rare
Cat, Great: Common Lion	7	Uncommon	Serpent, Barbed	6	Rare	Yeti, Arctic	7	Very Rare
Cat, Great: Jaguar	5	Uncommon	Shadow, Common	5	Rare	Zombie, Brain-Eating	6	Very Rare
Cat, Great: Wild Tiger	7	Uncommon	Shirkmare	7	Rare	Zombie, Flesh-Eating	6	Very Rare
Crustacean: Crayfish, Giant	5	Uncommon	Skin Walker	5+	Rare	Zombie, Giant	6	Very Rare
Dungeon Anemone	5	Uncommon	Slime, Olive	5	Rare	Ogre, High: Ryngar	7	Unique
Giant, Verbeeg	6	Uncommon	Slithering Slasher	5	Rare	Crocodile, Giant	11	Common
Golem, Muck	6	Uncommon	Stork, Dire	5	Rare	Elephant, Small-Eared	10	Common
Gorecupine	5 5	Uncommon	Straw Mound	6+	Rare	Elephant, Standard	 9	Common
Griffon Hippopotamus	5	Uncommon Uncommon	Stun Jelly Thought Eater	5	Rare Rare	Jurassic Creatures: Lambeosaurus Nefarian: Devil Minion: Spiny Devil	9	Common Common
	6		Thought Ghoul	6	Rare		8	Common
Jurassic Creatures: Icthyosaurus Lizard, Subterranean	6 7	Uncommon Uncommon	Toad, Ice	6 7	Rare	Rhinoceros, Wooly Stench Kow	8	Common
Lunger, Crevice	6	Uncommon	Triton, Common	7	Rare	Wolf, Sturm	10	Common
Lunger, Hedgerow	7	Uncommon	Troll, Quorum	6	Rare	Armored Foliage Creeper	8	Uncommon
Lycanthrope: Were-Dwolf	, 7	Uncommon	Turtle, Bombadier	7	Rare	Armored Foliage Creeper	10	Uncommon
Mastiff, Shadow	7	Uncommon	Uarvax	7	Rare	Basilisk, Lesser	12	Uncommon
Mea-Zel	7	Uncommon	Vampire Thrall	5+	Rare	Beetle, Giant Rhinoceros	10	Uncommon
Predacious Growler	6	Uncommon	Wasp, Giant	6	Rare	Beetle, Predacious Dungeon	11	Uncommon
Pseudo Undead, Ghast	6	Uncommon	Worm, Blood, Giant	7	Rare	Cockatrice	П	Uncommon
Pseudo Undead, Wraith	5	Uncommon	Yakitani	6	Rare	Elephant, Club Trunked	12	Uncommon
Scorpion, Giant	6	Uncommon	Zebotaur	5	Rare	Gelatinous Cube	8	Uncommon
Sea Lion	6	Uncommon	Ant Men, Shaman	6	Very Rare	Ghast	8	Uncommon
Snake Man	5	Uncommon	Anti-Elemental, Air	6	Very Rare	Hedley Kow	8	Uncommon
Snake, Venomous, giant	7	Uncommon	Anti-Elemental, Earth	5	Very Rare	Lurker Above	12	Uncommon
Speckle Coated Horned Charger	6	Uncommon	Anti-Elemental, Fire	6	Very Rare	Manticore, Common	10	Uncommon
Spider, Giant	6	Uncommon	Anti-Elemental, Water	5	Very Rare	Manticore, Womanticore	8	Uncommon
Troll, Forest	6	Uncommon	Augerlisk	7	Very Rare	Modron: Octahedrone	10	Uncommon
Vaargurdian	6	Uncommon	Bat, Arcane	7	Very Rare	Pseudo Undead, Specter	9	Uncommon
Witherweed	5 to 10	Uncommon	Beaver, Giant	6	Very Rare	Ray: Giant Manta	8	Uncommon
Wolverine	6	Uncommon	Cat, Great: Snow Leopard	5	Very Rare	Rust Monster, Common	8	Uncommon
Worm, Yack	5	Uncommon	Cataplasm	5	Very Rare	Snake, Constrictor, Giant	8 0 (F) 4(M)	Uncommon
Bee, Giant Bumblebee	5 5	Rare	Centaur Ant Crustacean: Crab, Dire	7 6	Very Rare		., .,	) Uncommon
Behemoth Bogels: Trows	5	Rare Rare	Death Weaver	6+	Very Rare Very Rare	Spider, Crab Spider, Giant Trapdoor	 8	Uncommon Uncommon
Bolter	7	Rare	Displacer Beast	6	Very Rare	Spirit, Rogue	8	Uncommon
Cat, Small: Elven	6	Rare	Doorant, Spirit	5	Very Rare	Troll, Glamour	12	Uncommon
Cave Fisher	5	Rare	DoppleEwe	5	Very Rare	Walrus, common	9	Uncommon
Centaur, Syntaur	5	Rare	Doppleganger	5	Very Rare	War-Hawg	9	Uncommon
Cockroach, Carnivorous Giant	6	Rare	DragonLord	6+	Very Rare	Ant Lion, Giant	10	Rare
Cockroach, Lightning	6	Rare	Dragonnel	6	Very Rare	Ashen Prowler	8	Rare
Crane, Dire	5	Rare	Drowtaur	7	Very Rare	Bat, Sinister	8	Rare
Denzelian	7+	Rare	Dryad	6	Very Rare	Bear, Polar	10	Rare
Doppler Croc	6	Rare	Dwarf, Duergar	6	Very Rare	Bugbear, Greater	9	Rare
Elf, Hunter Grel	6	Rare	Eagle, Gargantuan	5	Very Rare	Carnagesaur	Ú.	Rare
Elf, Shadow	5	Rare	Fly, Giant Horse-	5	Very Rare	Cat, Great: Spotted Lion	8	Rare
Firedrake	5	Rare	Gremlin	6	Very Rare	Cat, Great: Smilodon	9	Rare
Firenewt, Cleric	6	Rare	Grieving Herald	6	Very Rare	Catfish, Giant	8	Rare
Firenewt, Elite	5	Rare	Humanimals, Greater	7	Very Rare	Catfish, Giant	10	Rare
Firenewt, Strider	5	Rare	Hydra: Cryo	7+	Very Rare	Catfish, Giant	П	Rare
Flailing Wailer	6	Rare	Insidious Stalker	7	Very Rare	Catfish, Giant	12	Rare
Gargoyle, Kapoacinth	5	Rare	lxitxachitl:Vampire	5	Very Rare	Cave Chameleon, Large	12	Rare
Giant Desert Beaver	5	Rare	Kuo-Toa: Shaman	5+	Very Rare	Cave Moray	8	Rare
Gloomwing	7	Rare	Lunger, Rafter	5	Very Rare	Centaur, Syntaur	8	Rare
Goblin, Gibbering	5	Rare	Madger	5	Very Rare	Cerebral Mauler/Marauder	12	Rare
Gouger, Great	5	Rare	Mantrap	5+	Very Rare	Chaos Feeder	11	Rare
HedgeHawg, Vorpal-Clawed	7	Rare	Mimic, Vegetable	7	Very Rare	Crocolisk	11	Rare
Horned Rager	6	Rare	Monkey, Poison	7	Very Rare	Crustacean: Lobster, Giant	8	Rare
Hydra: Pyro	7+	Rare	Monoceros	7	Very Rare	Cyclops, Common	II.	Rare
Igneous Walker	7	Rare	Mynx	5	Very Rare	Dragon, White	Variable	Rare
Impaler, Rainbow	7	Rare	Ogre, High: Rogue	7	Very Rare	DragonKomodo, Dire	8	Rare
Jackalwere	6	Rare	Onerous Carbuncle	6	Very Rare	Elf, Grel Cleric	9	Rare
Jelly, Grease	7	Rare	Orange Tail Plant Squaller	7	Very Rare	Elf, Shadow Grel	10	Rare
Jelly, Ochre	7	Rare	Parrot, Grey Ghost	6	Very Rare	Enchanted Doors	10+	Rare
		Rare	Pegasus, Standard	5	Very Rare	Ettercap	9	Rare
Larantula LavaSpawn: Fighters	7	Rare	Porcupine, Orcupine	5	Very Rare	Firenewt, Overlord	Ц	Rare

Name	HF	Frequency	Name	HF	Frequency	Name	HF	Frequency
Golem, Muck, Diseased	8	Rare	Grappling Thrasher	12	Very Rare	Titanothere	15	Uncommon
Grizzled Bankrass	11	Rare	Grim	12	Very Rare	Troll, Common	13	Uncommon
Harpy	9	Rare	Hoar'daa Cow	12	Very Rare	Troll, Crested	14	Uncommon
Incinerator	8	Rare	Hunched Shocker	9	Very Rare	Troll, Crested Gutter	20+	Uncommon
Intellect Devourer, Larva	10	Rare	Hydra: Lernaean	9+	Very Rare	Troll, Festering	17	Uncommon
Jaundiced Grappler Jellyfish, Dire Man O' War	10 8	Rare Rare	Jaded Mannacle Jungle-Drac	8 9	Very Rare Very Rare	Troll, Gutter Troll, Hill	13 13	Uncommon Uncommon
Jurassic Creatures: Velociraptor	8	Rare	Karkadann	7 	Very Rare	Troll, Marine - saltwater	13	Uncommon
Krueller	12	Rare	LavaSpawn: Multi-Classed	12	Very Rare	Turtle, Giant Sea	16	Uncommon
Leucrotta	9	Rare	LavaSpawn: Spell Casters	10	Very Rare	Turtle, Giant Snapping	18	Uncommon
Lizard, Minotaur	10	Rare	Lizardman, King	9	Very Rare	Wight	13	Uncommon
Lurker Below	12	Rare	Lycanthrope: Were-Badger	8	Very Rare	Wraith, Standard	17	Uncommon
Margoyle	11	Rare	Lycanthrope: Were-Tiger	11	Very Rare	Wyvern	15	Uncommon
Maulsquito	10	Rare	Meenlock	11	Very Rare	Bear, Poisonous	14	Rare
Mer-Folk: MerShaman Minotaur, Ami-Dugis Grove	10+ 12	Rare Rare	Minotox Necrophidius	12 9	Very Rare Very Rare	Blind Wretched Pursuer Bull Angler	15 15	Rare Rare
Minotaur, Common	8	Rare	Nefarian: Demon Minion: Quasit	7 	Very Rare	Centipede, Tunnel	13	Rare
Mugglawump	9	Rare	Nefarian: other: Soul Cloaker	12	Very Rare	Chimera	13	Rare
Mummy, Adherer	8	Rare	Nereid	10	Very Rare	Cockatrice: Cryolisk	17	Rare
Nefarian: other: Bullweiller	8	Rare	Nymph	П	Very Rare	Cockatrice: Pyrolisk	17	Rare
Nefarian: other: Soul Flayer, lesser	8	Rare	Ooze, Scathing	11	Very Rare	Dragon, Black	Variable	Rare
Ogre, High: Chub-Foot	8	Rare	Panda Bear, Trans-Planar	10	Very Rare	Dragon, Brass	Variable	Rare
Oliphant, Wild	9	Rare	Pan-Dimensional Rover	10	Very Rare	Dragon, Copper	Variable	Rare
Ooze, Crystal		Rare	Parrot, Greater Psionic	8 9	Very Rare	Elephant, SabreToothed	15 13	Rare
Orc,Vampire Peryton	9	Rare Rare	Pegasus, Greater Pegasus, Obsidian	9	Very Rare Very Rare	Gar, Giant Giant, Hill	13	Rare Rare
Phycomid	10	Rare	Pit Mauler	7	Very Rare	Gore Monger, Insatiable	14	Rare
Pod Plant, Malicious	9	Rare	Ram, Battering	8	Very Rare	Goregon	18	Rare
Porculisk	9	Rare	Ray: Deathray	10	Very Rare	Gummy Fiend	19	Rare
Predacat	9	Rare	Repulser	10	Very Rare	Hoar'daa Bull	13	Rare
Pseudo Vampire: Least	9	Rare	Rift Vortex	n/a	Very Rare	Jelly, Mustard	18	Rare
Quivering Disembowler	8	Rare	Rock Worm	9	Very Rare	Lammasu, Common	16	Rare
Satyr, She-, Common Scorpion, Hell	12	Rare Rare	Scarecrow Seawolf, Greater	9 10	Very Rare Very Rare	Lizard, Red-Bellied Armored Lycanthrope: Were-Bear	14 16	Rare Rare
Seeall	11	Rare	Shadow Fiend	10	Very Rare	Mammoth, Ram-Horned	13	Rare
Shark, Goblin	11	Rare	Skankgither	8	Very Rare	Mantis, Dire Field	21	Rare
Slithering Tracker	9	Rare	Skeleton, Giant	12	Very Rare	Masticator, Subterranean	17	Rare
Sloth, Greater Mossback	10	Rare	Skeleton, Monster	П	Very Rare	Medusa, Lesser	14	Rare
Snake, Boalisk	9	Rare	Snapper-Saw	9	Very Rare	Minotaur, Tauridon/Tarusian	14	Rare
Snarl Beast	12	Rare	Sussurus	12	Very Rare	Mummy, Minion	19 +	Rare
Spider, Cave	9	Rare	Swanman, Swanmay	8	Very Rare	Nefarian: other: Hellcat	16	Rare
Spirit, Vexing Squid, Giant Arboreal Land	8 9	Rare Rare	Tainter Teether	10 8	Very Rare Very Rare	Nefarian: other: Imp, Limp-Wristed Pincher	15 14	Rare Rare
Thrasher	9 9	Rare	Termite, Giant Harvester Queen	° 9	Very Rare	Pixie, Fighter	14	Rare
Thunderherder	ú	Rare	Tin Soldier	9	Very Rare	Rabbit, Predator	18	Rare
Tiger Fly, Female	8	Rare	Treant, Bonsai Ninja	8	Very Rare	Roc, Marsh	13	Rare
Tiger Fly, Male	12	Rare	Unicorn, Anhiram	П	Very Rare	Salamander	18	Rare
Triclops	8	Rare	Urchin, Giant Silver	Ш	Very Rare	Screaming Desert Tortoise	15	Rare
Troll, Marine - freshwater	11	Rare	Vegepygmy Dawg	12	Very Rare	Sirine	20	Rare
Troll, Muck	9	Rare	Vegepygmy, Bipedal	9	Very Rare	Skink, Clink	17	Rare
Vent-Squawler Vodrax	8 8	Rare Rare	Werebird Whip Scorpion, Giant	12 9	Very Rare Very Rare	Sphinx, Criosphinx Sphinx, Hieracosphinx	18 14	Rare Rare
Walrus, Rabid	12	Rare	Wolf, Winter	8	Very Rare	Spider, Phase	14	Rare
Wolverine, Giant	8	Rare	Xorn Hunter	9	Very Rare	Tenta'Kill	15	Rare
Zebra, Zebricorn	12	Rare	Yeth Hound	9	Very Rare	Thri-Kreen	15	Rare
Zorbo	10	Rare	Yuan-Ti, Pureblood	12	Very Rare	Triton, Exceptional	15	Rare
Ant Men, Enforcer	11	Very Rare	Zombie, Ju Ju	12	Very Rare	Troll Mage	18+	Rare
Anti-Elemental, Air	8	Very Rare	Zombie, Monster	8	Very Rare	Trolls, Sand	20	Rare
Anti-Elemental, Air	11	Very Rare	Jurassic Creatures: Stegosaurus	19	Common	Umber Hulk, Under Hulk	15	Rare
Anti-Elemental, Earth Anti-Elemental, Earth	8	Very Rare Very Rare	Mammoth, Wooly Nefarian: Daemon: Piscodaemon	13 21	Common Common	Unicorn, Common Vampire Hordes,The	20 16	Rare Rare
Anti-Elemental, Fire	9	Very Rare	Nefarian: Demon Minion: Nathraak	17	Common	Vampire, Headlong	13	Rare
Anti-Elemental, Fire	12	Very Rare	Nefarian: Dem. Min.: Nefaryn, Mature		Common	Worm, Belch	15	Rare
Anti-Elemental, Water	8	Very Rare	Nefarian: other: Diakk, Broad	21	Common	Worm, Spiny Gutter	18	Rare
Anti-Elemental, Water	ň	Very Rare	Nefarian: other: Diakk, Tall	19	Common	Zoolem, Hawk/Eagle	17	Rare
Beholder, Spectator	8	Very Rare	Vile Thunder Beast	13	Common	Ameoba, Giant	20	Very Rare
Centisteed	9	Very Rare	Whale, Killer	16	Common	Angel: Redeemer	19	Very Rare
Cockatrice: Polylisk	9	Very Rare	Armored Foliage Creeper	13	Uncommon	Ant Men Queen	15	Very Rare
Confusion Beast	12	Very Rare	Armored Foliage Creeper	15	Uncommon	Arcane Merchant	16	Very Rare
Djinni Doppleganger, Master	12 8	Very Rare Very Rare	Armored Foliage Creeper Dragonfly, Giant	17 15	Uncommon Uncommon	Arvanger, Speckled Arvanger, Spotted	15 18	Very Rare Very Rare
Doppleganger, Predator	8	Very Rare Very Rare	Jurassic Creatures: Elasmosaurus	15	Uncommon	Arvanger, spotted Bear, Blizzard	18	Very Rare Very Rare
Dragon, Mist	Variable	Very Rare	Jurassic Creatures: Nothosaurus	21	Uncommon	Beetle, Death Watch	14	Very Rare
DragonFaerie	9	Very Rare	Modron: Dodecahedrone	17	Uncommon	Beholder, Eye of the Deep	16	Very Rare
Drelb	11	Very Rare	Nefarian: Demon Minion: Loogey Spit	13	Uncommon	Beholder, Voyeur	13	Very Rare
Drow	8	Very Rare	Nefarian: Devil Minion: Dark Soultress		Uncommon	Beholder-kin, Examiner	19	Very Rare
Ettin	12	Very Rare	Otyugh	13+	Uncommon	Black Annis	14	Very Rare
Flail Snail	8+	Very Rare	Roc, Birch	19	Uncommon	Catoblepas	13	Very Rare
Gagwaller Gibboring Mouther	8 9	Very Rare	Rust Monster, Magnetic	13	Uncommon	Chimera: Shymera	15	Very Rare
Gibbering Mouther		Very Rare Very Rare	Satyr, Common Snake, Sea, Giant	17 14	Uncommon Uncommon	Cloaker Crypt Thing	18 13	Very Rare Very Rare
Cithuanki	VanieL			14	Uncommon	Crypt ming		
Githyanki Githzerai	Variable Variable			14	Uncommon	Diinni, Black	13	Very Rare
Githyanki Githzerai Golem Master	Variable Variable 8+	Very Rare	Spider, Sea	14 16	Uncommon Uncommon	Djinni, Black Djinni, Noble	13 17	Very Rare Very Rare
Githzerai	Variable				Uncommon Uncommon Uncommon	Djinni, Black Djinni, Noble Doom Harvester		Very Rare Very Rare Very Rare

Name	LIE	Energy	Nama		England	Nama		
Name	HF	Frequency	Name	HF	Frequency	Name	HF	Frequency
Dopplemeister	13	Very Rare	Shriek, The	21	Unique	Banshee Lord	39	Very Rare
Dragon, Cloud	Variable	Very Rare	Centipede, Huge	35	Common	Banshee: Groaning Spirit	22	Very Rare
Dragon, Copper Slag-	Variable	Very Rare	Jurassic Creatures: Diplodocus	31	Common	Basilisk: Dracolisk	30	Very Rare
Dragon, Green DragonHorse	Variable 17	Very Rare Very Rare	Jurassic Creatures: Plesiosaurus Jurassic Creatures: Triceratops	28 22	Common Common	Beholder, Blind Beholder, Undead	34 34	Very Rare Very Rare
DragonKomodo, Giant	17	Very Rare	Nefarian: Demon Minion: Type I	22	Common	Beholder, Ondead Beholder-kin, Director	28	Very Rare
Drider	15	Very Rare	Nefarian: Demon Minion: Type I Nefarian: Demon Minion: Type II	33	Common	Blood Guzzler	28	Very Rare
Elemental, Air	18+	Very Rare	Nefarian: Devil Minion: Devee'yant	27	Common	Bulette	22	Very Rare
Elemental, Earth	14+	Very Rare	Nefarian: Devil Minion: Hell Spawn	34	Common	Bulette, Hammerhead	22	Very Rare
Elemental, Fire	18+	Very Rare	Nefarian: Devil Minion: Soul Broker	28	Common	Cave Chameleon, Gargantuan	26	Very Rare
Elemental, Water	18+	Very Rare	Whale, Common	37	Common	Centipus	40	Very Rare
Enslaver of the Deep	21	Very Rare	Giant, Fomorian	24	Uncommon	Chimera: Gorgimera	29	Very Rare
Flesh Thrasher	20	Very Rare	Jurassic Creatures: Mamenchisaurus	22	Uncommon	Chimera: Mimera	27	Very Rare
Fungroid	15	Very Rare	Jurassic Creatures: Tyrannosaurus Re		Uncommon	Couatl	35	Very Rare
Gargoyle Lord	17	Very Rare	Mimic, Common	25	Uncommon	8	Variable	Very Rare
Ghost	14	Very Rare	Naga, Water	37	Uncommon	<b>0</b> · <b>1 0</b>	Variable	Very Rare
Giant, Prairie	19	Very Rare	Nefarian: Demon Minion: Ebony Deat		Uncommon	0 1 0	Variable	Very Rare
Golem, Clay Golem, Gristle	17 19	Very Rare Very Rare	Nefarian: Demon Minion: Type III Nefarian: Devil Minion: Hell Sentinel	38 22	Uncommon Uncommon	Dragon, Blue Spiny-Horned Dragon, Bronze	30 Variable	Very Rare Very Rare
Guardian Familiar	19	Very Rare	Nefarian: Devil Minion: Heir Sentiner Nefarian: Devil Minion: Horned Devil		Uncommon	0	Variable	Very Rare
Haunt	13	Very Rare	Pudding, Black	24	Uncommon	8	Variable	Very Rare
Hubrisite	18	Very Rare	Slaad, Red	25	Uncommon		Variable	Very Rare
Hydra: Medusa	14+	Very Rare	Troll, Culvert	34	Uncommon	8 , , , , , , , , , , , , , , , , , , ,	Variable	Very Rare
Invisible Heckler	17	Very Rare	Worm, Dredger	23	Uncommon	0	Variable	Very Rare
Invisible Stalker	21	Very Rare	Worm, Tenebrous	35	Uncommon	Dragon, Swack Iron Albino	Variable	Very Rare
Jabbervock,Vile	21	Very Rare	Beetle, Flesh-Eating Gargantuan	25	Rare	Dragonne	22	Very Rare
Jann	14	Very Rare	Beholder, Gauth	22	Rare	Efreeti	23	Very Rare
Jellyling	15	Very Rare	Dao	24	Rare	Galeb Duhr	29+	Very Rare
Jungle Terror	14	Very Rare	0 . ,	Variable	Rare	Giant, Firbolg	24	Very Rare
Jurassic Creatures: Triloblights	19	Very Rare		Variable	Rare	Giant, Fog	22	Very Rare
Jurynday, Freshwater	16	Very Rare	0	Variable	Rare	Giant, Frost	31	Very Rare
Kuo-Toa: Monitors	16	Very Rare	Festering Reaver	41	Rare	Giant, Gorge	23+	Very Rare
Lamia, Common Lamia, Great-Horned	14 21	Very Rare Very Rare	Giant, Stone Medusa, Greater	31 29	Rare Rare	Giant, Mist Giant, Mountain	28 24	Very Rare Very Rare
Lamia, Noble	21	Very Rare	Mimic, Killer	31	Rare	Giant, Scorn	23	Very Rare
Lizard, Fire	17	Very Rare	Modron: Icosahedrone	36	Rare	Golem, Stone	27	Very Rare
Lizard, Ice	14	Very Rare	Morgue Prowler	34+	Rare	Gorger, Dire	25	Very Rare
Lycanthrope: Foxwoman	18	Very Rare	Mummy, Follower	25	Rare	Guardian Spirit	33	, Very Rare
Lycanthrope: Were-Shark	21	Very Rare	Mummy, Warrior	37+	Rare	Hag, Green	24	Very Rare
Mimic, Animal	18	Very Rare	Naga, Špirit	33	Rare	Hag, Sea	41	Very Rare
Mimic, Mineral	13	Very Rare	Needle Fiend	35	Rare	Hangman Tree	33+	Very Rare
Minotaur, Free Range	20	Very Rare	Nefarian: Daemon: Charonadaemon	31	Rare	Hulking Mound	23	Very Rare
Mummy, Fetid	17	Very Rare	Nefarian: Dem. Min.: Dark Enchantre		Rare	Impeder, Great Lucid	33	Very Rare
Nefarian: Dem. Min.: Hordling	Variable	Very Rare	Nefarian: Demon Minion: Succubus	28	Rare	Infernal Slayer	24	Very Rare
Nefarian: Dem. Min.: Nefaryn, Imm.		Very Rare	Octopus, Giant	23	Rare	Intellect Devourer, Adult	31	Very Rare
Nefarian: other: HellHound	18+ 13	Very Rare	Orc, Vampire High Priest	40 29+	Rare Rare	Jurynday, Saltwater	26 31	Very Rare
Nefarian: other: Imp, Common Nefarian: other: Imp, Penster	13	Very Rare Very Rare	Otyugh, Neo- Rakshasa, Common	29+	Rare	Lammasu, Greater Masticator, Articulated	27	Very Rare Very Rare
Oliphant, War	15	Very Rare	Roaring Ghoul	24	Rare	Morkoth	22	Very Rare
Para-Elementals: Magma	18+	Very Rare	Roc, Common	32	Rare	Naga, Guardian	28	Very Rare
Para-Elementals: Ooze	17+	Very Rare	Roc, Frost	29	Rare	Nefarian: Daemon: Guardian Daemo	n 24	, Very Rare
Para-Elementals: Smoke	17+	Very Rare	Roper, Common	41	Rare	Nefarian: Demodand: Farastu	38	Very Rare
Phantom Stalker	19	Very Rare	Roper, Storoper	22	Rare	Nefarian: other: Shadow Demon	24	Very Rare
Pixie, Mage	19	Very Rare	Shambling Mound	26+	Rare	Nefarian: other: Soul Flayer, greater	35	Very Rare
Pudding, Deadly	20	Very Rare	Shark, Giant Megalodon	22	Rare	Nightmare	32	Very Rare
Quasi-Elemental Lightning	14+	Very Rare	Shedu, Lesser	36	Rare	Ogre, Magi	33	Very Rare
Quickwood	20	Very Rare	Slaad, Blue	33	Rare	Orc, High Priest	24	Very Rare
Satyr, She-, Great Horned Sea Harker	20	Very Rare Very Rare	Spectre, Standard	30 23	Rare	Para-Elementals: Ice	22+	Very Rare
Sea Harker Shadow Render	21 20	Very Rare Very Rare	Sphinx, Gynosphinx Squid, Giant, Common	31	Rare Rare	Pixie, Elder Portal of Devouring	33 31	Very Rare Very Rare
Skeleton, Red Eyed	14	Very Rare	Trap, Living	22	Rare	Prowler Fish	29	Very Rare
Snake, Amphisbaena	13	Very Rare	Trapper	38	Rare	Pseudo Vampire: Greater	34	Very Rare
Snake, Snow Serpent	19	Very Rare	Treant, Common	30	Rare	Pseudo Vampire: Lesser	22	Very Rare
Spider, Dire Cave	18	Very Rare	Troll, Ancient Gnarled-Toothed	24	Rare	Radiation Elemental	35+	Very Rare
Spriggan	21	Very Rare	Troll, Giant	25	Rare	Retriever, Reckless	33 +	Very Rare
Stone Guardian	15	Very Rare	Tunnel Squid	26	Rare	Retriever, Relentless	33+	Very Rare
Stump Horror	16	Very Rare	Turtle, Gargantuan Snapping	39	Rare	Retriever, Ruthless	33+	Very Rare
Swanman, Bird Maiden	15	Very Rare	Turtle, Humongus Sea	36	Rare	Revenant	30	Very Rare
Taunter	14+	Very Rare	Umber Hulk, Common	32	Rare	Revenger	29	Very Rare
Teroth	13	Very Rare	Unicorn, Tricorn	22	Rare	Righteous Avenger	32	Very Rare
Toad, Doom	13	Very Rare	Vampire, Chiang-Shi	33	Rare	Satyr, Korred	23	Very Rare
Toxic Buttercup	18	Very Rare	Vampire, Common Wind Walker	36 23	Rare Rare	Sedusa Shade	22 26	Very Rare
Transposer Troll, Rock	13 16	Very Rare Very Rare	Wolfwere	23 24	Rare Rare	Snade Snake, Humongus	26	Very Rare Very Rare
Unicorn, Cortazon	18	Very Rare Very Rare	Worm, Purple, Common	24	Rare	Snake, Humongus Snow Strider	23 33	Very Rare Very Rare
Unicorn, Licorn	15	Very Rare	Worm, Purple, Mottled	22	Rare	Spider, Gargantuan	24	Very Rare
Unicorn, Rimu	13	Very Rare	Wraith Lord	41	Rare	Squealer	24	Very Rare
Vagabond, Astral	Variable	Very Rare	Wyrm, Gargantuan Sludge	33	Rare	Squid, Giant, Land	33	Very Rare
Valkyrie's Steed	21	Very Rare	Zoolem, Horse/Deer	35	Rare	Squid, Giant, Sand	38	Very Rare
Walrus, Wretched	16	Very Rare	Zoolem, Lion/Tiger	26	Rare	Squid, Giant, Snow	38	Very Rare
Water Weird	13	Very Rare	Aerial Servant	29	Very Rare	Stegocentipede	36	Very Rare
WereMimic	Variable		Alligator, Giant	29	Very Rare	Stygian Face Slapper	26	Very Rare
Yak, Shadow	15	Very Rare	Apparition	25	Very Rare	Tangle web	25	Very Rare
Zebra, Zegasus	13	Very Rare	Avenging Servant	35	Very Rare	Tiger Horse, Flying Albino	30	Very Rare
Zoolem, Dawg/Monkey, etc.	17	Very Rare	Bane Lords	39	Very Rare	Time Elemental, Common	n/a	Very Rare

HackMaster Hacklopedia of Beasts: Monster Matrix

lame	HF	Frequency	Name	HF	Frequency	Name
Tongue, Giant Slithering	29	Very Rare	Dracolich	45+	Very Rare	Nefarian: Demon Royalt
Treant, Undead	23	Very Rare	Dragon, Chromatic	306	Very Rare	Nefarian: Demon Roy.: L
Triton, Leader	30	Very Rare	Dragon, Cloud - Salamartey	Variable	Very Rare	Nefarian: Demon Royalt
Triton, Spellcaster	26	Very Rare	Dragon, Gold	Variable	Very Rare	Nef.: Dev. Roy.: Arch Dev
Troll, Giant Two-Headed Troll, Merga	27 22	Very Rare Very Rare	Dragon, Mottled Dragon, Platinum	Variable 301	Very Rare Very Rare	Nefarian: Devil Royalty: Nef.: Devil Roy.: Burgraa
Troll, Spirit	26	Very Rare	Dragon, Slag-Scaled Titanium	Variable	Very Rare	Nefarian: Devil Royalty:
Turtle, Dragon	34	Very Rare	Elemental, Greater Periodic	53	Very Rare	Nefarian: Dev. Roy.: Duk
Typhon	22	Very Rare	Giant, Cloud	45	Very Rare	Nef.: Dev. Roy.: Duke Br
Valkyrie	30 to 49	Very Rare	Giant, Storm	54+	Very Rare	Nefarian: Devil Royalty:
Vampire, Asanbosam	32	Very Rare	Golem, Iron	50	Very Rare	Nefarian: Devil Royalty:
Vampire, Empusas	37	Very Rare	Grendel	88	Very Rare	Nef.: Dev. Roy.: L. Gargri
Vampire, Mulo	24	Very Rare	Ki-Rin Kashar	80	Very Rare	Nefarian: Dev. Roy.: Mep
Vampiricat Vile Shadow Fiend	24	Very Rare	Kraken Leviathan	66	Very Rare	Nefarian: Dev. Roy.: Saur
Virusentient, Giant	22 31	Very Rare Very Rare	Lich	575 57	Very Rare Very Rare	Nefarian: Devil Royalty: Nefarian: Devil Royalty:
Vision	27	Very Rare	Lich Master	99	Very Rare	Ouroboros
Wild Cat O' Nine Tails	37	Very Rare	Marid	163	Very Rare	Relic Devourer
Willow, Black	34 to 55	Very Rare	Modron: Cylindeton	159	Very Rare	Scylla
Wolverwere	23	Very Rare	Modron: Decaton	196	Very Rare	Scylla: Charybdis
Woodland Fiend	28	Very Rare	Modron: Dodecaton	244	Very Rare	Simurgh
Worm, Purple, Sand	27	Very Rare	Modron: Hexaton	176	Very Rare	Slaad Lord Stendam
Wyrm, Gargantuan Amber	40	Very Rare	Modron: Octaton	184	Very Rare	Slaad Lord Ygori
Xill	24	Very Rare	Modrons: Icosaton	424	Very Rare	Tarrasque
Xorn	37	Very Rare	Mutable Juggernaut	83	Very Rare	Wyrm, Skraag
Xorn, Xaren	23	Very Rare	Nefarian: Daemon: UltroDaemon	106	Very Rare	Ziz
Yuan-Ti, Abomination	33	Very Rare	Nefarian: Demodand: Kelubar	62	Very Rare	
Yuan-Ti, Half-Breed	25+	Very Rare	Nefarian: Demodand: Shator	95 59	Very Rare	
Zebra, Zightmare	25 32	Very Rare	Nefarian: Demon Minion: Predator	59 42	Very Rare	
Ankou Jurassic Creatures: Brontosaurus	32 42	Unique Common	Nefarian: other: Frightmare Nefarian: other: Hellephant	42 87	Very Rare Very Rare	
Sea Monster	42 306	Common	Nid'Hogg	87 49	Very Rare Very Rare	
Basilisk, Greater	44	Uncommon	Nighthag	50	Very Rare	
Nefarian: Daemon: Derghodaemon		Uncommon	Ocean Camel	284	Very Rare	
Nefarian: Daemon: Hydrodaemon	49	Uncommon	Octogorgon	383	Very Rare	
Nefarian: Daemon: Mezzo Daemon	55	Uncommon	Opinicus	47	Very Rare	
Nefarian: Daemon: Nycadaemon	83	Uncommon	Overhorde	260	Very Rare	
Nefarian: Daemon: YagnoDaemon	53	Uncommon	Phoenix	223	Very Rare	
Nefarian: Demon Minion: Type IV	43	Uncommon	Pixie, Lich	72	Very Rare	
Nefarian: Demon: Bloated Demon	71	Uncommon	Planetar	201	Very Rare	
Nefarian: Devil Minion: Bone Devil	44	Uncommon	Pseudo Vampire: Lord	50	Very Rare	
Nefarian: Devil Minion: Ice Devil	92	Uncommon	Rakshasa, Maharajah	79	Very Rare	
Slug, Giant	45	Uncommon	Rakshasa, Rajah Balahasa, Badah	48	Very Rare	
Titan	217	Uncommon Uncommon	Rakshasa, Ruhk	44	Very Rare	
Triceratortoise Will-O-(the)-Wisp	50 59	Uncommon	Rath Lord Remorhaz	45 + 51	Very Rare Very Rare	
Giant, Fire	45	Rare	Retriever, Skullsplitter	60	Very Rare	
Hollyphant	51	Rare	Roc: Ruhk	67	Very Rare	
Mind Flayer: Arcane	47	Rare	Shedu, Greater	77	Very Rare	
Mind Flayer: Psionic	52	Rare	Sivian Banshee	51	Very Rare	
Modron: Parallelpipeton	151	Rare	Skeleton Warrior	44	Very Rare	
Modron: Prisaton	114	Rare	Slaad Lord, Death	128	Very Rare	
Modron: Tetraton	128	Rare	Slaad, Grey: Executioner	73	Very Rare	
Mummy, Lord	62+	Rare	Snipe	1000+	Very Rare	
Nefarian: Daemon: ArcanaDaemon	116	Rare	Sphinx, Androsphinx	44	Very Rare	
Nefarian: Demon Minion: Type IX	61	Rare	Spirit Fiend	47	Very Rare	
Nefarian: Demon Minion: Type V	46	Rare	Spirit Mass	230	Very Rare	
Nefarian: Demon Minion: Type VII	54	Rare	Swamp Terror	81	Very Rare	
Nefarian: Demon Minion: Type VIII	59	Rare	Time Elemental, Noble	n/a 65	Very Rare	
Nefarian: Demon Minion: Type X Nefarian: Demon Minion: Type XI	60   9	Rare Rare	Troll, Iron Vampire, Executioner	65 42	Very Rare Very Rare	
Nefarian: Demon: Minion: Type VI	49	Rare	Web Oueen	42 74	Very Rare Very Rare	
Nefarian: Devil Minion: Pit Fiend	112	Rare	Whale, Giant	96	Very Rare	
Nefarian: other: Face Seeking Claw		Rare	Wraith-Ryder	78	Very Rare	
Skraagon	43	Rare	Wyrm, Gargantuan Bantering Snod	47	Very Rare	
Slaad, Green	48	Rare	Wyrm, Gargantuan Blood	50	Very Rare	
Spectre, Bound	46	Rare	Wyrm, Gargantuan Guardian-Sun	90	Very Rare	
Strangle Plant, Vine	60	Rare	Wyrm, Gargantuan Snow	43	Very Rare	
Thessalhydra	64	Rare	Zarnithan	121	Very Rare	
Vampire, Ancient Regal	61	Rare	Medusa, Gorgon	102	Unique	
Adapter	Variable	Very Rare	Modron: Primus	972	Unique	
Angel	161	Very Rare	Mongoose, King	56	Unique	
Argos	130	Very Rare	Nefarian: Daemon Royalty: Anthrax		Unique	
Beholder, Common	79	Very Rare	Nefarian: Daemon Royalty: Charon	171	Unique	
Beholder, Death Kiss	77	Very Rare	Nefarian: Daemon: OinoDaemon	301	Unique	
Beholder, Elder Orb	237	Very Rare	Nefarian: Demon Royalty: An'Gnarl	144	Unique	
Beholder-kin, Hive Mother	105	Very Rare	Nef.: Dem. Roy.: Arch Demon Kaleb		Unique	
Beholder-kin, Overseer	68 56	Very Rare	Nefarian: Demo. Roy.: Demogorgon	209	Unique	
Pog Lurkon	56	Very Rare Very Rare	Nefarian: Demon Royalty: Dread Nefarian: Demon Roy.: Duke of Evil	199	Unique	
Bog Lurker	20	VOLV KOLO	Neiarian: Demon Koy.: Duke of Evil	150	Unique	
Cyclops, True	60 71			122		
Cyclops, True Death Harvester	71	Very Rare	Nefarian: Dem. Roy.: Gar'Rangeeze	133	Unique	
Cyclops, True Death Harvester Death Knight	71 52	Very Rare Very Rare	Nefarian: Dem. Roy.: Gar'Rangeeze Nefarian: Demon Royalty: Graagyn	90	Unique Unique	
Cyclops, True Death Harvester	71	Very Rare	Nefarian: Dem. Roy.: Gar'Rangeeze	90 d 45	Unique	

Name	HF	Frequency
Nefarian: Demon Royalty: Taur'Raad	83	Unique
Nefarian: Demon Roy.: Uthbos Evaar	101	Unique
Nefarian: Demon Royalty: Zyandal	158	Unique
Nef.: Dev. Roy.: Arch Devil Malefane	253	Unique
Nefarian: Devil Royalty: Asmodeus	370	Unique
Nef.: Devil Roy.: Burgraad Baydylax	255	Unique
Nefarian: Devil Royalty: De'Yin Vay	159	Unique
Nefarian: Dev. Roy.: Duke Atan'Nyus	217	Unique
Nef.: Dev. Roy.: Duke Braax Mourgon	197	Unique
Nefarian: Devil Royalty: Evilynn	107	Unique
Nefarian: Devil Royalty: Harbinger	94	Unique
Nef.: Dev. Roy.: L. Gargruss Vlaadmaar	212	Unique
Nefarian: Dev. Roy.: Mephistopheles	229	Unique
Nefarian: Dev. Roy.: Saurgaas Baydylax	158	Unique
Nefarian: Devil Royalty: Thraar	185	Unique
Nefarian: Devil Royalty: Vorgaal'Lad	193	Unique
Ouroboros	153	Unique
Relic Devourer	125	Unique
Scylla	114	Unique
Scylla: Charybdis	134	Unique
Simurgh	76	Unique
Slaad Lord Stendam	181	Unique
Slaad Lord Ygori	187	Unique
Tarrasque	577	Unique
Wyrm, Skraag	65	Unique
Ziz	245	Unique

Deeg/Wir         0         2         1         100         1         117         1 </th <th></th> <th></th> <th>Та</th> <th>ble 20–D: Random</th> <th>Encounter Tables</th> <th>s – Glacier: Day</th> <th></th> <th></th>			Та	ble 20–D: Random	Encounter Tables	s – Glacier: Day		
Name         HF         HoB         d10.000 roll         d10.000 ro				DA	DB	DC	DD	DE
Deeg,Mar         0         2         1<				Tropical	Subtropical	Temperate	Subarctic	Arctic
Desg. Wild         0         2         121.32         118.32         117.333         117.49         113.37           Octored of Oren         0         3         304.49         333.410         334.412         303.467         133.81           Octored of Oren         0         4         403.497         414.469         412.407         447.407<	Name	HF	HoB	d10,000 roll	d10,000 roll	d10,000 roll	d10,000 roll	d10,000 roll
Geometring Construct         0         3         300 - 449         333 - 410         333 - 412         393 - 492         393 - 492           Construct         0         4         400 - 492         471 - 480         411 - 440         441 - 430         444 - 430         447 - 430           Mage Mouth, Nary         0         4         400 - 597         330 - 597         330 - 597         435 - 543         447 - 585           Mage Mouth, Nary         0         4         400 - 597         330 - 597         330 - 597         435 - 543         436 - 647	0							
Gold Brow       0       3       400-49       411-40       41-41       400-41       400-41       400-49       411-40 <td< td=""><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></td<>								
Houng et In Orme         0         4         450-450         411-420         411-400         477-700         472-464         422-464         422-464         422-464         422-464         422-464         422-464         422-464         422-464         422-464         422-464         422-464         422-464         423-464         443-464         443-464         4								
Magie Meath, Reage         0         4         480         490         470         480         471         500         444         491         490         477         282         310         520         443         521         673         674         580         777         780         777         780         777         780         777         780         777         770								
Mage Route, Sainy         0         4         540         549         527         530         554         552         586         653         664         531         666         531         666         531         666         531         666         531         666         531         666         531         666         531         666         531         666         531         666         531         666         531         666         531         666         531         666         531         666         531         666         531         667         777         736         777         738         737         738         <								
Samutan         0         7         570 - 688         589 - 644         590 - 476         591 - 648         593 - 464           Sancho State         0         7         179 - 748         773 - 75         78 - 723         777 - 78         78 - 777 - 78         78 - 777 - 78         78 - 777 - 78         78 - 777 - 78         78 - 778 - 78         777 - 78         78 - 778 - 78         777 - 78         78 - 778 - 78         777 - 78         78 - 778 - 78         777 - 78         78 - 778 - 78         777 - 78         78 - 778 - 78         777 - 78         77 - 78         77 - 78         77 - 78         77 - 78         77 - 78         77 - 78         77 - 78         77 - 78         77 - 78         78 - 778         78 - 778         78 - 778         78 - 778         78 - 778         78 - 778         78 - 778         78 - 778         78 - 778         78 - 778         78 - 778         78 - 778         78 - 778         78 - 778         78 - 778         77 - 788         778 - 788         778 - 778         78 - 778         78 - 778         78 - 778         78 - 778         78 - 778         78 - 778         78 - 778         778 - 778         778 - 778         778 - 778         778 - 778         778 - 778         778 - 778         778 - 778         778 - 778         778 - 778         778 - 778         778 - 778	Magic Mouth, Rogue			510 - 539	499 - 528	501 - 529	495 - 523	478 - 505
Santa Goolng         0         7         489         718         757         704         777         706         649         724         747         748         777         748         777         748         777         748         777         748         777         748         777         748         777         748         777         748         777         748         777         748         777         748         777         748         777         748         777         748         777         748         778         7								
Sedex: Nov         0         7         719         748         757         737         778         778         779         758         771         758         771         758         771         758         771         758         771         758         771         758         771         758         771         758         771         758         771         758         771         758         771         758         771         758         771         758         771         758         771         775         771         775         771         775         771         775         771         775         771         775         771         775<								
Iven         0         a         79-78         73-78 <td>5</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td>	5							
manom         Nail         6         77 - 808         72 - 79         75 - 78         76 - 78         77 - 78         76 - 78         77 - 78         76 - 78         77 - 78         78 - 78<								
Attention Grabber         I         929-988         910-938         883-911         902-930         943-1637           Beedic Carlsborg         I         1.078-1.137         1056-1.114         1.020-1.088         1077-1.104         971-983           Beedic Carlsborg         I         1.13-1.137         1.056-1.114         1.020-1.088         1.077-1.104         971-983           Beedic Carlsborg         I         3         I.138-1.147         1.038-1.147         1.038-1.147         1.038-1.147         1.038-1.147         1.038-1.147         1.038-1.147         1.038-1.147         1.038-1.147         1.038-1.147         1.038-1.147         1.048-1.148         1.046-1.148         1.046-1.148         1.047-1.167         1.048-1.147         1.048-1.148								
Babba Comsterona         I         99: 107         99: 105:         912: 1029         911: 104:         97: 103:         912: 1029         103: 103:         103: 103: 103: 103:         103: 103: 103: 103: 103: 103: 103: 103:	Aarakian Worker	I. I.	1	809 - 928	792 - 909	765 - 882	786 - 901	731 - 842
Benter Gordbag         I         ILDE		I	I.					
Dwarf, Hountain         I         3         -         IIIS - 1,348         L089 - 1,323         I,338 - 1,395         L040 - 1,095           Genome, Frail         I         3         L138 - 1,137         L490         L480         L481         L381 - 1,417         L396         L040 - 1,095           Genome, Frail         I         3         L138 - 1,137         L497 - 1,526         L441 - 1,513         L491 - 1,614         L491 - 1,614 <thl491 -="" 1,614<="" th=""></thl491>		I	1					
Genome Trans         I         3         1.198         1.197         1.144         1.446         1.33         1.441         1.45         1.442         1.45         1.451         1.		1	•					
Gener, Frail         I         3         L198         L238         L408         L468         L338         L44         L338		i						
Monkey, Iac         I         5         L28.1         1.467         L58.3         L442         L58.4         L454         L45.1         L47.1         L46.1         L42.1         L47.1         L48.1         L43.1         L47.1         L43.1         L43.1 <thl43.1< th=""> <thl43.1< th=""> <thl43.1<< td=""><td></td><td>i</td><td></td><td></td><td></td><td></td><td></td><td></td></thl43.1<<></thl43.1<></thl43.1<>		i						
Procentor         nh         6         1.48 - 1.464         1.44 - 1.671         1.618 - 1.645         1.74 - 1.73         1.433 - 1.464           Spider, fnamubat         I         7         1.467 - 1.76         1.677 - 1.735         1.687         1.77 - 1.802         1.481 - 1.481         1.461 - 1.646         1.818 - 1.647 - 1.745         1.833         1.919 - 1.947         1.603 - 1.635           Men: Viting         1 +         5         1.477 - 1.785         1.785 - 1.985         1.981 - 1.907         1.283 - 1.297         1.630 - 1.635           Men: Viting         1 +         5         1.476 - 1.785         1.785 - 1.981 - 1.907         2.183 - 2.235         2.191 - 1.907         2.183 - 2.234         1.999 - 1.907           Aarakan Warder         2         1         1.994 - 1.905         2.112 - 2.140         2.286 - 2.235         2.241 - 2.997         2.471 - 2.33         2.244 - 2.557         2.234 - 2.421         2.235 - 2.412 - 2.937         2.242 - 2.557         2.238 - 2.241 - 2.997         2.471 - 2.33         2.342 - 2.442         2.357 - 2.323         2.441 - 2.997         2.471 - 2.33         2.344 - 2.357 - 2.333         2.344 - 2.357 - 2.333         2.344 - 2.357 - 2.342 - 2.345 - 2.347 - 2.343         2.344 - 2.357 - 2.343         2.347 - 2.333         2.347 - 2.333 - 2.342         2.345 - 2.347 - 2.333 - 2.343         2.344 - 2.343 - 2.342 - 3.	Monkey, Ice	1						1,152 - 1,376
Sketecon,Animal         I         7         I.472 - I.496         I.472 - I.703         I.473 - I.482         I.447 - I.474         I.487 - I.475         I.487 - I.476         I.487 - I.475         I.487 - I.476         I.487 - I.487         I.487 - I.487         I.487 - I.484         I.111 - I.117 - I.177 - I.208 - I.218	Packasite	l I		1,378 - 1,437	1,584 - 1,642	1,559 - 1,617		1,377 - 1,432
Spide: Transmubar         I         7         I.477         I.677         I.677         I.677         I.677         I.677         I.677         I.677         I.677         I.677         I.630         I.687         I.601         I.623         I.601         I.601 <thi.601< th="">         I.601         <thi.601< th="">         &lt;</thi.601<></thi.601<>								1,433 - 1,460
Pen. Akagenzurer         H+         5         (1,47)         (1,484)         (1,294)         (1,293)         (1,919)         (1,401)         (		-						
$\begin{split} \bere Villing &  +                                  $								
Mer. Wid nen         H         5         1,77 - 1,796         1,991 - 1,197         2,180 - 2,288         1,884 - 1,882         1,884 - 1,882         1,894 - 1,882         1,894 - 1,882         1,894 - 1,882         1,894 - 1,882         1,894 - 1,882         1,894 - 1,882         1,894 - 1,882         1,894 - 1,882         1,894 - 2,117         2,240 - 2,240 - 2,245         1,844 - 2,852         2,117 - 2,126 - 2,353 - 2,141         2,203 - 2,207         2,345 - 2,141         2,203 - 2,228         2,117 - 2,216 - 2,353 - 2,244         2,442 - 2,557 - 2,140         2,435 - 2,411         2,213 - 2,213         2,446 - 2,521         2,441 - 2,499         2,442 - 2,557 - 2,147 - 2,216         2,338 - 2,117 - 2,312         2,338 - 2,117 - 2,312         2,338 - 2,117 - 2,312         2,338 - 2,117 - 2,312         2,337 - 2,341         2,442 - 2,552 - 2,242 - 2,558         2,574 - 2,238 - 2,411 - 2,499         2,317 - 2,318 - 2,411 - 2,499         2,317 - 2,318 - 2,411 - 2,499         2,318 - 2,411 - 2,491         2,318 - 2,411 - 2,491         2,318 - 2,411 - 2,491         2,318 - 2,411 - 2,491         2,318 - 2,411 - 2,491         2,328 - 2,424         2,518 - 2,518         2,517 - 2,518         2,517 - 2,518         2,517 - 2,518         2,517 - 2,518         2,517 - 2,518         2,518 - 2,518         2,518 - 2,518         2,518 - 2,518         2,518 - 2,518         2,518 - 2,518         2,518 - 2,518         2,518 - 2,518 - 2,518 - 2,518 - 2,518 - 2,518 - 2,518 - 2,518 - 2,518 - 2,518 - 2,								
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Aarakan Vaernior         2         1         1946 - 2005         2.141 - 2.199         2.118 - 2.176         2.255 - 2.412         2.037 - 2.07           Babbler, Incessant         2         1         2.066 - 2.015         2.209 - 2.228         2.177 - 2.03         2.413 - 2.442         2.557         2.197 - 2.10           Babbler, Incessant         2         1         2.156 - 2.275         2.244 - 2.452         2.332         2.444 - 2.557         2.197 - 2.313           Eff, Gren Mages         2         3         2.355 - 2.344         2.463 - 2.521         2.411 - 2.499         2.474 - 2.731         2.332 - 2.488         2.417 - 2.202           Golem, Guardan         2         3         2.355 - 2.474         2.537 - 2.699         2.572 - 2.587         2.762 - 2.818         2.416 - 2.471           Reado Undead, Choul         2         6         2.455 - 2.574         2.637 - 2.755         2.618 - 2.734         2.899 - 2.644         2.538 - 2.637         2.762 - 2.818         2.273 - 2.849         2.646 - 2.697         2.753 - 2.648         2.733 - 2.645         2.733 - 2.645         2.733 - 2.645         2.733 - 2.645         2.733 - 2.645         2.733 - 2.645         2.733 - 2.645         2.733 - 2.645         2.733 - 2.645         2.733 - 2.647         2.760 - 2.633         2.753 - 2.634         2.733 - 2.647	Zealot	Variable	8		1,994 - 2,111	1,971 - 2,087		1,882 - 1,994
Atard Sarcher         2         1         2006 - 2035         2200 - 2228         2/17 - 2205         2/413 - 2/41         2/07 - 2/05           Babbic Incessance         2         1         2/16 - 2/15         2/24 - 2/42         2/24 - 2/42         2/24 - 2/25         2/47 - 2/25           Benc Caw         2         3         2/26 - 2/33         2/44 - 2/49         2/58 - 2/57         2/16 - 2/17         2/38 - 2/41         2/39 - 2/38         2/41 - 2/49         2/38 - 2/31         2/33 - 2/38         2/35 - 2/34         2/25 - 2/55         2/50 - 2/58         2/72 - 2/31         2/38 - 2/41         2/38 - 2/31         2/37 - 2/39         3/38 - 3/			I					1,995 - 2,022
babbe212.0362.1552.2292.2452.2062322.4422.5572.1072.216Ber, Cave232.2362.2362.2342.4422.5572.2372.2492.2452.2452.2382.2472.2322.2382.2472.2322.2382.2472.2322.2382.2472.2322.2352.2372.2462.2452.5572.5502.5502.5572.5672.2472.2322.2382.4422.2382.4422.2322.2462.4472.2322.4422.2482.2472.2352.2462.4472.232Pseudo Undead, Ghoul262.4552.5772.6572.2472.2652.2672.2732.9663.0222.4642.4422.255Skelecon, Streaming272.6552.6132.9752.9973.0953.002 <td< td=""><td></td><td></td><td>1</td><td></td><td></td><td></td><td></td><td>2,023 - 2,078</td></td<>			1					2,023 - 2,078
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Colem, Caardian         2         3         2.335 - 2.344         2.522 - 2.550         2.500 - 2.528         2.732 - 2.761         2.388 - 2.441           Lippoprif         2         4         2.435 - 2.444         2.551 - 2.609         2.597 - 2.587         2.761 - 2.818         2.340 - 2.544           Les Find         2         4         2.455 - 2.574         2.649 - 2.542         2.581 - 2.647         2.732 - 2.741         2.849 - 2.544         2.581 - 2.647         2.741 - 2.820 - 2.848         2.840 - 2.544         2.555         2.848 - 2.647         2.732 - 2.755         2.841 - 2.843         2.744 - 2.851         2.741 - 2.852         2.333 - 3.000         2.667 - 2.753         2.844 - 2.843         2.974 - 2.931         2.977 - 3.019         2.977 - 3.028         3.028 - 3.242         2.855 - 2.845 - 2.873         2.744 - 2.833         3.000 - 3.049         -         3.226 - 3.245         2.845 - 2.873         2.744 - 2.933         3.000 - 3.048         3.028 - 3.035         3.168 - 3.167         3.235 - 3.133         2.291 - 2.944         2.941 - 2.933         3.000 - 3.047         -         3.226 - 3.245         2.845 - 2.873         2.741 - 2.333         3.021 - 3.047         3.021 - 3.043         3.021 - 3.043         3.021 - 3.043         3.021 - 3.043         3.021 - 3.043         3.021 - 3.043         3.021 - 3.043         3.021 - 3.043         3.0								
ice Fiend         2         4         2.445 - 2.454         2.610 - 2.638         2.617         2.820 - 2.484         2.472 - 2.525           Skeleton, Animated         2         7         2.575 - 2.614         2.775 - 2.813         2.775 - 2.735         2.161 - 2.432         2.745 - 2.741         2.494 - 2.944         2.563 - 2.644         2.755 - 2.813         2.744 - 2.822         3.023 - 3.000         2.607 - 2.755           Snake Normonus         2         7         2.635 - 2.641         2.813 - 2.943         2.744 - 2.823         3.023 - 3.000         2.667 - 2.755           Snake Normonus         2         7         2.648 - 2.843         2.991 - 3.019         2.970 - 3.029         3.197 - 3.107         3.007 - 3.019         3.007 - 3.028         3.226 - 3.245         2.865 - 2.877           Sword, Perpetual Swinging         2.4         7         2.844 - 2.993         3.100 - 3.007         3.000 - 3.08         3.285 - 3.313         2.291 - 2.94         2.947 - 2.973           Choos Corpose         3         2         2.944 - 2.933         3.107 - 3.107         3.028 - 3.087         3.114 - 3.342         2.949 - 2.977           Choos Chorpose         3         3         2.944 - 2.933         3.108 - 3.166         3.431 - 3.342         2.949 - 2.977           Choos Corpose         3 <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td>2,388 - 2,415</td>								2,388 - 2,415
Pseudo Undead, Choul         2         6         2455 - 2574         2.618 - 2734         2.246 - 2664         2.528 - 2632           Skeleton, Screaming         2         7         2.575 - 2.643         2.765 - 2.814         2.735 - 2.733         2.046 - 2.664           Skeleton, Screaming         2         7         2.635 - 2.694         2.815 - 2.873         2.743 - 2.852         3.023 - 3.080         2.697 - 2.753           Stake, Yonnows         2         7         2.645 - 2.643         2.791 - 2.999         3.197 - 3.225         -           Sword, Perpetual Swinging         2+         7         2.244 - 2.273         3.000 - 3.028         3.265 - 3.284         2.898 - 2.203           Chaos Corregt         2.30         2         2.974 - 2.903         3.007 - 3.107         3.007 - 3.058         3.265 - 3.313         2.921 - 2.944           Chaos Corregt         3         2         2.974 - 2.933         3.007 - 3.107         3.007 - 3.058         3.265 - 3.314         3.342         2.944 - 2.973           Death's Minons         3         2         2.974 - 2.933         3.007 - 3.107         3.047 - 3.224         3.035 - 3.107         3.14 - 3.342         2.974 - 2.964           Gromath Doom Lord         3         3         2.974 - 2.933         3.067 - 3.017	Hippogriff	2	3	2,365 - 2,424	2,551 - 2,609	2,529 - 2,587	2,762 - 2,819	2,416 - 2,471
Skeleton, Arimated         2         7         2,575 - 2,634         2,776 - 2,813         2,747 - 2,853         2,947 - 2,853         2,947 - 2,853         2,947 - 2,853         2,947 - 2,853         2,947 - 2,853         2,947 - 2,853         2,947 - 2,853         2,949 - 2,853         2,949 - 2,853         2,949 - 2,853         2,949 - 2,853         2,949         3,101 - 3,194         2,753 - 2,869         3,101 - 3,196         2,753 - 2,865         2,865 - 2,897           Sword, Perpetual Swinging         2 +         7         2,847 - 2,903         3,000 - 3,008         3,256 - 3,255         2,865 - 2,897           Chaos Corpse         2.30         2         2,874 - 2,903         3,000 - 3,008         3,256 - 3,244         2,897 - 2,907           Aarakian Queen Mother         3         1         2,904 - 2,933         3,007 - 3,107         3,007 - 3,018         3,144 - 3,317         2,777 - 3,007           Gnomish Doom Lord         3         3         2,994 - 3,053         3,167 - 3,225         3,176 - 3,234         3,372 - 3,429         3,000 - 3,061           Humaninati, Lesser         3         4         2,994 - 3,053         3,161 - 3,125         3,174 - 3,225         3,176 - 3,234         3,360 - 3,617         3,226 - 3,342         3,400 - 3,518         3,470 - 3,528         3,561 - 3,612         3,616 - 3,618								2,472 - 2,527
Skeleron, Screaming         2         7         2,635 - 2,694         2,181 - 2,873         2,794 - 2,852         3,023 - 3,080         2,297 - 2,753           Snake, Venomous         2         7         2,645 - 2,813         2,874 - 2,900         2,853 - 2,969         3,011 - 3,225         -           Sword, Parpetual Swinging         2+         7         2,844 - 2,873         3,000 - 3,008         3,205 - 3,285         2,866 - 2,892           Chaos Corpse         2-30         2         2,847 - 2,903         3,000 - 3,008         3,205 - 3,285         2,313 - 2,244 - 2,993           Aarakian Queen Mother         3         1         2,994 - 2,933         3,007 - 3,107         3,009 - 3,008         3,218 - 3,134         2,221 - 2,942           Death's Minions         3         2         2,944 - 2,993         3,181 - 3,166         3,088 - 3,116         3,343 - 3,371         2,977 - 3,004           Gnomikh Doom Lord         3         6         2,054 - 2,993         3,147 - 3,224         3,352 - 3,460         3,351 - 3,412         3,372 - 3,429         3,006 - 3,173           Shink, Mink         3         7         3,233 - 3,422         3,433 - 3,410         3,545 - 3,642         3,225 - 3,525         3,401 - 3,459         3,401 - 3,459         3,401 - 3,429         3,401 - 3,459         3,401	-							
Zombie, Talking         2         8         2.141 + 2.843         2.991 + 3.019         2.979 - 2.999         3.197 - 3.225         -           Sword, Perpetual Swinging         24         7         2.844 - 2.873         3.020 - 3.049         -         3.256 - 3.284         2.893 - 2.921           Aarakian Queen Mother         3         1         2.904 - 2.933         3.007 - 3.107         3.029 - 3.058         3.285 - 3.313         2.221 - 2.944           Death's Minos         3         2         2.934 - 2.993         3.187 - 3.166         3.088 - 3.116         3.343 - 3.371         2.974 - 2.973           Eff, Grugach         3         3         2.964 - 2.993         3.187 - 3.166         3.088 - 3.116         3.343 - 3.371         2.977 - 3.006           Gnomish Doom Lord         3         -								
Chase Corpse         2.30         2         2.874 - 2.903         3.006 - 3.078         3.000 - 3.028         3.256 - 3.284         2.993 - 2.924           Death's Minions         3         2         2.934 - 2.943         3.079 - 3.107         3.029 - 3.087         3.314 - 3.342         2.949 - 2.972           Death's Minions         3         2         2.934 - 2.943         3.108 - 3.137         3.059 - 3.087         3.314 - 3.342         2.949 - 2.972           Eff, Grugach         3         3         2         2.934 - 2.993         3.187 - 3.166         3.088 - 3.116         3.344 - 3.371         2.977 - 3.007           Ginomish Doom Lord         3         7         3.173 - 3.122         3.187 - 3.123         3.343 - 3.352         3.400 - 3.364         3.314 - 3.342         2.977 - 3.007           Shocker         3         7         3.173 - 3.122         3.343 - 3.440         3.353 - 3.410         3.546 - 3.603         3.117 - 3.232         3.341 - 3.499         3.060 - 3.361         3.411 - 3.469         3.602 - 3.719         3.432 - 3.456           Shocker         3         7         3.292 - 3.352         3.400 - 3.528         3.662 - 3.719         3.432 - 3.456           Shocker         3         7         3.293 - 3.352         3.400 - 3.528         3.662 - 3.719								
Jarakiar Queen Mother         3         1         2.904 - 2.913         3.079 - 3.107         3.029 - 3.058         3.285 - 3.13         2.291 - 2.942           Death's Minions         3         2         2.934 - 2.963         3.108 - 3.137         3.059 - 3.087         3.314 - 3.342         2.949 - 2.977           Ginomish Doom Lord         3         3         -         -         3.116 - 3.244         3.377 - 3.404           Humanimals, Lesser         3         4         2.994 - 3.053         3.167 - 3.225         3.176 - 3.234         3.372 - 3.429         3.005 - 3.061           Pseudo Undead, Wight         3         6         3.054 - 3.122         3.341 - 3.402         3.235 - 3.352         3.460 - 3.518         3.464 - 3.601         3.230 - 3.341           Shocker         3         7         3.292 - 3.522         3.400 - 3.518         3.662 - 3.719         3.342 - 3.457           Shock Basts         3         7         3.293 - 3.52         3.400 - 3.518         3.662 - 3.719         3.345 - 3.463           Show Beasts         3         7         3.293 - 3.52         3.400 - 3.518         3.662 - 3.719         3.346 - 3.661           Show Beasts         3         7         3.293 - 3.621         3.661         3.779 - 3.386         3.667 - 3.621		2+	7			_		2,865 - 2,892
Deatrix Minions         3         2         2934 - 2963         3,108 - 3,137         3,059 - 3,067         3,14 - 3,42         2949 - 2,972           Elf, Grugach         3         3         2,964 - 2,993         3,188 - 3,166         3,088 - 3,116         3,343 - 3,371         2,977 - 3,004           Gnomish Doom Lord         3         3         -         -         -         -         -           Humanimals, Lesser         3         4         2,994 - 3,053         3,167 - 3,225         3,176 - 3,224         3,372 - 3,429         3,005 - 3,061           Pseudo Undead, Wight         3         6         3,059 - 3,037         3,226 - 3,342         3,235 - 3,352         3,400         3,353 - 3,410         3,646 - 3,603         3,174 - 3,225           Stink, Mink         3         7         3,232 - 3,341         3,159 - 3,167         3,227 - 3,479         3,342 - 3,455           Troll, Ice         3         8         3,313 - 3,412         3,519 - 3,575         3,528 - 3,587         3,720 - 3,778         3,455 - 3,661           Urchin, Giant Land         3         8         3,413 - 3,52         3,661 - 3,793         3,866 - 3,793         3,866 - 3,793         3,866 - 3,793         3,866 - 3,793         3,866 - 3,793         3,866 - 3,793         3,866 - 3,793								2,893 - 2,920
Eff. Grugach       3       3       2,964 - 2,993       3,138 - 3,166       3,088 - 3,116       3,343 - 3,371       2,977 - 3,004         Gnomish Doom Lord       3       3       -       3,117 - 3,175       -       -       -         Humaninals, Lesser       3       4       2,994 - 3,053       3,167 - 3,223       3,317 - 3,223       3,317 - 3,232       3,343       3,323 - 3,342       3,323 - 3,342       3,323 - 3,343       3,323 - 3,343       3,323 - 3,343       3,323 - 3,342       3,411 - 3,469       3,604 - 3,661       3,230 - 3,341         Shocker       3       7       3,233 - 3,292       3,401 - 3,459       3,411 - 3,469       3,604 - 3,661       3,230 - 3,341         Snow Beasts       3       7       3,233 - 3,292       3,401 - 3,459       3,411 - 3,469       3,604 - 3,661       3,230 - 3,341         Snow Beasts       3       7       3,232 - 3,352       3,460 - 3,173       3,455 - 3,661       3,720 - 3,778       3,455 - 3,661         Urchin, Giant Land       3       8       3,413 - 3,472       3,577 - 3,035       3,588 - 3,646       3,779 - 3,336       3,652 - 3,781       3,676 - 3,793       3,866 - 3,981       3,651 - 3,763         Beholder-kin, Lensman       4       1       3,562 - 3,781       3,676 - 3,793       3,	-							
Gnomish Doom Lord       3       3       -       -       3,117 - 3,175       -       -         Humanimals, Lesser       3       4       2,994 - 3,053       3,167 - 3,225       3,176 - 3,234       3,372 - 3,429       3,005 - 3,061         Pscudo Undead, Wright       3       6       3,054 - 3,172       3,222 - 3,342       3,235 - 3,340       3,545       3,062 - 3,173         Shocker       3       7       3,173 - 3,232       3,430 - 3,545       3,062 - 3,179       3,342 - 3,455         Skink, Mink       3       7       3,293 - 3,352       3,400 - 3,518       3,470 - 3,528       3,662 - 3,719       3,342 - 3,455         Tooll, Ice       3       8       3,413 - 3,472       3,577 - 3,635       3,588 - 3,464       3,779 - 3,836       3,567 - 3,622         Enveloper       3+       4       3,502 - 3,651       3,782 - 3,811       3,779 - 3,836       3,662 - 3,718       3,676 - 3,793       3,866 - 3,981       3,661 - 3,763       3,877 - 3,635       3,884       3,827 - 3,801       3,661 - 3,763       3,877 - 3,835       3,862 - 3,910       3,661 - 3,793       3,662 - 3,718       3,676 - 3,793       3,666 - 3,781       3,676 - 3,793       3,662 - 3,718       3,676 - 3,793       3,662 - 3,718       3,676 - 3,793       3,686 - 3,981       3,610 - 3,764		-	-					
Humaninals, Lesser         3         4         2.994 - 3.053         3.176 - 3.225         3.176 - 3.234         3.372 - 3.429         3.005 - 3.064           Psaudo Undead, Wight         3         6         3.054 - 3.172         3.226 - 3.342         3.235 - 3.352         3.430 - 3.545         3.062 - 3.173           Skink, Mink         3         7         3.233 - 3.292         3.01 - 3.459         3.411 - 3.469         3.604 - 3.601         3.232 - 3.341           Skink, Mink         3         7         3.233 - 3.292         3.401 - 3.459         3.411 - 3.469         3.604 - 3.601         3.232 - 3.341           Snow Beasts         3         7         3.233 - 3.412         3.519 - 3.576         3.529 - 3.587         3.720 - 3.778         3.455 - 3.566           Urchin, Giant Land         3         8         3.413 - 3.472         3.577 - 3.635         3.588 - 3.646         3.777 - 3.836         5.623 - 3.651           Enveloper         3 + 4         3.502 - 3.651         3.762 - 3.793         3.866 - 3.981         3.651 - 3.763           Walker         3 + 4         3.622 - 3.651         3.782 - 3.811         3.794 - 3.825         3.881         3.914 - 3.822         3.982 - 4.010         3.742 - 3.703           Walker         4         3.622 - 3.611         3.782 - 3.813				2,704 - 2,775	5,150 - 5,100		-	2,777 - 3,004
Pseudo Undead, Wight         3         6         3.054 - 3.172         3.226 - 3.342         3.235 - 3.352         3.430 - 3.545         3.062 - 3.173           Shacker         3         7         3.173 - 3.232         3.343 - 3.400         3.546 - 3.603         3.174 - 3.225           Shink, Mink         3         7         3.233 - 3.292         3.401 - 3.459         3.411 - 3.469         3.646 - 3.361         3.230 - 3.341           Snow Beasts         3         7         3.293 - 3.352         3.460 - 3.518         3.470 - 3.528         3.662 - 3.719         3.342 - 3.455           Troll, Ice         3         8         3.413 - 3.472         3.577         3.635         3.588 - 3.646         3.779 - 3.336         3.667 - 3.627           Enveloper         3 +         3         3.622 - 3.651         3.782 - 3.811         3.764 - 3.793         3.866 - 3.981         3.616 - 3.981         3.616 - 3.981         3.616 - 3.981         3.616 - 3.981         3.616 - 3.981         3.616 - 3.981         3.616 - 3.981         3.616 - 3.981         3.622 - 3.851         3.622 - 3.851         3.622 - 3.851         3.622 - 3.851         3.610 - 4.068         3.820 - 3.841         3.865 - 3.881 - 3.865         3.865 - 3.881 - 3.865         3.864 - 3.891         3.61 - 4.013         3.922 - 3.851         4.011 - 4.039         3.72				2,994 - 3,053	3,167 - 3,225		3,372 - 3,429	3,005 - 3,061
Skink, Mink         3         7         3.233 - 3.292         3.401 - 3.459         3.411 - 3.469         3.604 - 3.661         3.230 - 3.341           Snow Beats         3         7         3.293 - 3.352         3.460 - 3.518         3.470 - 3.528         3.662 - 3.719         3.342 - 3.454           Troll, Ice         3         8         3.513 - 3.412         3.519 - 3.576         3.529 - 3.587         7.202 - 3.778         3.455 - 3.462           Enveloper         3+         3         3.473 - 3.502         3.664 - 3.664         3.677 - 3.865         3.623 - 3.650           Walker         3+         8         3.622 - 3.651         3.782 - 3.811         3.774 - 3.793         3.866 - 3.981         3.661 - 3.793           Beholder-kin, Lensman         4         1         3.662 - 3.611         3.812 - 3.840         3.822 - 3.851         4.011 - 4.039         3.792 - 3.819           Beholder-kin, Vatcher         4         1         3.662 - 3.711         3.841 - 3.869         3.822 - 3.811         4.040 - 4.068         3.820 - 3.819           Moon Dawg         4         2         3.712 - 3.741         3.817 - 3.899         3.822 - 3.811         3.970 - 4.028         4.155 - 4.213         3.932 - 3.987           Moon Dawg         4         5         3.802 - 3.801	Pseudo Undead,Wight						3,430 - 3,545	3,062 - 3,173
Snow Beasts       3       7       3,293 - 3,352       3,460 - 3,518       3,470 - 3,528       3,662 - 3,719       3,342 - 3,454         Iroli, Le       3       8       3,355 - 3,412       3,517 - 3,576       3,529 - 3,587       3,720 - 3,778       3,455 - 3,565         Iroli, Lad       3       8       3,413 - 3,472       3,577 - 3,635       3,586 - 3,791       3,676 - 3,793       3,866 - 3,781       3,676 - 3,793       3,866 - 3,781       3,676 - 3,793       3,866 - 3,781       3,676 - 3,793       3,866 - 3,781       3,676 - 3,793       3,866 - 3,781       3,676 - 3,793       3,866 - 3,781       3,676 - 3,793       3,866 - 3,781       3,676 - 3,793       3,866 - 3,781       3,674 - 3,973       3,866 - 3,781       3,674 - 3,973       3,866 - 3,781       3,674 - 3,973       3,866 - 3,781       3,674 - 3,791       3,674 - 3,791       3,676 - 3,793       3,866 - 3,781       3,674 - 3,973       3,862 - 3,811       3,470 - 4,374       3,822 - 3,881       4,001 - 4,039       3,792 - 3,815       3,812 - 3,849       3,822 - 3,881       4,001 - 4,039       3,792 - 3,815       3,810 - 3,869       3,852 - 3,881       4,004 - 4,068       3,820 - 3,844       3,822 - 3,841       3,820 - 3,844       3,892 - 3,981       4,101 - 4,039       3,922 - 3,981       4,101 - 4,039       3,922 - 3,981       4,101 - 4,139       4,155       3,876 -					3,343 - 3,400	3,353 - 3,410		3,174 - 3,229
$ \begin{array}{cccccccccccccccccccccccccccccccccccc$								
Urchin, Giant Land         3         8         3,413 - 3,472         3,577 - 3,635         3,588 - 3,646         3,779 - 3,836         3,567 - 3,622           Enveloper         3+         3         3,473 - 3,502         3,636 - 3,644         3,647 - 3,675         3,837 - 3,865         3,623 - 3,661           Walker         3+         8         3,622 - 3,651         3,782 - 3,811         3,794 - 3,822         3,982 - 4,010         3,764 - 3,791           Beholder-kin, Lensman         4         1         3,652 - 3,681         3,812 - 3,840         3,823 - 3,851         4,011 - 4,039         3,792 - 3,815           Beholder-kin, Vatcher         4         1         3,652 - 3,741         3,870 - 3,899         3,882 - 3,910         4,069 - 4,097         3,848 - 3,872           Disenchanter         4         2         3,711         3,871 - 3,699         3,882 - 3,910         4,069 - 4,097         3,848 - 3,931           Moon Dawg         4         5         3,802 - 3,861         3,958 - 4,016         3,707 - 4,028         4,155         3,876 - 3,931           Moon Dawg         4         8         3,892 - 3,951         4,045 - 4,104         4,058 - 4,116         4,213 - 4,301         3,988 - 4,043           Weasel, Extradimensional         4         8         3,952 - 3,98								
Enveloper $3 +$ $3$ $3,473 - 3,502$ $3,636 - 3,664$ $3,647 - 3,675$ $3,837 - 3,865$ $3,623 - 3,650$ Kenku $3 +$ $4$ $3,503 - 3,621$ $3,665 - 3,781$ $3,676 - 3,793$ $3,866 - 3,981$ $3,574 - 3,793$ Walker $3 +$ $4$ $3,622 - 3,651$ $3,782 - 3,811$ $3,794 - 3,822$ $3,982 - 4,010$ $3,764 - 3,793$ Beholder-kin, Lensman $4$ $1$ $3,652 - 3,681$ $3,812 - 3,840$ $3,823 - 3,851$ $4,011 - 4,039$ $3,792 - 3,815$ Beholder-kin, Vatcher $4$ $1$ $3,682 - 3,711$ $3,841 - 3,869$ $3,852 - 3,881$ $4,040 - 4,068$ $3,820 - 3,847$ Disenchanter $4$ $2$ $3,712 - 3,741$ $3,800 - 3,999$ $3,882 - 3,910$ $4,069 - 4,097$ $3,848 - 3,873$ Iuck Eater $4$ $4$ $3,742 - 3,801$ $3,900 - 3,957$ $3,911 - 3,969$ $4,098 - 4,155$ $3,872 - 3,897$ Moon Dawg $4$ $5$ $3,802 - 3,861$ $3,958 + 4,016$ $3,970 - 4,028$ $4,156 - 4,213$ $3,932 - 3,987$ Truculent Terrifier $4$ $8$ $3,952 - 3,980$ $4,017 - 4,045$ $4,029 - 4,057$ $4,214 + 4,242$ $-$ Vampire Hound $4$ $8$ $3,952 - 3,980$ $4,105 - 4,133$ $4,117 - 4,145$ $4,300 - 4,330$ $4,047 + 4,071$ Doppleganger $5$ $2$ $3,981 - 4,010$ $4,134 - 4,163$ $4,146 - 4,175$ $4,331 - 4,359$ $4,072 - 4,095$ Firedrake $5$ $6$ $4,071 - 4,190$ $4,225 - 4,336$ $-2 $ $-$								
Kenku $3+$ 4 $3,503 - 3,621$ $3,665 - 3,781$ $3,676 - 3,793$ $3,866 - 3,981$ $3,651 - 3,763$ Walker $3+$ 8 $3,622 - 3,651$ $3,782 - 3,811$ $3,794 - 3,822$ $3,982 - 4,010$ $3,764 - 3,793$ Beholder-kin, Lensman41 $3,682 - 3,681$ $3,812 - 3,840$ $3,223 - 3,851$ $4,011 - 4,039$ $3,792 - 3,815$ Beholder-kin, Watcher41 $3,682 - 3,711$ $3,841 - 3,869$ $3,852 - 3,881$ $4,040 - 4,068$ $3,202 - 3,847$ Disenchanter42 $3,712 - 3,741$ $3,870 - 3,899$ $3,882 - 3,910$ $4,069 - 4,097$ $3,848 - 3,872$ Luck Eater44 $3,742 - 3,801$ $3,900 - 3,957$ $3,911 - 3,969$ $4,908 - 4,155$ $3,976 - 3,931$ Moon Davg45 $3,862 - 3,891$ $4,017 - 4,045$ $4,029 - 4,057$ $4,114 - 4,242$ -Vangire Hound48 $3,952 - 3,980$ $4,107 - 4,045$ $4,029 - 4,057$ $4,214 - 4,242$ -Vangire Hound48 $3,952 - 3,980$ $4,107 - 4,104$ $4,058 - 4,116$ $4,243 - 4,301$ $3,988 + 4,042$ Doppleganger52 $3,981 - 4,010$ $4,134 - 4,163$ $4,116 - 4,175$ $4,331 - 4,359$ $4,072 - 4,099$ Firedrake53 $4,011 - 4,070$ $4,164 - 4,221$ $4,176 - 4,224$ $4,160 - 4,167$ Pseudo Undead, Wraith56 $4,071 - 4,190$ $4,222 - 4,338$ $4,235 - 4,313$ $4,157 - 4,266$ Vampire Thrall5+8 $4,911 $								3,623 - 3,650
Beholder-kin, Lensman         4         I         3,652 - 3,681         3,812 - 3,840         3,823 - 3,851         4,011 - 4,039         3,792 - 3,815           Beholder-kin, Watcher         4         I         3,682 - 3,711         3,841 - 3,869         3,852 - 3,881         4,040 - 4,068         3,820 - 3,847           Disenchanter         4         2         3,712 - 3,741         3,870 - 3,899         3,882 - 3,910         4,069 - 4,097         3,887 - 3,893           Moon Davg         4         5         3,802 - 3,861         3,958 - 4,016         3,970 - 4,028         4,156 - 4,213         3,932 - 3,983           Truculent Terrifier         4         8         3,862 - 3,891         4,017 - 4,045         4,029 - 4,057         4,214 - 4,242         -           Vampire Hound         4         8         3,892 - 3,951         4,046 - 4,104         4,058 - 4,116         4,243 - 4,301         3,984 - 4,071           Doppleganger         5         2         3,980         4,105 - 4,133         4,117 - 4,145         4,300 - 4,417         4,100 - 4,156           Firedrake         5         3         4,011 - 4,070         4,164 - 4,127         4,360 - 4,417         4,100 - 4,156           Pseudo Undead, Wraith         5         6         4,071 - 4,190         4,222 - 4,								3,651 - 3,763
Beholder-kin, Watcher       4       1       3,682 - 3,711       3,841 - 3,869       3,852 - 3,881       4,040 - 4,068       3,820 - 3,847         Disenchanter       4       2       3,712 - 3,741       3,870 - 3,899       3,882 - 3,910       4,069 - 4,097       3,848 - 3,875         Luck Eater       4       4       3,742 - 3,801       3,900 - 3,957       3,911 - 3,969       4,098 - 4,155       3,876 - 3,931         Moon Dawg       4       5       3,802 - 3,861       3,958 - 4,016       3,970 - 4,028       4,156 - 4,213       3,932 - 3,987         Truculent Terrifier       4       8       3,892 - 3,951       4,046 - 4,104       4,058 - 4,116       4,243 - 4,301       3,988 - 4,043         Weasel, Extradimensional       4       8       3,952 - 3,980       4,105 - 4,133       4,117 - 4,145       4,302 - 4,330       4,044 - 4,071         Doppleganger       5       2       3,981 - 4,010       4,134 - 4,163       4,146 - 4,175       4,331 - 4,359       4,072 - 4,095         Yesudo Undead, Wraith       5       6       4,071 - 4,190       4,222 - 4,338       4,235 - 4,351       4,418 - 4,533       4,157 - 4,266         Yampire Thrall       5+       8       4,191 - 4,220       -       4,352 - 4,410       4,534 - 4,593       4,269								3,764 - 3,791
Disenchanter         4         2         3,712 - 3,741         3,870 - 3,899         3,882 - 3,910         4,069 - 4,097         3,884 - 3,875           Luck Eater         4         4         3,742 - 3,801         3,900 - 3,957         3,911 - 3,969         4,098 - 4,155         3,876 - 3,931           Moon Dawg         4         5         3,802 - 3,861         3,958 - 4,016         3,970 - 4,028         4,156 - 4,213         3,932 - 3,987           Truculent Terrifier         4         8         3,802 - 3,851         4,017 - 4,045         4,029 - 4,057         4,214 - 4,242         -           Vampire Hound         4         8         3,952 - 3,980         4,105 - 4,103         4,117 - 4,145         4,302 - 4,330         4,044 - 4,071           Doppleganger         5         2         3,981 - 4,010         4,134 - 4,163         4,146 - 4,175         4,331 - 4,359         4,072 - 4,095           Firedrake         5         3         4,011 - 4,070         4,164 - 4,221         4,176 - 4,234         4,360 - 4,417         4,100 - 4,156           Pseudo Undead, Wraith         5         6         4,071 - 4,190         4,222 - 4,338         4,235 - 4,351         4,418 - 4,533         4,157 - 4,234           Grieving Herald         6         3         4,251 - 4,310								3,792 - 3,819
Luck Eater         4         4         3,742 - 3,801         3,900 - 3,957         3,911 - 3,969         4,098 - 4,155         3,876 - 3,931           Moon Dawg         4         5         3,802 - 3,861         3,958 - 4,016         3,970 - 4,028         4,156 - 4,213         3,932 - 3,987           Truculent Terrifier         4         8         3,822 - 3,981         4,017 - 4,045         4,029 - 4,057         4,214 - 4,242            Vampire Hound         4         8         3,892 - 3,981         4,106 - 4,104         4,058 - 4,116         4,243 - 4,301         3,988 - 4,043           Weasel, Extradimensional         4         8         3,952 - 3,980         4,105 - 4,133         4,117 - 4,145         4,302 - 4,330         4,044 - 4,071           Doppleganger         5         2         3,981 - 4,010         4,134 - 4,163         4,146 - 4,175         4,331 - 4,359         4,072 - 4,099           Firedrake         5         3         4,011 - 4,070         4,164 - 4,221         4,176 - 4,234         4,360 - 4,417         4,100 - 4,156           Vampire Thrall         5+         8         4,191 - 4,250         4,339 - 4,397         4,352 - 4,351         4,418 - 4,533         4,157 - 4,264           Vampire Thrall         5+         8         4,191 - 4,25			2					
Moon Dawg       4       5       3,802 - 3,861       3,958 - 4,016       3,970 - 4,028       4,156 - 4,213       3,932 - 3,987         Truculent Terrifier       4       8       3,862 - 3,891       4,017 - 4,045       4,029 - 4,057       4,214 - 4,242          Vampire Hound       4       8       3,892 - 3,980       4,105 - 4,133       4,117 - 4,145       4,302 - 4,330       4,044 - 4,071         Doppleganger       5       2       3,981 - 4,010       4,134 - 4,163       4,146 - 4,175       4,331 - 4,359       4,072 - 4,099         Firedrake       5       3       4,011 - 4,070       4,164 - 4,221       4,176 - 4,234       4,360 - 4,417       4,100 - 4,156         Vampire Thrall       5+       8       4,191 - 4,250       4,339 - 4,397       4,352 - 4,351       4,418 - 4,533       4,157 - 4,268         Vampire Thrall       5+       8       4,191 - 4,250       4,339 - 4,397       4,352 - 4,410       4,534 - 4,591       4,269 - 4,324         Elf, Hunter Grel       6       3       4,251 - 4,310       4,398 - 4,456       -       4,592 - 4,649       4,325 - 4,386         Pseudo Undead, Ghast       6       6       4,311 - 4,340       4,457 - 4,485       4,411 - 4,439       4,650 - 4,678       4,381 - 4,400								
Truculent Terrifier       4       8       3,862 - 3,891       4,017 - 4,045       4,029 - 4,057       4,214 - 4,242          Vampire Hound       4       8       3,892 - 3,951       4,046 - 4,104       4,058 - 4,116       4,243 - 4,301       3,988 - 4,043         Weasel, Extradimensional       4       8       3,952 - 3,980       4,105 - 4,133       4,117 - 4,145       4,302 - 4,330       4,047 - 4,071         Doppleganger       5       2       3,981 - 4,010       4,134 - 4,163       4,146 - 4,175       4,301 - 4,359       4,072 - 4,099         Firedrake       5       3       4,011 - 4,070       4,164 - 4,221       4,176 - 4,234       4,360 - 4,417       4,100 - 4,156         Pseudo Undead, Wraith       5       6       4,071 - 4,190       4,222 - 4,338       4,235 - 4,351       4,418 - 4,533       4,157 - 4,266         Vampire Thrall       5+       8       4,191 - 4,250       4,339 - 4,397       4,352 - 4,410       4,534 - 4,591       4,269 - 4,324         Elf, Hunter Grel       6       3       4,251 - 4,310       4,398 - 4,456       -       4,592 - 4,649       4,325 - 4,386         Stoth, Prehistoric       6       7       -       -       4,558 - 4,658       -       -       -								3,932 - 3,987
Weasel, Extradimensional       4       8       3,952 - 3,980       4,105 - 4,133       4,117 - 4,145       4,302 - 4,330       4,044 - 4,071         Doppleganger       5       2       3,981 - 4,010       4,134 - 4,163       4,146 - 4,175       4,331 - 4,359       4,072 - 4,099         Firedrake       5       3       4,011 - 4,070       4,164 - 4,221       4,176 - 4,234       4,360 - 4,417       4,100 - 4,156         Pseudo Undead, Wraith       5       6       4,071 - 4,190       4,222 - 4,338       4,235 - 4,351       4,418 - 4,533       4,157 - 4,266         Vampire Thrall       5+       8       4,191 - 4,250       4,398 - 4,456       -       4,534 - 4,591       4,269 - 4,324         Elf, Hunter Grel       6       3       4,215 - 4,310       4,398 - 4,456       -       4,592 - 4,649       4,325 - 4,380         Grieving Herald       6       3       4,311 - 4,340       4,457 - 4,485       4,411 - 4,439       4,650 - 4,678       4,381 - 4,400         Pseudo Undead, Ghast       6       6       4,341 - 4,459       4,486 - 4,602       4,440 - 4,557       4,679 - 4,795       4,409 - 4,521         Sloth, Prehistoric       6       7       -       -       -       -       -       -       -       -	5	4						_
Doppleganger         5         2         3,981 - 4,010         4,134 - 4,163         4,146 - 4,175         4,331 - 4,359         4,072 - 4,099           Firedrake         5         3         4,011 - 4,070         4,164 - 4,221         4,176 - 4,234         4,360 - 4,417         4,100 - 4,156           Pseudo Undead, Wraith         5         6         4,071 - 4,190         4,222 - 4,338         4,235 - 4,351         4,418 - 4,533         4,157 - 4,266           Vampire Thrall         5+         8         4,191 - 4,250         4,339 - 4,397         4,352 - 4,410         4,534 - 4,591         4,269 - 4,324           Elf, Hunter Grel         6         3         4,251 - 4,310         4,398 - 4,456         -         4,592 - 4,649         4,325 - 4,380           Pseudo Undead, Ghast         6         6         4,311 - 4,340         4,457 - 4,485         4,411 - 4,439         4,650 - 4,678         4,381 - 4,400           Pseudo Undead, Ghast         6         6         4,311 - 4,459         4,486 - 4,602         4,440 - 4,557         4,679 - 4,795         4,909 - 4,521           Sloth, Prehistoric         6         7         -         -         -         -         -         -         -           Zombie, Brain-Eating         6         8         4,460 - 4,	•							3,988 - 4,043
Firedrake       5       3       4,011 - 4,070       4,164 - 4,221       4,176 - 4,234       4,360 - 4,417       4,100 - 4,156         Pseudo Undead, Wraith       5       6       4,071 - 4,190       4,222 - 4,338       4,235 - 4,351       4,418 - 4,533       4,157 - 4,266         Vampire Thrall       5+       8       4,191 - 4,250       4,339 - 4,397       4,352 - 4,410       4,534 - 4,591       4,269 - 4,324         Elf, Hunter Grel       6       3       4,251 - 4,310       4,398 - 4,456       -       4,592 - 4,649       4,325 - 4,340         Grieving Herald       6       3       4,311 - 4,340       4,457 - 4,485       4,411 - 4,439       4,650 - 4,678       4,381 - 4,400         Pseudo Undead, Ghast       6       6       4,311 - 4,459       4,486 - 4,602       4,440 - 4,557       4,679 - 4,795       4,090 - 4,521         Sloth, Prehistoric       6       7       -								4,044 - 4,071
Pseudo Undead, Wraith         5         6         4,071 - 4,190         4,222 - 4,338         4,235 - 4,351         4,418 - 4,533         4,157 - 4,266           Vampire Thrall         5+         8         4,191 - 4,250         4,339 - 4,397         4,352 - 4,410         4,534 - 4,591         4,269 - 4,324           Eff, Hunter Grel         6         3         4,251 - 4,310         4,398 - 4,456         -         4,592 - 4,649         4,325 - 4,380           Grieving Herald         6         3         4,311 - 4,340         4,457 - 4,485         4,411 - 4,439         4,650 - 4,678         4,381 - 4,402           Pseudo Undead, Ghast         6         6         4,341 - 4,459         4,486 - 4,602         4,400 - 4,557         4,679 - 4,524         4,522 - 4,545           Sloth, Prehistoric         6         7         -         4,558 - 4,586         -								4,072 - 4,099
Vampire Thrall         5+         8         4,191 - 4,250         4,339 - 4,397         4,352 - 4,410         4,534 - 4,591         4,269 - 4,324           Elf, Hunter Grel         6         3         4,251 - 4,310         4,398 - 4,456         -         4,592 - 4,649         4,325 - 4,380           Grieving Herald         6         3         4,311 - 4,340         4,457 - 4,485         4,411 - 4,439         4,650 - 4,678         4,381 - 4,400           Pseudo Undead, Ghast         6         6         4,341 - 4,459         4,486 - 4,602         4,40 - 4,557         4,679 - 4,578         4,409 - 4,521           Sloth, Prehistoric         6         7         -         4,558 - 4,586         -								
Elf, Hunter Grel         6         3         4,251 - 4,310         4,398 - 4,456         -         4,592 - 4,649         4,325 - 4,380           Grieving Herald         6         3         4,311 - 4,340         4,457 - 4,485         4,411 - 4,439         4,650 - 4,678         4,381 - 4,400           Pseudo Undead, Ghast         6         6         4,341 - 4,459         4,486 - 4,602         4,440 - 4,557         4,679 - 4,795         4,409 - 4,521           Sloth, Prehistoric         6         7         -         4,558 - 4,616         -         -         -         -           Zombie, Brain-Eating         6         8         4,490 - 4,519         4,633 - 4,632         4,587 - 4,616         4,796 - 4,824         4,522 - 4,549           Zombie, Flesh-Eating         6         8         4,490 - 4,519         4,633 - 4,661         4,617 - 4,645         4,825 - 4,853         4,550 - 4,577           Zombie, Giant         6         8         4,520 - 4,549         4,662 - 4,690         4,646 - 4,675         4,854 - 4,882         4,578 - 4,605								
Grieving Herald         6         3         4,311 - 4,340         4,457 - 4,485         4,411 - 4,439         4,650 - 4,678         4,381 - 4,400           Pseudo Undead, Ghast         6         6         4,341 - 4,459         4,486 - 4,602         4,440 - 4,557         4,679 - 4,795         4,409 - 4,521           Sloth, Prehistoric         6         7         -         4,558 - 4,586         -         -           Zombie, Brain-Eating         6         8         4,460 - 4,489         4,603 - 4,632         4,587 - 4,616         4,796 - 4,824         4,522 - 4,549           Zombie, Flesh-Eating         6         8         4,490 - 4,519         4,633 - 4,661         4,617 - 4,645         4,825 - 4,853         4,550 - 4,577           Zombie, Giant         6         8         4,520 - 4,549         4,662 - 4,690         4,646 - 4,675         4,854 - 4,882         4,578 - 4,605	•					_		4,325 - 4,380
Sloth, Prehistoric         6         7         -         4,558 - 4,586         -         -           Zombie, Brain-Eating         6         8         4,460 - 4,489         4,603 - 4,632         4,587 - 4,616         4,796 - 4,824         4,522 - 4,549           Zombie, Flesh-Eating         6         8         4,490 - 4,519         4,633 - 4,661         4,617 - 4,645         4,825 - 4,853         4,550 - 4,577           Zombie, Giant         6         8         4,520 - 4,549         4,662 - 4,690         4,646 - 4,675         4,854 - 4,882         4,578 - 4,605						4,411 - 4,439		4,381 - 4,408
Zombie, Brain-Eating         6         8         4,460 - 4,489         4,603 - 4,632         4,587 - 4,616         4,796 - 4,824         4,522 - 4,549           Zombie, Flesh-Eating         6         8         4,490 - 4,519         4,633 - 4,661         4,617 - 4,645         4,825 - 4,853         4,550 - 4,577           Zombie, Giant         6         8         4,520 - 4,549         4,662 - 4,690         4,646 - 4,675         4,854 - 4,882         4,578 - 4,605	Pseudo Undead, Ghast					4,440 - 4,557		4,409 - 4,521
Zombie, Flesh-Eating         6         8         4,490 - 4,519         4,633 - 4,661         4,617 - 4,645         4,825 - 4,853         4,550 - 4,577           Zombie, Giant         6         8         4,520 - 4,549         4,662 - 4,690         4,646 - 4,675         4,854 - 4,882         4,578 - 4,605				-			-	-
Zombie, Giant 6 8 4,520 - 4,549 4,662 - 4,690 4,646 - 4,675 4,854 - 4,882 4,578 - 4,605	-							
	0							
			I					
			i					4,634 - 4,689
							-	4,690 - 4,914

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

			DA	DB	DC	DD	DE
			Tropical	Subtropical	Temperate	Subarctic	Arctic
Name	HF	HoB	d10,000 roll	d10,000 roll	d10,000 roll	d10,000 roll	d10,000 roll
Medusa, Greater	29	4	8,562 - 8,621	8,621 - 8,679	8,588 - 8,646	8,604 - 8,661	8,567 - 8,622
Revenger	29	6	8,622 - 8,651	8,680 - 8,708	8,647 - 8,675	8,662 - 8,690	8,623 - 8,650
Basilisk: Dracolisk	30	1	8,652 - 8,681	8,709 - 8,738	8,676 - 8,704	8,691 - 8,719	8,651 - 8,678
Time Elemental, Common	n/a	8	8,682 - 8,711	8,739 - 8,767	8,705 - 8,734	8,720 - 8,748	8,679 - 8,706
Giant, Frost	31	3	8,712 - 8,741	8,768 - 8,796	8,735 - 8,763	8,749 - 8,778	8,707 - 8,763
Portal of Devouring	31	6	8,742 - 8,771	8,797 - 8,825	8,764 - 8,793	8,779 - 8,807	8,764 - 8,791
Righteous Avenger	32	7	8,772 - 8,801	8,826 - 8,855	8,794 - 8,822	8,808 - 8,836	8,792 - 8,819
Guardian Spirit	33	3	8,802 - 8,831	8,856 - 8,884	8,823 - 8,851	8,837 - 8,865	8,820 - 8,847
Vampire, Chiang-Shi	33	8	8,832 - 8,891	8,885 - 8,943	8,852 - 8,910	8,866 - 8,923	8,848 - 8,903
Retriever, Reckless	33 +	6	8,892 - 8,921	8,944 - 8,972	8,911 - 8,940	8,924 - 8,952	8,904 - 8,931
Retriever, Relentless	33+	6	8,922 - 8,951	8,973 - 9,001	8,941 - 8,969	8,953 - 8,981	8,932 - 8,959
Retriever, Ruthless	33+	6	8,952 - 8,980	-	8,970 - 8,998	8,982 - 9,010	8,960 - 8,987
Beholder, Undead	34	1	8,981 - 9,010	9,002 - 9,031	8,999 - 9,028	9,011 - 9,039	8,988 - 9,015
Avenging Servant	35	1	9,011 - 9,040	9,032 - 9,060	9,029 - 9,057	9,040 - 9,068	9,016 - 9,043
Zoolem, Horse/Deer	35	8	9,041 - 9,100	9,061 - 9,119	9,058 - 9,116	9,069 - 9,126	9,044 - 9,099
Radiation Elemental	35+	6	9,101 - 9,130	9,120 - 9,148	9,117 - 9,145	9,127 - 9,155	9,100 - 9,128
Vampire, Empusas	37	8	9,131 - 9,160	9,149 - 9,177	9,146 - 9,175	9,156 - 9,184	9,129 - 9,156
Squid, snow	38	7	9,161 - 9,190	9,178 - 9,207	9,176 - 9,204	9,185 - 9,213	9,157 - 9,212
Bane Lords	39	1	9,191 - 9,220	9,208 - 9,236	9,205 - 9,234	9,214 - 9,242	9,213 - 9,240
Dragon, Gold	Variable	2	9,221 - 9,250	9,237 - 9,265	9,235 - 9,263	9,243 - 9,272	9,241 - 9,268
Dragon, Slag-Scaled Titanium	Variable	2	9,251 - 9,280	9,266 - 9,294	9,264 - 9,292	9,273 - 9,301	9,269 - 9,296
Wyrm, Gargantuan Snow	43	8	9,281 - 9,310	9,295 - 9,324	9,293 - 9,322	9,302 - 9,330	9,297 - 9,352
Basilisk, Greater	44	1	9,311 - 9,429	9,325 - 9,441	9,323 - 9,439	9,331 - 9,446	9,353 - 9,465
Skeleton Warrior	44	7	9,430 - 9,459	9,442 - 9,470	9,440 - 9,469	9,447 - 9,475	9,466 - 9,493
Spirit Fiend	47	7	9,460 - 9,489	9,471 - 9,500	9,470 - 9,498	9,476 - 9,504	9,494 - 9,521
, Golem, Iron	50	3	9,490 - 9,519	9,501 - 9,529	9,499 - 9,528	9,505 - 9,533	9,522 - 9,549
Sivian Banshee	51	7	9,520 - 9,549	9,530 - 9,558	9,529 - 9,557	9,534 - 9,562	9,550 - 9,577
Death Knight	52	2	9,550 - 9,579	9,559 - 9,588	9,558 - 9,586	9,563 - 9,591	9,578 - 9,605
Elemental, Greater Periodic	53	3	9,580 - 9,609	9,589 - 9,617	9,587 - 9,616	9,592 - 9,620	9,606 - 9,633
Cyclops, True	60	2	9,610 - 9,639	9,618 - 9,646	9,617 - 9,645	9,621 - 9,649	9,634 - 9,661
Thessalhydra	64	7	9,640 - 9,699	9,647 - 9,705	9,646 - 9,704	9,650 - 9,707	9,662 - 9,717
Beholder-kin, Overseer	68	1	9,700 - 9,729	9,706 - 9,734	9,705 - 9,733	9,708 - 9,736	9,718 - 9,745
Death Harvester	71	2	9,730 - 9,759	9,735 - 9,763	9,734 - 9,763	9,737 - 9,766	9,746 - 9,773
Deepspawn	72	2	9,760 - 9,789	9,764 - 9,793	9,764 - 9,792	9,767 - 9,795	9,774 - 9,801
Beholder, Death Kiss	77	1	9,790 - 9,818	9,794 - 9,822	9,793 - 9,822	9,796 - 9,824	9,802 - 9,830
Time Elemental, Noble	n/a	8	9,819 - 9,848	9,823 - 9,851	9,823 - 9,851	9,825 - 9,853	9,831 - 9,858
Medusa, Gorgon	102	4	9,849	9,852	9,852	9,854	9,859
Beholder-kin, Hive Mother	105	1	9,850 - 9,879	9,853 - 9,882	9,853 - 9,881	9,855 - 9,883	9,860 - 9,887
Demilich	114	2	9,880 - 9,909	9,883 - 9,911	9,882 - 9,911	9,884 - 9,912	9,888 - 9,915
Angel	161	Ī	9,910 - 9,939	9,912 - 9,940	9,912 - 9,940	9,913 - 9,941	9,916 - 9,943
Tarrasque	577	7	9.940	9,941	9,941	9.942	9,944
Adapter	Variable	Í	9,941 - 9,970	9,942 - 9,971	9,942 - 9,971	9,943 - 9,971	9,945 - 9,972
Dispatcher	Variable	2	9.971 - 10.000	9.972 - 10.000	9,972 - 10,000	9.972 - 10.000	9.973 - 10.000

			IA	IB	IC	ID	IE
			Tropical	Subtropical	Temperate	Subarctic	Arctic
Name	HF	HoB	d10,000 roll	d10,000 roll	d10,000 roll	d10,000 roll	d10,000 roll
Bird: Standard	-1	I	l - 87	I - 88	I - 83	I - 116	-
Beast of Burden, Horse, Riding	0	1	88 - 175	89 - 176	84 - 166	117 - 232	_
Beast of Burden: Donkey	0	1	176 - 219	177 - 220	167 - 208	233 - 290	_
Beast of Burden: Horse, Draft	0	I	220 - 306	221 - 309	209 - 291	291 - 406	-
Beast of Burden: Horse, Light War	0	I	307 - 350	310 - 353	292 - 332	407 - 464	-
Beast of Burden: Horse, Medium War	0	I	351 - 394	354 - 397	333 - 374	465 - 522	-
Beast of Burden: Horse, Pony	0	1	395 - 437	398 - 441	375 - 415	523 - 580	-
Beast of Burden: Horse, Wild	0	1	438 - 481	442 - 485	416 - 457	581 - 638	-
Beast of Burden: Mule	0	1	482 - 569	486 - 573	458 - 540	639 - 754	-
Bee, Regular	0	1	-	-	541 - 623	-	-
Beetle, Common	0	I	570 - 656	-	624 - 706	_	-
Bird: Condor	0	I	657 - 700	574 - 617	707 - 747	755 - 812	-
Bird: Falcon	0	1	-	-	748 - 789	-	-
Bird: Hawk, Large	0	1	-	-	790 - 830	-	-
Bird: Swan	0	I.	-	-	831 - 913	813 - 928	-
Centipede, Giant	0	2	701 - 787	618 - 705	914 - 996	929 - 1,044	I - I59
Dawg, War	0	2	788 - 831	706 - 749	997 - 1,038	1,045 - 1,102	160 - 238
Dawg, Wild	0	2	832 - 919	750 - 837	1,039 - 1,121	1,103 - 1,218	239 - 397
Enigma Lice	0	3	920 - 940	838 - 859	1,122 - 1,142	-	-
Fleshpecker	0	3	-	-	1,143 - 1,183	-	-
Gnomeling	0	3	941 - 962	860 - 881	1,184 - 1,204	1,219 - 1,247	398 - 437
Gold Bane	0	3	963 - 973	882 - 893	1,205 - 1,214	1,248 - 1,262	438 - 457
Goo, Amber	Nil	3	974 - 1,017	894 - 937	1,215 - 1,256	1,263 - 1,320	-
Hound of III Omen	0	4	1,018 - 1,028	938 - 948	1,257 - 1,266	1,321 - 1,334	458 - 477
Invisible Horror	0	4	1,029 - 1,039	949 - 959	1,267 - 1,276	1,335 - 1,349	478 - 497
Jackalope, Standard	0	4	-	-	1,277 - 1,318	-	-
Jurassic Creatures: Archaeopteryx	0	4	1,040 - 1,050	960 - 970	-	-	-
Leech, Groin	0	4	1,051 - 1,072	971 - 992	1,319 - 1,339	-	-
Leech, Luck-Draining Muck	0	4	1,073 - 1,094	993 - 1,014	1,340 - 1,360	-	-
Magic Mocking Mouth	0	4	1,095 - 1,104	1,015 - 1,025	1,361 - 1,370	1,350 - 1,363	498 - 517
Magic Mouth, Common	0	4	1,105 - 1,126	1,026 - 1,047	1,371 - 1,391	1,364 - 1,392	518 - 556

TeppelSkaterpielTemperateSkaterpielSkaterpielTemperateSkaterpielSkaterpielHere fromConsolSkaterpielSkaterpi				IA	IB	IC	ID	IE
Page Ander, Koger Page Their, King Page Their,								
Heige Room, Samy         0         4         1.38         1.48         1.09         1.09         1.09         1.01         1.13         1.14         1.14         1.14         1.14         1.14         1.14         1.14         1.14         1.14         1.14         1.14         1.14         1.14         1.14         1.15 <th1< th="">         &lt;</th1<>	Name	HF	HoB	d10,000 roll	d10,000 roll	d10,000 roll	d10,000 roll	d10,000 roll
Pole Section         0         1         1.140 - 1.111         1.141 - 1.131         1.142 - 1.431         1.142 - 1.431         1.142 - 1.431         1.141 - 1.131           Ore, Construct         0         0         1.232 - 1.235         1.148 - 1.131         1.141 - 1.131         1.141 - 1.131         1.141 - 1.131         1.141 - 1.131         1.141 - 1.131         1.141 - 1.131         1.141 - 1.131         1.141 - 1.131         1.141 - 1.141         1.141	Magic Mouth, Rogue	0	4	1,127 - 1,137	1,048 - 1,058	1,392 - 1,401	1,393 - 1,407	557 - 576
Hosquerge         0         5         1,195         1,14         1,135         1,41         1,14         1,135         1,41         1,14         1,155         1,41         1,14         1,155         1,41         1,157         1,44         1,157         1,44         1,157         1,44         1,157         1,44         1,157         1,445         1,157         1,445         1,157         1,458         1,157         1,458         1,157         1,458         1,157         1,458         1,157         1,158         1,157         1,158         1,157         1,158         1,157         1,158         1,157         1,441         1,157         1,444         1,158         1,157         1,177         1,157         1,177								577 - 596
Mackeelar         0         5         1215         123<								-
Paneske Desaret Mag. Character Mag. 1 202 - 1232 1 202 - 1232 1 213 1 1357 1								-
Paraber, Paryainer, Paraber, Paryainer, Parsen, Paryainer, Paryain		-					1,481 - 1,538	597 - 676
Pacatas Endyare faas 0 6 6 1,24 - 1,24 1,27 1,27 1,28 1,28 1,27 1,27 1,27 1,28 1,27 1,27 1,27 1,27 1,27 1,27 1,27 1,27							-	-
Reding         O         6         1.44         1.25         -        -        -        -	0							-
Back Rome, Hug         0         7         1441         1457         1258         1299         1487         1272         1241         1274 <th127< th="">         &lt;</th127<>	Podling			1,346 - 1,356	-	-	-	-
Bac Galo, Campbound       0       7       1.489       1.400       1.211       1.721       1.724       1.725       4.77       65         Samuran       0       7       1.531       1.534       1.411       1.421       1.734       1.734       1.734       1.734       1.734       1.734       1.734       1.734       1.734       1.734       1.734       1.735       1.737       1.735       1.737       1.735       1.737       1.735       1.737       1.735       1.737       1.737       1.737       1.737       1.737       1.737       1.737       1.737       1.737       1.737       1.731       1.741       1.431       1.737       1.731       1.741       1.437       1.999       -       -       -       -       -       -       1.999       - <td></td> <td>•</td> <td></td> <td></td> <td></td> <td></td> <td>, ,</td> <td>-</td>		•					, ,	-
Ra Gal, Common Red Gal, Common		-						- 677 - 695
Scanb a Carlow         0         7         1.557         1.472         1.482         1.787         1.680         1.871         -           Scanb a correno         0         7         1.557         1.424         1.897         1.897         1.895         1.89								
Scarab. comman         0         7         1.574 - 1.522         1.482 - 1.576         1.897 - 1.897         1.89 - 1.93         -           Sener, Ear         0         7         1.624 - 1.520         1.99 - 1.99         -         -           Sener, Tan         0         7         1.721 - 1.641         1.99 - 1.99         -         -           Sener, Gant         0         7         1.721 - 1.641         1.645 - 1.673         1.99 - 1.99         -         -           Sener, Gant         0         7         1.721 - 1.841         1.647 - 1.719         1.99 - 1.99         -         -           Sener, Gant         0         7         1.852 - 1.91         1.952 - 1.92         1.952 - 1.95         -         -           Sener, Gant         0         7         1.852 - 1.91         1.951 - 1.91         -         -         -           Weak, Lora         0         8         1.852 - 1.91         1.91 - 1.91         1.91 - 1.91         1.91 - 1.91         1.91 - 1.91         1.91 - 1.91         1.91 - 1.91         1.91 - 1.91         1.91 - 1.91         1.91 - 1.91         1.91 - 1.91         1.91 - 1.91         1.91 - 1.91         1.91 - 1.91         1.91 - 1.91         1.91 - 1.91         1.91 - 1.91         1.91 - 1.91								
Sorpion, common         0         7         1.661.1730         1.571.164         -         <								
Sacke, Epir         0         7         -         -         -         1,800 - 1,899         -         -         -           Secker, None         0         7         1,71         1,645 - 1,675         - <td< td=""><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td>_</td></td<>								_
Seker, Kobe         0         7         1.73         1.74 <t< td=""><td></td><td>0</td><td>7</td><td></td><td></td><td>1,890 - 1,899</td><td>-</td><td>-</td></t<>		0	7			1,890 - 1,899	-	-
Sheep, Gaint         0         7         1 <t< td=""><td></td><td></td><td></td><td>-</td><td></td><td></td><td>-</td><td>-</td></t<>				-			-	-
					1,665 - 1,675			
Subconson Faceder         0         7         1.827         1.824         1.720         1.741         1.741         2.014         2.035         2.044         2.045 <th2.045< th="">         2.045         <th2.045< th="">         &lt;</th2.045<></th2.045<>					1,676 - 1,719			
Tween towasl. Common Weakl. Boom Weakl. Boom Weakl. Common Weakl. Common Weakl. Bookl. Adukt081.2491.2441.7742.0052.046 2.0262.046 2.107	Subcutaneous Feeder	-		1,805 - 1,826	1,720 - 1,741	1,994 - 2,013		
Weshell, Common         0         8         -         -         -         2.045         2.085         -         -         -           Weenl, Block, Adubt         0         8         1.860         1.777         1.840         2.107         -         -         -         -           Weenl, Block, Adubt         0         8         1.882         1.977         1.844         1.842         2.108         2.147         2.041         2.061         2.087         2.097         1.013         8.97         9.95         9.91         9.95         9.91         9.95         9.91         9.95         9.91         9.95         9.91	- ,							
Weerd, Larow         0         8         1,880         1,775				1,849 - 1,859 –	1,/64 - 1,//4		2,046 - 2,060	8/5 - 894
Why Experiment Large         0         8         1,942         1,947         1,841         1,842         1,249         2,149         2,149         2,149         2,149         2,149         2,149         2,149         2,149         2,149         2,149         2,149         2,149         2,149         2,149         2,129         2,211         2,113         2,113         2,113         2,113         2,113         2,113         2,113         2,113         2,113         2,113         2,113         2,124         2,225         2,149         2,105         2,104         2,123         2,214         2,225         2,149         2,105         2,104         2,105         2,104         2,105         2,111         1,115         2,105         2,111         2,115         2,110         2,105         2,111         2,115         2,110         2,110         2,111         2,115         2,110         2,111         2,115         2,110         2,110         2,111         2,115         2,110         2,111         2,115         2,110         2,111         2,115         2,110         2,110         2,111         2,111         2,111         2,111         2,111         2,111         2,111         2,111         2,111         2,111         2,111		-		1,860 - 1,881	1,775 - 1,796		-	-
Phancon         Ni         6         1.948         1.957         1.853         1.2170         2.179         2.079         2.101         2.102         1.01           Actemicon Grabber         I         I         1.988         1.950         1.896         2.108         2.201         2.101         2.133         2.104         2.103         2.104         2.103         2.104         2.103         2.104         2.103         2.104         2.105         2.104         2.105         2.104         2.105         2.204         2.201         2.203         2.201         2.203         1.01         1.01         2.005         2.049         1.911         1.917         2.010         2.203         2.204         2.203         2.204         2.203         2.204<								
Anc Menkoris       I <t< td=""><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></t<>								
Attention Crabber       I								
Bac. Fire — — — — — — — — — — — — — — — — — — —		I.	I.					915 - 934
Basar of Burdem. Hores, Hawy War I I 2046 - 2089 1,911 - 1,994 2232 - 2224 2206 - 2.233		1	!					
Beede: Goldbug I I 2,090 - 2,111 1,995 - 2,016 2,234 2,242 - 2,292 1,04 - 1,033 Baix Meppy I I 2,121 - 2,121 2,027 - 2,017 - 2,027 2,215 - 2,325 2,293 - 2,306 - Baix Mike, Carnivorous I 2,212 - 2,143 2,028 - 2,049 2,234 - 2,345 2,397 - 2,335 - 2,375 Dwarf, Guly I 2 2,106 - 2,209 2,073 - 2,116 2,367 - 2,408 2,336 - 2,393 - Dwarf, Guly I 2 2,210 - 2,233 2,117 - 2,160 2,409 - 2,442 - 2,450 1,134 - 1,212 Eft Haf. I 3 2,254 - 2,256 2,161 - 2,049 2,494 - 2,451 - 2,567 1,133 - Eft Haf. I 3 2,217 - 2,318 2,267 - 2,218 2,353 - 2,553 2,513 2,513 - 2,517 2,318 2,207 - Gnome, Frail I 3 2,217 - 2,318 2,207 - Gnome, Frail I 3 2,217 - 2,318 2,207 - Grome, Frail I 3 2,217 - 2,318 2,207 - Grome, Frail I 4 - - 2,277 2,258 - - - - - - - - - -		1						-
Brain Mire, Carnivorous I I I I I I I I I I I I I I I I I I I		i	i					1,014 - 1,053
Bullyong I I I 2, 144 - 2,165 2,050 - 2,072 2,346 - 2,360 - 2,772 - 2,346 - 2,360 - 2,772 - 2,346 - 2,360 - 2,772 - 2,346 - 2,360 - 2,749 - 2,451 - 1,054 - 1,133 - 1,027 - 1,040 - 2,449 - 2,452 - 2,509 - 1,134 - 1,212 - 2,156 - 2,573 - 2,553 - 2,553 - 2,553 - 2,553 - 2,553 - 1,213 - 1,212 - 2,216 - 2,553 - 2,557 - 1,253 - 1,252 - 2,557 - 2,578 - 2,577 - 2,578 - 2,579 - 2		I	I					-
$ \begin{array}{c} c_n \ small wild \\ c_n \$		1						-
	, .	1	-					_
Ferret. Man-Eatring         I         3         -		1	2					
Gnome Titans       1       3       2.297 - 2.218       2.207 - 2.248       2.553 - 2.553       2.510 - 2.538       1.213 - 1.252         Grymuna Monk       1       3       2.341 - 2.362       2.249 - 2.270            jekalope, Pronghare       1       4        2.575 - 2.584           jekalope, Pronghare       1       4        2.666 - 2.646           Lamprey, Land       1       4        2.666 - 2.646           Lamprey, Land       1       4        2.666 - 2.646           Lard-New, Pymy       1       4       2.368 - 2.384       2.393 - 2.314       2.689 - 2.709           Hen: Berserker/Dervish       1       5       2.402 - 2.428       2.337 - 2.358       2.700 - 2.792       2.568 - 2.596       1.923 - 1.331         Moss, Shinmer       1       5       2.402 - 2.428       2.337 - 2.359       2.711 - 2.712       2.668 - 2.596       1.922 - 1.431         Ore, Orkin Lowland Pony       1       6        -       2.782 - 2.648       -       -       -         Ore, Orkin Mardbage       1		1		2,254 - 2,296	2,161 - 2,204		2,452 - 2,509	1,134 - 1,212
Gnome, FeralI32.3192.2302.2272.2492.5572.5392.5671.2331.232jäckalope, PronghareI4-2.712.2922.2682.605jäckalope, PronghareI4-2.2712.2922.5852.605kngarco Flas, GiantI42.6062.646Lamprey, LandI42.6472.688Lander, Level-Draining MuckI42.3652.3142.8972.7012.7922.5662.5961.2931.311Men: Berscher/DervishI52.4072.4282.3372.3582.7102.77402.5972.6111.3321.331Men: HermicI52.4072.4222.3922.4132.7622.7812.6412.6691.3921.331Moss. MemoryI62.7822.8642.6691.3921.4311.3321.590Orc, Orkin Lowland PonyI62.4832.5702.4142.5012.8652.9462.8621.4321.590PackasiteI62.7922.5242.5673.0113.051Procupine, commonI62.5792.5242.5673.0113.051Provocatorn62.592<				_ 2.297 - 2.318	_ 2.205 - 2.226		- 2.510 - 2.538	-
jackaloge, Pronghare       1       4       -       2.575       2.584       -       -         Jarvin-taur       1       4       -       2.271       2.292       2.585       2.606       -       -         Lampero, Land       1       4       -       -       2.647       2.688       -       -         Leach, Level-Draining Muck       1       4       -       -       2.647       2.688       -       -         Lizard-Newt, Pgmy       1       4       2.383       2.314       2.689       2.700       -       -         Men: Berscher/Dervish       1       5       2.407       2.422       2.337       2.358       2.710       2.729       2.586       2.596       1.331         Men: Berscher/Dervish       1       5       2.407       2.422       2.337       2.358       2.710       2.749       2.587       2.641       1.332       1.331         Moss, Memory       1       5       2.440       2.462       2.379       2.741       2.761       2.641       2.669       1.392       1.431         Moss, Memory       1       6       2.492       2.592       2.622       2.696       2.676       2		i						
Jarvin-taur I 4 - 2,271 - 2,292 2,585 - 2,605 Lamproy Land 2,666 - 2,664 Lach, Level-Draining Muck I 4 2,363 - 2,384 2,293 - 2,314 2,689 - 2,709 Lach, Level-Draining Muck I 5 2,407 - 2,428 2,337 - 2,358 2,710 - 2,729 2,566 - 2,596 1,293 - 1,331 ( Men: Berserker/Dervish I 5 2,407 - 2,428 2,337 - 2,359 2,710 - 2,729 2,566 - 2,596 1,293 - 1,331 ( Men: Mermit I 5 2,407 - 2,428 2,337 - 2,319 2,710 - 2,729 2,566 - 2,596 1,293 - 1,331 ( Moss, Shimmer I 5 2,407 - 2,428 2,370 - 2,391 2,711 - 2,761 2,612 - 2,640 1,352 - 1,391 ( Moss, Shimmer I 5 2,440 - 2,460 2,370 - 2,391 2,711 - 2,761 2,612 - 2,640 1,352 - 1,391 ( Moss, Shimmer I 6 2,448 2,250 2,414 - 2,501 2,685 - 2,947 2,670 - 2,785 1,432 - 1,590 ( Packaste I 6 2,571 - 2,592 2,502 - 2,523 2,946 2,968 2,814 1,591 - 1,629 ( Procupine, common I 6 2,593 - 6,635 2,547 2,678 3,052 - 3,061 - 0 ( Procupine, common I 6 2,593 - 2,645 2,544 2,567 3,011 - 3,051 ( Procupine, common I 6 2,593 - 2,645 2,544 3,114 - 3,14 2,808 - 2,916 1,630 - 1,649 ( Robic Raven, Giant I 7 2,691 - 2,712 2,623 - 2,643 3,114 - 3,14 2,808 - 2,916 1,650 - 1,689 ( Scarab, gant I 7 2,691 - 2,712 2,643 - 2,678 3,152 - 3,107 - ( Rock Raven, Giant I 7 2,691 - 2,712 2,645 - 2,647 3,114 - 3,14 2,808 - 2,916 1,650 - 1,689 ( Scarab, gant I 7 2,713 - 2,745 2,668 - 2,678 3,152 - 3,107 - ( Scarab, gant I 7 2,713 - 2,745 2,668 - 2,678 3,152 - 3,107 - ( Scarab, gant I 7 2,713 - 2,745 2,668 - 2,678 3,152 - 3,107 - ( Scarab, gant I 7 2,713 - 2,745 2,668 - 2,678 3,152 - 3,107 - ( Spider, Larap U -		I				-	-	-
knaprov Flea, GiantI42.662.646Lamprey, LandI42.3632.3842.2932.3142.6892.709Leard, Level-Draining MuckI42.3652.4072.4282.3372.336Men: Berserker/NervichI52.4072.4282.3372.3592.7002.7702.5972.6111.3321.331Men: HernicI52.4022.4292.4392.3592.3002.7702.5972.6111.3321.331Moss, MinmerI52.4022.3922.4132.7622.7812.6412.6691.3921.431Orc, Orkin Lowland PonyI62.7822.864Orc, Orkin VardawgI62.4332.5702.4142.5012.8652.9742.4702.7851.4321.590PackasiteI62.5712.5922.5022.5232.9482.9682.7862.8141.5911.629Provocatorn/a62.5732.5242.5673.0113.051Provocatorn/a62.5692.5753.0523.0622.8152.8281.6501.699Scanka giantI72.6472.6602.5753.0523.0523.0523.0521.6901.69		1		_			-	_
Leech, Level,	-	i		-			-	-
Lizard-Newr, PygnyI42,3852,4062,3152,336Men: Berserker/DervishI52,4072,4282,3372,3582,7102,7292,5682,5961,2931,331Men: HermitI52,4492,4592,3592,3592,7302,7402,5972,6111,3321,331Moss, MemoryI52,4402,4602,3702,2912,7412,7612,6122,6691,3921,312Orc, Orkin Lowland PonyI62,7822,864Orc, Orkin WardawgI62,7822,8642,7802,8141,5911,629PackasteI62,5712,5122,9622,9672,7002,7851,4321,590Porcupine, commonI62,5712,5242,5012,8573,010Provocatorn/a62,6362,5783,0523,0622,8152,887Robic River, GiantI72,4912,7242,6233,0733,1132,8922,8862,9161,6501,689Scarab, giantI72,4912,7122,6232,6473,1132,8812,9161,6501,689Scarab, giantI72,7132,7242,6263,1353,1373,1312,100 <td< td=""><td></td><td>1</td><td></td><td></td><td></td><td></td><td>-</td><td>-</td></td<>		1					-	-
Men: Berserker/DervishI5 $2,407 - 2,428$ $2,337 - 2,358$ $2,710 - 2,729$ $2,568 - 2,596$ $1,293 - 1,331$ Men: HermitI5 $2,429 - 2,439$ $2,339 - 2,369$ $2,730 - 2,740$ $2,597 - 2,611$ $1,332 - 1,351$ Moss, MemoryI5 $2,440 - 2,460$ $2,370 - 2,391$ $2,741 - 2,761$ $2,611 - 2,669$ $1,332 - 1,351$ Moss, MemoryI6 $  2,782 - 2,781$ $2,641 - 2,669$ $1,392 - 1,431$ Orc, Orkin Lowland PonyI6 $   -$ Orc, Orkin Lowland PonyI6 $   -$ PackasiteI6 $2,592 - 2,522$ $2,948 - 2,968$ $2,766 - 2,814$ $1,591 - 1,629$ Potic-Kin: LeprosychauI6 $    -$ Provocatorn/a6 $2,533 - 2,635$ $2,524 + 2,567$ $3,011 - 3,051$ $ -$ Provocatorn/a6 $2,636 - 2,646$ $2,568 - 3,072$ $ -$ Rock: Raven, GiantI7 $2,647 - 2,690$ $2,579 - 2,622$ $3,073 - 3,113$ $2,829 - 2,887$ $-$ Rock: Raven, GiantI7 $2,647 - 2,745$ $2,667 - 3,113 - 3,207$ $2,945 - 2,657$ $-$ Rock: Raven, GiantI7 $2,735 - 2,745$ $2,668 - 2,678$ $3,197 - 3,207$ $2,946 - 2,959$ $1,690 - 1,709$ Skink, FinkI7 $2,735 - 2,745$ $2,668 - 2,678$ $3,197 - 3,207$ $2,946 - 2,$		1						-
Men: Hermit       I       5       2,429 - 2,439       2,359 - 2,369       2,730 - 2,740       2,597 - 2,611       1,332 - 1,351         Moss, Memory       I       5       2,440 - 2,460       2,370 - 2,391       2,741 - 2,761       2,612 - 2,640       1,352 - 1,391         Moss, Shimmer       I       6       -       -       2,762 - 2,781       2,614 - 2,669       1,352 - 1,391         Orc, Orkin Lowland Pony       I       6       -       -       2,782 - 2,864       -       -       -         Orc, Orkin Wardawg       I       6       2,483 - 2,570       2,414 - 2,689       2,786 - 2,814       1,591 - 1,629         Packasite       I       6       2,551 - 2,523       2,948 - 2,968       2,786 - 2,814       1,591 - 1,629         Porcupine, common       I       6       2,533 - 2,635       2,524 - 2,567       3,011 - 3,051       -       -         Porcupine, common       N/a       6       2,636 - 2,646       2,568 - 2,578       3,052 - 2,133       2,829 - 2,887       -       -         Roid Hummingbirds       I       6       -       -       -       3,063 - 3,072       -       -       -       -       -       -       -       -       -       -		I I						
Moss, Shimmer       I       5       2,461 - 2,482       2,392 - 2,413       2,762 - 2,781       2,641 - 2,669       1,392 - 1,431         Orc, Orkin Lowland Pony       I       6        2,782 - 2,864       -<		I.	5			2,730 - 2,740		
Orc, Orkin Lowland Pony       I       6       -       -       2,782 - 2,864       -		I						
Orc, Orkin WardawgI62,483 - 2,5702,414 - 2,5012,865 - 2,9472,670 - 2,7851,432 - 1,590PackasiteI62,571 - 2,5922,502 - 2,5232,948 - 2,9682,786 - 2,8141,591 - 1,629Prixie-Kin: LeprosychaunI62,9693,010Porcupine, commonI62,593 - 2,6352,524 - 2,5673,011 - 3,051Provocatorn/a62,663 - 2,6462,568 - 2,5783,052 - 3,0622,815 - 2,8281,630 - 1,649Rabid HummingbirdsI72,647 - 2,6902,579 - 2,6223,073 - 3,1132,829 - 2,887-Rot Grub, giantI72,647 - 2,6902,579 - 2,6223,073 - 3,1132,829 - 2,887-Scarab, giantI72,713 - 2,7342,645 - 2,6673,135 - 3,1552,917 - 2,945-ScarekavenI72,735 - 2,7452,668 - 2,6783,197 - 3,2072,946 - 2,9591,690 - 1,709Skielston, AnimalI72,746 - 2,8322,679 - 2,7663,2023,3112,600 - 3,075-Skielston, AnimalI72,833 - 2,8762,767 - 2,8103,312 - 3,3523,076 - 3,1331,710 - 1,788Spider, LargeI72,746 - 2,8322,679 - 2,7663,2023,3132,879-Spider, LargeI82,897 - 3,0712,8983,353 - 3,4353,134 - 3,249-Toad, GiantI82,877 - 2,9		I I		2,487 - ۲۵۲ –	2,372 - 2,413 -			1,372 - 1, <del>1</del> 31 -
Pixie-Kin: Leprosychaun       I       6       -       -       2,969 - 3,010       -       -       -       -         Porcupine, common       I       6       2,533 - 2,635       2,524 - 2,567       3,011 - 3,051       -	Orc, Orkin Wardawg	i	6			2,865 - 2,947	2,670 - 2,785	
Porcupine, common         I         6         2,593 - 2,635         2,524 - 2,567         3,011 - 3,051         -         -         -           Provocator         n/a         6         2,636 - 2,646         2,568 - 2,578         3,052 - 3,062         2,815 - 2,828         1,630 - 1,649           Rabid Hummingbirds         I         6         -         -         3,063 - 3,072         -         -         -           Rook: Raven, Giant         I         7         2,647 - 2,690         2,579 - 2,622         3,073 - 3,113         2,829 - 2,887         -           Rot Grub, giant         I         7         2,691 - 2,712         2,623 - 2,644         3,114 - 3,134         2,888 - 2,916         1,650 - 1,689           ScareRaven         I         7         2,713 - 2,735         2,668 - 2,667         3,135 - 3,175         2,917 - 2,945         -           Skeleton, Animal         I         7         -         -         3,208 - 3,228         -         -           Spider, Large         I         7         2,746 - 2,832         2,679 - 2,766         3,229 - 3,311         2,960 - 3,075         -           Spider, Farantubat         I         7         2,836         3,252 - 3,313         3,143 - 3,249         - <t< td=""><td></td><td></td><td></td><td>2,571 - 2,592</td><td>2,502 - 2,523</td><td></td><td>2,786 - 2,814</td><td>1,591 - 1,629</td></t<>				2,571 - 2,592	2,502 - 2,523		2,786 - 2,814	1,591 - 1,629
Provocator         n/a         6         2,636 - 2,646         2,568 - 2,578         3,052 - 3,062         2,815 - 2,828         1,630 - 1,649           Rabid Hummingbirds         I         6         -         -         3,063 - 3,072         -         -           Rook: Raven, Giant         I         7         2,647 - 2,690         2,579 - 2,622         3,073 - 3,113         2,829 - 2,887         -           Rot Grub, giant         I         7         2,647 - 2,712         2,623 - 2,644         3,114 - 3,134         2,889 - 2,916         1,650 - 1,689           Scarab, giant         I         7         2,713 - 2,734         2,645 - 2,667         3,135 - 3,155         2,917 - 2,945         -           ScareRaven         I         7         -         3,208 - 3,228         -         -           Skeleton, Animal         I         7         -         -         3,208 - 3,228         -         -           Spider, Targe         I         7         2,746 - 2,820         2,679 - 2,766         3,229 - 3,311         2,960 - 3,075         -           Spider, Tarantubat         I         7         2,837 - 2,964         2,811 - 2,898         3,535 - 3,435         3,134 - 3,249         -           Toad, Giant         I<		1		- 2 593 - 2 635	- 2 524 - 2 567		-	_
Rook: Raven, Giant       I       7       2,647 - 2,690       2,579 - 2,622       3,073 - 3,113       2,829 - 2,887       -         Rot Grub, giant       I       7       2,691 - 2,712       2,623 - 2,644       3,114 - 3,134       2,888 - 2,916       1,650 - 1,689         Scarab, giant       I       7       2,713 - 2,734       2,645 - 2,667       3,135 - 3,155       2,917 - 2,945       -         ScareRaven       I       7       2,735 - 2,745       2,668 - 2,678       3,197 - 3,207       2,966 - 2,959       1,690 - 1,709         Skink, Fink       I       7       2,746 - 2,832       2,679 - 2,766       3,228       -       -         Spider, Large       I       7       2,746 - 2,832       2,679 - 2,766       3,229 - 3,311       2,960 - 3,075       -         Spider, Tarantubat       I       7       2,833 - 2,876       2,767 - 2,810       3,312 - 3,352       3,076 - 3,133       1,710 - 1,788         Toad, Giant       I       8       2,877 - 2,964       2,811 - 2,898       3,353 - 3,435       3,134 - 3,249       -         Viper, Spit       I       8       3,005 - 3,007       2,986       3,478 - 3,518       -       -         Worm, Giant Canker       I       8       -	•	n/a						1,630 - 1,649
Rot Grub, giant       I       7       2,691 - 2,712       2,623 - 2,644       3,114 - 3,134       2,888 - 2,916       1,650 - 1,689         Scarab, giant       I       7       2,713 - 2,734       2,645 - 2,667       3,135 - 3,155       2,917 - 2,945       -         ScareRaven       I       7       -       3,156 - 3,196       -       -         Skeleton, Animal       I       7       2,735 - 2,745       2,668 - 2,678       3,197 - 3,207       2,946 - 2,959       1,600 - 1,709         Skink, Fink       I       7       -       3,208 - 3,228       -       -       -         Spider, Large       I       7       2,746 - 2,832       2,679 - 2,766       3,229 - 3,311       2,960 - 3,075       -         Spider, Tarantubat       I       7       2,833 - 2,876       2,767 - 2,810       3,312 - 3,352       3,076 - 3,133       1,710 - 1,788         Toad, Giant       I       8       2,965 - 3,007       2,899 - 2,942       3,466 - 3,477       3,260 - 3,077       -         Toad, Poisonous       I       8       2,965 - 3,007       2,899 - 2,942       3,466 - 3,477       3,208 - 3,218       -       -         Worm, Giant Canker       I       8       -       -       -	8	l		-	-	3,063 - 3,072	-	
Scarab, giant       I       7       2,713 - 2,734       2,645 - 2,667       3,135 - 3,155       2,917 - 2,945       -         ScareRaven       I       7       -       3,156 - 3,196       -       -         Skeleton, Animal       I       7       2,735 - 2,745       2,668 - 2,678       3,197 - 3,207       2,946 - 2,959       1,690 - 1,709         Skink, Fink       I       7       -       -       3,208 - 3,228       -       -         Spider, Large       I       7       2,746 - 2,832       2,679 - 2,766       3,229 - 3,311       2,960 - 3,075       -         Spider, Tarantubat       I       7       2,833 - 2,876       2,767 - 2,810       3,312 - 3,352       3,076 - 3,133       1,710 - 1,788         Toad, Giant       I       8       2,975 - 3,007       2,899 - 2,942       3,436 - 3,477       3,250 - 3,307       -         Viper, Spit       I       8       3,008 - 3,051       2,943 - 2,986       3,478 - 3,518       -       -       -         Vorm, Giant Canker       I       8       -       -       3,519 - 3,560       -       -       -         Herd Animals       I+       3       3,052 - 3,118       3,644 - 3,643       3,308 - 3,423       1,789		1						-
ScareRaven       I       7       -       3,156 - 3,196       -       -         Skeleton, Animal       I       7       2,735 - 2,745       2,668 - 2,678       3,197 - 3,207       2,946 - 2,959       1,690 - 1,709         Skink, Fink       I       7       -       -       3,208 - 3,228       -       -         Spider, Large       I       7       2,746 - 2,832       2,679 - 2,766       3,229 - 3,311       2,960 - 3,075       -         Spider, Tarantubat       I       7       2,833 - 2,876       2,767 - 2,810       3,312 - 3,352       3,076 - 3,133       1,710 - 1,788         Toad, Giant       I       8       2,877 - 2,964       2,811 - 2,898       3,353 - 3,435       3,134 - 3,249       -         Toad, Giant       I       8       2,965 - 3,007       2,899 - 2,942       3,436 - 3,477       3,250 - 3,307       -         Viper, Spit       I       8       3,008 - 3,051       2,943 - 2,986       3,478 - 3,518       -       -         Worm, Giant Canker       I       8       -       -       3,519 - 3,560       -       -         Herd Animals       I+       3       3,052 - 3,138       2,987 - 3,074       3,561 - 3,643       3,308 - 3,423       1,987 - 1,94		i i						-
Skink, Fink       I       7       -       -       3,208 - 3,228       -       -       -         Spider, Large       I       7       2,746 - 2,832       2,679 - 2,766       3,229 - 3,311       2,960 - 3,075       -         Spider, Tarantubat       I       7       2,833 - 2,876       2,767 - 2,810       3,312 - 3,352       3,076 - 3,133       1,710 - 1,788         Toad, Giant       I       8       2,877 - 2,964       2,811 - 2,898       3,533 - 3,435       3,134 - 3,249       -         Toad, Giant       I       8       2,965 - 3,007       2,899 - 2,942       3,436 - 3,477       3,250 - 3,007       -         Viper, Spit       I       8       3,008 - 3,051       2,943 - 2,986       3,478 - 3,518       -       -         Worm, Giant Canker       I       8       -       -       3,519 - 3,560       -       -         Herd Animals       I+       3       3,052 - 3,138       2,987 - 3,074       3,561 - 3,643       3,308 - 3,423       1,989 - 1,947         Leech, Giant       I+       4       3,139 - 3,193       3,119 - 3,129       3,685 - 3,695       3,424 - 3,438       1,948 - 1,967         Men: Adventurer       I+       5       3,184 - 3,237       3,103 - 3,173<	ScareRaven	I	7	-		3,156 - 3,196	-	-
Spider, Large       I       7       2,746 - 2,832       2,679 - 2,766       3,229 - 3,311       2,960 - 3,075       -         Spider, Tarantubat       I       7       2,833 - 2,876       2,767 - 2,810       3,312 - 3,352       3,076 - 3,133       1,710 - 1,788         Toad, Giant       I       8       2,877 - 2,964       2,811 - 2,898       3,353 - 3,435       3,134 - 3,249       -         Toad, Oisonous       I       8       2,965 - 3,007       2,899 - 2,942       3,436 - 3,477       3,250 - 3,307       -         Viper, Spit       I       8       3,008 - 3,051       2,9432       3,436 - 3,477       3,250 - 3,307       -         Worm, Giant Canker       I       8       -       -       3,519 - 3,560       -       -         Herd Animals       I+       3       3,052 - 3,138       2,987 - 3,074       3,561 - 3,643       3,308 - 3,423       1,789 - 1,947         Leech, Giant       I+       4       3,193 - 3,193       3,119 - 3,129       3,685 - 3,695       3,424 - 3,438       1,948 - 1,967         Men: Adventurer       I+       5       3,183 - 3,193       3,119 - 3,129       3,685 - 3,695       3,424 - 3,438       1,948 - 1,967         Men: Cavalry       I+       5       3,		1		2,735 - 2,745	2,668 - 2,678		2,946 - 2,959	1,690 - 1,709
Spider, Tarantubat       I       7       2,833 - 2,876       2,767 - 2,810       3,312 - 3,352       3,076 - 3,133       1,710 - 1,788         Toad, Giant       I       8       2,877 - 2,964       2,811 - 2,898       3,353 - 3,435       3,134 - 3,249       -         Toad, Poisonous       I       8       2,965 - 3,007       2,899 - 2,942       3,436 - 3,477       3,250 - 3,307       -         Viper, Spit       I       8       3,002 - 3,051       2,943 - 2,986       3,478 - 3,518       -       -         Worm, Giant Canker       I       8       -       -       3,519 - 3,560       -       -         Herd Animals       I +       3       3,052 - 3,138       2,987 - 3,074       3,561 - 3,643       3,308 - 3,423       1,789 - 1,947         Leech, Giant       I +       3       3,052 - 3,138       2,987 - 3,074       3,561 - 3,643       3,308 - 3,423       1,789 - 1,947         Leech, Giant       I +       4       3,139 - 3,182       3,075 - 3,118       3,644 - 3,684       -       -         Men: Adventurer       I +       5       3,194 - 3,237       3,130 - 3,173       3,696 - 3,736       3,439 - 3,496       1,968 - 2,047         Men: Cavalry       I +       5       3,238 - 3,248		I I		_ 2,746 - 2,832	_ 2,679 - 2.766		 2,960 - 3,075	-
Toad, Poisonous         I         8         2,965 - 3,007         2,899 - 2,942         3,436 - 3,477         3,250 - 3,307         -           Viper, Spit         I         8         3,008 - 3,051         2,943 - 2,986         3,478 - 3,518         -         -           Worm, Giant Canker         I         8         -         -         3,519 - 3,560         -         -           Herd Animals         I+         3         3,052 - 3,138         2,987 - 3,074         3,561 - 3,643         3,308 - 3,423         1,789 - 1,947           Leech, Giant         I+         4         3,139 - 3,182         3,075 - 3,118         3,644 - 3,684         -         -           Men: Adventurer         I+         5         3,183 - 3,193         3,119 - 3,129         3,685 - 3,695         3,424 - 3,438         1,948 - 1,967           Men: Cavalry         I+         5         3,194 - 3,237         3,130 - 3,173         3,696 - 3,736         3,439 - 3,496         1,968 - 2,047           Men: Wild men         I+         5         3,238 - 3,248         3,174 - 3,184         3,737 - 3,746         3,497 - 3,510         2,048 - 2,067	Spider, Tarantubat	I	7	2,833 - 2,876	2,767 - 2,810	3,312 - 3,352	3,076 - 3,133	1,710 - 1,788
Viper, Spit         I         8         3,008 - 3,051         2,943 - 2,986         3,478 - 3,518         -         -         -           Worm, Giant Canker         I         8         -         -         3,519 - 3,560         -         -         -           Herd Animals         I+         3         3,052 - 3,138         2,987 - 3,074         3,561 - 3,643         3,308 - 3,423         1,789 - 1,947           Leech, Giant         I+         4         3,139 - 3,182         3,075 - 3,118         3,644 - 3,684         -         -           Men: Adventurer         I+         5         3,183 - 3,193         3,119 - 3,129         3,665 - 3,765         3,424 - 3,438         1,948 - 1,967           Men: Cavalry         I+         5         3,194 - 3,237         3,103 - 3,173         3,666 - 3,736         3,439 - 3,496         1,968 - 2,047           Men: Wild men         I+         5         3,238 - 3,248         3,174 - 3,184         3,737 - 3,746         3,497 - 3,510         2,048 - 2,067		I						-
Worm, Giant Canker         I         8         -         -         3,519 - 3,560         -         -         -           Herd Animals         1+         3         3,052 - 3,138         2,987 - 3,074         3,561 - 3,643         3,308 - 3,423         1,789 - 1,947           Leech, Giant         1+         4         3,139 - 3,182         3,075 - 3,118         3,644 - 3,684         -         -           Men: Adventurer         1+         5         3,183 - 3,193         3,119 - 3,129         3,685 - 3,695         3,424 - 3,438         1,948 - 1,967           Men: Cavalry         1+         5         3,194 - 3,237         3,130 - 3,173         3,696 - 3,736         3,439 - 3,496         1,968 - 2,047           Men: Wild men         1+         5         3,238 - 3,248         3,174 - 3,184         3,737 - 3,746         3,497 - 3,510         2,048 - 2,067		1					3,250 - 3,307	-
Herd Animals1+33,052 - 3,1382,987 - 3,0743,561 - 3,6433,308 - 3,4231,789 - 1,947Leech, Giant1+43,139 - 3,1823,075 - 3,1183,644 - 3,684Men: Adventurer1+53,183 - 3,1933,119 - 3,1293,685 - 3,6953,424 - 3,4381,948 - 1,967Men: Cavalry1+53,194 - 3,2373,130 - 3,1733,696 - 3,7363,439 - 3,4961,968 - 2,047Men: Wild men1+53,238 - 3,2483,174 - 3,1843,737 - 3,7463,497 - 3,5102,048 - 2,067		i					-	-
Men: Adventurer         I+         5         3,183 - 3,193         3,119 - 3,129         3,685 - 3,695         3,424 - 3,438         1,948 - 1,967           Men: Cavalry         I+         5         3,194 - 3,237         3,130 - 3,173         3,696 - 3,736         3,439 - 3,496         1,968 - 2,047           Men: Wild men         I+         5         3,238 - 3,248         3,174 - 3,184         3,737 - 3,746         3,497 - 3,510         2,048 - 2,067	Herd Animals		3			3,561 - 3,643	3,308 - 3,423	1,789 - 1,947
Men: Cavalry         1+         5         3,194 - 3,237         3,130 - 3,173         3,696 - 3,736         3,439 - 3,496         1,968 - 2,047           Men: Wild men         1+         5         3,238 - 3,248         3,174 - 3,184         3,737 - 3,746         3,497 - 3,510         2,048 - 2,067							-	-
Men: Wild men I+ 5 3,238 - 3,248 3,174 - 3,184 3,737 - 3,746 3,497 - 3,510 2,048 - 2,067								
Walking Stick, giant         I-2         8         3,249 - 3,270         3,185 - 3,206         3,747 - 3,767         -         -         -	Men: Wild men	+	5	3,238 - 3,248	3,174 - 3,184	3,737 - 3,746		
	Walking Stick, giant	1-2	8	3,249 - 3,270	3,185 - 3,206	3,747 - 3,767	-	-

			IA	IB	IC	ID	IE
Nama	HF	HoB	Tropical d10,000 roll	Subtropical	Temperate d10,000 roll	Subarctic d10,000 roll	Arctic d10,000 roll
Name	пг		,	d10,000 roll		010,000 roll	010,000 roll
Zealot	Variable	8	3,271 - 3,313	3,207 - 3,251	3,768 - 3,809	3,511 - 3,568	2,068 - 2,146
Astral Searcher Babbler, Incessant	2 2	1	3,314 - 3,324 3,325 - 3,368	3,252 - 3,262 3,263 - 3,306	3,810 - 3,819 3,820 - 3,861	3,569 - 3,583 3,584 - 3,641	2,147 - 2,166 2,167 - 2,245
Bear, Cave	2	i	3,369 - 3,412	3,307 - 3,350	3,862 - 3,902	3,642 - 3,699	2,246 - 2,325
Beast of Burden: Ox	2	1	3,413 - 3,499	3,351 - 3,438	3,903 - 3,985	3,700 - 3,815	-
Bee, Giant Worker	2	I	-	-	3,986 - 4,006	-	-
Bovinians Carcass Seether	2 2		- 3,500 - 3,510	-	4,007 - 4,047 4,048 - 4,058	-	-
Crouching Hopper	2	2	3,511 - 3,554		4,059 - 4,099	-	_
Elf, Grel Mages	2	3	3,555 - 3,576	3,483 - 3,504	4,100 - 4,120	3,816 - 3,844	2,326 - 2,365
Goat, Giant	2	3	-	-	4,121 - 4,141	-	-
Golem, Guardian	2 2	3 3	3,577 - 3,587 3,588 - 3,609	3,505 - 3,515	4,142 - 4,151 4,152 - 4,172	3,845 - 3,858 3,859 - 3,887	2,366 - 2,384 2,385 - 2,424
Golem, Puppet Hippogriff	2	3	3,610 - 3,631	3,516 - 3,537 3,538 - 3,559	4,173 - 4,193	3,888 - 3,916	2,425 - 2,464
Ice Fiend	2	4	_	_	_	_	2,465 - 2,484
Iron Cobra	2	4	3,632 - 3,642	3,560 - 3,570	4,194 - 4,203	3,917 - 3,931	2,485 - 2,504
Jurassic Creatures: Camptosaurus	2	4 4	3,643 - 3,729	3,571 - 3,658	-	-	-
LeechMan, Swamp-dwelling Lizard, Giant	2 2	4	3,730 - 3,773	3,659 - 3,702	4,204 - 4,245 4,246 - 4,286	_	-
Lobe Footed Marsh Dweller	2	4	3,774 - 3,795	3,703 - 3,724	4,287 - 4,307	-	-
Monkey, Flying	2	5	3,796 - 3,816	3,725 - 3,746	4,308 - 4,328	3,932 - 3,960	2,505 - 2,543
Monkey, Musk	2	5	3,817 - 3,860	3,747 - 3,790	-	2.0/1 2.000	-
Ogre, Half Panda Bear, Common	2 2	6 6	3,861 - 3,882	3,791 - 3,812 3,813 - 3,857	4,329 - 4,348	3,961 - 3,989	2,544 - 2,583
Panda Bear, Common Pig, Wild	2	6	-	3,813 - 3,857	_ 4,349 - 4,390	-	-
Pixie, Mirror	2	6	-	-	4,391 - 4,400	-	-
Porcupine, Poison	2	6	3,883 - 3,904	3,858 - 3,879	4,401 - 4,421	-	-
Pseudo Undead, Ghoul	2	6	3,905 - 3,948	3,880 - 3,923	4,422 - 4,463	3,990 - 4,047	2,584 - 2,663
Skeleton, Animated Skeleton, Screaming	2 2	7 7	3,949 - 3,970 3,971 - 3,991	3,924 - 3,945 3,946 - 3,967	4,464 - 4,483 4,484 - 4,504	4,048 - 4,076 4,077 - 4,105	2,664 - 2,702 2,703 - 2,742
Skink, Blink	2	7	-	-	4,505 - 4,525	-	-
Snake, Venomous	2	7	3,992 - 4,035	3,968 - 4,011	4,526 - 4,566	4,106 - 4,163	2,743 - 2,822
Spider, Huge	2	7	4,036 - 4,123	4,012 - 4,099	4,567 - 4,649	4,164 - 4,279	-
Stag, Common Stone Warblers	2 2	7 7	- 4,124 - 4,145	- 4,100 - 4,121	4,650 - 4,732 4,733 - 4,753	- 4,280 - 4,308	– 2,823 - 2,861
Weasel, Giant	2	8	-	-	4,754 - 4,774	ч,200 - ч,506 —	2,023 - 2,001
Whip Scorpion, Huge	2	8	4,146 - 4,166	4,122 - 4,143	4,775 - 4,795	4,309 - 4,337	_
Zombie, Talking	2	8	4,167 - 4,177	4,144 - 4,154	4,796 - 4,805	4,338 - 4,352	-
Ant Men, Red Fire	Variable	1	-	4,155 - 4,165	-	-	-
Chaos Corpse Ogre, Low: Hedge	2-30 2+	2 6	4,178 - 4,188 4,189 - 4,232	4,166 - 4,176 4,177 - 4,220	4,806 - 4,815 4,816 - 4,857	4,353 - 4,366 4,367 - 4,424	2,862 - 2,881 2,882 - 2,961
Ogre, Low: Trash	2+	6	4,233 - 4,320	4,221 - 4,308	4,858 - 4,940	4,425 - 4,540	2,962 - 3,120
Sword, Perpetual Swinging	2+	7	4,321 - 4,330	4,309 - 4,319	-	4,541 - 4,555	3,121 - 3,140
Barbarian, warrior	3	1	4,331 - 4,341	4,320 - 4,330	4,941 - 4,950	4,556 - 4,569	3,141 - 3,159
Beast Shaman Bee, Giant Soldier	Variable 3	1	4,342 - 4,363	4,331 - 4,352	4,951 - 4,971 4,972 - 4,981	4,570 - 4,598	3,160 - 3,199
Death's Minions	3	2	4,364 - 4,374	4,353 - 4,363	4,982 - 4,992	4,599 - 4,613	3,200 - 3,219
Elf, Grugach	3	3	4,375 - 4,385	4,364 - 4,374	4,993 - 5,002	4,614 - 4,627	3,220 - 3,239
Gnomish Doom Lord	3	3	-	-	5,003 - 5,023	-	-
Gorangatang Gourgen Fanged	3 3	3 3	4,386 - 4,407	4,375 - 4,396	-	-	-
Gouger, Fanged Humanimals, Lesser	3	4	4,408 - 4,418 4,419 - 4,440	_ 4,397 - 4,419	_ 5,024 - 5,044	_ 4,628 - 4,656	
Insidious Ichor	3	4	4,441 - 4,451	4,420 - 4,430	5,045 - 5,054	4,657 - 4,671	_
Jurassic Creatures: Ankylosaurus	3	4	4,452 - 4,494	4,431 - 4,474	5,055 - 5,096	4,672 - 4,729	3,280 - 3,358
Jurassic Creatures: Pteranodon	3	4	4,495 - 4,582	4,475 - 4,562	5,097 - 5,179	4,730 - 4,845	3,359 - 3,517
Lycanthrope: Were-Rat Modron: Tetrahedrone	3 3	4 5	4,583 - 4,626 4,627 - 4,713	4,563 - 4,606 4,607 - 4,694	5,180 - 5,220 5,221 - 5,303	4,846 - 4,903 4,904 - 5,019	3,518 - 3,597 3,598 - 3,756
Murk Slither	3	5	4,714 - 4,757	4,695 - 4,738	5,304 - 5,345	-	_
Porcupine Warrior	3	6	4,758 - 4,779	4,739 - 4,760	5,346 - 5,365	-	-
Pseudo Undead,Wight	3	6	4,780 - 4,823	4,761 - 4,804	5,366 - 5,407	5,020 - 5,077	3,757 - 3,835
Scorpion, Large Shocker	3 3	7 7	4,824 - 4,866 4,867 - 4,888	4,805 - 4,848 4,849 - 4,870	- 5,408 - 5,428	5,078 - 5,106	- 3,836 - 3,875
Skink, Mink	3	7	-,000 -		-	5,070 - 5,100	3,876 - 3,915
Slapping Durnkin	3	7	4,889 - 4,899	4,871 - 4,881	5,429 - 5,438	5,107 - 5,120	3,916 - 3,934
Snow Beasts	3	7	-	-	-	-	3,935 - 3,974
Toucan, Hornbilled Terror	3 3	8	-	4,882 - 4,903	5,439 - 5,459 _	-	-
Troll, Ice Urchin, Giant Land	3	8	- 4,900 - 4,921	- 4,904 - 4,925	- 5,460 - 5,480	- 5,121 - 5,149	3,975 - 4,014 4,015 - 4,054
Vortex	3	8	4,922 - 4,932	4,926 - 4,936	5,481 - 5,490	5,150 - 5,164	4,055 - 4,074
Xyloid	3	8	-	-	5,491 - 5,511	-	-
Zygom	3	8	4,933 - 4,954	4,937 - 4,958	5,512 - 5,531	5,165 - 5,193	4,075 - 4,113
Enveloper Gut Waller Serpent	3+ 3+	3 3	4,955 - 4,965 4,966 - 4,987	4,959 - 4,969 4,970 - 4,991	5,532 - 5,542 –	5,194 - 5,207 _	4,114 - 4,133 -
Jurassic Creatures: Dimetrodon	3+	4	4,988 - 5,030	4,992 - 5,036	-	-	-
Kenku	3+	4	5,031 - 5,074	5,037 - 5,080	5,543 - 5,583	5,208 - 5,265	4,134 - 4,213
Samurai Jackal	3 +	7	5,075 - 5,096	5,081 - 5,102	5,584 - 5,604	5,266 - 5,294	4,214 - 4,252
Walker	3+	8	5,097 - 5,107	5,103 - 5,113	5,605 - 5,614	5,295 - 5,309	4,253 - 4,272
Eblis Lime Green Quivering Mass	3-6 3-11	2 4	5,108 - 5,129 _	5,114 - 5,135 5,136 - 5,157	5,615 - 5,635 5,636 - 5,656	-	-
Bat, Azmyth	4	т 		5,158 - 5,179	5,657 - 5,677		-
Beetle, Carnage	4	i	5,152 - 5,172	5,180 - 5,201	5,678 - 5,698	5,339 - 5,367	4,273 - 4,312
Beholder-kin, Lensman	4	1					

			IA	IB	IC	ID	IE
			Tropical	Subtropical	Temperate	Subarctic	Arctic
Name	HF	HoB	d10,000 roll				
Beholder-kin, Watcher	4	I	5,184 - 5,194	5,213 - 5,223	5,709 - 5,718	5,382 - 5,396	4,333 - 4,352
Centipede, Megalo-	4	2	5,195 - 5,205	5,224 - 5,234	5,719 - 5,729	5,397 - 5,410	4,353 - 4,372
Disenchanter	4	2	5,206 - 5,216	5,235 - 5,245	5,730 - 5,739	5,411 - 5,425	4,373 - 4,391
Dragon, Komodo Gorphin	4 4	2 3	-	5,246 - 5,289	5,740 - 5,781 5,782 - 5,801	-	-
Huecuva	4	4			5,802 - 5,812		_
Jurassic Creatures: Deinonyschus	4	4	5,228 - 5,249	5,301 - 5,322	_	-,,	-
Luck Eater	4	4	5,250 - 5,271	5,323 - 5,344	5,813 - 5,832	5,440 - 5,468	4,392 - 4,431
Moon Dawg	4	5 5	5,272 - 5,293	5,345 - 5,366	5,833 - 5,853	5,469 - 5,497	4,432 - 4,471
Mud Man Nefarian: other: Hell Spider	4	5	5,294 - 5,304 5,305 - 5,326	5,367 - 5,377 5,378 - 5,399	5,854 - 5,864 5,865 - 5,884	_ 5,498 - 5,526	-
Raging Bucentaurus	4	6	-	-	5,885 - 5,905	-	_
Serpentine	4	7	5,327 - 5,347	5,400 - 5,421	-	-	-
Snake, Constrictor, Giant	4	7	5,348 - 5,391	5,422 - 5,465	-	-	-
Truculent Terrifier Vampire Hound	4	8	5,392 - 5,402 5,403 - 5,424	5,466 - 5,476 5,477 - 5,498	5,906 - 5,915 5,916 - 5,936	5,527 - 5,541 5,542 - 5,570	- 4,472 - 4,511
Vile Double-Crested Crawdad	4	8	5,425 - 5,446	5,499 - 5,520	5,937 - 5,957	-	-
Weasel, Extradimensional	4	8	-	-	-	-	-
LeechMan, Guard	4+	4	5,447 - 5,490	5,521 - 5,564	5,958 - 5,998		-
Trollkin Auxiliaries Bee, Giant Bumblebee	4+ 5	8 I	5,491 - 5,533	5,565 - 5,609 _	5,999 - 6,040 6,041 - 6,061	5,571 - 5,628	4,512 - 4,590
Cataplasm	5	2	_ 5,534 - 5,544	5,610 - 5,620	6,062 - 6,071		_ 4,591 - 4,610
DoppleEwe	5	2	-	-	6,072 - 6,081	-	-
Doppleganger	5	2	5,545 - 5,555	5,621 - 5,631	6,082 - 6,092	5,643 - 5,657	4,611 - 4,630
Fly, Giant Horse-	5	3	5,556 - 5,566	5,632 - 5,642	6,093 - 6,102	5,658 - 5,671	-
Porcupine, Giant Pseudo Undead, Wraith	5 5	6 6	5,567 - 5,588 5,589 - 5,632	5,643 - 5,664 5,665 - 5,708	6,103 - 6,123 6,124 - 6,165	- 5,672 - 5,730	- 4,631 - 4,709
Pseudo-Dragon, Common	5	6	-	5,709 - 5,719	6,166 - 6,175	5,731 - 5,744	-
Slithering Slasher	5	7	5,633 - 5,654	5,720 - 5,741	6,176 - 6,196	_	-
Snake Man	5	7	5,655 - 5,697	-	-	-	-
Snake, Spitting	5	7	5,698 - 5,708	_	-	-	-
Mantrap Orc, Orkin Witch Doctor	5+ 5+	4 6	5,709 - 5,719 5,720 - 5,741	_ 5,742 - 5,763	_ 6,197 - 6,216	_ 5,745 - 5,773	_ 4,710 - 4,749
Skin Walker	5+	7	5,742 - 5,763	5,764 - 5,785	6,217 - 6,237	5,774 - 5,802	4,750 - 4,789
Slime, Olive - Host	5+	7	5,764 - 5,774	5,786 - 5,796	6,238 - 6,248	5,803 - 5,817	4,790 - 4,809
Vampire Thrall	5+	8	5,775 - 5,796	5,797 - 5,818	6,249 - 6,268	5,818 - 5,846	4,810 - 4,848
Ant Men, Shaman	6 6	1 2	5,797 - 5,807	5,819 - 5,829	6,269 - 6,279	5,847 - 5,860 _	-
Doppler Croc Elf, Hunter Grel	6	2	5,808 - 5,829 5,830 - 5,850	5,830 - 5,851 5,852 - 5,873	6,280 - 6,299		- 4,849 - 4,888
Golem, Muck	6	3	5,851 - 5,894	5,874 - 5,917	6,300 - 6,341	5,890 - 5,947	4,889 - 4,968
Grieving Herald	6	3	5,895 - 5,905	5,918 - 5,928	6,342 - 6,351	5,948 - 5,962	4,969 - 4,988
Jackalwere	6 6	4 4	-	-	6,352 - 6,372	-	-
Lycanthrope: Were-Boar Lycanthrope: Were-Lynx	6	4	5,906 - 5,927	5,929 - 5,950	6,373 - 6,393 _	5,963 - 5,991 5,992 - 6,020	_ 4,989 - 5,027
Modron: Hexahedrone	6	5	5,928 - 6,014	5,951 - 6,038	6,394 - 6,476	6,021 - 6,136	5,028 - 5,186
Pseudo Undead, Ghast	6	6	6,015 - 6,058	6,039 - 6,082	6,477 - 6,517	6,137 - 6,194	5,187 - 5,266
Repeller, Electric	6	6	6,059 - 6,080	6,083 - 6,104	6,518 - 6,538	-	-
Scorpion, Giant Sloth, Prehistoric	6	7 7	6,081 - 6,124	6,105 - 6,148	- 6,539 - 6,549	_	-
Spider, Giant	6	7	6,125 - 6,168	6,149 - 6,193	6,550 - 6,590	6,195 - 6,252	_
Thessilkrat	6	7	_	-	6,591 - 6,600	_	-
Wasp, Giant	6	8	6,169 - 6,189	6,194 - 6,215	6,601 - 6,621	6,253 - 6,281	-
Zombie, Brain-Eating	6 6	8	6,190 - 6,200	6,216 - 6,226	6,622 - 6,632	6,282 - 6,295	5,267 - 5,286
Zombie, Flesh-Eating Zombie, Giant	6	8 8	6,201 - 6,211 6,212 - 6,222	6,227 - 6,237 6,238 - 6,248	6,633 - 6,642 6,643 - 6,652	6,296 - 6,310 6,311 - 6,324	5,287 - 5,305 5,306 - 5,325
Anti-Elemental, Air	6+	Î	6,223 - 6,233	6,249 - 6,259	6,653 - 6,663	6,325 - 6,339	5,326 - 5,345
Anti-Elemental, Fire	6 +	I	-	-	-	_	5,346 - 5,365
Ogre, Lord	6+	6	6,234 - 6,321	6,260 - 6,347	6,664 - 6,746	-	5,366 - 5,524
Straw Mound Bolter	6+ 7	7	_ 6,322 - 6,343	- 6,348 - 6,369	6,747 - 6,766 6,767 - 6,787	_ 6,340 - 6,368	- 5,525 - 5,564
Centaur Ant	7	2	6,344 - 6,353	6,370 - 6,380	6,788 - 6,798	-	-
Humanimals, Greater	7	4	6,354 - 6,364	6,381 - 6,391	6,799 - 6,808	6,369 - 6,382	5,565 - 5,584
Larantula	7	4	-	-	6,809 - 6,829	-	-
Mastodon	7 7	4 5	6,365 - 6,452	6,392 - 6,479	6,830 - 6,912	6,383 - 6,498	-
Monoceros Ogre, High: Flat-Footed	7	6	6,453 - 6,463 6,464 - 6,485	6,480 - 6,490 6,491 - 6,512	6,913 - 6,922 6,923 - 6,943	_ 6,499 - 6,527	_ 5,585 - 5,623
Ogre, High: Rogue	7	6	6,486 - 6,496	6,513 - 6,523	6,944 - 6,953	6,528 - 6,542	5,624 - 5,643
Ogre, High: Webbed-toe	7	6	6,497 - 6,518	6,524 - 6,545	6,954 - 6,974	6,543 - 6,571	5,644 - 5,683
Orange Tail Plant Squaller	7	6	6,519 - 6,528	6,546 - 6,556	6,975 - 6,984	-	-
Retch Plant Scorpion, Huge	7 7	6 7	6,529 - 6,550 6,551 - 6,638	6,557 - 6,578 6,579 - 6,666	6,985 - 7,005	_	-
Snake, Venomous, giant	7	7	6,639 - 6,682	6,667 - 6,710			_
Toad, Ice	7	8	-	_	-	6,630 - 6,658	5,684 - 5,723
Vengeful Troubadour	7+	8	6,683 - 6,692	6,711 - 6,721	7,048 - 7,057	6,659 - 6,672	5,724 - 5,743
Beholder, Spectator	8	1	6,693 - 6,703	6,722 - 6,732	7,058 - 7,067	6,673 - 6,687	5,744 - 5,763
Doppleganger, Master Dragon, Komodo, Dire	8 8	2 2	6,704 - 6,714	6,733 - 6,743 6,744 - 6,766	7,068 - 7,078 7,079 - 7,099	6,688 - 6,701 _	5,764 - 5,782
Gagwaller	8	3	6,715 - 6,725	6,767 - 6,777	7,100 - 7,109	6,702 - 6,716	5,783 - 5,802
Golem, Muck, Diseased	8	3	6,726 - 6,747	6,778 - 6,799	7,110 - 7,130	6,717 - 6,745	5,803 - 5,842
Jaded Mannacle	8	4	6,748 - 6,758	6,800 - 6,810	7,131 - 7,140	6,746 - 6,759	5,843 - 5,862
Jurassic Creatures:Velociraptor Manticore,Womanticore	8	4	6,759 - 6,780 6,781 - 6,824	6,811 - 6,832 6,833 - 6,876	- 7,141 - 7,182	- 6,760 - 6,817	- 5,863 - 5,941
	U	т	0,701 - 0,024	0,000 - 0,070	7,111 - 7,102	0,700 - 0,017	5,005 - 5,771

			IA	IB	IC	ID	IE
			Tropical	Subtropical	Temperate	Subarctic	Arctic
Name	HF	HoB	d10,000 roll				
Mummy, Adherer	8	5	6,825 - 6,846	6,877 - 6,898	7,183 - 7,202	6,818 - 6,846	_
Ogre, High: Chub-Foot	8	6	6,847 - 6,867	6,899 - 6,920	7,203 - 7,223	6,847 - 6,875	5,942 - 5,981
Solitary Wasp, Giant	8	7	-	-	7,224 - 7,265	-	-
Spider, Giant Trapdoor	8	7	6,868 - 6,911	6,921 - 6,964	7,266 - 7,306	6,876 - 6,933	-
Swanman, Swanmay Tiger Fly, Female	8	7 7	- 6,912 - 6,933	- 6,965 - 6,986	7,307 - 7,316 7,317 - 7,337	- 6,934 - 6,962	-
Zombie, Monster	8	8	6,934 - 6,944	6,987 - 6,997	7,338 - 7,348	6,963 - 6,977	
Golem Master	8+	3	6,945 - 6,955	6,998 - 7,008	7,349 - 7,358	6,978 - 6,991	6,002 - 6,021
Elf, Grel Cleric	9	3	6,956 - 6,977	7,009 - 7,030	7,359 - 7,379	6,992 - 7,020	6,022 - 6,061
Harpy	9	3	6,978 - 6,999	-	7,380 - 7,400	-	-
Jurassic Creatures: Lambeosaurus	9	4	7,000 - 7,086	7,031 - 7,118	7,401 - 7,483	7,021 - 7,136	6,062 - 6,220
Leucrotta	9 9	4 5	-		7,484 - 7,503	-	-
Necrophidius Pod Plant, Malicious	9	6	7,087 - 7,097 7,098 - 7,119	7,119 - 7,129	7,504 - 7,514	7,137 - 7,151	6,221 - 6,239
Pseudo Undead, Specter	9	6	7,120 - 7,163	7,130 - 7,173	7,515 - 7,555	7,152 - 7,209	6,240 - 6,319
Scarecrow	9	7	7,164 - 7,174	7,174 - 7,184	7,556 - 7,566	7,210 - 7,224	_
Snapper-Saw	9	7	-		7,567 - 7,576	-	-
Squid, Giant Arboreal Land	9	7	7,175 - 7,196	7,185 - 7,206	7,577 - 7,597	-	-
Tin Soldier	9	8	7,197 - 7,206	7,207 - 7,217	-	7,225 - 7,238	6,320 - 6,339
War-Hawg	9	8	-	-	7,598 - 7,638	- 7.252	-
Whip Scorpion, Giant Hydra: Lernaean	9 9+	8 4	7,207 - 7,217 7,218 - 7,228	7,218 - 7,228 7,229 - 7,239	7,639 - 7,649 7,650 - 7,659	7,239 - 7,253 7,254 - 7,267	-
Ant Lion, Giant	10	4	-	7,229 - 7,239	7,660 - 7,680	-	_
Beetle, Giant Rhinoceros	10		7,229 - 7,272	7,262 - 7,305	-	-	-
Doppleganger, Predator	10	2	7,273 - 7,283	7,306 - 7,316	7,681 - 7,690	7,268 - 7,282	6,340 - 6,359
Elf, Shadow Grel	10	3	7,284 - 7,305	7,317 - 7,338	7,691 - 7,711	7,283 - 7,311	6,360 - 6,398
Golem, Blood	10	3	7,306 - 7,316	7,339 - 7,350	7,712 - 7,721	7,312 - 7,325	6,399 - 6,418
Intellect Devourer, Larva	10	4	7,317 - 7,338	7,351 - 7,372	7,722 - 7,742	-	-
Manticore, Common Maulsquito	10 10	4	7,339 - 7,381 7,382 - 7,403	7,373 - 7,416 7,417 - 7,438	7,743 - 7,783 7,784 - 7,804	7,326 - 7,383	6,419 - 6,498
Modron: Octahedrone	10	5	7,404 - 7,447	7,439 - 7,482	7,805 - 7,846	7,384 - 7,441	6,499 - 6,577
Panda Bear, Trans-Planar	10	6	7,448 - 7,458	7,483 - 7,493	7,847 - 7,856	7,442 - 7,456	6,578 - 6,597
Pan-Dimensional Rover	10	6	7,459 - 7,469	7,494 - 7,504	7,857 - 7,867	7,457 - 7,470	6,598 - 6,617
Sloth, Greater Mossback	10	7	-	-	7,868 - 7,887	-	-
Zorbo	10	8	-	-	7,888 - 7,908	-	-
Ant Men, Enforcer	11	1	7,470 - 7,480	7,505 - 7,515	7,909 - 7,918	7,471 - 7,485	-
Carnagesaur	11	1 2	7,481 - 7,502	7,516 - 7,537	-	-	-
Cyclops, Common Golem, Flesh	11	2	7,503 - 7,524 7,525 - 7,535	7,538 - 7,559 7,560 - 7,570	7,919 - 7,939 7,940 - 7,950	7,486 - 7,514 7,515 - 7,528	6,618 - 6,657 6,658 - 6,677
Scorpion, Hell	ii	7	7,536 - 7,556	7,571 - 7,592	-	-	-
Seeall	11	7	7,557 - 7,578	7,593 - 7,614	7,951 - 7,970	7,529 - 7,557	6,678 - 6,716
Skeleton, Monster	11	7	7,579 - 7,589	7,615 - 7,625	7,971 - 7,981	7,558 - 7,572	6,717 - 6,736
Basilisk, Lesser	12	I	7,590 - 7,633	7,626 - 7,669	7,982 - 8,022	7,573 - 7,630	6,737 - 6,816
Djinni	12	2	7,634 - 7,644	7,670 - 7,680	8,023 - 8,033	7,631 - 7,644	6,817 - 6,836
Nefarian: other: Soul Cloaker Rift Vortex	12 n/a	5 7	7,645 - 7,655 7,656	7,681 - 7,691 7,692	8,034 - 8,043 8,044	7,645 - 7,659	6,837 - 6,855
Shadow Fiend	n/a 12	7	7,657 - 7,667	7,692 - 7,703	8,045 - 8,054	7,660 7,661 - 7,674	6,856 6,857 - 6,876
Skeleton, Giant	12	7	7,668 - 7,678	7,704 - 7,714	8,055 - 8,065	7,675 - 7,689	6,877 - 6,896
Tiger Fly, Male	12	7	7,679 - 7,700	7,715 - 7,736	8,066 - 8,085	7,690 - 7,718	_
Troll, Glamour	12	8	7,701 - 7,743	7,737 - 7,780	8,086 - 8,127	7,719 - 7,776	6,897 - 6,976
Werebird	12	8	7,744 - 7,754	7,781 - 7,791	8,128 - 8,137	7,777 - 7,790	6,977 - 6,996
Crypt Thing	13	2	7,755 - 7,765	7,792 - 7,802	8,138 - 8,148	7,791 - 7,805	6,997 - 7,015
Djinni, Black Dopplemeister	3  3	2	7,766 - 7,776 7,777 - 7,787	7,803 - 7,813 7,814 - 7,824	8,149 - 8,158 8,159 - 8,168	7,806 - 7,819 7,820 - 7,834	7,016 - 7,035 7,036 - 7,055
Gore Monger, Insatiable	13	3	7,788 - 7,809	7,825 - 7,846	8,169 - 8,189	7,835 - 7,863	7,056 - 7,095
Haunt	13	3	7,810 - 7,820	7,847 - 7,857	8,190 - 8,200	7,864 - 7,877	7,096 - 7,115
Mammoth, Ram-Horned	13	4	7,821 - 7,842	7,858 - 7,879	8,201 - 8,220	7,878 - 7,906	7,116 - 7,154
Mammoth, Wooly	13	4	7,843 - 7,929	7,880 - 7,968	8,221 - 8,303	7,907 - 8,022	7,155 - 7,313
Snake, Amphisbaena Constrictor	13	7	-	-	8,304 - 8,314	-	-
Teroth	13	7	7,930 - 7,940	7,969 - 7,979	8,315 - 8,324	8,023 - 8,037	7,314 - 7,333
Toad, Doom Transposer	3  3	8 8	7,941 - 7,951 7,952 - 7,962	7,980 - 7,990 7,991 - 8,001	8,325 - 8,335 8,336 - 8,345	8,038 - 8,051 8,052 - 8,066	- 7,334 - 7,353
Vampire, Headlong	13	8	7,963 - 7,984	8,002 - 8,023	8,346 - 8,366	8,067 - 8,095	7,354 - 7,353
Jann	13	4	7,985 - 7,995	8,024 - 8,034	8,367 - 8,376	8,096 - 8,109	7,394 - 7,413
Lizard, Ice	14	4	_	-	_	_	7,414 - 7,433
Medusa, Lesser	14	4	7,996 - 8,017	8,035 - 8,056	8,377 - 8,397	8,110 - 8,138	7,434 - 7,472
Skeleton, Red Eyed	14	7	8,018 - 8,028	8,057 - 8,067	8,398 - 8,407	8,139 - 8,153	7,473 - 7,492
Spider, Phase	14	7	8,029 - 8,049	8,068 - 8,089	8,408 - 8,428	8,154 - 8,182	7,493 - 7,532
Su-Monster Elemental, Earth	4  4+	7 3	8,050 - 8,093 8,094 - 8,104	8,090 - 8,133 8,134 - 8,144	8,429 - 8,469 8,470 - 8,480	8,183 - 8,240 8,241 - 8,254	7,533 - 7,612 7,613 - 7,631
Taunter	14+	3 7	8,105 - 8,115	8,145 - 8,155	8,481 - 8,490	8,255 - 8,269	7,632 - 7,651
Ant Men Queen	15		8,116 - 8,126	8,156 - 8,166	8,491 - 8,501	8,270 - 8,283	-
Arvanger, Speckled	15	i	8,127 - 8,137	8,167 - 8,177	8,502 - 8,511	-	-
DragonKomodo, Giant	15	2	-	8,178 - 8,188	8,512 - 8,521	-	-
Stone Guardian	15	7	8,138 - 8,148	8,189 - 8,199	8,522 - 8,532	8,284 - 8,298	7,652 - 7,671
Vagabond, Astral	Variable	8	8,149 - 8,159	8,200 - 8,210	8,533 - 8,542	8,299 - 8,312	7,672 - 7,691
WereMimic	Variable	8 4	8,160 - 8,170	8,211 - 8,221	8,543 - 8,552	8,313 - 8,327	7,692 - 7,711
Lammasu, Common Nefarian: other: Hell cat	16 16	4 5	8,171 - 8,192 8,193 - 8,214	8,222 - 8,243 8,244 - 8,265	8,553 - 8,573 8,574 - 8,594	- 8,328 - 8,356	- 7,712 - 7,751
Stump Horror	16	7	-	-	8,595 - 8,604	-	-
Vampire Hordes, The	16	8	8,215 - 8,235	8,266 - 8,287	8,605 - 8,625	8,357 - 8,385	7,752 - 7,790
vampire Hordes, rhe							

			IA	IB	IC	ID	IE
			Tropical	Subtropical	Temperate	Subarctic	Arctic
Name	HF	HoB	d10,000 roll				
Golem, Clay	17	3	8,247 - 8,257	0.000 0.000	0/2/ 0/4/	0.400 0.414	7011 7020
Invisible Heckler	17	4	8,258 - 8,268	8,299 - 8,309 8,310 - 8,320	8,636 - 8,646 8,647 - 8,656	8,400 - 8,414 8,415 - 8,428	7,811 - 7,830 7,831 - 7,850
Modron: Dodecahedrone	17	5	8,269 - 8,312	8,321 - 8,364	8,657 - 8,698	8,429 - 8,486	7,851 - 7,929
Zoolem, Dawg/Monkey, etc.	17	8	8,313 - 8,323	8,365 - 8,375	8,699 - 8,708	8,487 - 8,501	7,930 - 7,949
Zoolem, Hawk/Eagle Para-Elementals: Ooze	17 17+	8 6	8,324 - 8,345 8,346 - 8,356	8,376 - 8,397 8,398 - 8,408	8,709 - 8,729 8,730 - 8,739	8,502 - 8,530 8,531 - 8,544	7,950 - 7,989 7,990 - 8,009
Para-Elementals: Smoke	17+	6	8.357 - 8.367	8,409 - 8,419	8,740 - 8,750	8,545 - 8,559	8,010 - 8,029
Arvanger, Spotted	18	Ĩ	8,368 - 8,378	8,420 - 8,430	8,751 - 8,760	8,560 - 8,574	-
Goregon	18	3	8,379 - 8,399	-	8,761 - 8,781	-	-
Rabbit, Predator Elemental, Air	18 18+	6 3	8,400 - 8,421 8,422 - 8,432	8,431 - 8,452 8,453 - 8,463	8,782 - 8,802 8,803 - 8,812	8,575 - 8,603 8,604 - 8,617	8,030 - 8,069 8,070 - 8,088
Elemental, Fire	18+	3	8,433 - 8,443	8,464 - 8,474	8,813 - 8,822	8,618 - 8,632	8,089 - 8,108
Elemental, Water	18+	3	8,444 - 8,454	8,475 - 8,485	8,823 - 8,833	8,633 - 8,646	8,109 - 8,128
Nefarian: other: Hell Hound	18+	5	8,455 - 8,465	8,486 - 8,496	8,834 - 8,843	8,647 - 8,661	8,129 - 8,148
Doom Harvester Golem, Gristle	19 19	2 3	8,466 - 8,476 8,477 - 8,487	8,497 - 8,507 8,508 - 8,518	8,844 - 8,853 8,854 - 8,864	8,662 - 8,675 8,676 - 8,690	8,149 - 8,168 8,169 - 8,188
Jurassic Creatures: Stegosaurus	19	4	8,488 - 8,574	8,519 - 8,607	- +00,0 - +C0,0	-	-
Phantom Stalker	19	6	8,575 - 8,585	8,608 - 8,618	8,865 - 8,874	8,691 - 8,704	8,189 - 8,208
Snake, Snow Serpent	19	7	-	-	-	-	8,209 - 8,228
Minotaur, Free Range	20 20	5 6	8,586 - 8,596	8,619 - 8,629	8,875 - 8,885	8,705 - 8,719	8,229 - 8,247
Quickwood Sirine	20	7			8,886 - 8,895 8,896 - 8,916	_	_
Invisible Stalker	21	4	8,619 - 8,629	8,652 - 8,662	8,917 - 8,926	8,720 - 8,733	8,248 - 8,267
Mantis, Dire Field	21	4	8,630 - 8,65 l	8,663 - 8,684	8,927 - 8,947	-	-
Shriek, The	21 21	7	8,652	8,685	8,948	8,734	8,268
Spriggan Beholder, Gauth	21	1	8,653 - 8,663 8,664 - 8,685	8,686 - 8,696 8,697 - 8,718	8,949 - 8,958 8,959 - 8,979	8,735 - 8,749 8,750 - 8,778	8,269 - 8,288 8,289 - 8,328
Bulette	22	i	-	-	8,980 - 8,989	-	-
Bulette, Hammerhead	22	I	-	-	8,990 - 9,000	-	-
Giant, Fog	22	3		-	9,001 - 9,010	-	-
Jurassic Creatures: Triceratops Sedusa	22 22	4	8,686 - 8,772 8,773 - 8,783	8,719 - 8,806 8,807 - 8,817	- 9,011 - 9,020	-	-
Vile Shadow Fiend	22	8	8,784 - 8,794	8,818 - 8,828	9,021 - 9,031	8,779 - 8,792	8,329 - 8,348
Dragon, Ancient Albino Scoria	Variable	2	8,795 - 8,805	8,829 - 8,839	9,032 - 9,041	8,793 - 8,807	8,349 - 8,368
Giant, Scorn	23	3	8,806 - 8,816	8,840 - 8,850	9,042 - 9,052	8,808 - 8,821	8,369 - 8,387
Snake, Humongus Sphinx, Gynosphinx	23 23	7 7	8,817 - 8,827 8,828 - 8,849	8,851 - 8,861 8,862 - 8,883	-	-	-
Treant, Undead	23	8	8,850 - 8,860	8,884 - 8,894	9,053 - 9,062	8,822 - 8,836	8,388 - 8,407
Dragon, Red-Crested Amber Bellied	Variable	2	8,861 - 8,871	8,895 - 8,905	9,063 - 9,072	8,837 - 8,850	8,408 - 8,427
Giant, Gorge	23+	3	8,872 - 8,882	8,906 - 8,916	9,073 - 9,083	8,851 - 8,865	8,428 - 8,447
Dao Jurassic Creatures:Tyrannosaurus Rex	24 24	2 4	8,883 - 8,903 8,904 - 8,947	8,917 - 8,938 8,939 - 8,982	9,084 - 9,103	8,866 - 8,894	8,448 - 8,487 _
Spider, Gargantuan	24	7	8,948 - 8,958	8,983 - 8,993	9,104 - 9,114	8,895 - 8,908	-
Vampire, Mulo	24	8	8,959 - 8,969	8,994 - 9,004	9,115 - 9,124	8,909 - 8,923	8,488 - 8,507
Vampiricat	24	8 2	8,970 - 8,980	9,005 - 9,015	9,125 - 9,135	8,924 - 8,937	8,508 - 8,527
Dragon, Speckled Troll, Giant	Variable 25	2	8,981 - 8,991 8,992 - 9,013	9,016 - 9,026 9,027 - 9,048	9,136 - 9,145 9,146 - 9,166	8,938 - 8,952 8,953 - 8,981	8,528 - 8,546 8,547 - 8,586
Shade	26	7	9,014 - 9,024	9,049 - 9,059	9,167 - 9,176	8,982 - 8,995	8,587 - 8,606
Zoolem, Lion/Tiger	26	8	9,025 - 9,046	9,060 - 9,081	9,177 - 9,197	8,996 - 9,024	8,607 - 8,646
Golem, Stone Troll, Giant Two-Headed	27	3	9,047 - 9,057	9,082 - 9,092	9,198 - 9,207	9,025 - 9,039	8,647 - 8,666
Vision	27 27	8 8	9,058 - 9,067 9,068 - 9,078	9,093 - 9,103 9,104 - 9,115	9,208 - 9,218 9,219 - 9,228	9,040 - 9,053 9,054 - 9,068	8,667 - 8,686 8,687 - 8,705
Beholder-kin, Director	28	1	9,079 - 9,089	9,116 - 9,126	9,229 - 9,238	9,069 - 9,082	8,706 - 8,725
Naga, Guardian	28	5	9,090 - 9,100	9,127 - 9,137	9,239 - 9,249	9,083 - 9,097	8,726 - 8,745
Aerial Servant Medusa, Greater	29 29	1 4	9,101 - 9,111	9,138 - 9,148 9,149 - 9,170	9,250 - 9,259 9,260 - 9,280	9,098 - 9,111	8,746 - 8,765 8,766 - 8,805
Revenger	29	6	9,112 - 9,133 9,134 - 9,144	9,149 - 9,170	9,281 - 9,290	9,112 - 9,140 9,141 - 9,155	8,806 - 8,825
Basilisk: Dracolisk	30	Î	9,145 - 9,155	9,182 - 9,192	9,291 - 9,301	9,156 - 9,169	8,826 - 8,844
Time Elemental, Common	n/a	8	9,156 - 9,166	9,193 - 9,203	9,302 - 9,311	9,170 - 9,184	8,845 - 8,864
Giant, Frost Intellect Deveurer Adult	31 31	3 4	- 9   67 9   77	- 9204 9214	- - -	-	8,865 - 8,884
Intellect Devourer, Adult Lammasu, Greater	31	4	9,167 - 9,177 9,178 - 9,188	9,204 - 9,214 9,215 - 9,225	9,312 - 9,321 9,322 - 9,332	-	-
Portal of Devouring	31	6	9,189 - 9,199	9,226 - 9,236	9,333 - 9,342	9,185 - 9,198	8,885 - 8,904
Virusentient, Giant	31	8	-	-	9,343 - 9,353	9,199 - 9,213	-
Righteous Avenger Guardian Spirit	32 33	7 3	9,200 - 9,210 9,211 - 9,221	9,237 - 9,247 9,248 - 9,258	9,354 - 9,363 9,364 - 9,373	9,214 - 9,227 9,228 - 9,242	8,905 - 8,924 8,925 - 8,944
Ogre, Magi	33	6	9,222 - 9,232	9,259 - 9,269	9,374 - 9,384	-	-
Vampire, Chiang-Shi	33	8	9,233 - 9,253	9,270 - 9,291	9,385 - 9,404	9,243 - 9,271	8,945 - 8,984
Retriever, Reckless	33 +	6	9,254 - 9,264	9,292 - 9,302	9,405 - 9,415	9,272 - 9,285	8,985 - 9,003
Retriever, Relentless	33+ 33+	6 6	9,265 - 9,275	9,303 - 9,313	9,416 - 9,425	9,286 - 9,300	9,004 - 9,023
Retriever, Ruthless Beholder, Undead	33+	6	9,276 - 9,286 9,287 - 9,297	_ 9,314 - 9,324	9,426 - 9,436 9,437 - 9,446	9,301 - 9,314 9,315 - 9,329	9,024 - 9,043 9,044 - 9,063
Avenging Servant	35	i	9,298 - 9,308	9,325 - 9,335	9,447 - 9,456	9,330 - 9,343	9,064 - 9,083
Centipede, Huge	35	2	9,309 - 9,396	9,336 - 9,423	9,457 - 9,539	9,344 - 9,459	9,084 - 9,242
Zoolem, Horse/Deer Radiation Elemental	35 35+	8 6	9,397 - 9,417 9,418 9,428	9,424 - 9,445 9.446 - 9.456	9,540 - 9,560 9,561 9,571	9,460 - 9,488 9,489 - 9,503	9,243 - 9,282
Radiation Elemental Modron: Icosahedrone	35+	6 5	9,418 - 9,428 9,429 - 9,450	9,446 - 9,456 9,457 - 9,478	9,561 - 9,571 9,572 - 9,591	9,489 - 9,503 9,504 - 9,532	9,283 - 9,302 9,303 - 9,341
Shedu, Lesser	36	7	9,451 - 9,472	-	_	-	_
Stegocentipede	36	7	9,473 - 9,483	9,479 - 9,489	9,592 - 9,602	-	-
Vampire, Empusas Squid, spow	37 38	8 7	9,484 - 9,494	9,490 - 9,500	9,603 - 9,612	9,533 - 9,546	9,342 - 9,361
Squid, snow Bane Lords	38	1	_ 9,495 - 9,505	- 9,501 - 9,511	- 9,613 - 9,622	_ 9,547 - 9,561	9,362 - 9,381 9,382 - 9,401
			,	, ,	,		

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

	Table 20–N: Random Encounter Tables – Ocean, Open: Day								
			NA	NB	NC	ND	NE		
			Tropical	Subtropical	Temperate	Subarctic	Arctic		
Name	HF	HoB	d10.000 roll	d10,000 roll	d10.000 roll	d10.000 roll	d10.000 roll		
Gold Bane	0	3	1 - 31	1 - 35	I - 37	I - 43	I - 45		
lxitxachitl: standard	Ő	4	32 - 62	36 - 70	-	-	_		
ellyfish, Common	0	4	63 - 308	71 - 351	38 - 332	_			
Piranha. Cold Water	0	6	-	-	333 - 369	-			
Piranha, Common	0	6		_	-	_	_		
Ray: Stingray	0	6	370 - 615	_	-	-	-		
	0	6 7					-		
Samaritans Scarab of Seeking	0	7	616 - 738 739 - 769	352 - 491	370 - 517	44 - 215	46 - 224		
	•	7		492 - 526	518 - 553	216 - 257	-		
Swordfish, Long	0	-	770 - 892	527 - 667	554 - 701	258 - 429	225 - 404		
Urchin, Giant Black	0	8	893 - 1,015	668 - 807	702 - 849	430 - 601	405 - 583		
Locathah	0+	4	1,016 - 1,077	808 - 877	850 - 922	602 - 687	584 - 673		
Phantom	Nil	6	1,078 - 1,107	878 - 912	923 - 959	688 - 729	674 - 717		
Sea Horse, Giant	0+	7	1,108 - 1,354	913 - 1,193	960 - 1,254	730 - 1,073	-		
Barracuda		1	1,355 - 1,477	1,194 - 1,333	1,255 - 1,402	-			
Dolphin	I	2	1,478 - 1,600	1,334 - 1,473	1,403 - 1,550	1,074 - 1,244	718 - 897		
Eel,Weed	I	2	1,601 - 1,630	1,474 - 1,508	1,551 - 1,586	1,245 - 1,287	898 - 942		
Eye, Floating	1	3	1,631 - 1,692	1,509 - 1,579	1,587 - 1,660	1,288 - 1,373	943 - 1,031		
Lamprey, Normal		4	1,693 - 1,815	1,580 - 1,719	1,661 - 1,808	1,374 - 1,545	1,032 - 1,211		
Men: Merchant Sailor/Fisherman	1	5	1,816 - 2,061	1,720 - 2,000	1,809 - 2,103	1,546 - 1,888	1,212 - 1,569		
Men: Pirate/Buccaneer	1	5	2,062 - 2,307	2,001 - 2,280	2,104 - 2,398	-	-		
Men: Sailor	1	5	2,308 - 2,553	2,281 - 2,561	2,399 - 2,693	1,889 - 2,231	1,570 - 1,928		
Packasite	1	6	2,554 - 2,615	2,562 - 2,631	2,694 - 2,767	2,232 - 2,317	1,929 - 2,018		
Piranha, Giant	I.	6	2,616 - 2,646	-	-	-	-		
Provocator	n/a	6	2,647 - 2,676	2,632 - 2,666	2,768 - 2,804	2,318 - 2,360	2,019 - 2,062		
Shark, Angel	1	7	2,677 - 2,922	2,667 - 2,947	-	-	-		
Swordfish, Bastard	1	7	2,923 - 2,984	2,948 - 3,017	2,805 - 2,878	2,361 - 2,446	2,063 - 2,152		
Jrchin, Giant Green	1	8	2,985 - 3,046	3,018 - 3,087	2,879 - 2,951	2,447 - 2,532	2,153 - 2,242		
ellyfish: Man-O-War	+	4	3,047 - 3,169	3,088 - 3,227	2,952 - 3,099	-	-		
Men: Adventurer	+	5	3,170 - 3,199	3,228 - 3,263	3,100 - 3,136	2,533 - 2,575	2,243 - 2,287		
Men:Viking	+	5	-		_	2,576 - 2,746	2,288 - 2,466		
Mer-Folk: Mermaid	+	5	3,200 - 3,322	3,264 - 3,403	3,137 - 3,283	-	-		
Mer-Folk: Merman	+	5	3,323 - 3,445	3,404 - 3,543	3,284 - 3,431	2,747 - 2,918	-		
Froutman	+	8	3,446 - 3,507	3,544 - 3,613	3,432 - 3,505	2,919 - 3,004	2,467 - 2,556		
Astral Searcher	2	1	3,508 - 3,538	3,614 - 3,648	3,506 - 3,542	3,005 - 3,047	2,557 - 2,600		
Carnivorous Coral	2	i	3,539 - 3,599	3,649 - 3,719	_	_	_		
	2	2	3,600 - 3,630	3,720 - 3,754	3,543 - 3,579	3,048 - 3,090	2,601 - 2,645		
Eel, Giant	2	2	3,631 - 3,753	3,755 - 3,894	3,580 - 3,726	-			
Elf, Aquatic	2	3	3,754 - 3,876	3,895 - 4,034	3,727 - 3,874	3,091 - 3,261	2,646 - 2,825		
Ichthyocentaur	2	4	3.877 - 3.907	4,035 - 4,069	3,875 - 3,911	3,262 - 3,304	2,826 - 2,869		
Pseudo Undead, Ghoul	2	6	3,908 - 4,030	4,070 - 4,210	3,912 - 4,058	3,305 - 3,476	2,870 - 3,049		

			NA	NB	NC	ND	NE
			Tropical	Subtropical	Temperate	Subarctic	Arctic
Name	HF	HoB	d10,000 roll				
Sprite, Water	2	7	4,031 - 4,091	4,211 - 4,280	4,059 - 4,132	3,477 - 3,562	3,050 - 3,138
Zombie, Talking	2	8	4,092 - 4,122	4,281 - 4,315	4,133 - 4,169	3,563 - 3,604	-
Selkie Sword, Perpetual Swinging	2 + 2+	7 7	- 4,123 - 4,153	_ 4,316 - 4,350	-	3,605 - 3,647 3,648 - 3,690	3,139 - 3,183 3,184 - 3,228
Jellyfish, Giant	3	4	4,154 - 4,215	4,351 - 4,420		3,691 - 3,776	3,229 - 3,318
Shark, Dawg Fish	3	7	-	-	4,244 - 4,538	-	-
Vortex	3 3+	8 3	4,216 - 4,245	4,421 - 4,455	4,539 - 4,575	3,777 - 3,819	3,319 - 3,363
Enveloper Sahuagin, Common	3+	3	4,246 - 4,276 4,277 - 4,399	4,456 - 4,490 4,491 - 4,631	4,576 - 4,612 4,613 - 4,759	3,820 - 3,862 3,863 - 4,034	3,364 - 3,407 3,408 - 3,587
Huecuva	4	4	4,400 - 4,430	4,632 - 4,666	4,760 - 4,796	4,035 - 4,076	_
lxitxachitl: Cleric	4	4	4,431 - 4,461	4,667 - 4,701	-	-	-
Lamprey, Giant Sea Stalker	4 4	4 7	4,462 - 4,522 4,523 - 4,553	4,702 - 4,771 4,772 - 4,806	4,797 - 4,870 4,871 - 4,907	4,077 - 4,162 4,163 - 4,205	3,588 - 3,676 3,677 - 3,721
Shark, Wobbegong	4	7	4,554 - 4,676	_	_	-	-
Truculent Terrifier	4	8	4,677 - 4,707	4,807 - 4,841	4,908 - 4,944	4,206 - 4,248	-
Urchin, Giant Red Whale, Narwhal	4 4	8 8	4,708 - 4,768 4,769 - 4,830	4,842 - 4,911 4,912 - 4,981	4,945 - 5,017 5,018 - 5,091	4,249 - 4,334 4,335 - 4,420	3,722 - 3,811 3,812 - 3,901
Ogre, Aquatic	4+	6	4,831 - 4,953	4,982 - 5,122	5,092 - 5,239	4,421 - 4,591	3,902 - 4,080
Sahuagin, Mutant	4+	7	4,954 - 5,076	5,123 - 5,262	5,240 - 5,386	4,592 - 4,763	4,081 - 4,259
Doppleganger	5 5	2	5,077 - 5,107	5,263 - 5,297	5,387 - 5,423	4,764 - 4,806	4,260 - 4,304
lxitxachitl:Vampire Ray, Pungi	5	4	5,108 - 5,137 5,138 - 5,199	5,298 - 5,332	-	-	_
Strangle Plant, Weed	5	7	5,200 - 5,445	5,333 - 5,613	-	-	-
Swordfish, Vorpal	5	7	5,446 - 5,476	5,614 - 5,648	5,424 - 5,460	4,807 - 4,849	4,305 - 4,349
Anti-Elemental, Earth Grieving Herald	5+ 6	1 3	5,477 - 5,507 5,508 - 5,537	5,649 - 5,683 5,684 - 5,718	5,461 - 5,497 5,498 - 5,534	4,850 - 4,892 4,893 - 4,935	4,350 - 4,394 4,395 - 4,439
Jurassic Creatures: Icthyosaurus	6	4	5,538 - 5,660	5,719 - 5,858	5,535 - 5,682	4,936 - 5,106	4,440 - 4,618
Zombie, Brain-Eating	6	8	5,661 - 5,691	5,859 - 5,894	5,683 - 5,718	5,107 - 5,149	4,619 - 4,663
Zombie, Flesh-Eating	6	8	5,692 - 5,722	5,895 - 5,929	5,719 - 5,755	5,150 - 5,192	4,664 - 4,708
Zombie, Giant Anti-Elemental, Air	6 6+	8 I	5,723 - 5,753 5,754 - 5,783	5,930 - 5,964 5,965 - 5,999	5,756 - 5,792 5,793 - 5,829	5,193 - 5,235 5,236 - 5,278	4,709 - 4,752 4,753 - 4,797
Anti-Elemental, Fire	6 +	i	-			_	4,798 - 4,842
Triton, Common	7	8	5,784 - 5,845	6,000 - 6,069	5,830 - 5,903	5,279 - 5,364	4,843 - 4,932
Urchin, Giant Yellow	7	8	5,846 - 5,876	6,070 - 6,104	5,904 - 5,940	5,365 - 5,407	4,933 - 4,977
Vengeful Troubadour Doppleganger, Master	7+ 8	8 2	5,877 - 5,907 5,908 - 5,937	6,105 - 6,139 6,140 - 6,174	5,941 - 5,977 5,978 - 6,014	5,408 - 5,450 5,451 - 5,492	4,978 - 5,021 5,022 - 5,066
Gagwaller	8	3	5,938 - 5,968	6,175 - 6,209	6,015 - 6,050	5,493 - 5,535	5,067 - 5,111
Jellyfish, Dire Man OÕ War	8	4	5,969 - 6,030	6,210 - 6,279	6,051 - 6,124	5,536 - 5,621	5,112 - 5,201
Ray: Giant Manta	8 8	6 8	6,031 - 6,153	-	_ 6,125 - 6,161	_ 5,622 - 5,664	_ 5,202 - 5,246
Zombie, Monster Dragon, White	o Variable	2	6,154 - 6,183 _	6,280 - 6,315	-	5,022 - 5,00 <del>4</del> —	5,202 - 5,246
Elf, Grel Cleric	9	3	6,184 - 6,245	6,316 - 6,385	6,162 - 6,235	5,665 - 5,750	5,336 - 5,425
Walrus, common	9	8	-	-	-	-	5,426 - 5,604
Doppleganger, Predator Elf, Shadow Grel	10 10	2	6,246 - 6,276 6,277 - 6,337	6,386 - 6,420 6,421 - 6,490	6,236 - 6,272 6,273 - 6,346	5,751 - 5,793 5,794 - 5,879	5,605 - 5,649 5,650 - 5,739
Golem, Blood	10	3	6,338 - 6,368	6,491 - 6,525	6,347 - 6,382	5,880 - 5,922	5,740 - 5,784
Nereid	10	6	6,369 - 6,399	6,526 - 6,560	6,383 - 6,419	5,923 - 5,964	5,785 - 5,828
Pan-Dimensional Rover	10	6	6,400 - 6,429	6,561 - 6,595	6,420 - 6,456	5,965 - 6,007	5,829 - 5,873
Ray: Deathray Mer-Folk: MerShaman	10 10+	6 5	6,430 - 6,460 6,461 - 6,522	_ 6,596 - 6,665	_ 6,457 - 6,530	_ 6,008 - 6,093	-
Skeleton, Monster	11	7	6,523 - 6,553	6,666 - 6,700	6,531 - 6,567	6,094 - 6,136	5,874 - 5,918
Urchin, Giant Silver	11	8	6,554 - 6,583	6,701 - 6,735	6,568 - 6,604	6,137 - 6,179	5,919 - 5,963
Djinni Nefarian: other: Soul Cloaker	12	2 5	6,584 - 6,614 6,615 - 6,645	6,736 - 6,771 6,772 - 6,806	6,605 - 6,641 6,642 - 6,678	6,180 - 6,222 6,223 - 6,265	5,964 - 6,008 6,009 - 6,053
Rift Vortex	n/a	7	6,646	6,807	6,679	6,266	6,054
Shadow Fiend	12	7	6,647 - 6,677	6,808 - 6,842	6,680 - 6,716	6,267 - 6,309	6,055 - 6,098
Skeleton, Giant	12	7	6,678 - 6,707	6,843 - 6,877	6,717 - 6,752	6,310 - 6,352	6,099 - 6,143
Walrus, Rabid Crypt Thing	12 13	8 2	- 6,708 - 6,738	- 6,878 - 6,912	- 6,753 - 6,789	- 6,353 - 6,395	6,144 - 6,233 6,234 - 6,278
Djinni, Black	13	2	6,739 - 6,769	6,913 - 6,947	6,790 - 6,826	6,396 - 6,437	6,279 - 6,323
Dopplemeister	13	2	6,770 - 6,800	6,948 - 6,982	6,827 - 6,863	6,438 - 6,480	6,324 - 6,367
Haunt Teroth	3  3	3 7	6,801 - 6,830	6,983 - 7,017	6,864 - 6,900	6,481 - 6,523	6,368 - 6,412
Water Weird	13	8	6,831 - 6,861 6,862 - 6,892	7,018 - 7,052 7,053 - 7,087	6,901 - 6,937 6,938 - 6,974	6,524 - 6,566 6,567 - 6,609	6,413 - 6,457 6,458 - 6,502
Snake, Sea, Giant	14	7	6,893 - 7,015	_	-	_	-
Spider, Sea	14	7	7,016 - 7,138	7,088 - 7,228	6,975 - 7,121	6,610 - 6,781	6,503 - 6,681
Elemental, Earth Taunter	4+  4+	3 7	7,139 - 7,169 7,170 - 7,200	7,229 - 7,263 7,264 - 7,298	7,122 - 7,158 7,159 - 7,195	6,782 - 6,824 6,825 - 6,867	6,682 - 6,726 6,727 - 6,771
Triton, Exceptional	15	8	7,201 - 7,261	7,299 - 7,368	7,196 - 7,269	6,868 - 6,952	6,772 - 6,861
Vagabond, Astral	Variable	8	7,262 - 7,292	7,369 - 7,403	7,270 - 7,306	6,953 - 6,995	6,862 - 6,905
Walrus, Wretched	16	8		-		-	6,906 - 6,950
Whale, Killer Djinni, Noble	16 17	8 2	7,293 - 7,538 7,539 - 7,569	7,404 - 7,684 7,685 - 7,719	7,307 - 7,601 7,602 - 7,638	6,996 - 7,339 7,340 - 7,381	6,951 - 7,309 7,310 - 7,354
Golem, Clay	17	3	7,570 - 7,599	7,720 - 7,754	7,639 - 7,675	7,382 - 7,424	7,355 - 7,399
Zoolem, Dawg/Monkey, etc.	17	8	7,600 - 7,630	7,755 - 7,789	7,676 - 7,712	7,425 - 7,467	7,400 - 7,443
Zoolem, Hawk/Eagle	17	8	7,631 - 7,692	7,790 - 7,859	7,713 - 7,785	7,468 - 7,553	7,444 - 7,533
Elemental, Air Elemental, Water	18+ 18+	3 3	7,693 - 7,723 7,724 - 7,753	7,860 - 7,894 7,895 - 7,929	7,786 - 7,822 7,823 - 7,859	7,554 - 7,596 7,597 - 7,639	7,534 - 7,578 7,579 - 7,623
Doom Harvester	19	2	7,754 - 7,784	7,930 - 7,964	7,860 - 7,896	7,640 - 7,682	7,624 - 7,668
Jurassic Creatures: Elasmosaurus	19	4	7,785 - 7,907	7,965 - 8,105	7,897 - 8,044	7,683 - 7,854	7,669 - 7,847
Jurassic Creatures: Triloblights Sirine	19 20	4 7	7,908 - 7,938 7,939 - 7,999	8,106 - 8,140 8,141 - 8,210	- 8,045 - 8,117	-	-
	20		1,737 - 1,777	0,171-0,210	0,010 - 0,117	_	_

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

			OA	OB	OC	OD	OE
			Tropical	Subtropical	Temperate	Subarctic	Arctic
Name	HF	HoB	d10,000 roll	d10,000 roll	d10,000 roll	d10,000 roll	d10,000 roll
Bird: Standard	-1	I	-  73	-  90	-  94	1 - 219	-
Gold Bane	0	3	174 - 195	191 - 214	195 - 218	220 - 247	I - 33
xitxachitl: standard	0	4	196 - 217	215 - 237	-	-	-
ellyfish, Common	0	4	218 - 390	238 - 427	219 - 412	-	-
Mosquitos, Ravenous	0	5	391 - 434	428 - 475	-	-	-
Otter, Sea	0	6	435 - 520	476 - 570	413 - 510	248 - 356	34 - 163
Penguin, common	0	6	-	-	-	357 - 575	164 - 423
Piranha, Cold Water	0	6	-	-	511 - 534	-	-
Piranha, Common	0	6	521 - 564	-	-	-	-
Ray: Stingray	0	6	565 - 737	-	-	-	-
Rook: Raven, Common	0	7	738 - 911	571 - 760	535 - 728	576 - 794	-
Rook: Raven, Huge	0	7	912 - 998	761 - 855	729 - 825	795 - 904	-
Rot Grub, Common	0	7	999 - 1,041	856 - 902	826 - 874	905 - 959	424 - 488
Samaritans	0	7	1,042 - 1,128	903 - 997	875 - 971	960 - 1,068	489 - 619
Scarab of Seeking	0	7	1,129 - 1,149	998 - 1,021	972 - 995	1,069 - 1,096	-
Scarab, common	0	7	1,150 - 1,323	1,022 - 1,211	996 - 1,189	1,097 - 1,315	-
Seagull	0	7	1,324 - 1,496	1,212 - 1,401	1,190 - 1,383	1,316 - 1,534	620 - 879
Swordfish, Long	0	7	1,497 - 1,583	1,402 - 1,496	1,384 - 1,480	1,535 - 1,643	880 - 1,009
Urchin, Giant Black	0	8	1,584 - 1,670	1,497 - 1,591	1,481 - 1,577	1,644 - 1,753	1,010 - 1,140
Vicious Beach Mite	0	8	1,671 - 1,757	1,592 - 1,686	1,578 - 1,674	1,754 - 1,862	1,141 - 1,270
Locathah	0+	4	1,758 - 1,800	1,687 - 1,733	1,675 - 1,723	1,863 - 1,917	1,271 - 1,335
Phantom	Nil	6	1,801 - 1,822	1,734 - 1,757	1,724 - 1,747	1,918 - 1,945	1,336 - 1,368
Sea Horse, Giant	0+	7	1,823 - 1,995	1,758 - 1,947	1,748 - 1,941	1,946 - 2,164	-
Barracuda	I	I	1,996 - 2,082	1,948 - 2,042	1,942 - 2,038	-	-
Corpse Crab	I	2	2,083 - 2,125	2,043 - 2,090	2,039 - 2,087	2,165 - 2,219	1,369 - 1,433
Crab Man	I	2	2,126 - 2,169	2,091 - 2,137	2,088 - 2,135	-	-
Dolphin	I	2	2,170 - 2,255	2,138 - 2,232	2,136 - 2,232	2,220 - 2,328	1,434 - 1,563
Eel,Weed	I	2	2,256 - 2,277	2,233 - 2,256	2,233 - 2,257	2,329 - 2,355	1,564 - 1,596
Eye, Floating	I	3	2,278 - 2,320	2,257 - 2,303	2,258 - 2,305	2,356 - 2,410	1,597 - 1,661
_amprey, Normal	I	4	2,321 - 2,407	2,304 - 2,398	2,306 - 2,402	2,411 - 2,520	1,662 - 1,791
Men: Merchant Sailor/Fisherman	I	5	2,408 - 2,581	2,399 - 2,588	2,403 - 2,596	2,521 - 2,739	1,792 - 2,052
Men: Pirate/Buccaneer	I	5	2,582 - 2,754	2,589 - 2,778	2,597 - 2,790	-	-
Men: Sailor	1	5	2,755 - 2,928	2,779 - 2,968	2,791 - 2,985	2,740 - 2,958	2,053 - 2,312
Moss, Shimmer	I	5	2,929 - 2,971	2,969 - 3,016	2,986 - 3,033	2,959 - 3,013	2,313 - 2,377
Packasite	I	6	2,972 - 3,014	3,017 - 3,063	3,034 - 3,082	3,014 - 3,068	2,378 - 2,442

			OA	OB	OC	OD	OE
			Tropical	Subtropical	Temperate	Subarctic	Arctic
Name	HF	HoB	d10,000 roll				
Penguin, Dire		6	-	-	-	3,069 - 3,122	2,443 - 2,507
Piranha, Giant		6	3,015 - 3,036	-	- 3,083 - 3,106	-	
Provocator Rock: Payer Ciant	n/a I	6 7	3,037 - 3,058	3,064 - 3,087	3,107 - 3,203	3,123 - 3,150	2,508 - 2,540
Rook: Raven, Giant Rot Grub, giant		7	3,059 - 3,144 3,145 - 3,188	3,088 - 3,182 3,183 - 3,229	3,204 - 3,203	3,151 - 3,259 3,260 - 3,314	2,541 - 2,605
Shark, Angel	i	7	3,189 - 3,361	3,230 - 3,419	-	-	2,541 - 2,005
Spider, Large	i	7	3,362 - 3,535	3,420 - 3,609	3,252 - 3,446	3,315 - 3,533	_
Spider, Tarantubat	i	7	3,536 - 3,621	3,610 - 3,704	3,447 - 3,543	3,534 - 3,643	2,606 - 2,735
Swordfish, Bastard	I.	7	3,622 - 3,665	3,705 - 3,752	3,544 - 3,591	3,644 - 3,698	2,736 - 2,800
Toad, Poisonous	I.	8	3,666 - 3,752	3,753 - 3,847	3,592 - 3,688	3,699 - 3,807	-
Urchin, Giant Green	I	8	3,753 - 3,795	3,848 - 3,894	3,689 - 3,737	3,808 - 3,862	2,801 - 2,866
Jellyfish: Man-O-War	1+	4	3,796 - 3,882	3,895 - 3,989	3,738 - 3,834	-	_
Men: Adventurer	1+	5	3,883 - 3,903	3,990 - 4,013	3,835 - 3,858	3,863 - 3,889	2,867 - 2,898
Mer-Folk: Mermaid	+  +	5 5	3,904 - 3,990	4,014 - 4,108	3,859 - 3,955	-	-
Mer-Folk: Merman Troutman	+  +	5 8	3,991 - 4,077 4,078 - 4,120	4,109 - 4,203 4,204 - 4,251	3,956 - 4,052 4,053 - 4,101	3,890 - 3,999 4,000 - 4,054	_ 2,899 - 2,963
Astral Searcher	2	1	4,121 - 4,142	4,252 - 4,274	4,102 - 4,125	4,055 - 4,081	2,964 - 2,996
Boring Barnacles	2	i	4,143 - 4,185	4,275 - 4,322	4,126 - 4,174	4,082 - 4,136	-
Carnivorous Coral	2	Ì	4,186 - 4,229	4,323 - 4,369	_		_
Criocamp	2	2	4,230 - 4,250	4,370 - 4,393	4,175 - 4,198	4,137 - 4,163	2,997 - 3,028
Eel, Giant	2	2	4,251 - 4,337	4,394 - 4,488	4,199 - 4,295	_	-
Elf, Aquatic	2	3	4,338 - 4,424	4,489 - 4,583	4,296 - 4,392	4,164 - 4,273	3,029 - 3,159
Golem, Guardian	2	3	4,425 - 4,446	4,584 - 4,607	4,393 - 4,416	4,274 - 4,300	3,160 - 3,191
Ichthyocentaur	2	4	4,447 - 4,467	4,608 - 4,630	4,417 - 4,440	4,301 - 4,327	3,192 - 3,224
Otter, Giant Sea	2	6	4,468 - 4,511	4,631 - 4,678	4,441 - 4,489	4,328 - 4,382	3,225 - 3,289
Quay Lurker	2	6	4,512 - 4,554	4,679 - 4,725	4,490 - 4,537	4,383 - 4,437	3,290 - 3,354
Skeleton, Screaming Skink, Drink	2 2	7 7	4,555 - 4,597 4,598 - 4,641	4,726 - 4,773 4,774 - 4,820	4,538 - 4,586 4,587 - 4,635	4,438 - 4,492 4,493 - 4,547	3,355 - 3,419 3,420 - 3,484
Snake, Venomous	2	7	4,642 - 4,727	4,821 - 4,915	4,636 - 4,732	4,548 - 4,656	3,485 - 3,615
Sprite, Water	2	7	4,728 - 4,771	4,916 - 4,963	4,733 - 4,780	4,657 - 4,711	3,616 - 3,680
Zombie, Talking	2	8	4,772 - 4,792	4,964 - 4,987	4,781 - 4,804	4,712 - 4,738	_
Selkie	2 +	7	-	-	-	4,739 - 4,766	3,681 - 3,712
Sword, Perpetual Swinging	2+	7	4,793 - 4,814	4,988 - 5,010	-	4,767 - 4,793	3,713 - 3,745
Crustacean: Crab, Giant	3	2	4,815 - 4,858	5,011 - 5,058	4,805 - 4,853	4,794 - 4,848	3,746 - 3,810
Insidious Ichor	3	4	4,859 - 4,879	5,059 - 5,082	4,854 - 4,877	4,849 - 4,875	-
Jellyfish, Giant	3	4	4,880 - 4,923	5,083 - 5,129	4,878 - 4,926	4,876 - 4,930	3,811 - 3,875
Nar Wasp, Yellow Jacketed	3	5	4,924 - 4,966	5,130 - 5,177	4,927 - 4,974	4,931 - 4,985	3,876 - 3,940
Shark, Dawg Fish	3	7	-	-	4,975 - 5,168	-	-
Vortex	3 3	8 8	4,967 - 4,988	5,178 - 5,200	5,169 - 5,193 5,194 - 5,290	4,986 - 5,012	3,941 - 3,973
Water Buffalo, Marauding Zygom	3	8	- 4,989 - 5,031	- 5,201 - 5,248	5,291 - 5,338		
Enveloper	3+	3	5,032 - 5,053	5,249 - 5,272	5,339 - 5,362	5,068 - 5,094	4,039 - 4,070
Sahuagin, Common	3+	7	5,054 - 5,139	5,273 - 5,367	5,363 - 5,460	5,095 - 5,204	4,071 - 4,201
Huecuva	4	4	5,140 - 5,161	5,368 - 5,390	5,461 - 5,484	5,205 - 5,231	_
lxitxachitl: Cleric	4	4	5,162 - 5,183	5,391 - 5,414	_	_	-
Lamprey, Giant	4	4	5,184 - 5,226	5,415 - 5,462	5,485 - 5,532	5,232 - 5,286	4,202 - 4,266
Oyster, Giant, Sea	4	6	5,227 - 5,248	5,463 - 5,485	5,533 - 5,557	5,287 - 5,313	4,267 - 4,298
Sea Stalker	4	7	5,249 - 5,270	5,486 - 5,509	5,558 - 5,581	5,314 - 5,341	4,299 - 4,331
Shark, Wobbegong	4	7	5,271 - 5,356	-	-	-	-
Truculent Terrifier Urchin, Giant Red	4	8 8	5,357 - 5,378 5,379 - 5,421	5,510 - 5,533 5,534 - 5,580	5,582 - 5,605 5,606 - 5,654	5,342 - 5,368 5,369 - 5,423	_ 4,332 - 4,396
Whale, Narwhal	4	8	5,422 - 5,465	5,581 - 5,628	5,655 - 5,702	5,424 - 5,478	4,397 - 4,461
Ogre, Aquatic	4+	6	5,466 - 5,551	5,629 - 5,723	5,703 - 5,799	5,479 - 5,587	4,462 - 4,591
Sahuagin, Mutant	4+	7	5,552 - 5,638	5,724 - 5,818	5,800 - 5,896	5,588 - 5,697	4,592 - 4,722
Doppleganger	5	2	5,639 - 5,660	5,819 - 5,841	5,897 - 5,921	5,698 - 5,724	4,723 - 4,754
Ixitxachitl:Vampire	5	4	5,661 - 5,682	5,842 - 5,865	-	-	-
Nar Wasp, Crimson	5	5	5,683 - 5,725	5,866 - 5,913	5,922 - 5,969	5,725 - 5,779	4,755 - 4,819
Ray, Pungi	5	6	5,726 - 5,768	-	-	-	-
Strangle Plant, Weed	5	7	5,769 - 5,942	5,914 - 6,103	-	-	
Swordfish, Vorpal Anti-Elemental, Earth	5 5+	7	5,943 - 5,964	6,104 - 6,126	5,970 - 5,993	5,780 - 5,806	4,820 - 4,852
Slime, Olive - Host	5+	7	5,965 - 5,985 5,986 - 6,007	6,127 - 6,150 6,151 - 6,174	5,994 - 6,018 6,019 - 6,042	5,807 - 5,834 5,835 - 5,861	4,853 - 4,885 4,886 - 4,917
Crustacean: Crab, Dire	6	2	6,008 - 6,029	6,175 - 6,198	6,043 - 6,066	5,862 - 5,889	4,918 - 4,950
Grieving Herald	6	3	6,030 - 6,050	6,199 - 6,221	6,067 - 6,090	5,890 - 5,916	4,951 - 4,982
Jurassic Creatures: Icthyosaurus	6	4	6,051 - 6,137	6,222 - 6,316	6,091 - 6,187	5,917 - 6,026	4,983 - 5,112
Onerous Carbuncle	6	6	6,138 - 6,159	6,317 - 6,340	6,188 - 6,212	6,027 - 6,053	5,113 - 5,145
Sea Lion	6	7	6,160 - 6,245	6,341 - 6,435	6,213 - 6,309	6,054 - 6,163	5,146 - 5,275
Zombie, Brain-Eating	6	8	6,246 - 6,267	6,436 - 6,459	6,310 - 6,333	6,164 - 6,190	5,276 - 5,308
Zombie, Flesh-Eating	6	8	6,268 - 6,289	6,460 - 6,483	6,334 - 6,357	6,191 - 6,217	5,309 - 5,340
Zombie, Giant	6	8	6,290 - 6,310	6,484 - 6,506	6,358 - 6,382	6,218 - 6,245	5,341 - 5,373
Anti-Elemental, Air Anti-Elemental, Fire	6+ 6 +	I	6,311 - 6,332	6,507 - 6,530	6,383 - 6,406	6,246 - 6,272	5,374 - 5,406 5,407 - 5,438
Sandling	6 + 7	7		_ 6,531 - 6,578	-		5,407 - 5,438 _
Sanding Snake, Venomous, giant	7	7	6,377 - 6,462	6,579 - 6,673			-
Toad, Ice	7	8	-	-	-	6,383 - 6,436	
Triton, Common	7	8	6,463 - 6,506	6,674 - 6,720	6,504 - 6,551	6,437 - 6,491	5,504 - 5,568
Urchin, Giant Yellow	7	8	6,507 - 6,527	6,721 - 6,744	6,552 - 6,576	6,492 - 6,519	5,569 - 5,601
Vengeful Troubadour	7+	8	6,528 - 6,549	6,745 - 6,768	6,577 - 6,600	6,520 - 6,546	5,602 - 5,633
Crustacean: Lobster, Giant	8	2	6,550 - 6,592	6,769 - 6,815	6,601 - 6,648	6,547 - 6,601	5,634 - 5,699
Doppleganger, Master	8	2	6,593 - 6,614	6,816 - 6,839	6,649 - 6,673	6,602 - 6,628	5,700 - 5,731
Gagwaller Iallatiah Dina Man QÕ Man	8	3	6,615 - 6,636	6,840 - 6,863	6,674 - 6,697	6,629 - 6,656	5,732 - 5,764
Jellyfish, Dire Man OÕ War	8	4	6,637 - 6,679	6,864 - 6,910	6,698 - 6,746	6,657 - 6,710	5,765 - 5,829

			OA	OB	ос	OD	OE
			Tropical	Subtropical	Temperate	Subarctic	Arctic
Name	HF	HoB	d10,000 roll				
Ray: Giant Manta	8	6	6,680 - 6,766	-	_	_	_
Solitary Wasp, Giant	8 (F), 4(M)	7	-	-	6,747 - 6,843	-	-
Zombie, Monster	8	8	6,767 - 6,788	6,911 - 6,934	6,844 - 6,867	6,711 - 6,738	5,830 - 5,861
Dragon, White Elf, Grel Cleric	Variable 9	2 3	- 6,789 - 6,831	- 6,935 - 6,981	_ 6,868 - 6,915	_ 6,739 - 6,792	5,862 - 5,927 5,928 - 5,992
Scarecrow	9	7	6,832 - 6,853	6,982 - 7,005	6,916 - 6,940	6,793 - 6,820	_
Tin Soldier	9	8	6,854 - 6,874	7,006 - 7,029	_	6,821 - 6,847	5,993 - 6,024
Walrus, common	9	8	-	-	-	-	6,025 - 6,155
Bear, Polar Doppleganger, Predator	10 10	1	_ 6,875 - 6,896	_ 7,030 - 7,053	- 6,941 - 6,964	_ 6,848 - 6,875	6,156 - 6,220
Elf, Shadow Grel	10	2	6,897 - 6,939	7,054 - 7,100	6,965 - 7,012	6,876 - 6,929	6,221 - 6,252 6,253 - 6,317
Golem, Blood	10	3	6,940 - 6,961	7,101 - 7,124	7,013 - 7,037	6,930 - 6,957	6,318 - 6,350
Nereid	10	6	6,962 - 6,983	7,125 - 7,147	7,038 - 7,061	6,958 - 6,984	6,351 - 6,382
Pan-Dimensional Rover	10	6	6,984 - 7,004	7,148 - 7,171	7,062 - 7,085	6,985 - 7,012	6,383 - 6,415
Ray: Deathray Mer-Folk: MerShaman	10 10+	6 5	7,005 - 7,026 7,027 - 7,069	_ 7,172 - 7,219	_ 7,086 - 7,134	_ 7,013 - 7,066	-
Golem, Flesh	101	3	7,070 - 7,091	7,220 - 7,242	7,135 - 7,158	7,067 - 7,094	6,416 - 6,448
Nymph	ii ii	6	7,092 - 7,113	7,243 - 7,266	7,159 - 7,182	7,095 - 7,121	6,449 - 6,480
Skeleton, Monster	11	7	7,114 - 7,135	7,267 - 7,290	7,183 - 7,207	7,122 - 7,149	6,481 - 6,513
Spider, Crab		7	7,136 - 7,221	7,291 - 7,385	7,208 - 7,304	7,150 - 7,258	6,514 - 6,643
Urchin, Giant Silver	11	8 2	7,222 - 7,243	7,386 - 7,409	7,305 - 7,328	7,259 - 7,285	6,644 - 6,676
Djinni Nefarian: other: Soul Cloaker	12	2 5	7,244 - 7,265 7,266 - 7,286	7,410 - 7,432 7,433 - 7,456	7,329 - 7,352 7,353 - 7,376	7,286 - 7,313 7,314 - 7,340	6,677 - 6,708 6,709 - 6,741
Rift Vortex	n/a	7	7,287	7,457	7,377	7,341	6,742
Shadow Fiend	12	7	7,288 - 7,309	7,458 - 7,481	7,378 - 7,402	7,342 - 7,369	6,743 - 6,774
Skeleton, Giant	12	7	7,310 - 7,331	7,482 - 7,505	7,403 - 7,426	7,370 - 7,396	6,775 - 6,807
Walrus, Rabid	12	8 2	_ 7,332 - 7,352	_ 7,506 - 7,528	_ 7,427 - 7,450	_ 7,397 - 7,423	6,808 - 6,872
Crypt Thing Djinni, Black	13	2	7,352 - 7,352 7,353 - 7,374	7,529 - 7,552	7,427 - 7,430	7,377 - 7,423 7,424 - 7,451	6,873 - 6,904 6,905 - 6,937
Dopplemeister	13	2	7,375 - 7,396	7,553 - 7,576	7,475 - 7,499	7,452 - 7,478	6,938 - 6,970
Haunt	13	3	7,397 - 7,417	7,577 - 7,600	7,500 - 7,523	7,479 - 7,506	6,971 - 7,002
Snake, Amphisbaena Constrictor	13	7	-	-	7,524 - 7,547	-	-
Teroth	13	7 8	7,418 - 7,439	7,601 - 7,623	7,548 - 7,572	7,507 - 7,533	7,003 - 7,035
Transposer Water Weird	3  3	8	7,440 - 7,461 7,462 - 7,482	7,624 - 7,647 7,648 - 7,671	7,573 - 7,596 7,597 - 7,620	7,534 - 7,560 7,561 - 7,588	7,036 - 7,067 7,068 - 7,100
Bear, Blizzard	14	ĩ	-	-	-	-	7,101 - 7,132
Skeleton, Red Eyed	14	7	7,483 - 7,504	7,672 - 7,695	7,621 - 7,644	7,589 - 7,615	7,133 - 7,165
Snake, Sea, Giant	14	7	7,505 - 7,591	-	-	-	-
Spider, Phase	14	7	7,592 - 7,634	7,696 - 7,742	7,645 - 7,693	7,616 - 7,670	7,166 - 7,230
Spider, Sea Elemental, Earth	4  4+	7 3	7,635 - 7,721 7,722 - 7,743	7,743 - 7,837 7,838 - 7,861	7,694 - 7,790 7,791 - 7,814	7,671 - 7,779 7,780 - 7,807	7,231 - 7,360 7,361 - 7,393
Taunter	14+	7	7,744 - 7,764	7,862 - 7,885	7,815 - 7,838	7,808 - 7,834	7,394 - 7,425
Triton, Exceptional	15	8	7,765 - 7,808	7,886 - 7,932	7,839 - 7,887	7,835 - 7,889	7,426 - 7,491
Vagabond, Astral	Variable	8	7,809 - 7,829	7,933 - 7,956	7,888 - 7,911	7,890 - 7,916	7,492 - 7,523
Walrus, Wretched	16	8	-	-	-	-	7,524 - 7,556
Whale, Killer Djinni, Noble	16 17	8 2	7,830 - 8,003 8,004 - 8,025	7,957 - 8,146 8,147 - 8,170	7,912 - 8,105 8,106 - 8,130	7,917 - 8,136 8,137 - 8,163	7,557 - 7,816 7,817 - 7,849
Golem, Clay	17	3	8,026 - 8,046	8,171 - 8,193	8,131 - 8,154	8,164 - 8,190	7,850 - 7,881
Zoolem, Dawg/Monkey, etc.	17	8	8,047 - 8,068	8,194 - 8,217	8,155 - 8,178	8,191 - 8,218	7,882 - 7,914
Zoolem, Hawk/Eagle	17	8	8,069 - 8,111	8,218 - 8,265	8,179 - 8,227	8,219 - 8,272	7,915 - 7,979
Elemental, Air	18+	3	8,112 - 8,133	8,266 - 8,288	8,228 - 8,251	8,273 - 8,300	7,980 - 8,012
Elemental, Water Doom Harvester	18+ 19	3 2	8,134 - 8,155 8,156 - 8,176	8,289 - 8,312 8,313 - 8,336	8,252 - 8,275 8,276 - 8,299	8,301 - 8,327 8,328 - 8,355	8,013 - 8,044 8,045 - 8,077
Golem, Gristle	19	3	8,177 - 8,198	8,337 - 8,360	8,300 - 8,324	8,356 - 8,382	8,078 - 8,109
Jurassic Creatures: Elasmosaurus	19	4	8,199 - 8,285	8,361 - 8,455	8,325 - 8,421	8,383 - 8,492	8,110 - 8,240
Jurassic Creatures: Triloblights	19	4	8,286 - 8,307	8,456 - 8,478	-	-	-
Snake, Snow Serpent Sirine	19 20	7 7	_ 8,308 - 8,350	- 8,479 - 8,526	_ 8,422 - 8,469	-	8,241 - 8,272
Jurassic Creatures: Nothosaurus	21	4	8,351 - 8,437	-	-	_	_
Lycanthrope: Were-Shark	21	4	8,438 - 8,458	-	-	-	-
Sea Harker	21	7	8,459 - 8,480	8,527 - 8,550	8,470 - 8,494	8,493 - 8,519	8,273 - 8,305
Giant, Fog Sharda Giant Marshadan	22	3	-	-	8,495 - 8,518	-	-
Shark, Giant Megalodon Vile Shadow Fiend	22 22	7 8	8,481 - 8,523 8,524 - 8,545	- 8,551 - 8,573	_ 8,519 - 8,542	_ 8,520 - 8,546	_ 8,306 - 8,337
Worm, Purple, Mottled	22	8	8,546 - 8,588	8,574 - 8,621	8,543 - 8,591	8,547 - 8,601	8,338 - 8,402
Dragon, Ancient Albino Scoria	Variable	2	8,589 - 8,610	8,622 - 8,644	8,592 - 8,615	8,602 - 8,629	8,403 - 8,435
Dragon, Bronze	Variable	2	8,611 - 8,632	8,645 - 8,668	8,616 - 8,639	-	-
Snake, Humongus	23	7	8,633 - 8,654	8,669 - 8,692	-	-	-
Dragon, Speckled Jurynday, Saltwater	Variable 26	2 4	8,655 - 8,675 8,676 - 8,697	8,693 - 8,716 8,717 - 8,739	8,640 - 8,663 8,664 - 8,688	8,630 - 8,656 8,657 - 8,683	8,436 - 8,468
Triton, Spellcaster	26	8	8,698 - 8,719	8,740 - 8,763	8,689 - 8,712	8,684 - 8,711	
Zoolem, Lion/Tiger	26	8	8,720 - 8,762	8,764 - 8,811	8,713 - 8,761	8,712 - 8,765	8,501 - 8,565
Vision	27	8	8,763 - 8,784	8,812 - 8,834	8,762 - 8,785	8,766 - 8,793	8,566 - 8,598
Giant, Mist	28	3	-	-	8,786 - 8,809	-	-
Jurassic Creatures: Plesiosaurus Aerial Servant	28 29	4	8,785 - 8,957 8,958 - 8,979	_ 8,835 - 8,858	- 8,810 - 8,833	_ 8,794 - 8,820	_ 8,599 - 8,630
Triton, Leader	30	8	8,980 - 9,000	8,859 - 8,882	8,834 - 8,858	8,821 - 8,848	8,631 - 8,663
Time Elemental, Common	n/a	8	9,001 - 9,022	8,883 - 8,906	8,859 - 8,882	8,849 - 8,875	8,664 - 8,695
Portal of Devouring	31	6	9,023 - 9,044	8,907 - 8,929	8,883 - 8,906	8,876 - 8,902	8,696 - 8,728
Righteous Avenger	32	7	9,045 - 9,066	8,930 - 8,953	8,907 - 8,930	8,903 - 8,930	8,729 - 8,761
Guardian Spirit	33	3	9,067 - 9,087	8,954 - 8,977	8,931 - 8,955	8,931 - 8,957	8,762 - 8,793
Turtle, Dragon	34	8	_	8,978 - 9,001	8,956 - 8,979	_	-
			OA	OB	OC	OD	OE
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			Tropical	Subtropical	Temperate	Subarctic	Arctic
Name	HF	HoB	d10,000 roll	d10,000 roll	d10,000 roll	d10,000 roll	d10,000 roll
Avenging Servant	35	I	9,088 - 9,109	9,002 - 9,024	8,980 - 9,003	8,958 - 8,985	8,794 - 8,826
Zoolem, Horse/Deer	35	8	9,110 - 9,152	9,025 - 9,072	9,004 - 9,052	8,986 - 9,039	8,827 - 8,891
Turtle, Humongus Sea	36	8	9,153 - 9,196	9,073 - 9,119	9,053 - 9,100	9,040 - 9,094	8,892 - 8,956
Whale, Common	37	8	9,197 - 9,369	9,120 - 9,309	9,101 - 9,294	9,095 - 9,313	8,957 - 9,216
Bane Lords	39	1	9,370 - 9,391	9,310 - 9,333	9,295 - 9,319	9,314 - 9,341	9,217 - 9,249
Centipus	40	2	9,392 - 9,412	9,334 - 9,357	9,320 - 9,343	9,342 - 9,368	-
Dragon, Slag-Scaled Titanium	Variable	2	9,413 - 9,434	9,358 - 9,381	9,344 - 9,367	9,369 - 9,395	9,250 - 9,282
Skeleton Warrior	44	7	9,435 - 9,456	9,382 - 9,404	9,368 - 9,391	9,396 - 9,423	9,283 - 9,314
Spirit Fiend	47	7	9,457 - 9,478	9,405 - 9,428	9,392 - 9,416	9,424 - 9,450	9,315 - 9,347
Triceratortoise	50	8	9,479 - 9,564	9,429 - 9,523	9,417 - 9,513	-	-
Sivian Banshee	51	7	9,565 - 9,586	9,524 - 9,547	9,514 - 9,537	9,451 - 9,478	9,348 - 9,379
Elemental, Greater Periodic	53	3	9,587 - 9,608	9,548 - 9,571	9,538 - 9,561	9,479 - 9,505	9,380 - 9,412
Thessalhydra	64	7	9,609 - 9,651	9,572 - 9,618	9,562 - 9,610	9,506 - 9,560	9,413 - 9,477
Kraken	66	4	9,652 - 9,673	9,619 - 9,642	9,611 - 9,634	9,561 - 9,587	9,478 - 9,510
Death Harvester	71	2	9,674 - 9,694	9,643 - 9,666	9,635 - 9,658	9,588 - 9,615	9,511 - 9,542
Time Elemental, Noble	n/a	8	9,695 - 9,716	9,667 - 9,689	9,659 - 9,683	9,616 - 9,642	9,543 - 9,575
Whale, Giant	96	8	9,717 - 9,738	9,690 - 9,713	9,684 - 9,707	9,643 - 9,669	9,576 - 9,607
Scylla: Charybdis	134	7	9,739	9,714	9,708	9,670	9,608
Angel	161	1	9,740 - 9,760	9,715 - 9,738	9,709 - 9,732	9,671 - 9,698	9,609 - 9,641
Sea Monster	306	7	9,761 - 9,934	9,739 - 9,928	9,733 - 9,926	9,699 - 9,917	9,642 - 9,901
Octogorgon	383	6	9,935 - 9,956	9,929 - 9,952	9,927 - 9,950	9,918 - 9,944	9,902 - 9,934
Tarrasque	577	7	9,957	9,953	9,951	9,945	9,935
Adapter	Variable	1	9,958 - 9,978	9,954 - 9,976	9,952 - 9,976	9,946 - 9,973	9,936 - 9,967
Dispatcher	Variable	2	9,979 - 10,000	9,977 - 10,000	9,977 - 10,000	9,974 - 10,000	9,968 - 10,000

			QRA	QRB	QRC	QRD	ORE
			Tropical	Subtropical	Temperate	Subarctic	Arctic
Name	HF	HoB	d10,000 roll	d10,000 roll	d10,000 roll	d10,000 roll	d10.000 roll
Bird: Swan	0	TIOD	-	010,000 101	I - 321	l - 365	-
airy, Water Crested	0	3	-	-	322 - 361	- 1 - 305	-
Gold Bane	0	3	_   - 38	- 4	362 - 402	366 - 411	_   - 55
xitxachitl: standard	0	4	39 - 76	42 - 82	-	-	-
Leech, Sinus	0	4	77 - 152	83 - 165	403 - 482		
Dtter, River	0	6	153 - 304	166 - 329	483 - 643	503 - 685	165 - 382
Piranha, Cold Water	0	6	-	-	644 - 683	-	105 - 502
Piranha, Common	õ	6	305 - 380	_	-	_	_
Prying Silverfish	õ	6	381 - 532	330 - 494	684 - 843	686 - 867	383 - 601
Rot Grub, Common	0	7	533 - 608	495 - 576	844 - 924	868 - 959	602 - 710
amaritans	õ	7	609 - 760	577 - 741	925 - 1,084	960 - 1,141	711 - 929
Scarab of Seeking	0	7	761 - 798	742 - 782	1.085 - 1.124	1,142 - 1,187	-
Throat Leech	0	7	799 - 1,103	783 - 1.111	1,125 - 1,446	1,188 - 1,552	930 - 1,366
hantom	Nil	6	1,104 - 1,141	1,112 - 1,152	1,447 - 1,486	1,553 - 1,598	1,367 - 1,421
Bear, Black	1	I	_	_	1,487 - 1,807	_	-
Dragonfish	1	2	1,142 - 1,217	1,153 - 1,234	1,808 - 1,887	1,599 - 1,689	1,422 - 1,530
el,Weed	i	2	1,218 - 1,255	1,235 - 1,276	1,888 - 1,928	1,690 - 1,735	1,531 - 1,585
rog, Chain Reaction	i	3	1,256 - 1,293	1,277 - 1,317	1,929 - 1,968	1,736 - 1,781	-
rog, Killer		3	1,294 - 1,331	1,318 - 1,358	1,969 - 2,008	1,782 - 1,826	-
rog, Poisonous	i	3	1,332 - 1,407	1,359 - 1,440	2,009 - 2,088	1,827 - 1,918	_
amprey, Normal	1	4	1,408 - 1,559	1,441 - 1,605	2,089 - 2,249	1,919 - 2,100	1,586 - 1,803
1en: Merchant Sailor/Fisherman	1	5	1,560 - 1,863	1,606 - 1,934	2,250 - 2,570	2,101 - 2,466	1,804 - 2,240
1en: Pirate/Buccaneer	I	5	1,864 - 2,167	1,935 - 2,263	2,571 - 2,891	_	_
1oss, Shimmer	I	5	2,168 - 2,243	2,264 - 2,345	2,892 - 2,972	2,467 - 2,557	2,241 - 2,349
Nixies	1	6	-	_	2,973 - 3,052	_	-
Packasite	I	6	2,244 - 2,319	2,346 - 2,428	3,053 - 3,132	2,558 - 2,648	2,350 - 2,459
'iranha, Giant	1	6	2,320 - 2,357	-	-	-	_
Provocator	n/a	6	2,358 - 2,395	2,429 - 2,469	3,133 - 3,172	2,649 - 2,694	2,460 - 2,513
Frog, Giant	+	3	2,396 - 2,547	2,470 - 2,633	3,173 - 3,333	2,695 - 2,876	-
1en: Adventurer	+	5	2,548 - 2,585	2,634 - 2,675	3,334 - 3,373	2,877 - 2,922	2,514 - 2,568
Troutman	+	8	2,586 - 2,661	2,676 - 2,757	3,374 - 3,453	2,923 - 3,013	2,569 - 2,677
Astral Searcher	2	I	2,662 - 2,699	2,758 - 2,798	3,454 - 3,494	3,014 - 3,059	2,678 - 2,732
Beetle, Giant Water	2	I	2,700 - 3,004	2,799 - 3,127	3,495 - 3,815	3,060 - 3,424	-
el, Electric	2	2	3,005 - 3,080	3,128 - 3,210	3,816 - 3,895	-	-
Golem, Guardian	2	3	3,081 - 3,118	3,211 - 3,251	3,896 - 3,935	3,425 - 3,470	2,733 - 2,787
Otter, Giant River	2	6	3,119 - 3,194	3,252 - 3,333	3,936 - 4,016	3,471 - 3,561	2,788 - 2,896
Ottermen	2	6	3,195 - 3,270	3,334 - 3,415	4,017 - 4,096	3,562 - 3,653	2,897 - 3,005
prite, Water	2	7	3,271 - 3,346	3,416 - 3,498	4,097 - 4,176	3,654 - 3,744	3,006 - 3,114
Zombie, Talking	2	8	3,347 - 3,384	3,499 - 3,539	4,177 - 4,216	3,745 - 3,790	-
elkie	2 +	7	-	-	-	3,791 - 3,835	3,115 - 3,169
word, Perpetual Swinging	2+	7	3,385 - 3,422	3,540 - 3,580	-	3,836 - 3,881	3,170 - 3,224
eaver, Great Red Marauding	3	I	-	-	4,217 - 4,257	-	-
Beetle, Predacious Diving	3	I	3,423 - 3,498	3,581 - 3,662	4,258 - 4,337	3,882 - 3,972	-
lippocampus	3	3	3,499 - 3,574	3,663 - 3,744	4,338 - 4,417	-	-
Dyster, Giant, River	3	6	3,575 - 3,612	3,745 - 3,786	4,418 - 4,457	3,973 - 4,018	3,225 - 3,278
Seal, Feral	3	7	3,613 - 3,688	3,787 - 3,868	4,458 - 4,538	4,019 - 4,109	3,279 - 3,388
/ortex	3	8	3,689 - 3,726	3,869 - 3,909	4,539 - 4,578	4,110 - 4,155	3,389 - 3,442
Enveloper	3+	3	3,727 - 3,764	3,910 - 3,950	4,579 - 4,618	4,156 - 4,200	3,443 - 3,497
Huecuva	4	4	3,765 - 3,802	3,951 - 3,991	4,619 - 4,658	4,201 - 4,246	-
xitxachitl: Cleric	4	4	3,803 - 3,840	3,992 - 4,033	-	-	_

			QRA	QRB	QRC	QRD	QRE
			Tropical	Subtropical	Temperate	Subarctic	Arctic
Name	HF	HoB	d10,000 roll				
Lamprey, Giant	4	4	3,841 - 3,916	4,034 - 4,115	4,659 - 4,738	4,247 - 4,337	3,498 - 3,606
Obsidian Lotus	4	6	3,917 - 3,954	4,116 - 4,156	-	-	-
Truculent Terrifier Ogre, Aquatic	4 4+	8 6	3,955 - 3,992 3,993 - 4,144	4,157 - 4,197 4,198 - 4,362	4,739 - 4,779 4,780 - 4,939	4,338 - 4,383 4,384 - 4,566	
Behemoth	5	I	4,145 - 4,220	-	-	-	-
Doppleganger	5	2	4,221 - 4,258	4,363 - 4,403	4,940 - 4,979	4,567 - 4,611	3,826 - 3,879
Ixitxachitl:Vampire Spider, Water	5 5	4 7	4,259 - 4,296 4,297 - 4,600	4,404 - 4,444	- 4,980 - 5,301	- 4,612 - 4,977	- 3,880 - 4,317
Spider, Water Strangle Plant, Weed	5	7	4,297 - 4,800 4,601 - 4,904	4,445 - 4,773 4,774 - 5,102	4,760 - 5,501	4,612 - 4,777	5,000 - 4,517
Anti-Elemental, Earth	5+	I	4,905 - 4,942	5,103 - 5,144	5,302 - 5,341	4,978 - 5,022	4,318 - 4,371
Grieving Herald	6	3	4,943 - 4,980	5,145 - 5,185	5,342 - 5,381	5,023 - 5,068	4,372 - 4,426
Jurassic Creatures: Icthyosaurus Lunger, Saw-Backed	6 6	4 4	4,981 - 5,133 5,134 - 5,437	5,186 - 5,349 5,350 - 5,678	5,382 - 5,542 5,543 - 5,863	5,069 - 5,251 5,252 - 5,616	4,427 - 4,644
Pike, Giant	6	6	5,438 - 5,513	5,679 - 5,761	5,864 - 5,943	5,617 - 5,707	4,645 - 4,754
Zombie, Brain-Eating	6	8	5,514 - 5,551	5,762 - 5,802	5,944 - 5,983	5,708 - 5,753	4,755 - 4,808
Zombie, Flesh-Eating	6	8 8	5,552 - 5,589	5,803 - 5,843	5,984 - 6,023	5,754 - 5,799	4,809 - 4,863
Zombie, Giant Anti-Elemental, Air	6+	0 	5,590 - 5,627 5,628 - 5,665	5,844 - 5,884 5,885 - 5,925	6,024 - 6,064 6,065 - 6,104	5,800 - 5,844 5,845 - 5,890	4,864 - 4,918 4,919 - 4,972
Anti-Elemental, Fire	6 +	Ì	_	_	_	_	4,973 - 5,027
Triton, Common	7	8	5,666 - 5,741	5,926 - 6,008	6,105 - 6,184	5,891 - 5,981	5,028 - 5,136
Turtle, Bombadier Vengeful Troubadour	7 7+	8 8	5,742 - 5,817 5,818 - 5,855	6,009 - 6,090 6,091 - 6,131	6,185 - 6,264 6,265 - 6,305	5,982 - 6,072 6,073 - 6,118	5,137 - 5,245 5 246 - 5 300
Vengeful Troubadour Doppleganger, Master	8	2	5,856 - 5,893	6,132 - 6,172	6,306 - 6,345	6,119 - 6,164	5,246 - 5,300 5,301 - 5,355
Gagwaller	8	3	5,894 - 5,931	6,173 - 6,213	6,346 - 6,385	6,165 - 6,209	5,356 - 5,409
Swanman, Swanmay	8	7	-	-	6,386 - 6,425	-	-
Zombie, Monster	8 8+	8	5,932 - 5,969	6,214 - 6,255	6,426 - 6,465	6,210 - 6,255	5,410 - 5,464
Catfish, Giant Dragon, Mist	8+ Variable	2 2	5,970 - 6,045 6,046 - 6,083	6,256 - 6,337 6,338 - 6,378	6,466 - 6,546 _	-	_
Dragon, White	Variable	2	-	-	-	-	5,465 - 5,573
Elf, Grel Cleric	9	3	6,084 - 6,159	6,379 - 6,460	6,547 - 6,626	6,256 - 6,346	5,574 - 5,682
Doppleganger, Predator Elf, Shadow Grel	10 10	2 3	6,160 - 6,197	6,461 - 6,501	6,627 - 6,666	6,347 - 6,392	5,683 - 5,737
Golem, Blood	10	3	6,198 - 6,273 6,274 - 6,311	6,502 - 6,584 6,585 - 6,625	6,667 - 6,746 6,747 - 6,786	6,393 - 6,483 6,484 - 6,529	5,738 - 5,846 5,847 - 5,901
Nereid	10	6	6,312 - 6,349	6,626 - 6,666	6,787 - 6,827	6,530 - 6,575	5,902 - 5,956
Pan-Dimensional Rover	10	6	6,350 - 6,387	6,667 - 6,707	6,828 - 6,867	6,576 - 6,620	5,957 - 6,010
Golem, Flesh	 	3 7	6,388 - 6,425	6,708 - 6,748	6,868 - 6,907	6,621 - 6,666	6,011 - 6,065
Skeleton, Monster Troll, Marine - freshwater	11	8	6,426 - 6,463 6,464 - 6,539	6,749 - 6,789 6,790 - 6,872	6,908 - 6,947 6,948 - 7,027	6,667 - 6,712 6,713 - 6,803	6,066 - 6,120 6,121 - 6,229
Djinni	12	2	6,540 - 6,577	6,873 - 6,913	7,028 - 7,068	6,804 - 6,849	6,230 - 6,284
Nefarian: other: Soul Cloaker	12	5	6,578 - 6,615	6,914 - 6,954	7,069 - 7,108	6,850 - 6,894	6,285 - 6,338
Rift Vortex Skeleton, Giant	n/a 12	7 7	6,616 6,617 - 6,654	6,955 6,956 - 6,996	7,109 7,110 - 7,149	6,895 6,896 - 6,941	6,339 6,340 - 6,394
Crypt Thing	12	2	6,655 - 6,692	6,997 - 7,037	7,150 - 7,189	6,942 - 6,987	6,395 - 6,448
Djinni, Black	13	2	6,693 - 6,730	7,038 - 7,078	7,190 - 7,229	6,988 - 7,032	6,449 - 6,503
Dopplemeister	13	2	6,731 - 6,768	7,079 - 7,120	7,230 - 7,269	7,033 - 7,078	6,504 - 6,558
Gar, Giant Haunt	3  3	3 3	6,769 - 6,844 6,845 - 6,882	7,121 - 7,202 7,203 - 7,243	7,270 - 7,350 7,351 - 7,390	7,079 - 7,169 7,170 - 7,215	6,559 - 6,667 6,668 - 6,722
Teroth	13	7	6,883 - 6,920	7,244 - 7,284	7,391 - 7,430	7,216 - 7,261	6,723 - 6,776
Water Weird	13	8	6,921 - 6,958	7,285 - 7,325	7,431 - 7,470	7,262 - 7,306	6,777 - 6,831
Snake, Sea, Giant	14	7	6,959 - 7,111	-	-	_ 7,307 - 7,352	-
Elemental, Earth Taunter	4+  4+	3 7	7,112 - 7,149 7,150 - 7,187	7,326 - 7,367 7,368 - 7,408	7,471 - 7,510 7,511 - 7,550	7,353 - 7,398	6,832 - 6,886 6,887 - 6,940
Triton, Exceptional	15	8	7,188 - 7,263	7,409 - 7,490	7,551 - 7,631	7,399 - 7,489	6,941 - 7,049
Umber Hulk, Under Hulk	15	8	7,264 - 7,339	7,491 - 7,572	7,632 - 7,711	7,490 - 7,580	7,050 - 7,159
Vagabond, Astral	Variable 16	8 4	7,340 - 7,377	7,573 - 7,613	7,712 - 7,751 7,752 - 7,791	7,581 - 7,626 7,627 - 7,671	7,160 - 7,213
Jurynday, Freshwater Turtle, Giant Sea	16	8	7,378 - 7,415 7,416 - 7,567	7,614 - 7,655 7,656 - 7,819	7,792 - 7,952	7,672 - 7,854	
Djinni, Noble	17	2	7,568 - 7,605	7,820 - 7,860	7,953 - 7,992	7,855 - 7,900	7,433 - 7,487
Golem, Clay	17	3	7,606 - 7,643	7,861 - 7,901	7,993 - 8,032	7,901 - 7,945	7,488 - 7,541
Zoolem, Dawg/Monkey, etc. Zoolem, Hawk/Eagle	17 17	8 8	7,644 - 7,681 7,682 - 7,757	7,902 - 7,943 7,944 - 8,025	8,033 - 8,072 8,073 - 8,153	7,946 - 7,991 7,992 - 8,082	7,542 - 7,596 7,597 - 7,705
Turtle, Giant Snapping	18	8	7,758 - 7,909	8,026 - 8,189	8,154 - 8,313	8,083 - 8,265	7,706 - 7,924
Elemental, Air	18+	3	7,910 - 7,947	8,190 - 8,231	8,314 - 8,354	8,266 - 8,311	7,925 - 7,978
Elemental, Water	18+	3	7,948 - 7,985	8,232 - 8,272	8,355 - 8,394	8,312 - 8,356	7,979 - 8,033
Doom Harvester Golem, Gristle	19 19	2 3	7,986 - 8,023 8,024 - 8,061	8,273 - 8,313 8,314 - 8,354	8,395 - 8,434 8,435 - 8,474	8,357 - 8,402 8,403 - 8,448	8,034 - 8,088 8,089 - 8,142
Ameoba, Giant	20	I	8,062 - 8,099	8,355 - 8,395	-	-	-
Sirine	20	7	8,100 - 8,175	8,396 - 8,478	8,475 - 8,554	-	-
Jurassic Creatures: Nothosaurus	21	4	8,176 - 8,327	-	-	-	-
Vile Shadow Fiend Worm, Purple, Mottled	22 22	8 8	8,328 - 8,365 8,366 - 8,441	8,479 - 8,519 8,520 - 8,601	8,555 - 8,595 8,596 - 8,675	8,449 - 8,493 8,494 - 8,585	8,143 - 8,197 8,198 - 8,306
Dragon, Ancient Albino Scoria	Variable	2	8,442 - 8,479	8,602 - 8,642	8,676 - 8,715	8,586 - 8,630	8,307 - 8,361
Dragon, Bronze	Variable	2	8,480 - 8,517	8,643 - 8,683	8,716 - 8,755	-	-
Triton, Spellcaster	26	8	8,518 - 8,555	8,684 - 8,724	8,756 - 8,795	8,631 - 8,676	8,362 - 8,415
Zoolem, Lion/Tiger Vision	26 27	8 8	8,556 - 8,631 8,632 - 8,669	8,725 - 8,807 8,808 - 8,848	8,796 - 8,876 8,877 - 8,916	8,677 - 8,767 8,768 - 8,813	8,416 - 8,525 8,526 - 8,579
Jurassic Creatures: Plesiosaurus	28	4	8,670 - 8,973	-	-	-	-
Aerial Servant	29	I	8,974 - 9,012	8,849 - 8,889	8,917 - 8,956	8,814 - 8,859	8,580 - 8,634
Alligator, Giant Prowler Fish	29		9,013 - 9,050	8,890 - 8,930	-	-	-
Prowler Fish Triton, Leader	29 30	6 8	9,051 - 9,088 9,089 - 9,126	8,931 - 8,971 8,972 - 9,012	8,957 - 8,996 8,997 - 9,036	8,860 - 8,904 8,905 - 8,950	8,635 - 8,689 8,690 - 8,743
Time Elemental, Common	n/a	8	9,127 - 9,164	9,013 - 9,054	9,037 - 9,076	8,951 - 8,996	8,744 - 8,798
Time Elemental, Common	11/4	0	7,127 - 7,107	7,013 - 7,034	7,037 - 7,070	0,701 - 0,770	0,/70

HackMaster Hacklopedia of Beasts: Monster Matrix

Name	HF	НоВ	QRA Tropical d10,000 roll	QRB Subtropical d10.000 roll	QRC Temperate d10.000 roll	QRD Subarctic d10,000 roll	QRE Arctic d10,000 roll
Name		TIOD				010,000 101	
Portal of Devouring	31	6	9,165 - 9,202	9,055 - 9,095	9,077 - 9,117	8,997 - 9,041	8,799 - 8,853
Squid, Giant, Common	31	7	9,203 - 9,278	9,096 - 9,177	9,118 - 9,197	9,042 - 9,133	8,854 - 8,962
Righteous Avenger	32	7	9,279 - 9,316	9,178 - 9,218	9,198 - 9,237	9,134 - 9,178	8,963 - 9,016
Guardian Spirit	33	3	9,317 - 9,354	9,219 - 9,259	9,238 - 9,277	9,179 - 9,224	9,017 - 9,071
Turtle, Dragon	34	8	-	9,260 - 9,300	9,278 - 9,317	-	-
Avenging Servant	35	I	9,355 - 9,392	9,301 - 9,342	9,318 - 9,357	9,225 - 9,269	9,072 - 9,126
Zoolem, Horse/Deer	35	8	9,393 - 9,468	9,343 - 9,424	9,358 - 9,438	9,270 - 9,361	9,127 - 9,235
Naga, Water	37	5	9,469 - 9,620	9,425 - 9,589	9,439 - 9,598	9,362 - 9,543	9,236 - 9,454
Bane Lords	39	1	9,621 - 9,658	9,590 - 9,630	9,599 - 9,639	9,544 - 9,589	9,455 - 9,508
Turtle, Gargantuan Snapping	39	8	9,659 - 9,734	9,631 - 9,712	9,640 - 9,719	9,590 - 9,680	9,509 - 9,618
Dragon, Slag-Scaled Titanium	Variable	2	9,735 - 9,772	9,713 - 9,753	9,720 - 9,759	9,681 - 9,726	9,619 - 9,672
Elemental, Greater Periodic	53	3	9,773 - 9,810	9,754 - 9,794	9,760 - 9,799	9,727 - 9,772	9,673 - 9,727
Death Harvester	71	2	9,811 - 9,848	9,795 - 9,835	9,800 - 9,839	9,773 - 9,817	9,728 - 9,781
Time Elemental, Noble	n/a	8	9,849 - 9,886	9,836 - 9,877	9,840 - 9,880	9,818 - 9,863	9,782 - 9,836
Angel	161	1	9,887 - 9,924	9,878 - 9,918	9,881 - 9,920	9,864 - 9,909	9,837 - 9,891
Adapter	Variable	1	9,925 - 9,962	9,919 - 9,959	9,921 - 9,960	9,910 - 9,954	9,892 - 9,945
Dispatcher	Variable	2	9,963 - 10,000	9,960 - 10,000	9,961 - 10,000	9,955 - 10,000	9,946 - 10,000

			STA	STB	STC	STD	STE
			Tropical	Subtropical	Temperate	Subarctic	Arctic
Name	HF	HoB	d10,000 roll	d10,000 roll	d10,000 roll	d10,000 roll	d10,000 roll
Bird: Swan	0	I	-	-	I - 455	I - 526	-
Gold Bane	0	3	I - 52	I - 56	456 - 511	527 - 592	I - 70
xitxachitl: standard	0	4	53 - 103	57 - 112	-	_	_
Rot Grub, Common	0	7	104 - 206	113 - 225	512 - 625	593 - 724	71 - 211
Samaritans	0	7	207 - 412	226 - 449	626 - 852	725 - 987	212 - 493
carab of Seeking	0	7	413 - 464	450 - 506	853 - 909	988 - 1,053	_
Phantom	Nil	6	465 - 515	507 - 562	910 - 966	1,054 - 1,118	494 - 563
Barracuda	1	Ĩ	516 - 722	563 - 786	967 - 1,193	_	_
Dolphin	i	2	723 - 928	787 - 1,011	1,194 - 1,420	1,119 - 1,381	564 - 845
Eel, Weed	i	2	929 - 979	1,012 - 1,067	1,421 - 1,477	1,382 - 1,447	846 - 915
Eye, Floating	i	3	980 - 1,082	1,068 - 1,180	1,478 - 1,591	1,448 - 1,579	916 - 1,056
amprey, Normal	i	4	1,083 - 1,289	1,181 - 1,404	1,592 - 1,818	1,580 - 1,842	1,057 - 1,338
Men: Merchant Sailor/Fisherman		5	1,290 - 1,701	1,405 - 1,854	1,819 - 2,273	1,843 - 2,368	1,339 - 1,901
Men: Pirate/Buccaneer		5	1,702 - 2,113	1,855 - 2,303	2,274 - 2,727		1,557 - 1,701
Nixies		6	1,702 - 2,113	1,000 - 2,000	2,728 - 2,841		_
Packasite		6	2114 2214	2 204 2 415		2 249 2 500	1 902 2 042
Packasite Piranha, Giant	1	6	2,114 - 2,216	2,304 - 2,415	2,842 - 2,954	2,369 - 2,500	1,902 - 2,042
			2,217 - 2,268	-	-		2042 2112
Provocator	n/a	6	2,269 - 2,319	2,416 - 2,472	2,955 - 3,011	2,501 - 2,566	2,043 - 2,112
1en: Adventurer	1+	5	2,320 - 2,371	2,473 - 2,528	3,012 - 3,068	2,567 - 2,631	2,113 - 2,183
Troutman	+	8	2,372 - 2,474	2,529 - 2,640	3,069 - 3,182	2,632 - 2,763	2,184 - 2,324
Astral Searcher	2	1	2,475 - 2,526	2,641 - 2,696	3,183 - 3,238	2,764 - 2,829	2,325 - 2,394
el, Giant	2	2	2,527 - 2,732	2,697 - 2,921	3,239 - 3,466	-	
Golem, Guardian	2	3	2,733 - 2,783	2,922 - 2,977	3,467 - 3,522	2,830 - 2,894	2,395 - 2,465
Sprite,Water	2	7	2,784 - 2,886	2,978 - 3,090	3,523 - 3,636	2,895 - 3,026	2,466 - 2,605
Zombie, Talking	2	8	2,887 - 2,938	3,091 - 3,146	3,637 - 3,693	3,027 - 3,092	-
Selkie	2 +	7	-	-	-	3,093 - 3,158	2,606 - 2,676
word, Perpetual Swinging	2+	7	2,939 - 2,989	3,147 - 3,202	-	3,159 - 3,223	2,677 - 2,746
Beaver, Great Red Marauding	3	I	-	-	3,694 - 3,750	_	-
Hippocampus	3	3	2,990 - 3,092	3,203 - 3,314	3,751 - 3,863	-	-
/ortex	3	8	3,093 - 3,144	3,315 - 3,370	3,864 - 3,920	3,224 - 3,289	2,747 - 2,817
Enveloper	3+	3	3,145 - 3,196	3,371 - 3,427	3,921 - 3,977	3,290 - 3,355	2,818 - 2,887
Froglodyte	3+	8	3,197 - 3,608	3,428 - 3,876	3,978 - 4,431	3,356 - 3,881	2,888 - 3,450
Huecuva	4	4	3,609 - 3,659	3,877 - 3,932	4,432 - 4,488	3,882 - 3,947	-
xitxachitl: Cleric	4	4	3,660 - 3,711	3,933 - 3,988	-	-	-
_amprey, Giant	4	4	3,712 - 3,814	3,989 - 4,101	4,489 - 4,602	3,948 - 4,079	3,451 - 3,591
Obsidian Lotus	4	6	3,815 - 3,866	4,102 - 4,157	_	_	_
Dyster, Giant, Sea	4	6	3,867 - 3,917	4,158 - 4,213	4,603 - 4,659	4,080 - 4,144	3,592 - 3,662
Fruculent Terrifier	4	8	3,918 - 3,969	4,214 - 4,269	4,660 - 4,715	4,145 - 4,210	_
Dgre, Aquatic	4+	6	3,970 - 4,175	4,270 - 4,494	4,716 - 4,943	4,211 - 4,473	3,663 - 3,943
Doppleganger	5	2	4,176 - 4,226	4,495 - 4,550	4,944 - 5,000	4,474 - 4,539	3,944 - 4,014
xitxachitl:Vampire	5	4	4,227 - 4,278	4,551 - 4,606	_	_	_
Strangle Plant, Weed	5	7	4,279 - 4,690	4,607 - 5,056	_	_	_
Anti-Elemental, Earth	5+	,	4,691 - 4,742	5,057 - 5,112	5,001 - 5,056	4,540 - 4,605	4,015 - 4,084
Grieving Herald	6	3	4,743 - 4,793	5,113 - 5,168	5,057 - 5,113	4,606 - 4,671	4,085 - 4,155
irassic Creatures: Icthyosaurus	6	4	4,794 - 5,000	5,169 - 5,393	5,114 - 5,340	4,672 - 4,934	4,156 - 4,436
Combie, Brain-Eating	6	8	5,001 - 5,051	5,394 - 5,449	5,341 - 5,397	4,935 - 5,000	4,136 - 4,436 4,437 - 4,507
3	6	8					
Combie, Flesh-Eating			5,052 - 5,103	5,450 - 5,505	5,398 - 5,454	5,001 - 5,065	4,508 - 4,577
Combie, Giant	6	8	5,104 - 5,154	5,506 - 5,561	5,455 - 5,511	5,066 - 5,131	4,578 - 4,647
Anti-Elemental, Air	6+		5,155 - 5,206	5,562 - 5,617	5,512 - 5,568	5,132 - 5,197	4,648 - 4,718
Anti-Elemental, Fire	6 +	1	-	-	-	-	4,719 - 4,788
riton, Common	7	8	5,207 - 5,309	5,618 - 5,730	5,569 - 5,681	5,198 - 5,328	4,789 - 4,929
/engeful Troubadour	7+	8	5,310 - 5,360	5,731 - 5,786	5,682 - 5,738	5,329 - 5,394	4,930 - 5,000
Doppleganger, Master	8	2	5,361 - 5,412	5,787 - 5,842	5,739 - 5,795	5,395 - 5,460	5,001 - 5,070
Gagwaller	8	3	5,413 - 5,463	5,843 - 5,898	5,796 - 5,852	5,461 - 5,526	5,071 - 5,140
Swanman, Swanmay	8	7	-	-	5,853 - 5,909	-	-
Zombie, Monster	8	8	5,464 - 5,515	5,899 - 5,954	5,910 - 5,965	5,527 - 5,592	5,141 - 5,211

HackMaster Hacklopedia of Beasts: Monster Matrix

			STA	STB	STC	STD	STE
			Tropical	Subtropical	Temperate	Subarctic	Arctic
Name	HF	HoB	d10,000 roll				
D. Mitt	X7 : 11	2					
Dragon, Mist	Variable	2	5,516 - 5,566	5,955 - 6,011	-	-	-
Dragon, White	Variable 9	2 3		-	-	- 	5,212 - 5,352
Elf, Grel Cleric			5,567 - 5,670	6,012 - 6,123	5,966 - 6,079	5,593 - 5,723	5,353 - 5,492
Elf, Shadow Grel	10	3	5,671 - 5,773	6,124 - 6,235	6,080 - 6,193	5,724 - 5,855	5,493 - 5,633
Golem, Blood	10	3	5,774 - 5,824	6,236 - 6,292	6,194 - 6,249	5,856 - 5,920	5,634 - 5,704
Nereid	10	6	5,825 - 5,876	6,293 - 6,348	6,250 - 6,306	5,921 - 5,986	5,705 - 5,774
Pan-Dimensional Rover	10	6	5,877 - 5,927	6,349 - 6,404	6,307 - 6,363	5,987 - 6,052	5,775 - 5,844
Golem, Flesh	11	3	5,928 - 5,979	6,405 - 6,460	6,364 - 6,420	6,053 - 6,118	5,845 - 5,915
Skeleton, Monster	11	7	5,980 - 6,030	6,461 - 6,516	6,421 - 6,477	6,119 - 6,184	5,916 - 5,985
Djinni	12	2	6,031 - 6,082	6,517 - 6,572	6,478 - 6,533	6,185 - 6,249	5,986 - 6,056
Nefarian: other: Soul Cloaker	12	5	6,083 - 6,133	6,573 - 6,629	6,534 - 6,590	6,250 - 6,315	6,057 - 6,126
Rift Vortex	n/a	7	6,134	6,630	6,591	6,316	6,127
Skeleton, Giant	12	7	6,135 - 6,186	6,631 - 6,686	6,592 - 6,648	6,317 - 6,382	6,128 - 6,198
Crypt Thing	13	2	6,187 - 6,237	6,687 - 6,742	6,649 - 6,705	6,383 - 6,448	6,199 - 6,268
Djinni, Black	13	2	6,238 - 6,289	6,743 - 6,798	6,706 - 6,762	6,449 - 6,514	6,269 - 6,338
Dopplemeister	13	2	6,290 - 6,341	6,799 - 6,854	6,763 - 6,819	6,515 - 6,579	6,339 - 6,409
Haunt	13	3	6,342 - 6,392	6,855 - 6,910	6,820 - 6,875	6,580 - 6,645	6,410 - 6,479
Teroth	13	7	6,393 - 6,444	6,911 - 6,967	6,876 - 6,932	6,646 - 6,711	6,480 - 6,550
Water Weird	13	8	6,445 - 6,495	6,968 - 7,023	6,933 - 6,989	6,712 - 6,777	6,551 - 6,620
Snake, Sea, Giant	14	7	6,496 - 6,701	-	-	-	-
Spider, Sea	14	7	6,702 - 6,908	7,024 - 7,247	6,990 - 7,216	6,778 - 7,040	6,621 - 6,902
Elemental, Earth	14+	3	6,909 - 6,959	7,248 - 7,304	7,217 - 7,273	7,041 - 7,106	6,903 - 6,972
Taunter	14+	7	6,960 - 7,011	7,305 - 7,360	7,274 - 7,330	7,107 - 7,171	6,973 - 7,043
Triton, Exceptional	15	8	7,012 - 7,114	7,361 - 7,472	7,331 - 7,443	7,172 - 7,303	7,044 - 7,183
Vagabond, Astral	Variable	8	7,115 - 7,165	7,473 - 7,528	7,444 - 7,500	7,304 - 7,369	7,184 - 7,254
Jurynday, Freshwater	16	4	7,166 - 7,217	7,529 - 7,585	7,501 - 7,557	7,370 - 7,434	-
Djinni, Noble	17	2	7,218 - 7,268	7,586 - 7,641	7,558 - 7,614	7,435 - 7,500	7,255 - 7,324
Golem, Clay	17	3	7,269 - 7,320	7,642 - 7,697	7,615 - 7,671	7,501 - 7,566	7,325 - 7,395
Zoolem, Dawg/Monkey, etc.	17	8	7,321 - 7,371	7,698 - 7,753	7,672 - 7,728	7,567 - 7,632	7,396 - 7,465
Zoolem, Hawk/Eagle	17	8	7,372 - 7,474	7,754 - 7,865	7,729 - 7,841	7,633 - 7,763	7,466 - 7,606
Elemental, Air	18+	3	7,475 - 7,526	7,866 - 7,922	7,842 - 7,898	7,764 - 7,829	7,607 - 7,676
Elemental, Water	18+	3	7,527 - 7,578	7,923 - 7,978	7,899 - 7,955	7,830 - 7,895	7,677 - 7,747
Doom Harvester	19	2	7,579 - 7,629	7,979 - 8,034	7,956 - 8,012	7,896 - 7,961	7,748 - 7,817
Golem, Gristle	19	3	7,630 - 7,681	8,035 - 8,090	8,013 - 8,068	7,962 - 8,027	7,818 - 7,888
Sirine	20	7	7,682 - 7,784	8,091 - 8,202	8,069 - 8,182	-	-
Jurassic Creatures: Nothosaurus	21	4	7,785 - 7,990	-	-	_	_
Vile Shadow Fiend	22	8	7,991 - 8,041	8,203 - 8,259	8,183 - 8,239	8,028 - 8,092	7,889 - 7,958
Worm, Purple, Mottled	22	8	8,042 - 8,145	8,260 - 8,371	8,240 - 8,352	8,093 - 8,224	7,959 - 8,099
Dragon, Ancient Albino Scoria	Variable	2	8,146 - 8,196	8,372 - 8,427	8,353 - 8,409	8,225 - 8,290	8,100 - 8,169
Dragon, Bronze	Variable	2	8,197 - 8,248	8,428 - 8,483	8,410 - 8,466	0,225 - 0,270	6,100 - 6,107
Triton, Spellcaster	26	8	8,249 - 8,299	8,484 - 8,539	8,467 - 8,523	8,291 - 8,355	8,170 - 8,240
Zoolem, Lion/Tiger	26	8	8,300 - 8,402	8,540 - 8,652	8,524 - 8,637	8,356 - 8,487	8,241 - 8,380
Vision	28	8	8,403 - 8,454	8,653 - 8,708	8,638 - 8,693	8,488 - 8,553	8,381 - 8,451
Jurassic Creatures: Plesiosaurus	27	4		0,033 - 0,700	0,030 - 0,073	0,700 - 0,555	0,301 - 0,351
Aerial Servant	28	4	8,455 - 8,866	0 700 0 7/4	-	-	
	29	6	8,867 - 8,918	8,709 - 8,764	8,694 - 8,750	8,554 - 8,619	8,452 - 8,521
Prowler Fish			8,919 - 8,969	8,765 - 8,820	8,751 - 8,807	8,620 - 8,684	8,522 - 8,592
Triton, Leader	30	8	8,970 - 9,021	8,821 - 8,877	8,808 - 8,864	8,685 - 8,750	8,593 - 8,662
Time Elemental, Common	n/a	8	9,022 - 9,072	8,878 - 8,933	8,865 - 8,921	8,751 - 8,816	8,663 - 8,733
Portal of Devouring	31	6	9,073 - 9,124	8,934 - 8,989	8,922 - 8,977	8,817 - 8,882	8,734 - 8,803
Squid, Giant, Common	31	7	9,125 - 9,227	8,990 - 9,101	8,978 - 9,091	8,883 - 9,013	8,804 - 8,944
Righteous Avenger	32	7	9,228 - 9,278	9,102 - 9,157	9,092 - 9,148	9,014 - 9,079	8,945 - 9,014
Guardian Spirit	33	3	9,279 - 9,330	9,158 - 9,214	9,149 - 9,205	9,080 - 9,145	9,015 - 9,085
Turtle, Dragon	34	8	-	9,215 - 9,270	9,206 - 9,261	-	-
Avenging Servant	35	I	9,331 - 9,382	9,271 - 9,326	9,262 - 9,318	9,146 - 9,211	9,086 - 9,155
Zoolem, Horse/Deer	35	8	9,383 - 9,485	9,327 - 9,438	9,319 - 9,432	9,212 - 9,342	9,156 - 9,296
Bane Lords	39	I	9,486 - 9,536	9,439 - 9,494	9,433 - 9,489	9,343 - 9,408	9,297 - 9,366
Dragon, Slag-Scaled Titanium	Variable	2	9,537 - 9,588	9,495 - 9,551	9,490 - 9,546	9,409 - 9,474	9,367 - 9,437
Elemental, Greater Periodic	53	3	9,589 - 9,639	9,552 - 9,607	9,547 - 9,602	9,475 - 9,540	9,438 - 9,507
Death Harvester	71	2	9,640 - 9,691	9,608 - 9,663	9,603 - 9,659	9,541 - 9,605	9,508 - 9,578
Time Elemental, Noble	n/a	8	9,692 - 9,742	9,664 - 9,719	9,660 - 9,716	9,606 - 9,671	9,579 - 9,648
Angel	161	1	9,743 - 9,794	9,720 - 9,775	9,717 - 9,773	9,672 - 9,737	9,649 - 9,718
Ocean Camel	284	6	9,795 - 9,845	9,776 - 9,831	9,774 - 9,830	9,738 - 9,803	9,719 - 9,789
Octogorgon	383	6	9,846 - 9,897	9,832 - 9,888	9,831 - 9,886	9,804 - 9,868	9,790 - 9,859
	Variable	1	9,898 - 9,948	9,889 - 9,944	9,887 - 9,943	9,869 - 9,934	9,860 - 9,930
Adapter	Val lable	-					.,

		Та	ble 20–V: Random	n Encounter Table	s – Aerial: Day		
			VA	VB	VC	VD	VE
			Tropical	Subtropical	Temperate	Subarctic	Arctic
Name	HF	HoB	d10,000 roll				
Bird: Condor	0	I	I - 548	I - 548	1 - 513	I - 606	-
Cerebral Parasite	0	2	549 - 822	549 - 822	514 - 769	607 - 909	-
Scarab of Seeking	0	7 8	823 - 959	823 - 959	770 - 897	910 - 1,061	-
Venom Sparrow Phantom	Nil	8	_ 960 - 1,096	- 960 - 1,096	898 - 1,410 1,411 - 1,538	- 1,062 - 1,212	_   -  69
Provocator	n/a	6	1,097 - 1,233	1,097 - 1,233	1,539 - 1,667	1,213 - 1,364	170 - 339
Astral Searcher	2	Ĩ	1,234 - 1,370	1,234 - 1,370	1,668 - 1,795	1,365 - 1,515	340 - 508
Monkey, Flying	2	5	1,371 - 1,644	1,371 - 1,644	1,796 - 2,051	1,516 - 1,818	509 - 847
Sword, Perpetual Swinging	2+	7	1,645 - 1,781	1,645 - 1,781	-	1,819 - 1,970	848 - 1,017
Chaos Corpse	2-30	2	1,782 - 1,918	1,782 - 1,918	2,052 - 2,179	1,971 - 2,121	1,018 - 1,186
Bird: Collector Vortex	3 3	 8	_ 1,919 - 2,055		2,180 - 2,436	-	- 1,187 - 1,356
Huecuva	4	۰ 4	2,056 - 2,192	1,919 - 2,055 2,056 - 2,192	2,437 - 2,564 2,565 - 2,692	2,122 - 2,273 2,274 - 2,424	-
Doppleganger	5	2	2,193 - 2,329	2,193 - 2,329	2,693 - 2,820	2,425 - 2,576	1,357 - 1,525
Anti-Elemental, Earth	5+	ī	2,330 - 2,466	2,330 - 2,466	2,821 - 2,948	2,577 - 2,727	1,526 - 1,695
Anti-Elemental, Water	5+	1	2,467 - 2,602	2,467 - 2,602	2,949 - 3,077	2,728 - 2,879	1,696 - 1,864
Grieving Herald	6	3	2,603 - 2,739	2,603 - 2,739	3,078 - 3,205	2,880 - 3,030	1,865 - 2,034
Sylph	6	7	2,740 - 2,876	2,740 - 2,876	3,206 - 3,333	3,031 - 3,182	2,035 - 2,203
Anti-Elemental, Air	6+	1	2,877 - 3,013	2,877 - 3,013	3,334 - 3,461	3,183 - 3,333	2,204 - 2,373
Anti-Elemental, Fire	6 +	1	-	-	-	-	2,374 - 2,542
Doppleganger, Master	8	2	3,014 - 3,150	3,014 - 3,150	3,462 - 3,589	3,334 - 3,485	2,543 - 2,712
Gagwaller Necrophidius	8 9	3 5	3,151 - 3,287 3,288 - 3,424	3,151 - 3,287	3,590 - 3,718	3,486 - 3,636	2,713 - 2,881
Pan-Dimensional Rover	9 10	6	3,425 - 3,561	3,288 - 3,424 3,425 - 3,561	3,719 - 3,846 3.847 - 3.974	3,637 - 3,788 3,789 - 3,939	2,882 - 3,051 3,052 - 3,220
Skeleton, Monster	10	7	3,562 - 3,698	3,562 - 3,698	3,975 - 4,102	3,940 - 4,091	3,221 - 3,389
Djinni	12	2	3,699 - 3,835	3,699 - 3,835	4,103 - 4,230	4,092 - 4,242	3,390 - 3,559
Rift Vortex	n/a	7	3,836	3,836	4,231	4,243	3,560
Skeleton, Giant	12	7	3,837 - 3,973	3,837 - 3,973	4,232 - 4,360	4,244 - 4,395	3,561 - 3,729
Chimera	13	2	3,974 - 4,247	3,974 - 4,247	4,361 - 4,616	-	-
Djinni, Black	13	2	4,248 - 4,384	4,248 - 4,384	4,617 - 4,744	4,396 - 4,546	3,730 - 3,899
Dopplemeister	13	2	4,385 - 4,521	4,385 - 4,521	4,745 - 4,872	4,547 - 4,698	3,900 - 4,068
Elemental, Earth	14+	3	4,522 - 4,658	4,522 - 4,658	4,873 - 5,001	4,699 - 4,849	4,069 - 4,238
Taunter	4+	7 8	4,659 - 4,795	4,659 - 4,795	5,002 - 5,129	4,850 - 5,001	4,239 - 4,407
Vagabond, Astral Djinni, Noble	Variable 17	8	4,796 - 4,932 4,933 - 5,069	4,796 - 4,932 4,933 - 5,069	5,130 - 5,257 5,258 - 5,385	5,002 - 5,152 5,153 - 5,304	4,408 - 4,577 4,578 - 4,746
DragonHorse	17	2	5,070 - 5,206	5,070 - 5,206	5,386 - 5,513	5,305 - 5,455	4,747 - 4,916
Para-Elementals: Smoke	17+	6	5,207 - 5,343	5,207 - 5,343	5,514 - 5,641	5,456 - 5,607	4,917 - 5,085
Elemental, Air	18+	3	5,344 - 5,480	5,344 - 5,480	5,642 - 5,770	5,608 - 5,758	5,086 - 5,255
Elemental, Fire	18+	3	5,481 - 5,617	5,481 - 5,617	5,771 - 5,898	5,759 - 5,910	5,256 - 5,424
Elemental, Water	18+	3	5,618 - 5,754	5,618 - 5,754	5,899 - 6,026	5,911 - 6,061	5,425 - 5,594
Angel: Redeemer	19	I	5,755 - 5,891	5,755 - 5,891	6,027 - 6,154	6,062 - 6,213	5,595 - 5,763
Doom Harvester	19	2	5,892 - 6,028	5,892 - 6,028	6,155 - 6,282	6,214 - 6,364	5,764 - 5,933
Dragon, Cloud	Variable	2 4	6,029 - 6,165	6,029 - 6,165	6,283 - 6,411		-
Invisible Stalker Vile Shadow Fiend	21 22	4 8	6,166 - 6,302 6,303 - 6,439	6,166 - 6,302 6,303 - 6,439	6,412 - 6,539 6,540 - 6,667	6,365 - 6,516 6,517 - 6,667	5,934 - 6,102 6,103 - 6,272
Dragon, Ancient Albino Scoria	Variable	2	6,440 - 6,576	6,440 - 6,576	6,668 - 6,795	6,668 - 6,819	6,273 - 6,441
Dragon, Red-Crested Amber Bellied	Variable	2	6,577 - 6,713	6,577 - 6,713	6,796 - 6,923	6,820 - 6,970	6,442 - 6,611
Chimera: Mimera	27	2	6,714 - 6,850	6,714 - 6,850	6,924 - 7,052	-	-
Vision	27	8	6,851 - 6,987	6,851 - 6,987	7,053 - 7,180	6,971 - 7,122	6,612 - 6,780
Aerial Servant	29	1	6,988 - 7,124	6,988 - 7,124	7,181 - 7,308	7,123 - 7,273	6,781 - 6,949
Chimera: Gorgimera	29	2	7,125 - 7,261	7,125 - 7,261	7,309 - 7,436	-	-
Time Elemental, Common	n/a	8	7,262 - 7,398	7,262 - 7,398	7,437 - 7,564	7,274 - 7,425	6,950 - 7,119
Portal of Devouring	31 Mariah la	6	7,399 - 7,534	7,399 - 7,534	7,565 - 7,693	7,426 - 7,576	7,120 - 7,288
Dragon, Silver Dragon, Swack Iron	Variable Variable	2 2		7,535 - 7,671 7,672 - 7,945	7,694 - 7,821 7,822 - 8,077	_ 7,577 - 7,879	_ 7,289 - 7,627
Dragon, Swack Iron Albino	Variable	2	7,809 - 7,945	7,946 - 8,082	8,078 - 8,205	-	
Righteous Avenger	32	7	7,946 - 8,082	8,083 - 8,219	8,206 - 8,334	7,880 - 8,031	7,628 - 7,797
Guardian Spirit	33	3	8,083 - 8,219	8,220 - 8,356	8,335 - 8,462	8,032 - 8,182	7,798 - 7,966
Avenging Servant	35	1	8,220 - 8,356	8,357 - 8,493	8,463 - 8,590	8,183 - 8,334	7,967 - 8,136
Couatl	35	2	8,357 - 8,493	-	-	-	-
Bane Lords	39	1	8,494 - 8,630	8,494 - 8,630	8,591 - 8,718	8,335 - 8,485	8,137 - 8,305
Dragon, Gold	Variable	2	8,631 - 8,767	8,631 - 8,767	8,719 - 8,846	8,486 - 8,637	8,306 - 8,475
Dragon, Slag-Scaled Titanium	Variable	2	8,768 - 8,904	8,768 - 8,904	8,847 - 8,974	8,638 - 8,788	8,476 - 8,644
Giant, Cloud	45	3	8,905 - 9,041	8,905 - 9,041	8,975 - 9,103	8,789 - 8,940	8,645 - 8,814
Elemental, Greater Periodic Giant, Storm	53 54+	3	9,042 - 9,178	9,042 - 9,178	9,104 - 9,231	8,941 - 9,091	8,815 - 8,983
Giant, Storm Ki-Rin	54+ 80	3 4	9,179 - 9,315 9,316 - 9,452	9,179 - 9,315 9,316 - 9,452	9,232 - 9,359 9,360 - 9,487	9,092 - 9,243 9,244 - 9,394	8,984 - 9,153 9,154 - 9,322
Time Elemental, Noble	n/a	8	9,453 - 9,589	9,453 - 9,589	9,488 - 9,615	9,395 - 9,546	9,323 - 9,492
Angel	161	I	9,590 - 9,726	9,590 - 9,726	9,616 - 9,744	9,547 - 9,697	9,493 - 9,661
Adapter	Variable	i	9,727 - 9,863	9,727 - 9,863	9,745 - 9,872	9,698 - 9,849	9,662 - 9,831
Dispatcher	Variable	2	9,864 - 10,000	9,864 - 10,000	9,873 - 10,000	9,850 - 10,000	9,832 - 10,000
l <sup>.</sup>				,			

					Та	ble 21: Hacklope	dia of Beasts Stats Over	view				
Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Aarakian Brood Watcher	L	2	1	5	2	2-12	Poison/Webbing	Nil	8-10	15"	13	N
Aarakian Queen Mother	G	3	10	12	1	0	Nil	Nil	13-14	0"	20	N
Aarakian Warrior	М	2	3	3+3	1	2-16	Webbing	Nil	5-7	15"	12	N
Aarakian Worker	М	1	5	2	1	I-8	Burrowing	Nil	2-4	12",6" burrow	8	N
Aardvark, Dire	L	2	7	3	4	1-4/1-4/1-6/1-3	Burrowing	None	2-4	9", 3" burrow	12	N
Aardvarkians	S	1	6	2+2	2	1-3/1-3 or wpn/1-3	Burrowing	Nil	8-14	12", 3" burrow	12	N
Aarnz Hound	М	I	7	2+2	3	2-5/2-5/1-8	Nil	Nil	8-10	18", 12" in trees	7	NE
Adapter	M	Spcl.	Spcl.	Spcl.	Spcl.	Spcl./Spcl.	Adapting	Adapting	Unknown	Spcl.	Spcl.	CN (E)
Adarupikus	Т	0	4	Ihp		See text	Direction Control	Armor	2-4	6", 3" on web	16	NE
Aerial Servant	L	29	3	16		8-32	Surprise, grab, rage	+1 or better wpns. to hit	2-4	Fly 24" (A)	14	N
Alligator, Giant	G	29 20	4 9	20 12	lorl	5-50 (bite) or 8-32 (tail)		Nil Reconcercion immune to	1 9" (1	5" for 2 rounds), 24" swim	19 16	N
Ameoba, Giant	L		-		1	4-24	Absorbs organic mat.	Regeneration, immune to mental attacks	1	6" swim		N
Angel	L	161		lvl ftr w/20	00hp 4	by wpn type (+12 dmg)		Many more	24	18", 40" FI (B), 18"	20	Any good
Angel: Redeemer	М	19	2	10	I	I-10+15 (+15 holy avenger)	Soothing Word, holy sword	Heaven's Call	13-18	12", fly 24" (B)	17	LG
Ankou	М	32	0	10	I	2-16	Level Drain	Regeneration	3-18	12"	20	Ν
Ankou's Skeletal Draught Horses	M	0	7	4+4	3	2-8/2-8/1-4	None	none	0	48"	20	N
Ant Hunter	М	2	7	1+1	2	-4/ -4	+4 vs. ants, +2 vs.	+4 saves vs. insect &	8-10	9"	11	NG
		10	2	0		F 20	insects & arachnids	arachnid poisons		0" (1" : 1	14	
Ant Lion, Giant	L	10 15	2	8 8+8	1	5-20	See text	Nil		9", (1" in loose soil)	14 14	N
Ant Men Queen	L	15	2	8+8 6+6	3	by wpn	Spells	Nil Nil	5-7 5-7	15" 15"	14	LN LN
Ant Men, Enforcer Ant Men, Red Fire	L Var.	Var.	Z Var.	6+6 Var.	3 Var.	2-8/1-2/1 Var.	Poison Var.	Immune to heat	5-16	15	12 Var.	LN
Ant Men, Shaman	M	var. 6	var.	3+3	vai. I	by wpn	Poison	Nil	13-14	15"	12	LN
Ant Men, Workers	S	1	3	1+1	i	I-4	Nil	Nil	5-7	15"	5	LN
Ant, Giant (warrior)	S	3	3	2	2		rriors have poison sting, grab w/pin		5-7	18"/queen 22" fly	14	N
Ant, Giant (worker)	S	ĩ	3	2	2		rriors have poison sting, grab w/pin		i	18"/queen 22" fly	14	N
Anthraxian	S	i	9	10 hp	Ī	1-6	Cause Disease	Nil	2-4	12"	15	NE
Anti-Elemental, Air	L-H	6	8	8/12/16	1	4-32	Folding bodies & slapping w/heads	-2 or worse to hit	5-7	6"	16	NE
Anti-Elemental, Earth	L-H	5	8	8/12/16	I.	2-20	Whirlwind	-2 or worse to hit	5-7	36"	16	NE
Anti-Elemental, Fire	L-H	6	8	8/12/16	I.	5-30	Freezing	-2 or worse to hit	5-7	6", 18" Swim	16	NE
Anti-Elemental, Water	L-H	5	8	9/12/16	1	3-24	Withering	-2 or worse to hit	5-7	12"	16	NE
Ape Shaman	М	2	6	4	3	1-3/1-3/1-6	Spells	Nil	13-14	12", 9" in trees	П	N (G/E)
Ape Shaman Warrior	L	3	6 (3 w/armor)	5+1	3	1-3/1-3/1-6	Nil	Nil	8-14	12", 9" in trees	13	N (G/E)
Ape, Carnivorous	L	4	6	5	3	1-4/1-4/1-8	Rending	+2 bonus on surprise roll	5-7	12", 9" in trees	11	N
Ape, Gorilla	M	3	6	4+1	3	1-4/1-6/1-6	Squeeze	Nil	5-7	12", 9" in trees	9	N
Ape, Pack (escaped - see Ape, Gorilla)	M	3	6	4+1	3	1-4/1-6/1-6	Squeeze	Nil	5-7	12", 9" in trees	9	N
Ape, Shadow	M	1	5	1+1	2	1-10/1-10	Nil	Shadow Defenses	8-10	6", 6" in trees	6	LN (E)
Apparition	M	25 16	0	8 10	1	horror	Nil Nil	Magic or silver to hit	8-10 17-18	24"  2"	20 15	CE
Arcane Merchant Argos L–G	L (6' per D)	130	5 (3) 0	25	3	I-8 (wpn)	I-3 wpns., enfolds,	Invisibility, Dimension Door magic powers from eyes	5-14	4", 3" fly (E)	15	LN N
Ŭ	/					I-4 or by wpn	bite, digest, magic	от <i>,</i>		, , ,		
Armadillo, Dire	S M-L	5 4	3 (0)	3 2-8	3 2-8	I-2/I-2/I-4 I-4+ no. of HD	Leprosy	Ball of hiding	5-7	5" 6"	14 9	CE N
Armored Foliage Creeper	M-L H	4 15	3 2	2-8 8	2-8 3	I-4+ no. of HD I-6/I-6/2-16	Strangulation	Camouflage Nil	2-4 0		9	
Arvanger, Speckled Arvanger, Spotted	н Н	15	2	8 9	3	1-6/1-6/2-16 1-6/1-6/2-16	Acid Spew Acid Spew	Nil	0	6", 24" fly (D) 6", 24" Fly (D)	18	N N
Ashen Prowler	н М	8	5	9 4+2	3	1-6/1-6/2-12	Ash Breath	Immune to Heat	2-4	18", 6" in lava	18	CE
Astral Searcher	M	2	10	2	5	I-6+Spcl.	All victims AC5	Nil	0	10,0 iii iava 12"	7	Any
Attention Grabber	S	Í	7	1+1	i	I-3	Nil	Shape Changing/Invisibility	11-12	12"	6	NE
Augerlisk	L	7	3	6	2	1-8/1-10	Petrifaction	Nil	5-7	6"	II	NE
Avenging Servant	M	, 35	I	16	2	(1-10)+5	+5 two-handed sword	See text	13-14	12"	20	LN
Avianderthal	М	T	7	1+2	2	I-6/I-6 (clubs)/2-8 prown clubs) /I-3 (beak/ta	Talons or beak 1-3/Shamans lons) have cleric spells	Nil	8-10	6", 36" fly (C)	13	NG
Babbler, Cantakerous	М	1	9	15 hp	(u	1-2	Babbling	Nil	5-7	12"	14	CN
Babbler, Incessant	M	2	9	15 hp	I	1-2	Babbling	Magical protection	5-7	12"	14	CN
Babbler, Incoherent	M	2	9	15 hp	I	1-2	Babbling	camouflage	5-7	12"	14	CN
Babbling Instigator	S	2	8	10 hp	I	1-4		nvisibility, Anonymous Screen	15-16	6"	12	CN
Baboon	S	I	7	1+1	2	1-8/1-4	Strong elongated jaws, diseased saliva	Nil	I	14"/12" in trees	6	Ν
Baboon-Man	S	1	6	2+2	I	I-4 or by wpn.	Stench	Climbing	5-14	12", 6" in trees	6	CN
Badger, Common	S	0	4	1+2	3	1-2/1-2/1-3	Nil	Nil	2-4	3", I" burrow	8	N (G/E)
												··· /

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

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Beetle, Giant Water	М	2	3	4	1	3-18	Nil	Nil	0	3", 9" swim	14	Ν
Beetle, Predacious Diving	S	3	3	5	1	3-12	Saw attack	Nil	1	6". 12" swim	14	Ν
Beetle, Predacious Dungeon	Ĺ	II	2	8	3	4-20/1-6x2	Nil	Nil	8-10	12"	4	LE
Beetle: Goldbug	T	1	9	I-6 hp	-	1-4	Poison	camouflage	0	 ["	16	N
Behemoth	Ĥ	5	4	10+5	i	4-16 or 6-24	Cows 4-16, bulls 6-24	Nil	Ĩ	6", 12" swim	13	N
Beholder, Blind	M	34	0/2/7	45-75 hp	6	2-8/1-6x5	Magic, flailing	Nil	13-14	3" fly	16	LE
Beholder, Common	M	79	0/2/7	45-75 hp	0	2-8			15-14	3" fly	18	LE
					1		Magic Black durin	anti-magic ray				
Beholder, Death Kiss	Н	77	4/6/8	Id8+76 hp	10	1-8×10	Blood drain	regeneration	8-14	9" fly (B)	17	NE
Beholder, Elder Orb	G	237	-4/-2/3	35	I	2-20	Life stealing, powerful mag		21+	I" (D)	20	LE
	<u> </u>		-	10.10	1/2			beholder creation				
Beholder, Eye of the Deep	S-M	16	5	10-12	1/3	I-6 or 2/8/2-8/I-6	Pincers, blinding	Nil	11-12	6" swim	15	LE
			_		-		poisonous light, spells	<b>_</b>				
Beholder, Gauth	L	22	5	6+6/9+9	3	2-8/2-8/1-6	Magic	Regeneration	15-16	6" swim	15	LE
Beholder, Spectator	М	8	4/7/7	4+4	I	3-12	Magic	magic	11-14	9" fly (B)	18	NE
Beholder, Undead	M	34	0/2/7	45-75 hp	I	2-8	Magic	Anti-magic eye	Spcl.	2" fly (C)	14	LN
Beholder, Voyeur	M-L	13	4/7/7	9	I	1-6	Magic	Invisibility	11-12	12" fly (B)	10	CN
Beholder-kin, Director	Н	28	2 (4)	12 (8)	2	2-8/2-8	Magic	Nil	8-10	15", 3" fly (A)	18	LE
Beholder-kin, Examiner	М	19	5	8	1	I-6 or wpn.	Magic	magic	8-10	6" fly (C)	11	LN
Beholder-kin, Hive Mother	н	105	0	20	1	5-20	Magic	anti-magic	17-18	6" fly (A)	18	LE
Beholder-kin, Lensman	М	4	3/7	2	1	I-8 or by wpn.	Nil	magic	5-7	9"	14	NE
Beholder-kin, Overseer	Н	68	2/7	14	I.	3-12	Magic	magic	19-20	Ι"	16	LE
Beholder-kin, Watcher	1	4	7	3+3	1	3-18	Magic	magic	2-4	7"	10	Ν
Bird, Flightless, Aquatic	S	0	7	2-12 hp	i	1-2	Nil	Nil	1	·	9	N
Bird: Collector	ĩ	3	4	6	i i	2d8	Nil	Nil	i	5", 29" fly (E)	9	N
Bird: Condor	M	0	7	3+3	i i	2-5	Nil	Nil	2-4	3", 24" fly (D)	9	N
	S	0	5	1+1	3	1/1/1	Nil	Nil	2-4	, , , ,	6	N
Bird: Falcon		-			3				•	I", 36" fly (B)		
Bird: Flightless	M-L	0	7	l to 3	1	I-4 or I-6 or I-8	Nil	Nil	2-4	18"	9	N
Bird: Hawk, Large	M	0	6	I	3	1-2/1-2/1	Nil	Nil	2-4	I", 33" fly (B)	9	N
Bird: Standard	т	-1	4	l hp	I	I	Nil	Nil	I	I", I2" fly (A)	2	Ν
Bird: Swan	М	0	7	Id8+2 hp	3	1/1/1-2	Nil	Nil	I	3", 18" fly (D)	6	N
Bison'vyders	L	4	6	5	l or l	by wpn. or 2-12	Charge	Head is AC 3	8-14	15"	11	NG
Black Annis	L	14	0	7+3-12	3	2-9/2-9/3-9,	Flesh stripping,	iron skin	5-16	15"	7	CE
						+7 for STR	grapple, magic					
Black Poppy	Т	1	10	l d* hp	1	Poison	Poison gas cloud	Nil	0	0"	19	CE
Blind Wretched Pursuer	М	15	3	7	2	1-8/1-8	Level drain	immunity to illusions	5-7	15"	13	NE
Blink Dawg	М	2	5	4	1	2-8	From rear most of the tim		8-10	12"	12	LG
Blood Guzzler	L	23	0	13	2 or I	1-6+10/1-6+10	Ripping	Nil	11-12	9"	12	CE
Blood Hawk	S		7	12 hp	3	1-4/1-4/1-6	Nil	Nil	2-4	I", 24" fly (B)	11	N
Blue Throttle	S	i	5	8 hp	Ĩ	1-4	Paralyze	Nil	- ·	6", 18" fly (C)	12	N
Boar, Giant	Ľ	2	6	7	i	3-18	Nil	Nil	i	12"	16	N
Boar, Man	M	-	6	4	2	by wpn./tusks I-4	Nil	Nil	13-18	15"	14	CG
		3	5	4	2	<i>,</i> ,			13-10	12"		N
Boar, Snow	M	3				1-6/1-6	Nil	camouflage			19	
Boar, Warthog	M		7	3	2	2-8/2-8	Nil	Nil		12"	17	N
Boar, Wild	М	1	7	3+3	I	3-12	Nil	Nil	2-4	15"	14	N
Bog Lurker	М	56	0 (4)	13	I	3-30	Chilling blow,	AC 0 before feeding	17-18	12" (16" after feeding)	12	NE
1							life force drain	(+2 wpns. or better to hit)				
Bogels: Trows	S	5	-2	2	4	I-4x4	Cause disease	Nil	5-7	18"	9	NE
Boggelman	S	1	6	I	Nil	Nil	Nil	shape changing	11-12	12"	6	LE
Bolter	L	7	7	6+6	l or 2	by wpn. or 1-6/1-6	Nil s	hape change, immune to animal control	15-16	9" or 12" when bolting	9	NE
							s	pells, 10% chance humanoid form at will				
Bone Scavenger	т	I.	9	1/2	1	1-4	Nil	Nil	5-7	6"	9	CE
Boobrie	н	4	5	9	3	I-6x2/2-16	Ambush	Nil	2-4	15", 15" fly (D)	12	Ν
Boot Mauler	т	0	10	IdI2 hps	I	1-4	Toe removal	camouflage	2-4	I" ´` ´	12	Ν
Boring Barnacles	T	2	2 to -2	10 hps	Ì	Increasing dmg. to	Wood dissolve	Nil	0	0", 1" swim	20	N
0						wood when attached						
Bovinians	М	2	5	3	l or l	by wpn. or I-6	Charge	Nil	8-10	12"	9	CN
Bowler	S-M	-	4	11-20 hps		l per 2-5 hp	Crushing	Nil	2-4	6"+ Spcl.	8	N
Brain Mite, Carnivorous	T	i	8	I hp		mental drain	Mental/intelligence/	miniscule size, almost	2-4	I"	17	N
Draint Fille, Carnivorous	I	1	0	אוי י	1	mental Ulalli	memory drain	undetectable	0	I	17	IN
Durin Mala	-	0	0	1.6.	N PI	NU				1" 2" h	,	NI
Brain Mole	T	0	9	I hp	Nil	Nil	Psionic Demonstra	psionic		I", 3" burrow	6	N
Brownie, Barbarian	Т	3	4	2+2	1	1-5	Berserk Rage	Save as 9th-level fighter	5-7	12"	19	CN
	Т		3	11-20 hps	Nil	Nil	Refuse to fight	become invisible, teleport	13-14	12"	8	LG
Brownie, Greater			-					<b>.</b>		16."		
Brownie, Greater Brownie, Normal Brownie, Quickling	T T	 3	3 -3	11-20 1, 3 for leaders	 ; 3	-2  -3	Spells Spells, poison	save as 9th-level priest saves as 19th level priest	3- 4  3- 8	l 2" 96"	  4	LG CE (N

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Buffalo/Bison	L	3	7	5	2	I-8/I-8	Charge	Head is AC3	2-4	15"	6	Ν
Bugbear	L	2	7	3+1	I	2-8 or by wpn.	Surprise, +2 dmg.	Nil	5-10	9"	12	CE
Bugbear, Greater	L	9	3 (9)	8	3/2	2-8+7 or by wpn. +7	Surprise, STR 19	Nil	8-14	12"	15	CE
Bulette	L	22	-2/4/6	9	3	4-48/3-18/3-18	8' jump	Nil	I.	12, (3")	20	N
Bulette, Hammerhead	L	22	-2/4/6	9	3	4-48/3-18/3-18	Ramming	Nil	I	12", (3")	20	N
Bull Angler	L	15	4	10	I	2-20	Lure	Nil	5-7	12"	12	N
Bullboon	S	1	6	4	3 or I	I-3/I-3/2-5 or by wpn.	Nil	Nil	5-10	6", 12" in trees	3	N
Bullfrog, Giant	L	2	8	4		1d2/1-10/1-6 per round	Tongue lash/ poisonous tongue	secretes poisonous substance on skin	0	15", 9" swim	13	Ν
Bullfrog, Giant Man-eating	1	3	8	5	1	2-12	Swallow, hop	Nil	0	15", 9" swim	13	Ν
Bullywug	S-M	1	6+	5	3 or I	1-2/1-2/2-5 or by wpn.	Нор	Camouflage		3", 15 swim (9" in armor)	10	CE
Bullywug, Advanced	M-L	4	6+	3	3 or I	3-4/3-4/4-7 or by wpn. +2	Нор	camouflage	8-14	3", 15" swim (9" in armor)	13	CE
Butterfly, Steed/Mount	S	-	8	+		l 1	Nil	invisibility, dimension door	5-7	I", I5" fly	12	G (Ar
Camel, Carrion	L	2	7	3	÷	I-6	Nil	Nil	5-7	21"	12	NE
Camel, Wild	L	2	7	3		I-6 I-4	Spitting	Nil	I-4	21"/18"	9	N
	_						1 0					
Camp Moth Carcass Seether	T M	1 2	9 9	3d4 hp 2	I	I-2 total destruction if failed save	Nil Burrowing seeds	scent Nil	0 0	3", 6" fly (C) 0"	15 3	N N
Carnagesaur	Н	11	4	15	4	1-6/1-6/1-8/5-40	Nil	Nil	0	6"	20	N
Carnivorous Coral	S	2	3	15	2	I-6/paralyze	Paralyzation	calcium armor	0	1/16"	19	N
Carrion Crawler	L	3	3/7	3+1	1/8	I-2	Paralysis	Nil	0	12"	20	N
	L	3	3/7	3+1	2/9					12	13	NE
Carrion Crawler, Nine-Tentacled	_	3		3+3	2/9	I-2/by wpn.	Paralysis	Nil Nil	2-4 0	12" 3"		
Carrion Grub Carrion Pecker	S T	I	8 8	1 9-12 hps	I	Nil (1) I-3	Blinding, boring, organ damage Sharp beaks, +1 to hit undead	Nii Spcl. defenses against undead	I	9" fly (B)	6 13	N N
Cat. Great: Common Lion	М	7	5/6	5+2	3	1-4/1-4/1-10	Rear claws 2-7x2	surprised 1 in 10	2-4	12"	Ш	N
Cat, Great: Mountain Lion	M	4	6	3+2	3	1-3/1-3/1-6	Rear claws 2-7x2		2-4	12	10	N
								surprised in 1 in 10				
Cat, Great: Spotted Lion	L	8	5/6	6+2	3	I-4x2/I-12	Rear claws 2-8x2	surprised 1 in 10	2-4	12"	9	N
Cat, Great: Cheetah	M	4	5	3	3	1-2/1-2/1-8	Rear claws 1-2x2	surprised 1 in 10	1	15", 45" sprint	9	N
Cat, Great: Giant Lynx	М	2	6	2+2	3	I-2x2/I-4	Rear claws I-3x2	75% chance of detecting traps	11-12	12"	9	N
Cat, Great: Jaguar	L	5	6	4+1	3	1-3/1-3/1-8	Rear claws 2-5x2	surprised 1 in 10	2-4	15"	10	N
Cat, Great: Leopard	L	4	6	4+1	3	1-3/1-3/1-8	Rear claws 1-4x2	surprised 1 in 10	2-4	15"	10	N
Cat, Great: Smilodon	L	9	6	7+2	3	2-5/2-5/2-12	Rear claws	surprised 1 in 10	I	12"	10	N
Cat, Great: Snow Leopard	М	5	6	4+2	3	1-4/1-4/2-7	Rear claws I-4x2	surprised 1 in 10	2-4	15"	9	N
Cat, Great: Wild Tiger	L	7	6	5+5	3	2-5/2-5/1-10	Rear claws 2-8x2	surprised 1 in 10	2-4	12"	10	N
Cat, Small: Domestic	т	0	6	2-8 hp	3	1-2/1-2/1	Rear claw rake 1-2	surprise 8 out of 10, only surprised on 2 in 10	I	9"	8	N
Cat, Small: Elven	т	6	4	3+6	3	1-2/1-2/1-3	Spells, -5 to enemy surprise rolls	spells, move silently, only surprised 1 out of 10	2-7	18"	13	Ν
Cat, Small: Wild	т	1	5	3-18 hps	3	1-2/1-2/1-2	Rear claw rake 1-2/1-2	face attack, frighten	I	18"	10	N
Cataplasm	S	5	10	2+1	I	I-8	Electricity	metal wpns. harm those who strike cataplasm	5-7	24", 6" fly (D)	9	CE
Catfish, Giant	L	8	7	7-10	I.	3-12	Poison spines, swallowing	barbs	I	18" swim	13	N
Catoblepas	L	13	7	6+2	1	I-6+ stun	Death Ray	Nil	2-4	6"	12	N
Cattle, Wild	Ĺ	3	7	4	2	1-6/1-6	Charge	head is AC 4		15"	8	N
Cave Chameleon, Gargantuan	Ĥ	26	3	12	-	4-24	Surprise	Nil	5-7	4"	й.	N
Cave Chameleon, Carge	L	12	4	6		3-12	Surprise	Nil	5-7	2"	10	N
Cave Chameleon, Large Cave Cricket, Carnivorous	M-L	3	7	3+3	4	1-2/1-2/1-6	Jump/kick	nil	J=, I	6"	14	N
Cave Fisher	M	5	4	3	2	2-8/2-8	Adhesive Trap Line	filament cut only cut by +1 wpns., camouflaged filament	2-4	I"	10	N
Cave Moray	М	8	0/5	4+4		2-8	Surprise 8 in 10	withdraw	1	3"	12	N
Centaur	Ľ	2	5 (4)	4	3	I-6/I-6 and wpn.	Nil	Nil	5-10	18"	14	N or
Centaur Ant	L	7	1	4+4	3	1-3/1-3/1-8	Trample	Nil	2-4	18"	10	N
Centaur, Syntaur	L	2	5 (3)	5-7	3	1-6/1-6 and wpn. +2	Nil	Nil	5-10	18"	16	CN
Centipede, Giant	Т	0	9	2 hp	J	Poison	Nil	Nil	0	15"	6	N
Centipede, Huge	Ť	35	9	I hp	i	Poison	Nil	Nil	0	21"	6	N
Centipede, Huge Centipede, Megalo-	M	35 4	5	1 np 3		death or 2d4	Poison	Nil	U	18"	9	N
1 . 0	G	4	5 4	3 9+3		2d8		Nil	0	6"	12	N
Centipede, Tunnel Centipus	G	14 40	4 9		I I-100 plus I	I-6 per attack	Lunging Nil	Nil	0 5-7	6" 36" swim	20	N
Centisteed	G	9	7	7	2 per 3'	plus bite 2-20 I-6 each	Trample	amazing speed	5-7	48" (96")	9	N
					opponent's ht.							
Cerebral Mauler/Marauder	М	12	5	3+3	2+ Spcl.	1-8/1-8+ Spcl.	Slicing appendages, mind control	, same as above	13-14	6" fly (D)	16	CE

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
	_						paralyzation pulse, psionics		-			
Cerebral Parasite	т	0	n/a	n/a	I	I PSP per parasite while psionicist uses powers	Drains PSPs	Same as above	0	n/a	20	Ν
Chaos Corpse	М	230	to  0	1 to 10	l to 6	I-20	Nil	Chaos Factor	0	3" to 23"	19	CN
Chaos Feeder	L	11	3	5	3	2-8/2-8/3-18	Pincers, stinger tooth, poison, paralysis	Surprised only on 1 in 10	8-10	18"	12	LE
Chimera	L	13	6/5/2	9	6	I-3x2/I-4x2/2-8/3-12	Breath wpn.	Nil	2-4	9", 18" fly (E)	14	CE
Chimera: Gorgimera	L	29	5/2	10	5	I-3x2/2-8/2-8/3-12	Breath wpns.	Nil	2-4	12", 15" fly (C)	14	N
Chimera: Mimera	L	27	6/5/2 (or by armor)	9	6	I-4x2/2-8/2-8/3-12	Breath wpns., mimicking	Nil	5-7	12", 18" fly (C)	14	CE
Chimera: Shymera	L	15	5	8	3	I-4x2/I-6	Breath wpn.	Nil	2-4	12", 18" fly (B)	14	CE
Chimney Mites	т	0	n/a	too small	l vs.	Death to immobile victims	Attack & devour	small size	0	3" fly (A)	19	N
			,	to att. w/melee wpr	immobile	in 2 rounds if save not made, otherwise 2-20 hps	immobile creatures					
Chimney Sneak	М	3	3	3	2	1-6/1-6	Sticky tongue, +2 to hit from above, +6 if gains surprise	Nil .	0	3", 6" burrow backwards	12	Ν
Chimparians	S	1	6	2+2	1	by wpn.	Confusion Speech	Nil	5-14	12", 12" in trees	9	CN
Cloaker	L	18	3 (1)	6	2+ Spcl.	1-4/1-4 + Spcl.	Engulfs victims	whip-like tail	13-14	I", I5" fly (D)	14	CN
Clubnek	L	0	8	2	3	1-6/1-6/1-8	Nil	Nil	5-7	12", 24" bursts 1 out of 5 rounds	14	Ν
Cockatrice	S	11	6	5	I	1-3	Stone Touch	Nil	1	6", 18" fly (C)	12	N
Cockatrice: Cryolisk	S	17	6	6+2	I	1-4	Gaze	Immune to Cold Attacks	5-7	5", 18" fly (C)	12	NE
Cockatrice: Polylisk	S	9	6	5	I	1-3	Polymorph Touch	Nil	I	6", 18" fly (C)	12	N
Cockatrice: Pyrolisk	S	17	6	6+2	I	1-4	Gaze	Immune to Fire	5-7	6", 18" fly (C)	12	NE
Cockroach, Carnivorous Giant	М	6	3	5	3	1-2/1-2/1-12	Nil	nil	2-4	3", 9" (E)	15	N
Cockroach, Hair Lipped	М	3	6	2	I	1-4	Cause Disease	Nil	0	6", 6" fly (D)	20	N
Cockroach, Hissing	S	I	3	1+1	1	1-4	Nil	Nil	2-4	6", I 2" fly (D)	12	N
Cockroach, Lightning	S	6	4	3+1	l or l	1-10 or 3-18	Lightning Blast	Immune to Lightning	1	6", 18" (B)	14	N
Cockroach, Oriental	S	I	4	2+1	3	1-2/1-2/1-8	Nil	Nil/Nil	1	6", 12" (D)	15	N
Cockroach, Shortwinged	М	4	5	4	3	1-4/1-4/1-10	Nil	Nil	0	12"	17	N
Cockroach: Cheetah	Т	I	4	1+2	2	2-7/2-7	Nil	Nil	2-4	3", 18" fly (C)	17	N
Cockroach: Dire	S	4	4	2+3	I	I-8	Nil	Nil	0	6", I2" fly (D)	19	N
Coffer Corpse Confusion Beast	M L	3 12	8 4	2 6	   or 3	I-6 or by wpn. 2-7 or I-4/I-4/I-6	Nil Spell, tail club	Magic wpns. to hit immune to confusion spells r confusion-producing magic items	5-7 2-4	6" 15"	20 12	CE N
Corby, Dire	М		6	2	2	1-6/1-6	Nil	Nil	5-7	12"	20	NE
Corpse Crab	M	I	3	1/2	I	I-3, I-6 or by wpn.	Flail arms of host, wpn. use	cannot be turned	2-4	3", 6"	9	N
Corpse Skink	S	0	7	2	2	1-6/1-2	Nil	Nil		6"	6	N
Couatl	M	35	5	9	2	I-3/2-8	Poison/Magic/ Constriction/Psionics	ethereal at will	17-18	6", 18" fly (A)	14	LG
Crab Man	M-L	1	4	3	2 or I	1-6/1-6 or 1-8	Nil	Nil	5-10	9", 9" swim	12	N
Crane, Dire	L	5	7	4+2		2-12	Swallowing	Nil	2-4	12", 15" fly (C)	14	N (E)
Crawling Claw	T	Ī	7	2-4 hps	Î	I-4 (vs. armored foes) I-6 (unarmored)	Nil	Edged wpns. do 1/2 damage, agic wpns. do not increase damage	0	9"	20	N
Creeper, Purple Howling	М	3	8	3+4	1-6	I-3 per attack	Howl	Nil	1	6"	14	N
Creeper, Yellow Musk	L	4	7	3	I	2-12	Trance inducing dust, brain attack	only killed by destroying root	0	Immobile	20	Ν
Creeping Horror	М	2	3	3	5	I-6x4/I-8	Nil	Nil	5-7	9"	17	CE
Cricket, Common	Т	0	10	l hp	I	0	Nil	Nil	0	I", 3" jumping	3	N
Criocamp	М	2	6	3+2	I	2-12 or 1-6	Charge	Nil	I.	24" swim	15	N
Crocodile, Giant	Н	11	4	7	2	3-18 (bite)/2-20 (tail)	Surprise	Nil	1	6", 15" swim	11	N
Crocodile, Normal	L	3	5	3	2	2-8(bite)/2-12 (tall)	Surprise	Nil	I	6", 12" swim	9	N
Crocolisk	Н	11	3	7	l or l	3-18 (bite)	Eye ray	Nil	I	3", 12" swim	9	N
Crop Lurker	М	3	4	2+1	3	1-3/1-3/1-6	Nil	Camouflage	5-7	12", 18" sprints	9	NE
Crouching Hopper	S	2	7	1+4	3	1-4/1-4/2-8	Surprise	Nil	5-7	15' across/4' up/3'back	12	Ν
Crustacean: Crab, Dire	L	6	3	5	2	4-10/4-10	Nil	Surprise	2-4	9"	17	NE
Crustacean: Crab, Giant	L	3	3	3	2	2-8/2-8	Nil	Surprise	I	9"	13	N
Crustacean: Crayfish, Giant	L	5	4	4+4	2	2-12/2-12	Nil	Surprise	I	6", 12" swim	13	Ν
Crustacean: Lobster, Giant	Н	8	4	6+6	2	4-24/4-24	Nil	Surprise	1	6", 12" swim	13	N
Crypt Thing	М	13	3	6	I	I-8	Teleports victims	can only be attacked by magical wpns.	11-12	12"	12	CN
Culvert Fiend	S	1	6	1+2	I	1-4	Blood drain	Nil	0	3"	14	N
Cyclops, Common	Н	11	5	8	1	2-20	Nil	Nil	8-10	15"	9	CE

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Cyclops, True	G	60	3	18	I	5-50	Titan STR, I in 10 call lightning & thunder & use magic	immune to all lightning attacks	13-14	24"	17	NE
Dao	L	24	3	8+3	I	3-18	Magic	cannot be harmed by earth-based spells	5-12 9"	', 6" burrow, I 5" fly (B)	9	NE
Dark Folk, Creeper	S	2	0 or 8	1+1	I	1-4	Abilities of 4th-lvl thieves, magic	Nil	8-10	9"	9	CN
Dark Folk, Stalker	М	3	0 or 8	2+1	I	1-6	Abilities of 6th-lvl thieves, magic	Wall of Fog	8-10	12"	14	CN
Dark Seether	S	3	10	4+3	I	Spores/consumes dead flesh	Spores/consumes dead flesh	Nil	0	Immobile	20	N
Dawg, Rottweiler	М	I	7	2+3	1	2-5	Jaw lock, mauling	Nil	1	18"	15	N
Dawg,War	М	0	6	2+2	I	2-8	Nil	Nil	2-4	12"	9	N
Dawg,Wild	S	0	7	+	I	1-4	Nil	Nil	2-4	15"	6	N
Death Dawg	М	2	7	2+1	2	1-10/1-10	Disease	Nil	2-4	12"	12	NE
Death Harvester	М	71	0	n/a	I	Death Blow	Death scythe	No wpns. can harm a Death Harvester	8-14	12"	12	Ν
Death Knight	М	52	0	9 (10-sided dice)	l with +3 bonus	by wpn.	Magic wpns., magic	cannot be turned	17-18	12"	17	CE
Death Weaver	М	6	6	5	1	by wpn.	See text	See text	11-12	9"	12	NE
Death's Minions	М	3	0	3	I	1-8	Nil	Nil	8-10	12"	20	NE
Deepspawn	н	72	6	14	6	3-12x3 (bites)/2-5x3 (slaps) or by wpn. x3	) See text	See text	17-18	6", 8" swim	16	CE
Demilich	М	114	-6 & Spcl.	50 hps & Spcl.	See text	See text	See text	See text	19-20	Spcl.	20	NE
Denzelian	M-L	7	10	4-10	1	I-8 + (I to6)	See text	See text	0	3"	12	N
Desmodian	M	I	8	2	I	I-6	Blood Drain	See text	8-12	3", 15" fly (C)	7	N (C)
Disenchanter	М	4	5	5		Magic drain	See text	Magic wpns. to hit	8-10	12"	9	N
Dispatcher	М	Var.	Var.	Var.	Var.	Var.	Var.	Var.	18	12"	20	Any
Displacer Beast	L	6	4	6	2	2-8/2-8	See text	See text	2-4	15"	12	N
Djinni	L	12	4	7+3	I	2-16	See text	Nil	8-14	9", 24" fly (A)	15	CG
Djinni, Black	L	13	4	7+3	I	2-16	See text	Nil	8-14	9", 24" fly (A)	13	CE
Djinni, Noble	L	17	3	10	1	3-24	See text	Nil	15-16	9", 24" fly (A)	16	CG
Dolphin	М	1	5	2+2	1	2-8	Nil	Save as 4th lvl ftr	11-12	30" swim	11	LG
Doom Harvester	М	19	-2	12	2	by wpn. +2	See text	Nil	13-18	12"	19	NE
Doombat, Mortal	L	3	4	6+3	2	1-6/1-4	Shriek	Nil	1	18" fly (C)	9	NE
Doorant, Spirit	М	5	7	4	I	by wpn. or 1-12	Nil	Nil	13-14	12"	13	NE
Doorant, Tree	М	14	-2	7	1	1-12	Nil	Nil	11-12	0"	17	CN
DoppleEwe	M	5	3	3+1	2-5	2-8 each	See text	See text	2-4	9"	16	CE
Doppleganger	M	5	5	4	I	1-12	Surprise 7 in 10	See text	11-12	9"	9	N
Doppleganger, Master	М	8	5	6	I	1-12	Surprise 8 in 10	See text	15-16	9"	14	N
Doppleganger, Predator	M	10	I	5	3	I-12x3	Surprise 7 in 10	See text	8-10	12"	12	NE
Dopplemeister	н	13	6	10	I	2-24	Surprise 5 in 10	See text	13-14	3"	16	N
Doppler Croc	L	6	4	6+1	3	1-6/1-6/2-8	Nil	Dimension Door	2-4	9", 15" swim	16	N
Draat	S	1	7	2	_	I-6	Disease, Tracking	Nil	2-4	12"	12	N
	Per type	45	See text	Per type	Per type	See text	Breath wpn. and spells	Spell immunities & spell use	Per type	As per dragon type	See text	E (Any)
Dragon, Ancient Albino Scoria	G	See text	-5 (base)	16 (base)	3+	1-10/1-10/6-36	Spcl. (see table HOB II)	Var.	21+	12", 40" fly (C), 3" jump, 12" swim	18	CN
Dragon, Black	G	See text	l (base)	12 (base)	3+	1-6/1-6/3-18	Spcl.	Var.	8-10	12", 30" fly (C), 12" swim	18	CE
Dragon, Blue Horny-Ridged	G		-2 (base)	16 (base)	3+	1-10/1-10/5-30	Spcl.	Var.	17-18	9", 30" fly, 4" burrow	19	LE
Dragon, Blue Spiny-Backed Blue-Ridge		See text	. ,	14 (base)	3+	1-8/1-8/3-24	Spcl.	Var.	11-12	9", 30" fly (C), 4" burrow	18	LE
Dragon, Blue Spiny-Horned	G	See text	0	9+2	3+	1-8/1-8/3-24	Spcl.	Var.	5-7	9",30" fly (C), 9" burrow	12	LE
Dragon, Brass	G	See text	. ,	12 (base)	3+	1-6/1-6/4-16	Spcl.	Var.	13-14	12", 30" fly (C), 6" burrow	17	CG (N)
Dragon, Bronze	G		-2 (base)	14 (base)	3+	1-8/1-8/4-24	Spcl.	Var.	15-16	9", 30" fly (C), 12" swim	17	LG
Dragon, Chromatic	G	306	-20	16 (4128 hps)	) 6	2-16/3-18/2-20/ 3-24/3-30/1-6	Breath wpn., poison & spells	See text	5(white), 9 (black), 11 (blue 14 (green), & 18 (re	ed)	20	LE
	-	<b>c</b>	0 (1 )	14 (hees)	3+	1-10/1-10/3-36	Spcl.	Var.	17-18	6", 39" fly (C),	17	N
Dragon, Cloud	G	See text	0 (base)	14 (base)	31	1-10/1-10/3-36	эрсі.	val.	17-10	3" jumping 6", 39" fly (C),	17	

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Dragon, Copper	G	See text	l (base)	13 (base)	3+	1-6/1-6/5-20	Spcl.	Var.	13-14	3" jumping 9", 30" fly (C),	16	CG
			. ,	. ,						3" jumping		
Dragon, Copper Slag-	G	See text	l (base)	13 (base)	3+	1-6/1-6/5-20	Spcl.	Var.	13-14	9", 30" fly (C), 3" jumping	16	CE
Dragon, Gold	G	See text	-4 (base)	16 (base)	3+	1-10/1-10/6-36	Spcl.	Var.	17-18	12", 40" fly (C), 3" jumping, 12" (15") swim	18	LG
Dragon, Green	G	See text	-4 (base)	16 (base)	3+	1-10/1-10/6-36	Spcl.	Var.	11-12	12", 40" fly (C), 3" jumping, 12" (15") swim	18	LE
Dragon, Mist	G	See text	l (base) or -2 (base)	II (base)	3+	2-5/2-5/2-24	Spcl.	Var.	15-16	12", 39" fly (C), 12" swim	16	Ν
Dragon, Mottled	G	See text	l (base)	19 (base)	3+	-7/ -7/3- 9	Spcl.	Var.	5-18	12", 30" fly (C), 12" swim	18	NE
Dragon, Onyx	G	See text	0 (base)	12 (base)	3+	1-6/1-6/4-16	Spcl.	Var.	13-14	12", 30" fly (C), 6" burrow	17	NE
Dragon, Platinum - Bahamat	G	301	-20	21 (4640 hps)	3	2-12/2-12/6-48	Breath wpn. & spells	See text	19-20	9", 30" fly (B)	20	LG
Dragon, Red	G		-3 (base)	15 (base)	3+	1-10/1-10/3-30	Spcl.	Var.	15-16	9",30" fly (C),	18	CE
ũ là			. ,	. ,						3" jumping		
Dragon, Red-Crested Amber Bellied	G	See text	0 (base)	13 (base)	3+	1-9/1-9/2-23	Spcl.	Var.	15-16	15", 35" fly (C)	16	LE
Dragon, Shadow	Н	See text	-4 (base)	12 (base)	3+	1-6/1-6/3-18	Spcl.	Var.	17-18	18", 30" fly (D),	16	CE
	-		• "		-					3" jumping		
Dragon, Silver	G	See text	-3 (base)	15 (base)	3+	1-8/1-8/5-30	Spcl.	Var.	15-16	9",30" fly (C), 3" jumping	18	LG
Dragon, Slag-Scaled Titanium	G	See text	-8 (base)	16 (base)	3+	1-10/1-10/3-36	Spcl.	Var.	17-18	12", 40" fly (C),	18	CN
Dragon, Speckled	н	See text	-4 (base)	12 (base)	3+	1-8/1-8/3-24	Spcl.	Var.	5-18	3" jumping, 12" (15") swim 9", 30" fly (D), 3" jumping	19	LE/NE/CE
Dragon, Spiny	G	See text	-3 (base)	15 (base)	3+	2-12/2-12/3-30	Spcl.	Var.	8-10	9", 30" fly (C), 3" jumping	18	CE
Dragon, Swack Iron	G	See text	-3 (base)	15 (base)	3+	1-8/1-8/5-30	Spcl.	Var.	15-16	9", 30" fly (C), 3" jumping	18	LN (E)
Dragon, Swack Iron Albino	G	See text	-3 (base)	15 (base)	3+	1-8/1-8/5-30	Spcl.	Var.	17-18	9", 30" fly (C), 3" jumping	18	Ň
Dragon, White	Н	See text	l (base)	II (base)	3+	1-6/1-6/2-16	Spcl.	Var.	5-7	12", 40" fly (C), 12" swim	16	CE
DragonFaerie	т	9	5 (1 when invisible)	See text	I	1-2	Spcl.	Invisibility	17-18	6", 24" fly (A)	П	CG
Dragonfish	S	1	4	10 hps	1	1-6	Poison Spines	Camouflage	0	6" swim	3	N
Dragonfly, Giant	L	15	3	8+1	I	4-16	+2 initiative bonus, Snatch 'n Carry	See text	0	I", 36" fly (B)	19	Ν
DragonHorse	L	17	0	8	2	1-8/1-8	Breath/Spells	See text	8-16	24", 48 fly (B)	12	N (G)
DragonKomodo	M	4	4	3	I	1-12	Bacteria	Camouflage	2-4	6"	12	N
DragonKomodo, Dire	М	8	4	4	1	1-12	Bacteria	Nil	I	6"	17	N
DragonKomodo, Giant	Н	15	5	10	3	1-6/1-5/2-24	Bacteria	Nil	2-4	12"	16	N
DragonLord	М	6	8 (base)	Var. plus hp bon	I	by wpn. or spell	See text	See text	5-18	12"	14	Any
Dragonne	М	22	6 (flying)/ 2 (ground)	9	3	1-8/1-8/3-18	Roar	Nil	5-7	15", 9" fly (E)	15	Ν
Dragonnel	L	6	ິ 3	8+4	3	1-6/1-6/4-16	Nil	Nil	2-4	12", 18" fly (C), (D if mounted)	12	N (E)
Dralch	L	4	5 (10)	5+5	1	by wpn. +4 STR bon.	See text	Nil	8-10	6"	8	N
Drelb	М	11	2	5+3	1	3-12	See text	See text	8-12	6"	17	N (E)
Drider	L	16	3	6+6	1	I-4 or by wpn.	See text	Nil	13-20	12"	14	CE
Drow	М	8	4 (10)	2	l or 2	by wpn.	See text	See text	13-20	12"	14	CE
Drow, Half-	М	I	4 (10)	1+2	I	by wpn.	Nil	+1 bonus on saves vs. all forms of magic attacks	13-18	12"	14	CN
Drowtaur	L	7	6	4	2 or I	I-4/I-4 or by wpn.	See text	See text	13-18	24"	13	CE
Dryad	M	6	9	2	1	I-4 (knife)	Charm	See text	13-14	12"	12	N
Dune Stalker	M	3	6	4	3	1-4/1-4/1-10	Surprise	Nil	5-7	3", 12" burrow	9	N (E)
Dungeon Anemone	M	5	8	6	8	I-4x8	See text	Nil	2-4	3" fly (D)	12	N
Dungeon Cat	S		7		3	1/1/1d4-2	Nil	See text	2-4	9"	9	N
Dust Digger	L	4	4/7 5 4 (9)	4		I-8+AC of victim	See text	Nil	2-4	3"	14	N
Dwarf, Derro	S S	4	5, 4 (8) 4	3 (See text)	1	by wpn.	See text	See text	13-18	9" 4"	12 13	
Dwarf, Duergar	S S	6	-	1+2	1	by wpn.	See text	save at +4	8-18	6"		LE (N)
Dwarf, Gully	S M	1	6 (10)	+2  +	-	by wpn.	See text See text	See text See text	5-10 17-18	6" 6"	4  4	C (Any) LG
Dwarf, Hill Dwarf, Mountain			4 (10)			by wpn.						
Dwarf, Mountain	M S		4 (10)	+   +		by wpn.	See text	See text	17-18	6" 6"	4  2	LG LG
Dwarf, Pygmy Dwarven Warhorse	S M		6 (10) 7 (3)	1+1 5+5	3	by wpn. 2-7/2-7/1-4	See text Nil	See text Nil	11-12 2-4	18"	12	LG N
Dwarven warnorse	1.1	1	<i>i</i> (3)	5-5	3	2-1/2-1/1-4	INII	INII	2- <del>4</del>	10	14	IN

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	A
Eagle, Gargantuan	н	5	7	6	3	2-8/2-8/2-16	Nil	Nil	13-14	6", 72" fly (D)	16	L
Eagle, Giant	М	3	7	4	3	1-6/1-6/2-12	Nil	Nil	8-10	3", 48" fly (D)	13	٢
Eagle, Wild	М	0	6	5-10 hps	3	1-2/1-2/1	Nil	Nil	1	I", 30" fly (C)	9	1
Eblis	М	36	3	4+4	4	I-4x4	Spells	See text	5-10	12", 12" fly (C)	15	L
Eel, Electric	М	2	9	2	1	1-3	Jolt	Nil	0	12" swim	3	1
Eel, Giant	L	2	6	5	1	3-18	Nil	Nil	0	9" swim	9	
Eel, Weed	S	1	8	1+1	1	I	Poison	Nil	0	15" swim	9	
Efreeti	L	23	2	10	I	3-24	See text	See text	11-12	9", 24" fly (B)	16	N
Elemental, Air	L-H	18	8	8/12/16	1	2-20	See text	+2 or better to hit	5-7	36" fly (A)	17	1
Elemental, Earth	L-H	14	8	8/12/16	1	4-32	See text	+2 or better to hit	5-7	6"	17	1
Elemental, Fire	L-H	18	8	8/12/16	I.	3-24	See text	+2 or better to hit	5-7	12"	17	
Elemental, Greater Periodic	L	53	4	16	6	-4/ -6/ -8/ -10/  -12/ -20	See text	See text	5-7	6"	18	
Elemental, Water	L-H	18	8	8/12/16	1	5-30	See text	+2 or better to hit	5-7	6", 18" swim	17	
Elephant, Club Trunked	L	12	6	10	5	2-12x4/7-12	Nil	Nil	2-4	12"	6	
Elephant, SabreToothed	L	15	6	10	3	2-16x2/4-24	See text	Nil	2-4	15"	12	
Elephant, Small-Eared	L	10	6	10	5	2-12×5	Nil	Nil	2-4	12"	9	
Elephant, Standard	L	11	6	10	5	2-16x2/2-12x3	Nil	Nil	2-4	15"	9	
Elf, Aquatic	М	2	6 (9)	1+2	l or 2	by wpn.	See text	See text	11-18	6", 9" swim	13	(
Elf, Grel Cleric	М	9	6	5+1	I.	by wpn.	See text	See text	13-14	12"	16	
Elf, Grel Mages	M	2	7	7+1	1	by wpn.	See text	See text	11-12	12"	14	
Elf, Grey	М	2	5 (10)	+	1	by wpn.	See text	See text	15-20	12"	13	
Elf, Grugach	М	3	6	2+2	1	by wpn.	See text	See text	5-14 (5-12)	15"	19	С
Elf, Half-	М		5 (9)	+	1	by wpn.	See text	See text	4-18	12"	14	
Elf, High	М	2	5 (10)	1	1	by wpn.	See text	See text	11-20	12"	13	
Elf, Hunter Grel	М	6	6	4+1	1	by wpn.	See text	See text	8-12	12"	15	
Elf. Shadow	М	5	4	2+2		by wpn.	See text	See text	15-20	12"	14	
Elf, Shadow Grel	М	10	4	6+1	1	by wpn.	See text	See text	11-14	12"	17	
Elf, Valley	М	2	4 (10)	1+2	1	by wpn.	See text	See text	15-20	12"	15	(
Elf, Wood	М	2	5 (10)	+	1	by wpn.	See text	See text	11-20	12"	13	
Elk, Dire	L	3	7	4+1	1	2-12	Impaling	Nil	2-4	15"	14	N
Elven Pony	L	3	5	3	3	1-3/1-3/1-4	See text	Nil	5-7	36"	12	N
Elven Wardawg	M	4	6	3+1	-	1-8	See text	See text	5-7	18"	14	1
Enchanted Doors	M-L	10	4	5+1 per 1' over 6' tall	I	I-6+I per l' over 6	See text	See text	5-16	Nil	19	4
Enigma Lice	Т	0	10	l hp	1	See text	See text	See text	0	1"	20	
Enslaver of the Deep	н	21	4	8	4	I-6x4	See text	Slime	13-14	3", 18" swim	13	
Enveloper	Ĺ	3	4	3, 5, 7 etc.	2	1-8/1-8	See text	Nil	Var.	9"	Var.	`
Ettercap	M	9	6	5	3	1-3/1-3/1-8	Poison	Traps	5-9	12"	13	
Ettin	н	12	3	10	2	2-16/3-18	Nil	Surprised only on a I	5-7	12"	15	
Eye, Floating	Т	1	9	10 hps	Nil	Nil	Hypnotism	Nil	1	30" Swim	3	
Fairy, Carnivorous, Glitter	Т	0	5	6 hps	1	by wpn.	See text	See text	8-14	6", 12" fly (A)	13	
Fairy, Carnivorous, Hardcore	T	Ĩ	3	1+2	i	by wpn.	See text	See text	13-14	6", 12" fly (A)	18	
Fairy, Carnivorous, Hunter	Ť	Ì	3	1+2	i	by wpn.	See text	See text	13-14	6", 12" fly (A)	18	
Fairy, Carnivorous, Seasoned	Ť		4			by wpn.	See text	See text	11-12	6", 12" fly (A)	15	
Fairy, Carnivorous, Wild	Ť	0 0	5	I2 hps	1	by wpn.	See text	See text	5-14	6", 12" fly (A)	14	
Fairy, Gorge	Ť	0 0	5	9 hps		by wpn.	See text	See text	8-14	9", 12" fly (A)	12	
Fairy, Standard	Ť	0 0	5	3 hps	1	by wpn.	See text	See text	8-14	6", 12" fly (A)	9	
Fairy, Water Crested	Ť	õ	5	6 hps	Ì	by wpn.	See text	See text	8-14	6", 9" fly (B), 12" swim	9	
Felarn	М	I	6	2	3 or I	I-3/I-3 or by wpn.	Nil	Nil	8-10	15"	12	
Ferret, Man-Eating	S	1	7	+		I-4	Jaw Lock	See text		6"	12	
Festering Reaver	M	41	2	12	i i	3-36	Disease	See text	i	6"	13	
Fire Ants	т	0	9	l hp	i i	1/10	See text	See text	O	3"	20	
Fire-Monk	S	2	8	1+4	l or 2	2-12 or 1-4/1-4	Fire Breath	Resistant to Fire	5-7	9", 12" climbing	8	
Firedrake	M	5	5	4	1	2-8	Breath wpn.	Nil	2-4	6", 18" fly (C)	9	
Firefly, Dire	S	4	4	1+4	i	1-2	See text	Immune to electrical & fire attacks	I	3", 15" fly (B)	9	Ν
Firenewt, Cleric	М	6	5	3+3		by wpn.	See text	See text	11-12	9"	12	
Firenewt, Common	M	3	5	2+2	i	by wpn.	Fire breath	See text	5-7	9"	12	
Firenewt, Elite	M	5	3	3+3		by wpn.	Fire Breath	See text	8-10	9"	12	
Firenewt, Overlord	M	11	1	5+5	3/2	by wpn.	Fire Breath	See text	13-14	9"	14	
Firenewt, Strider	L	5	6	4	2	l-4/1-4	Nil	See text	2-4	15"	9	
	L S	5 4	6 10	4 4+1	2	1-4/1-4 Var.		See text Nil	2-4 2-4	6"	3	,
Firetoad	3	4	10	771	1	val.	Fire Breath	(NII	2-4	0	3	(

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Flail Snail	L	8	4 (-8)	4 to 6	4 to 6	I-8 per tentacle	Nil	See text	2-4	3"	9	Ν
Flailing Wailer	M	6	4	3	4	2-7 x4	Stun	Missile Deflection	5-7	12"	17	CN
Flesh Thrasher	Ë	20	2	10	3	2-8/2-8/3-36	See text	See text	0	12"	20	CE
Fleshpecker	Ť	0	5	3-8 hps	5	-4	Skull Poke	Nil	2-4	15" fly (B)	7	N (E)
Fly, Giant Horse-		5	5	5-6 lips	1	2-16 or 1-4	See text		0	15 lly (b)	20	N (E)
	S	5	7	2	1	1-6		jump Nil	0	3", 9" swim	6	N
Frog, Chain Reaction			7				Exploding				8	
Frog, Giant	S-M		•	I to 3	1	1-3 or 1-6 or 2-8	Tongue/Swallow Hole	Nil	0	3", 9" swim	-	N
Frog, Killer	S		8	1+4	3	ld4-2/ld4-2/2-5	Nil	Nil	0	6", 12" swim	6	N
Frog, Poisonous	Т	1	8	I		1	Nil	Poison	0	3", 9" swim	6	N
Frog, Yellow	Т	0	10	2-8 hps	1	1	See text	See text	0	3"	3	N
Fungi, Violent	S-M	4	7	3+3	2	See text	See text	See text	I	6"	20	N
Fungi, Violet	S-M	3	7	3	1-4	Rots flesh	See text	See text	0	I"	20	N
Fungroid	M-L	15	3	6+6	I	Spore Jet	Spore Jet	See text	2-4	12" (builds up at 3" per round)	15	N (E)
Fungus Rot (Disease/Parasite)	S	0	9	n/a	I	See text	See text	See text	0	n/a	n/a	N
Gagwaller	М	8	3	3	I	by wpn.	See text	See text	9-18	6" or 12"	9	CE
Galeb Duhr	L	29	-2	8 to 10	2	2-16/3-18	See text	See text	11-12	6"	15	N
Gar, Giant	G	13	3	8	I	5-20	See text	Nil	0	30" (swim)	15	N
Gargoyle Lord	L	17	0	8+8	4	1-3/1-3/1-6/1-4 (+7 for 19 STR)	See text	+2 or better to hit	13-14	12", 15" Fly (B)	15	CE
Gargoyle, Common	М	4	5	4+4	4	1-3/1-3/1-6/1-4	Nil	+1 or better to hit	5-7	9", 15" Fly (C)	11	CE
Gargoyle, Kapoacinth	M	5	4	4+6	4	1-3/1-3/1-6/1-4	Nil	+1 or better to hit	5-7	9", 12" Swim	ii ii	CE
Gas Spore	M	Ö	9	l hp	i	See text	See text	See text	0	3" Fly (E)	20	N
Gelatinous Cube	L	8	8	4	i	2-8	Paralyzation, Surprise 3 in 6	See text	0	6"	20	N
Ghast	М	8	4	4	3	-4/ -4/ -8	See text	See text	11-12	15"	20	CE
Ghost	M	14	0 to 8	10	5	Age 10-40 yrs	See text	See text	13-14	9"	See text	LE
Ghoul, Common	M	4	6	2	3	Id4-1/1d4-1/1-6	Paralyzation		5-7	9"	20	CE
							,	See text		-		
Ghoul: Lacedon	M	4	6	2	3	d4- / d4- / -6	Paralyzation	See text	5-7	9" Swim	20	CE
Giant Desert Beaver	M	5	7	4		1-12	Nil	See text	2-4	9", 3" Burrow	14	N (E)
Giant, Cloud	Н	45	0	16+2-7	ļ	I-I0 or by wpn. (6-24 + II)	Hurling Rocks (2-24)	Surprised only on a I	8-12	15"	18	N (G/E)
Giant, Firbolg	L	24	2	13+7	I	I-10 or by wpn., +7 STR bonus	Spells	Swat away missiles	8-18	15"	16	N (CG)
Giant, Fire	н	45	-l (5)	15+2-5	I I-	8 or by wpn. (2-20 + 10)	Hurling Rocks 2-20	Resistant to Fire	5-10	12"	16	LE
Giant, Fog	н	22	I	14	-	10 or by wpn. (3-18 + 11)	Hurling Rocks	See text	8-14	15"	14	N (G/E)
Giant, Fomorian	н	24	3	13+3	I By	wpn. x 2 (+8 STR bonus)	Surprise	Only surprised on a 1	14-20	9"	14	NE
Giant, Frost	н	31	0 (5)	14+1-4	1 1	-8 or by wpn. (2-16 +9)	Hurling Rocks 2-20	Impervious to cold	5-10	15"	14	CE
Giant, Gorge	н	23	2	16+1	I I-	-12 or by wpn. (2-24+11)	Missiles	See text	8-16	15"	16	CE
Giant, Hill	н	14	4 (I)	12+1-2	1 1	-6 or by wpn. (2-12 +7)	Hurling rocks 2-16	Nil	5-7	12"	14	CE
Giant, Mist	н	28	2	13	I.	I-8 or by wpn. (2-16+9)	Hurling driftwood	See text	8-14	15"	12	N (G/E)
Giant, Mountain	н	24	4	15+3	I 1	-8 or by wpn. (4-40+10)	Hurling rocks 2-20	Nil	8-10	12"	16	ĊN
Giant, Prairie	н	19	I	13		-10 or by wpn. (2-12+7)	Hurling rocks 2-20	See text	8-10	15"	16	LN
Giant, Scorn	н	23	0	13		10 or by wpn. (2-16+10)	Hurling rocks 2-20	See text	5-7	15"	19	CE
Giant, Stone	Н	31	0	14+1-3		I-8 or by wpn. (2-12+8)	Hurling rocks 3-30	See text	8-10	12"	16	N
Giant, Storm	G	54	0 (-6)	19+2-7		-10 or by wpn. (3-30+12)	See text	Immune to Electricity	15-16	15" 15" Swim	18	CG
Giant, Verbeeg	н	6	4+	5+5		wpn. x2 (+6 STR bonus)	Spear throw	See text	8-12	18"	14	N (E)
Gibbering Mouther	M	9		4+3	6+	I (x6) +I per round	See text	See text	2-4	3" (6")	17	N
Gibbon	s	í	7	1-1	U.	I-4	Nil	Climbing trees	2-4	9", 9" Bc	6	N
Githyanki	M	Var.	, Per armor		Per class & lvl	By wpn. type	Spell use, magic wpns.	Nil	15-18	12", 96" om Astral Plane	8-14	E (Any)
Githzerai	M	Var.	Var.		Per class & lvl		Spell use, magic wpns.	Nil	15-18	12", 96" in Limbo	8-12	CN
Gloomwing	M	vai. 7	vai.	5+1	3	By wpn. type		Confusion	15-10		14	N
Glow Worm	S	0	9	1	3	I-3/I-3/I-8 I-2	Pheromone Nil	Nil	0	12" Fly (D) 6"	4	N
					1							
Gnarl-rons	M	3	5 (10)	2+3	l or 2	by wpn.	Nil	Nil	8-10	12"	13	LE
Gnoll, Desert	L		7 (10)	2+1		by wpn.	Nil	Nil	5-7	12"	11	CE
Gnoll, Headhunter	L		8 (10)	2		by wpn.	Nil	Nil	5-7	9", 6" Climb, 9" Swim	12	CE
Gnoll, Standard	L	See text	5 (10)	2		by wpn.	Nil	Nil	5-7	9"	11	CE
Gnome Titans	S		4+	1-1		by wpn.	See text	See text	5-16	6"	18	LN
Gnome, Common	S	I	6+	1	I	by wpn.	See text	See text	7-18	6"	12	NG
Gnome, Feral	S	I	5+	+	3	1-2/1-2/1-3	See text	See text	3-10	9", 3" Burrow	16	CN
Gnome, Forest	S	I I	10	I	I	by wpn.	Traps	See text	3-18	9"	14	NG
Gnome, Svirfneblin	S	3	2+	I	I	by wpn.	Stun darts	See text	3-18	9"	13	N (G)
	S	1	10 or 5	1		by wpn.	Nil	See text	8-18	6"	8	G (N/L)
Gnome, Tinker	3		10 01 5			<i>b)</i> ((p)).	1.40	See text	0-10	v	•	
Gnome, Tinker Gnomeling	S	0	10 01 5	I-I	i	By wpn.	Nil	Nil	5-18	4"	9	NG

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Gnomish Doom Lord	S	3	-4 (8 if unarmored)	10410	2	By wpn. +2	Stunning	Nil	8-16	3" (6" unencumbered)	18	N/L
Goat, Common	М	I.	7	1+2	I	1-3	Charge	Nil	I.	15"	12	N
Goat, Giant	L	2	7	3+1	I	2-16	Charge	Nil	2-4	18"	14	N
Goblin, Common	S	0	I	1-1	I-6 (by wpn)	I-6 (by wpn.)	Nil	Nil	5-10	6"	10	L
Goblin, Gibbering	S	5	5 (10)	3+3	2	I-6 (by wpn.)/I	See text	See text	8-10	6"	12	C
Gold Bane	Т	0	5	l hp	I	I	Eating Gold	Non-Detection and See text	0	Ι"	11	٢
Golem Master	М	8	8+	As 9th lvl mage & up	I	by wpn.	Spells	Spells	11-18	12"	12	A
Golem, Blood	S	10	65	0 hp (6 HD	0) 2	1-8/1-8	See text	See text	0	15"	20	N
Golem, Clay	L	17		70 (11 HD		3-30	See text	See text	0	7"	20	N
Golem, Flesh	L	11		0 hp (9 HE	,	2-16/2-16	See text	See text	2-4	8"	20	1
Golem, Gristle	Н	19		) hp (16 Hl	,	1-12/1-12	See text	See text	0	9" (15")	20	1
Golem, Guardian	М	2		2 hp (5 HD		2-8	Nil	See text	0	6"	20	1
Golem, Iron	L	50		0 hp (18 H		4-40	See text	See text	0	6"	20	1
Golem, Muck	S-M	6	8	45 hp (5 HD)	I and I	1-6	See text	See text	0	3"	20	١
Golem, Muck, Diseased	S-M	8	8	45 hp (5 HD)	I and I	1-6	See text	See text	0	3"	20	١
Golem, Puppet	Т	2	3	0 ĥp (2 ĤC	D) I-2	1-2	See text	See text	2-4	3"	20	1
Golem, Stone	L	27		) hp (Ì4 HI		3-24	See text	See text	0	6"	20	1
Goo, Amber	S-L	0	6	ÌÒ	Ó 0	0	Absolute Truth	Nil	0	6"	Nil	
Gopher, Sewer	M	3	6	3+2	3	-4/ -6	See text	See text	5-7	9"	12	
Gorangatang	L	3	5	5	5	I-3/I-3/I-6/ I-6/I-12	Wpn. emulation	Nil	I	6", 12" Climb	16	
Gore Monger, Insatiable	Н	13	4	12	2	2-9/2-9/2-12	Nil	Nil	5-7	18"	18	(
Gorecupine	L	5	5	6	1	2-8	Shoot Quills	Quills	1	6"	9	
Goregon	Ĺ	18	2	8	i	2-12	See text	Nil	i	12"	18	
Gorger, Dire	-	25	0 (5)	12	3	2-8/1-6/1-6	See text	See text		9", 6" Burrow	18	
Gorizzla	L	4	4	4	2	1-8/1-8	Hug	Nil	5-7	9"	14	
Gorphin	M	4	3	3+3	2	2-8/1-20	See text	Nil	8-10	6", 15" burrow	15	1
			7		2					6,15 Durrow		
Gouger, Cave	M	2	•	2	-	1-6/1-6	See text	Never Surprised	5-7	/	12	0
Gouger, Dark	M	3	6	2+4	2	2-7/2-7	See text	Never Surprised	5-7	6"	16	C
Gouger, Fanged	М	3	6	3	1	2-12	See text	Never Surprised	5-7	6"	14	C
Gouger, Great	L	5	4	4	2	3-12/3-12	See text	Never Surprised	I .	5"	14	C
Grappling Thrasher	М	12	5	5	2	1-10/1-10	See text	Immune to edged wpns. less than +2	2-4	6"	16	C
Grave Scrounger	М	2	4	2+3	2	-4/ -4	Nil	Nil	5-7	9"	20	C
Gremlin	т	6	4	4	I	1-4	Nil	+1 or better wpn. to hit	11-12	6", 18" Fly (B)	6	(
Gremlin, Galltrit	т	0	2	2 hp	I I	1-2	See text	Nil	8-10	3", 18" Fly (B)	9	(
Grendel	Н	88	-4	16	2	I-4 + I2 (x6)	See text	Nil	8-10	15"	20	(
Grieving Herald	М	6	0	4	1	1-10	Nil	See text	8-12	9" (Var.)	10	L
Griffon	L	5	3	7	3	1-4/1-4/2-16	Nil	Nil	2-4	I 2", 30" Fly (C, D if mounted)	12	
Grig	S	2	2	1/2+1	3 or 2	By wpn.	See text	Spells	5-10	6", 12" leap	9	N
Grim	M	12	0	4+2-8	See text	See text	See text	See text	8-10	18" or 36" Fly (B)	18	N
Grimlock	M	3	5	2		I-6 or by wpn.	Nil	See text	8-10	12"	13-15	I
Grippli	S	I	9	1+1	i	I-4 or by wpn.	Surprise 7 in 10	Nil	11-16	9", 15" Hop, 15" Climb	12	
Grizzled Bankrass	н	П	6	6+1	l or l	I-10 or I-4	Poison	Nil	2-4	9", 21" Swim	14	
Grizzly Squirrel	S	1	6	+	1	1-6	See text	Nil	I	9"	14	
Grynurian Monk	S	1	7	2+2	2	I-6/parry	See text	Nil	5-7	6", 9" Climb	9	١
Guardian Familiar	S to L	18	8 (base)	l to 9	3	1-6/1-4/1-4	Nil	See text	Spcl.	12" (base)	20	A
Guardian Spirit	S to L	33	0	7+7	2 (human	By wpn.*	See text	See text	11-18	18"	20	٢
Gummy Fiend	L	19	8	+	form) 8	I-6 x8	See text	See text		6"	17	
		17										
Gut Waller	Var.	1	subt. I to 3	7	Var.	Add 30%	See text	See text	Add I-3	Var.	19	0
Gut Waller Serpent	L-H	3	6	4+	•	1-6+1 per 2 HD	Constriction	Nil	2-4	6", 9" Climb	9	
Hag, Green	М	24	-2	9	2	2-7+6/2-7+6	See text	See text	5-12	12"	12	1
Hag, Sea	М	41	0	11	2	2-7+4/2-7+4	See text	See text	8-14	9", 18" Swim	14	I
Halfling, Hairfoot	S	I	7 (10)	I	I	by wpn.	+1 w/thrown wpns. & slings	See text	11-12	6", (9")	12	1
Halfling: Stout	S	1	6 (10)	1	I	by wpn.	+1 w/thrown wpns. & slings	See text	11-12	6", (9")	12	1
Halfling: Tallfellow	S	1	6 (10)	1	I	by wpn.	+1 w/thrown wpns. & slings	See text	11-12	6", (9")	12	l
Halfling: Thug	S	1	7 (10)	1	1	by wpn.	+1 w/thrown wpns. & slings	See text	11-12	6", (9")	12	C (

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Hangman Tree	Н	33	3/5	6+	3	I-3	See text	See text	5-7	(6' per hour)	18	N (E)
Harpy	М	9	7	7	3	-3/ -3/ -6 or  -3/ -3/by wpn.	Singing and charm	Nil	5-7	6", 15" Fly (C)	14	CE
Haunt	Var.	13	0/Victim's AC		l or l (as 5 HD creature)	by wpn.*	See text	See text	0	6"/as victim	16	Any
HedgeHawg, Giant	М	3	6	4	3	1-4/1-4/1-6	Nil	Quills	2-4	3", I" burrow	12	Ν
HedgeHawg, Vorpal-Clawed	М	7	5	4+4	3	5-8/5-8/5-10	Vorpal claws	Quills	2-4	6", 3" burrow	15	N (E)
Hedley Kow	L	8	8	5	I.	1-4	See text	See text	8-10	9"	11	NG (C)
Heel Borer	T-S	2	2	2	I	I-8	See text	Nil	l I	3"	12	N
Herd Animals	S-L	I	8 or 7	l to 5	Var.	Var.	Stampede	Nil	I	15" to 24"	2-3	N
Hippocampus	Н	3	5	4	l or 2	I-4 or I-4/2-12	See text	Nil	8-10	24" Swim	12	CG
Hippogriff	L	2	5	3+3	3	1-6/1-6/1-10	Nil	Nil	2-4	18", 36" Fly (C,D)	9	N
Hippopotamus	L S	6	6	8		2-12 or 3-18	See text	Nil	1	9", 12" Swim	14	N
Hoar Fox Hoar'daa Bull	S M	2   3	6 3(2)	2	2	I-6 I-4/I-4 or by wpn.	Breath wpn. See text	Nil See text	11-12	15" 15"	10 19	N N
loar'daa Cow	1	12	3(2) 7	10	2	3-18	Nil	See text	5-7	3"	12	N
Hoar'daa Larvae	S	2	6	2 to 5	i	2-7	Nil	Immune to Acid	0	l" (6")	14	N
Hobgoblin	M	Ō	5 (10)	1+1	i	By wpn.	Nil	Nil	8-10	9"	12	LE
Hollyphant	т	51	-4	8+8	2	1-3/1-3	See text	See text	17-18	9", 42" Fly (B)	18	G (L)
Homonculous	Ť	I	6	2	I.	1-3	Bite causes sleep	See text	Spcl.	6", 18" (B)	14	Var.
lood Winker	S-M	4	6	2+2	I	1-4	See text	Immune to Sleep spells	2-4	6"	15	N
Hook Horror	L	3	3	5	2	1-8/1-8	Nil	Nil	5-7	9"	15	Ν
Horned Rager	L	6	2	6	4	I-6/I-6/I-6/2-8 (+6 for STR)	Nil	Nil	5-7	9", 12" Climbing	15	CE
Horned Simian Bush-Grappler	L	2	6	3+1	3	See text	Grappling	Nil	2-4	12"	14	Ν
lornet, Carnivorous	т	0		I hp per I	0 I	Spcl.	Poison	See text	0	12" Fly (A)	20	N
ornet, Giant	М	2	2 (flying)/ 4 (ground)	5	I	1-4	Poison & See text	Nil	2-4	24" Fly (B)	16	Ν
lound of III Omen	М	0	n/a	0	I	Spcl.	See text	See text	0	n/a	20	N
lubrisite	т	18	3	10	2	I-6/ *	See text	See text	11-12	9"	10	CE
luecuva	Μ	4	3	2	I	I-6	Disease	Hit only by silver or +1 wpns.	2-4	9"	11	CE
Hulking Mound	М	23	-1	7+5	2	2-12/2-12	Suffocation	See text	2-4	12", 6: Swim	18	NE
lumanimals, Greater	М	7	5 (8)	5	I	I-80 or by wpn.	See text	Regeneration	13-14	9"	12	NE
lumanimals, Lesser	М	3	7 (10)	3	I	I-6 or by wpn.	See text	Regeneration	5-7	9"	7	NE
lunched Shocker	L	9	4	6	I	1-4	See text	See text	5-7	9"	12	N
lydra: common	G	4	5	5 to 12	5 to 12	Spcl.	Nil	Never Surprised	2-4	9"	11	N
lydra: Cryo	G	7	5	5 to 8	5 to 8	Spcl.	Cold	Never Surprised	2-4	9"		N
Hydra: Lernaean Judra: Maduaa	G G	9 14	5 5	5 to 12	5 to 12 10 to 16, or 1	Spcl.	Extra Heads Gaze, Poison	Extra Heads	2-4 2-4	9" 9"		N NE
Hydra: Medusa Hydra: Pyro	G	7	5	7 to 8	7 to 8	Spcl. Spcl.	Fire	See text Never Surprised	2-4	9"		N
lyena, Common	M	2	7	3	7.000	2-8	Laugh	Nil	Z=7	12"	9	N
lyena, Giant	L	3	7	5	i	3-12	Laugh	Nil	i	12"	12	N
e Fiend	M	2	3	4+2	2	2-8/2-8	Nil	Nil	2-4	9"	20	N
chthyocentaur	L	2	6	4	I	By wpn.	Nil	Nil	8-12	18" Swim	12	N (G)
gneous Walker	М	7	3	4+4	I	Í-8	Lava spit	Nil	8-16	3", 6" through rock	12	Ň
mpaler, Crimson	S	I	5	I	I.	I-6	Impaling	Nil	5-7	9"	9	LE
npaler, Purple	L	4	4	4	I	1-12	Impaling	Nil	2-4	12"	12	NE
mpaler, Rainbow	н	7	6	8	_ I _	3-24	Impaling	Nil	13-14	9"	14	CE
npeder, Great Lucid	н	33	4	10+100	lorl	2-12 or 1-6 *	See text	See text	5-7	3"	17	N
ncinerator	L	8	4	5	2	4-16 *	See text	Nil	5-10	9" (" El. (D)	12	NE
ndigo Ambusher	S	2 24	3 2	2+1	l and l	I-4 and 2-12	Nil	Immune to Elictricity		6" Fly (D)	14	N
fernal Slayer	L M	24	2	6+6 3 to 6	2	5-12/5-12 Spcl.	See text	See text	8-16 8-16	I 2", 24" Fly (C) 6"	20  4	LG NE
nsidious Ichor nsidious Stalker	I™I S	3 7	3	3 to 6 2+1	l or l	spci. I-6 or I-4	See text Strangulation *	See text Immune to Acid	8-16 5-7	12"	14	NE NE
ntellect Devourer, Adult	M	31	4	6+6	4	1-6 Or 1-4	Psionics, Stalking	+3 or better to hit	11-12	12	18	CE
ntellect Devourer, Larva	Т	10	5	3+3		2-5	Psionics, Poison	Psionics	0 *	9"	6	N (E)
wisible Heckler	Ĺ	10	3	8	i	2-8	Rapier Wit	Invisibility	13-14	12"	16	CN
visible Horror	S	0	Spcl.	Spcl.	Up tp 6	Spcl.	See text	See text	17-18	3" Fly (D)	11	CE
ivisible Stalker	L	21	3	8	1	4-16	Surprise 8 in 10	Invisibility	13-14	12"	14	N
ron Cobra	S	2	0	i i	I	1-3	Poison	See text	0	12"	20	Ν
	М	4	6	Var.	1	3-12	See text	See text	8-14	12" Swim	12	CE
kitxachitl: Cleric			•			• • • •						
xitxachitl: Cleric xitxachitl: Standard	M	0	6	1+1	Ì	3-12	Nil	Nil	8-14	12" Swim	12	CE

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Jabbervock,Vile	L	21	2	10+1	4	2-12/2-12/ 1-8/3-18+venom	Venom, Fear	Only Surprised on 1 in 10	5-7	15"	20	CE
Jackal	S	0	7	1/2	I	l d4-2	Nil	Nil	2-4	12"	3	N
Jackalope, Pronghare	S	1	6	I	l or 2	2-8 or 1-6/1-4	Thumping	Nil	I	12"	3	Ν
Jackalope, Standard	S	0	6	I	I	1-4	Nil	Nil	I	18"	3	N
Jackalwere	S or M	6	4	4	l	2-8 or by wpn.	Gaze causes sleep	Iron or +1 or better wpns. to hit	11-12	12"	12	CE
Jaculi	L	1	6	I.	I	I-6	Nil	Camoflage	I	9"	9	Ν
Jaded Mannacle	S	8	-2	4	I	Spcl.	Nil	See text	0	n/a	19	N
Jann	М	14	2 (5)	6+2	I	I-8 + STR bonus or by wpn. + STR bonus	See text	See text	11-16	12", 30" Fly (A)	16	NG
Jarvin-taur	S	1	7	+	I	I-4 or by wpn.	Nil	+4 on saves	8-12	15"	11-12	LG
Jaundiced Grappler	н	10	4	10	11	I-2x10/2-16	See text	Nil	5-14	6" Fly (D)	14	NE
Jelly, Grease	S	7	9	6	I	2-8	See text	See text	0	3"	20	N
Jelly, Mustard	L	18	4	7+14	l or 2	5-20 or 2-8/2-8	See text	+1 or better wpn. to hit	8-10	9" *	15	N
Jelly, Ochre	M-L	7	8	3+3	I	2-16	Corrodes Metal	See text	I	I"	10	N
Jelly, Symbiotic	S	2	8	2	Nil	Nil	See text	See text	11-12	I"	6	N
Jellyfish, Common	T-S	0	9	1/2			See text	Nil	0	I" Swim	18	N
Jellyfish, Dire Man O' War	G	8	9	8+2	1-8	See text	See text	Nil	0	6" Swim	20	N
Jellyfish, Flying Swamp	L	3	8	5	1-4	See text	See text	Nil	0	6" Fly (D)	19	N
Jellyfish, Giant	Н	3	10	6	1-4	1-6	See text	Nil	0	3" Swim	20	N
Jellyfish: Man-O-War	S-L	1	9	I to 4	1	1-10	Paralyzation	Camoflage	0	I" Swim	18	N
Jellyling	L	15	9	9	lorl-6	2-12 or Paralyzation	Paralyzation	Regeneration	2-4	3"	18	N
Jungle Terror	Н	14	5	9	1-6	I-10 each	See text	See text	2-7	12"	15	NE
Jungle-Drac	M-L	9	5	4 to 8	lorl	2-12 or 1-8	See text	Camoflage	2-4	6", 3" Climb	12	N
Jurassic Creatures: Ankylosaurus	н	3	6	9	I	3-18	Nil	Nil	I	6"	13	N
Jurassic Creatures: Archaeopteryx	S	0	7	+	3	1-3/1-3/1-4	Nil	Nil	2-4	6", 15" Fly (B)	13	N
Jurassic Creatures: Brontosaurus	G	42	5	30	lorl	3-18 or 4-40	Stepping	Nil	I	6", I" Swim	3	N
Jurassic Creatures: Camptosaurus	S-L	2	7	1-3	0	0	Stampede	Nil	0	9", 18" Stampede	3	N
Jurassic Creatures: Deinonyschus	L	4	4	4+1	3	ld4-2/ld4-2/2-8	Gutting Talons	Nil	0	21" 1" Jump	14	N
Jurassic Creatures: Dimetrodon	L	3	4	3 to 5		6-15	Nil	Nil		12", 6" Swim	17	N
Jurassic Creatures: Diplodocus	G	31	6	24		2-16 or 3-30	See text	Nil		6"	12	N
Jurassic Creatures: Elasmosaurus	G	19	7	15		4-24	Nil	Nil	1	3", 15" Swim	12	N
Jurassic Creatures: Icthyosaurus	н	6	7	8		3-18	Nil	Nil	1	21" Swim	3	N
Jurassic Creatures: Lambeosaurus	H G	9	6 7	12		2-12	Nil	Nil		12"	11	N
Jurassic Creatures: Mamenchisaurus	G	22 21	6	18 14	3	2-16 5-30/3-12×2	Stampede	Nil Nil		6" 3", 18" Swim	3	N
Jurassic Creatures: Nothosaurus Jurassic Creatures: Plesiosaurus	G	21	6 7	20	ہ I or 2	5-30/3-12x2 5-20 or 2-12x2	Nil Nil	Nil		3,18 Swim 15" Swim	14 16	N N
Jurassic Creatures: Plesiosaurus	L	20	7	3+3	I OF Z	2-8	Skewer	Nil		3", 15" Fly (B)	9	N
-	н	19	2/5	18		5-20	Nil	Nil	1	з, із гіў (Б) 6"	6	N
Jurassic Creatures: Stegosaurus Jurassic Creatures: Triceratops	Н	22	2/5	16	3	1-8/1-12/1-12	Charge/Stampede	Nil	1	8 9"	9	N
Jurassic Creatures: Triloblights	Ľ	19	0	7	3	1-3/1-3/1-12	Paralysis	Nil		12" Swim	19	N
Jurassic Creatures: Thoolights Jurassic Creatures: Tyrannosaurus Rex		24	5	18	3	1-6/1-6/5/40	Swallow Whole	Nil	0	12 30011	19	N
Jurassic Creatures: Velociraptor	M	8	4	6+1	5	I-4x4/I-6	See text	Nil	2-4	21", 30" Sprints	15	N
Jurynday, Freshwater	L	16	2	9	l or l or 2	3-24 or 2-12 or 2-8/2-8	Ramming	Nil		3", 15" Swims	19	N
Jurynday, Saltwater	L	26	2	14	l or l or 2	4-32 or 2-16 or 2-12/2-12	Ramming	Nil	I	2", 18" Swim	19	Ν
Kangarai Warrior	М	2	6	3+1	4 or 3	I-3x4 or by wpn./I-3/I-3	Hop Attack	Nil	5-14 (5-12)	18", 24" Sprints	12	CN (G)
Kangaroo Flea, Giant	M	ī	4		1	I-4	Blood Drain	Nil	0	6", 12" Hop	i.	N N
Kangaroo, common	M	i	6	i	4	ld4-2 (x2)/ld6-3 (x2)	Nil	Nil	Ĩ	18", 36" Sprints	6	N
Kangaroo, Marauding	M	2	6	2+4	4	I-2 (x2)/I-3 (x2)	Nil	Nil	2-4	18", 36" Sprints	12	CN
Karkadann	L	ñ	7	5+5	3	1-6/1-6/1-12	Nil	Teleport at will	8-10	24"	16	CG
Kenku	M	3	5	2 to 5	3 or I	I-4/I-4/I-6 or by wpn.	Nil	See text	8-10	6", 18" Fly (D)	13	N
Ki-Rin	L	80	-5	12	3	2-8/2-8/3-18	Spells	See text	19-20	24", 48" Fly (C)	18	LG
Killwi	M	3	7	4	ī	I-10 + impaling	Impaling	Nil	2-4	15"	15	N
Kobold, Greater	S	0	5	+	l or l	2-8 or by wpn.	Nil	Nil	8-12	9"	12	LE
Kobold, Lesser	S	0	7	1/2	lorl	I-4 or by wpn.	Nil	Nil	5-10	6"	6	LE
Kobold, Woodland	S	0	8	1/2	l or l	I-4 or by wpn.	Nil	Nil	8-10	9"	9	LE
Kraken	G	66	6/0		2 or 4-6 or 1	2-12x2 or 2-8x(4-6) or 5-20	See text	See text	17-24	3" (21")	20	NE
Krueller	L	12	5	8		4-24	See text	See text	5-7	3" crawl, 12" roll	16	CE
Kuo-Toa: common	M	4	4	2+	l or 2	2-5 and/or by wpn.	See text	See text	13+	9", 18" Swim	13	NE (CE)
Kuo-Toa: Monitors	M	16	i	7th-Ivl ftrs		2-8/2-8/2-5/2-5	Subduing, See text	See text	13+	18", 36" Swim	15	NE (L)
				7 611 141 161 5		2 0/2 0/2-5/2-5	Subduing, See text		.5.	10,00 500	15	

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Kuo-Toa: Shaman	М	5	4	2+	l or 2	2-5 and/or by wpn.	See text	See text	13+	9", 18" Swim	14	NE
Lamia, Common	М	14	3	9	I	I-4 (wpn.)	See text	Nil	13-14	24"	14	CE
Lamia, Great-Horned	L	21	3	9+5	I	2-8	See text	Nil	15-16	24"	16	CE
Lamia, Noble	Μ	21	3	10+1	I	I-6 (wpn.)	See text	Nil	13-14	9"	14	CE
Lammasu, Common	L	16	6	7+7	2	1-6/1-6	See text	See text	17-18	12', 15" Fly (D)	16	LG
Lammasu, Greater	L	31	3	12+7	2	2-12/2-12	See text	See text	17-18	15", 30" Fly (B)	18	LG
Lamprey, Giant	М	4	6	5	I	I-6	Blood Drain	Nil	0	9" Swim	16	N
Lamprey, Land	S	I I	7	1+2	I	I per round	Blood Drain	Nil	0	12"	14	N
Lamprey, Normal	S	1	7	1+2	I	I d4-2	Blood Drain	Nil	0	12" Swim	14	N
Larantula	М	7	4	4	I	1-4	Poison, Webs	Nil	11-12	12"	5	NE
Latrine Ambusher	М	2	7	2	3	1-4/1-4/1-6	See text	Nil	5-7	6", 12" Swim	5	N
LavaSpawn: Fighters	М	6	4	4 and 5	3	1-6/1-6/1-12	See text	See text	8-10	9"	11	N
LavaSpawn: Multi-Classed	М	12	4	6	3	1-6/1-6/1-12	See text	See text	13-14	9"	12	N
LavaSpawn: Spell Casters	Μ	10	4	5	3	1-6/1-6/1-12	See text	See text	11-12	9"	12	N
Leech, Bony-Ridged	т	2	9	I	2	-4/ -4	Sharp bony ridge/suction	Sharp bony ridge	0	I" crawl, 9" swim	10	N
Leech, Cistern	Т	1	10	1/2	I	1-4	See text	Blending	0	1"	19	N
Leech, Giant	S-M	1	8	l to 4	I.	1-3	Blood Drain	Nil	0	9"	20	N
Leech, Groin	т	0	8	1-1	I	1-3	Blood Drain	Nil	0	3", 6" Swim	20	NE
Leech, Level-Draining Muck	Т	1	9	1/2	1	I + level drain	Level Drain	See text	0	1/2", 3" Swim	19	N
Leech, Luck-Draining Muck	т	0	8	1/4	I	Spcl.	Luck Drain	Luck	0	1/2"	20	Ν
Leech, Sinus	т	0	10	l hp	I	Spcl.	See text	Nil	0	3" Swim	20	Ν
LeechMan, Guard	М	4	5	3+2	I	by wpn.	See text	Nil	8-12	6", 9" Swim	14	N
LeechMan, Swamp-dwelling	М	2	8	2+2	I	by wpn.	See text	Nil	5-10	6", 9" Swim	11	Ν
Lemur, Common	S	0	8	1	I.	I-4 or by wpn.	Nil	Nil	2-4	6", 12" in trees	3	N
Lemur, Feces-Flinging	S	1	8	I	I	Spcl. or 1-4	See text	Nil	2-4	6", 12" in trees	9	N
Lemur, Flying	S	1	7	+	I	I-4 *	See text	Nil	2-4	6", 18" Fly (C)	9	N
Lemur, Pygmy Mouse	т	0	8	1/2	I	I	Nil	Hide (60%)	2-4	3", 3" in trees	6	N
Lemur, Ringtail	S	0	8	1	I	I-4 or by wpn.	Nil	Nil	2-4	12"	6	N
Leucrotta	L	9	4	6+1	l or 2	3-18 or 1-6x2	See text	Kick in retreat	8-10	18"	14	CE
Leviathan	G	575	8	1000 hp (200 HD)	I	10-100	Swallowing, Breath wpn., See text	See text	5-7	<b>48</b> " Swim	19	N
Lich	М	57	0	+	I	1-10	See text	+1 or better wpn. to hit	19-20	6"	18	E (Any)
Lich Master	М	99	-2	16+	I	I-10 + level drain	See text	See text	21+	12"	20	E (Any)
Lime Green Quivering Mass	М	311	10	3 to 10	I	1-12	See text	See text	2-4	6"	14	N
Liontaur	L	4	6 (5)	5+8	2 claws or 1 wpn	I-4/I-4 or by wpn.	Nil	Surprised only on a 2 in 10	8-10	12"	16	N
Lizard, Fire	G	17	3	10	3	1-8/1-8/2-16	See text	Nil	I	9"	14	N
Lizard, Giant	Н	2	5	3+1	I	1-8	See text	Nil	0	15"	15	N
Lizard, Ice	S	14	I	3+3	3	1-6/1-3/1-3	Spells, breath wpn.	See text	5-7	9", 15" Fly (C or E in White Dragon form)	13	CE
Lizard, Minotaur	G	10	5	8	3	2-12/2-12/3-18	See text	Nil	I	6"	18	N
Lizard, Red-Bellied Armored	н	14	2	6	l (leap) or 2	7-16/2-20	Leap	Nil	I	6"	10	N
Lizard, Subterranean	н	7	5	6	I	2-12	See text	Nil	0	12"	14	N
Lizard-Newt, Pygmy	S	I	8	+		by wpn. or bite 1-4	Nil	Camoflage	5-12	6", I 2" Swim	10	N (G)
Lizardman, Common	М	I	5	2+1	3 or I	1-2/1-2/1-6 or by wpn.	Nil	Nil	5-7	6", I 2" Swim	14	N
Lizardman, King	L	9	3	8	I	5-20	Skewer	Nil	8-10	9", 15" Swim	16	CE
Lizardman, Magic-user	М	I I	5	2+	3 or I	1-2/1-2/1-6 or by wpn.	Spells	Spells	8-18	9", 15" Swim	12	N
Lizardman, Thief	М	I I	5	2+2+	3 or I	1-2/1-2/1-6 or by wpn.	Nil	Nil	8-16	9", 15" Swim	12	N
Lizotaur	L	5	4	3+2	5	1-2/1-2/1-6/by wpn./1-6	Charge	Nil	5-12	15", 12" Swim	13	N
Llama,Wild	L	I	8	3+3	l or 2	1-4 or 1-6/1-6	Nil	Nil	I	15"	6	N
Loathsome Prowler	Т	1	8	+	I	1-4	See text	Nil	5-7	3", 6" Swim	5	CE
Lobe Footed Marsh Dweller	S	2	7	I	I	I-6	Stun Call	Run on Water	I	3", 6" Swim, I 2" Fly (C)	6	N
Locathah	М	0	6			by wpn.	Nil	Nil	11-12	12", 12" Swim	10	N
Longtailed Silver Slasher	S	I	7	2+2	lorl	I-4 or I-6	Tail Slash	Nil	2-4	12"	10	N
Luck Eater	Т	4	7	4	Nil	Nil	See text	See text	5-7	15"	10	N
Lunger, Crevice	M	6	2	5	2	I-I0/Entangle	See text	See text	2-4	6"	12	N
Lunger, Hedgerow	M	7	4	6+6	2	I-I0/Entangle	See text	Nil	2-4	9"	12	N
Lunger, Rafter	M	5	3	4+4	2	I-I0/Entangle	See text	Nil	2-4	6", 12" Climb	12	N
Lunger, Saw-Backed	M	6	3	5+5	2	I-I0/Entangle	See text	Nil	2-4	15" Swim	12	N
Lurker Above	н	12	6	10	1	1-6	Nil	Nil	0	I", 9" Fly (B)		N
Lurker Below	н	12	6	10	1	1-6	Nil	Nil	0	I", 9" Fly (B)	11	N
Lurker Within	L	4	6	6	1	1-4	Nil	Nil	13-14	I", 6" Fly (B)	11	N
Lurker, Cactus	S S-M	3 18	6 2/4/6	3+3 8+1	- 0  /  or  /	per needle  -4/ -2 or 2- 2/ -3	Poison Charm, Spells	Nil Silver or +1 to hit	2-4 8-16	9"	  2	N CE
Lycanthrope: Foxwoman										24"/18"/12" by form		

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Lycanthrope: Were-Badger	М	8	5/6/7	6+6	3 or 3 or I	I-3/I-3/I-6 or by wpn./I-2/I-6 or by wpn.	Nil	Silver or +1 to hit	5-10	3", 3" Br or 4", 6" Br or 9"	20	CE
Lycanthrope: Were-Bear	M-L	16	2/3/4	7+3	3 or 3 or I	I-3/I-3/2-8 or by wpn./I-2/2-7 or by wpn.	Hug for 2-16	Silver or +1 to hit	11-12	9"/9"/12"	14	CG
Lycanthrope: Were-Boar	М	6	4/4/6	5+2	l or l or l	2-12 or 3-9 or by wpn.	Nil	Silver, Cold iron or +1 to hit	8-10	12"/12"/12"	13	Ν
Lycanthrope: Were-Dwolf	М	7	4/4/5	4+12	l or l	2-8+2 or by wpn.	Nil	Nil	8-10	12"/10"/9"	19	CE
Lycanthrope: Were-Goat	М	4	6/6/7	3+2	l or l	I-6 or by wpn.	Ram for 2-12	Silver or +1 to hit	8-10	12"/12"/12"	14	CE
Lycanthrope: Were-Lynx	М	6	6/7/7	2+2	3 or 2 or 1	I-2/I-2/I-4 or I-2/by wpn. or by wpn.	Rear claws 1-3/1-3	See text	11-12	12"/12"/12"	13	N
Lycanthrope: Were-Rat	S-M	3	6/7/8	3+1	l or l	ld6-4 or by wpn.	Nil	Silver or +1 to hit	11-12	12"/12"/12"	12	LE
Lycanthrope:Were-Shark	M-L	21	0/0/2	10+3	lorlorl	5-20 or 4-16 or by wpn.	Nil	Silver, Cold iron or +1 to hit	5-16	24" Swim or 12", 24" Swim or 12"	19	NE
Lycanthrope:Were-Tiger	M-L	11	3/4/4	6+2	3 or 3 or I	-4/ -4/ -12 or  -4/ -4/ -6 or  -4	Rake 2-5/2-5	Nil	8-10	12"/12"/12"	14	N
Lycanthrope:Were-Wolf	М	5	5/5/7	4+3	3 or 3 or I	I-4/I-4/2-8 or I-3/I-3/I-6 or by wpn.	Nil	Silver or +1 to hit	8-10	15"/15"/12"	12	CE
Mad Titterling	S		3 (0 rolled up)	1+4	I	l d4-2	Maddening Giggle	Defensive Posture	I	9"	14	N (C)
Madger	М	5	6	4	3	1-6/1-6/1-8	See text	Nil	8-10	9"	19	CN
Magic Mocking Mouth	M	0	3	Spcl.	I	Sarcasm	See text	Nil	13-18	Nil	20	CN
Magic Mouth, Common	M	0	3	Spcl.	I	1-6	See text	See text	8-10	3" Fly (E)	20	N
Magic Mouth, Rogue	M	0	3	Spcl.	I	1-4	See text	See text	8-10	3" Fly (E)	20	N
Magic Mouth, Sassy	M	0	3	Spcl.		1-3	See text	See text	8-10	3" Fly (E)	20	CN
Mammoth, Ram-Horned	H	13	5	13	3 or 1	2-16/2-12/2-12 or Charge	Charge	Nil	2-4	15"	9	N
Mammoth, Wooly	L	13	5	13	5	3-18/3-18/2-16/ 2-12/2-12	Nil	Nil	2-4	15"	9	N
Mandragora	S	3	5	2+2	l or 2	1-4 or 1-4/1-4	See text	Spells	5-10	12", 6" burrow	8	NE
Mantari	M	0	9	+	1	Spcl.	Nil	Nil	1	1", 18" Fly (C)	12	NE
Manticore, Common	н	10	4	6+3	3	1-3/1-3/1-8	Tail Spikes	Nil	5-7	12", 18" Fly (E)	14	LE
Manticore, Womanticore	Н	8	4	5+3	3	1-3/1-3/1-8	Tail Ray	Nil	8-10	12", 18" Fly (E)	12	LE
Mantis, Deadly Preying	M	1	5	3	3	2-5/2-5/2-7	Nil	Nil	0	9", 15" Hop	15	N
Mantis, Dire Field	Н	21	3	10	lorl	2-12 or 3-12	See text	Camoflage	0	6", 12" Fly (D)	12	N
Mantrap Marble Mugger	H M	5	6 2	4 to 9 I to 6 hp (2/3 HD)	2-5 2	Spcl. 2-5/2-5	See text See text	Nil See text	0 5-7	Nil 9"	19 5	N NE
Margoyle	М	11	2	6	4	1-6/1-6/2-8/2-8	Nil	+1 or better wpn. to hit	5-7	6", 12" Fly (C)	14	CE
Marid	Н	163	ō	13	I	4-32	See text	See text	13-18	9", 15" Fly (B), 24" Swim	16	CN
Marmoset	S	0	8	1/2	I	1-4	Nil	Nil	2-7	6", 6" Climb	6	Ν
Marrow Mite	т	0	n/a	Spcl.	I	Spcl.	See text	See text	0	3"	19	Ν
Marsh Gibberer	Н	4	6	5	3	I-6/I-6/I-8 or by wpn.	See text	Nil	8-10	6" (erect), 12" (on all fours)	17	CE
Masticator, Articulated	L	27	5	14	I	4-16	Swallowing	Nil	8-10	6" fly	14	CE
Masticator, Subterranean	L	17	5	12	I	4-16	Swallowing	Nil	5-7	6", 9" Burrow	16	CE
Mastiff, Shadow	м	7	6	4-	<u> </u>	2-8	Panic Bay	Hide in Shadows	2-4	18"	12	N (E)
Mastodon	L	7	6	12	5	2-16/2-16/2-12/ 2-12/2-12	Nil	Nil	2-4	15"	12	N
Maulsquito	M	10	4	4	l or l	Tackle or 1-4	See text	Magic resistant armor	0	6", 18" Fly (C)	19	N
Mea-Zel Medusa, Gorgon	M L	7 102	8 -3	4 133 hp (16 HD)	2 or I I + wpn	Spcl. I-4	See text See text	Nil Poisonous Blood	5-7 13-14	12" 15"	12 19	CE LE
Medusa, Greater	М	29	5	(10 HD)		1-4	Petrification, Poison	Nil	11-12	9"	13	LE
Medusa, Lesser	M	14	3	6	l+wpn	1-4	Petrification, Poison	Poisonous Blood	11-12	12"	13	LE
Meenlock	S		7 (See text)	4	2	-4/ -4	Paralyzation	Dimension Door	11-12	9"	14	LE
Men: Aborigine/Caveman	M	1	8	I-6 hp/ 2 HD	I	By wpn.	Possible spell use	Nil	3-18	12"	9	N
Men: Adventurer	м	1	Varies	Var.	I	By wpn.	Possible spell use	Nil	3-18	12"	Var.	Any
Men: Apprentice	M		Varies	3-18 hp		By wpn.	Possible spell use	Nil	3-18	12"	Var.	Any
Men: Bandit/Brigand	M	1	10 to 6	1	I	By wpn.	Possible spell use	Nil	3-18	12"	15	CE
Men: Bard/Street	M	1	9 to 7	1		By wpn.	Possible spell use	Nil	3-18	12"	10	Any
Men: Beggars	М	0	10	16-19 hp	I	By wpn.	Possible spell use	Nil	3-18	12"	8	Any non-lawful
Men: Berserker/Dervish	М	I.	10 to 6	1+	I	By wpn.	Possible spell use	Nil	3-18	12"	20	N/ LG
1						7 F 1	- F				-	-

Name	Size	HF	AC	HD	#Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Men: Caravan Guard	М	I	7 to 4	I	I	By wpn.	Possible spell use	Nil	3-18	12"	11	L (Any)
Men: Cavalry	М	1	7 to 2	+	1	By wpn.	Possible spell use	Nil	3-18	12"	12	Any
Men: Cleric	Μ	1	Varies	1+	1	By wpn.	Possible spell use	Nil	3-18	12"	Var.	Any
Men: Farmer, Burly	М	1	10 to 9	+	1	By wpn.	Possible spell use	Nil	3-18	12"	12	Any
Men: Farmer/Herder	М	1	10	I-6 hp	I.	By wpn.	Possible spell use	Nil	3-18	12"	9	N
Men: Gentry	М	1	10	I-6 hp	I.	By wpn.	Possible spell use	Nil	3-18	12"	9	Any
Men: Gypsy	М	I	9 to 7	I to 3	I	By wpn.	Possible spell use	Nil	3-18	12"	8	Any non-lawful
Men: Hermit	М	I.	10	I-6 hp	I.	By wpn.	Possible spell use	Nil	3-18	12"	9	N (Any)
Men: Knight	М	1	4 or 2	2+	1	By wpn.	Possible spell use	Nil	3-18	12"	14	L (Any)
Men: Magic-User	М	1	10	Var.	I.	By wpn.	Possible spell use	Nil	3-18	12"	Var.	Any
Men: Mercenary	М	1	7 to 4	1+1	1	By wpn.	Possible spell use	Nil	3-18	12"	12	Any
Men: Merchant Sailor/Fisherman	М	1	10 to 8	I-6 hp	1	By wpn.	Possible spell use	Nil	3-18	12"	11	Any
Men: Merchant, Dishonest	М	1	7	I-6 hp	1	By wpn.	Possible spell use	Nil	3-18	12"	8	E (Any)
Men: Merchant/Trader	М	1	10 to 5	I-6 hp	1	By wpn.	Possible spell use	Nil	3-18	12"	10	Any
Men: Middle Class Citizen	М	1	10	I-6 hp	1	By wpn.	Possible spell use	Nil	3-18	12"	9	Any
Men: Partisan	M	i	10 to 6	1+2	i	By wpn.	Possible spell use	Nil	3-18	12"	15	Any
		•	10 10 0	1.2	•	b) ((p)					15	non-lawful
Men: Peasant/Serf	М	0	10	I-6 hp	I	By wpn.	Possible spell use	Nil	3-18	12"	9	Any
Men: Pilgrim	М	0	10 to 8	I-6 hp	1	By wpn.	Possible spell use	Nil	3-18	12"	9	Any
Men: Pirate/Buccaneer	М	1	10 to 6	т. Т.	I	By wpn.	Possible spell use	Nil	3-18	12"	11	E (Any)
Men: Police/Constable	М	1	7 to 4	I	1	By wpn.	Possible spell use	Nil	3-18	12"	12	L (Any)
Men: Prostitute	М	I	10	.5	1	By wpn.	Possible spell use	Nil	3-18	12"	10	Any
						, ,						, non-lawful
Men: Sailor	Μ	1	10 to 8	I-6 hp	1	By wpn.	Possible spell use	Nil	3-18	12"	9	Any
Men: Servant/Torch Bearer	М	0	10 to 5	I-6 hp	1	By wpn.	Possible spell use	Nil	3-18	12"	9	Any
Men: Slaver	М	1	10	I-6 hp	1	By wpn.	Possible spell use	Nil	3-18	12"	10	Any
Men: Soldier	М	1	8 to 4		1	By wpn.	Possible spell use	Nil	3-18	12"	12	Any
Men: Thief/Thug	М	I	10 to 7	I to 3	I	By wpn.	Possible spell use	Nil	3-18	12"	Var.	Any
Men: Tradesman/Craftsman	М		10	I-6 hp		By wpn.	Possible spell use	Nil	3-18	12"	8	non-good Any
Men: Trapper/Woodsman	M	i	8 to 6	I-6 hp	i	By wpn.	Possible spell use	Nil	3-18	12"	9	Any
Men: Tribesman	M	i	10	I-6 hp	i	By wpn.	Possible spell use	Nil	3-18	12"	8	Any
Men:Viking	M		7 to 3	+		By wpn.	Possible spell use	Nil	3-18	12"	13	Any
Men: Waitress/Wench	M	÷	10	I-6 hp	÷	By wpn.	Possible spell use	Nil	3-18	12"	8	Any
Men: Wild men	M	÷	9 to 6	I-6 hp		By wpn.	Possible spell use	Nil	3-18	12"	ü	C (Any)
Mer-Folk: Mermaid	M		8 and up	1+1/2/3/4/5				See text	11-12	1", 18" swim	10	N N
Mer-Folk: Merman	M	i i	7 and up	1+1/2/3/4/5	I I	By wpn. By wpn.	Grapple ship Grapple ship	See text	8-10	1", 18" Swim	10	N
				4/5/6					0.17		10	
Mer-Folk: MerShaman	M	10	7 and up	3		By wpn.	Grapple ship	See text	8-16	1", 18" swim	10	N
Mimic, Animal	М	18	6	5/6	I	2-12	Glue	Camoflage	8-10	12"	11	N
Mimic, Common	L	25	7	7/8	I	3-12	Glue	Camouflage	8-10	3"	15	N
Mimic, Killer	L	31	7	9/10	I	3-12	Glue	Camouflage	2-4	3"	13	N (E)
Mimic, Mineral	S	13	3	3/4	I	1-6/1-8	Glue	Camoflage	2-4	3"	15	NE
Mimic, Tasty Beverage	S	3	9	I	I	1-4	See text	See text	5-7	3", 6" swim	16	NE
Mimic,Vegetable	S	7	6	2	1	1-4	Glue	Camouflage	5-7	3"	14	N
Mind Flayer: Arcane	М	47	5	8+4	4	2 (See text)	See text	Magical powers	17-18	12"	15	LE
Mind Flayer: Psionic	М	52	5	8+4	4	2 (See text)	See text	Nil	17-18	12"	15	LE
Minotaur, Ami-Dugis Grove	L	12	2	7+3	2	See text	Grapple, charge	+2 to surprise	8-10	12"	13	CE
Minotaur, Common	L	8	6	6+3	2	2-8/2-8 or See text	Grapple, charge	+2 to surprise	5-7	12"	13	CE
Minotaur, Free Range	L	20	6 and up	6+3	2	2-8/2-8 or See text	See text	+2 to surprise	13-14	15"	11	NE
Minotaur, Tauridon/Tarusian	L	14	6	6+3	2	2-8/2-8 or See text	Grapple, charge	+2 to surprise	8-10	15"	14	LE
Minotox	L	12	6	9+4	2	2-8+2/2-8+2	Charge	+1 to surprise	5-7	12"	15	CE
Modron: Cylindeton	М	159	-1	13+13	7	1-10 (x7)	Crumble, See text	+2 or better to hit,	15-16	9", 9" swim	15	LN
Modron: Decaton	L	196	-4	16+16	4	4-26 (x4)	Crumble, See text	immune to psionics +3 or better to hit	19-20	12", 24" fly (B),	18	LN
Maduani Dadasahaduana	М	17	4	4+4	4 2	4.7(x4) = 0.0(x4)	Councilla, attación a	Income de illusion es d	15.17	12" swim	12	
Modron: Dodecahedrone	11	17	4	4+4	4 or 2	4-7(x4) or 4-9(x4) or by wpn. type	Crumble, attacks as an 8 HD creature	Immune to illusion and mind-affecting magic	15-16	15", 15" Fly (D)	12	LN
Modron: Dodecaton		244	c	17+17	2				10.20	12" 0" -lime	19	I NI
	L	244	-5	17+17	3	5-40 (x3)	Crumble, See text	+4 or better to hit	19-20	12", 9" climb		LN
Modron: Hexahedrone	S	6	6	2+2	2	2-5/2-5 or by wpn. type	Crumble	Immune to illusion and mind-affecting magic	8-10	9", 9" Fly (E), 3" swim	12	LN
Modron: Hexaton	L	176	-2	4+ 4	6	2-13 (x6)	Crumble, See text	+3 or better to hit	17-18	12", 12" fly (C),	16	LN
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Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Modron: Icosahedrone	М	36	3	5+5	5	5-8(x5)	Crumble, paralyzing gas	Never surprised, +1 or better to hit, levitate, resistance to heat/cold/acid	17-18	18", 6" Fly (D)	12	LN
Modron: Octahedrone	М	10	5	3+3	3	3-6/3-6/3-6 or by wpn. type	Crumble	Immune to illusion & mind-affecting magic	11-12	12"	12	LN
Modron: Octaton	L	184	-3	15+15	5	3-17 (x5)	Crumble, See text	+3 or better to hit	17-18	6", 6" fly (C), 6" swim	17	LN
Modron: Parallelpipeton	L	151	0	12+12	8	I-8 (×8)	Crumble, See text	+2 or better to hit, immune to psionics	15-16	9", I" Fly (E), 9" swim	14	LN
Modron: Primus	L	972	-10	911 hp	T	20-160	Crumble, See text	+5 or better to hit	21+	24" in all environments, fly (A)	20	LN
Modron: Prisaton	М	114	2	10+10	10	I-4 (x10)	Crumble, spell use	+2 or better to hit	13-14	15", I" Fly (E), 9" swim	12	LN
Modron: Tetrahedrone	S	3		I+I or I-I (messenger)	l or Nil (messenger)	I-4 or by wpn. type	Crumble	Immune to illusion & mind control	5-7	6", 18" Fly (D) messenger	12	LN
Modron: Tetraton	L	128	1	+	9	I-6 (x9)	Crumble, spell use	+2 or better to hit	13-14	18", 9" swim	13	LN
Modrons: Icosaton	L	424	-6	18+18	2	6-72 (x2)	Crumble, See text	+4 or better to hit	21+	18" in all environments, fly (B)	20	LN
Mold, Brown	S-L	0	9	n/a	0	n/a	Freezing	Absorb heat	0	Ι"	n/a	N
Mold, Cling	S-L	0	9	n/a	0	n/a	Sticking	See text	0	0	n/a	Ν
Mold, Russet	S-L	0	9	n/a	0	n/a	Spores	See text	0	0	n/a	Ν
Mold, Yellow	S-L	0	9	n/a	1	n/a	Poison spores	See text	0	Ι"	n/a	Ν
Mole Man	S	1	9	+	2	2-5/2-5	Nil	Burrowing	5-18	3", 9" burrow	6	LN
Mongoose, Common	S	0	4	1/2	I.	I-4	See text	Nil	I	6"	15	Ν
Mongoose, Giant	М	5	5	4	I	2-8	See text	Nil	I	12"	18	N
Mongoose, King	L	56	-2	12	I	3-12	See text	Nil	19-20	24"	19	NG
Monkey, Blind	S	1	7	+	I	By wpn.	See text	Nil	2-4	3", 6" climb	8	N
Monkey, Flying	М	2	5	2+2	2	I-6/ by wpn.	Snatch n' grab	Nil	5-7	6", 24" Fly (C)	14	LE
Monkey, Ice	S	1	7	1+1	1	I-4	Nil	Camoflage	5-7	12"	5	N
Monkey, Musk	S	2	8	2	1	I-4	Musk	Nil	2-4	6", 9" climb	5	N
Monkey, Poison	S	7	6	3+1	5	d4-2/ d4-2/  -3/ -3/ -3	Poison	Immune to poison	5-7	6", 9" climb	15	CE
Monkey, Six Ribbed Skink	S	2	4	2	I	-4/ -4/ -4	See text	Nil	2-4	3", 6" climb	9	Ν
Monoceros	L	7	6	5+2	l or 3	I-10 or I-10/I-8/I-8	Nil	Nil		21"	20	Ν
Moon Dawg	М	4	0	9+3	I	3-12	Bay, howl	+2 or better to hit	15-16	30", 9" bipedal	18	NG
Moose, War	L	2	8	3+4	2 or I	1-8/1-8 or 1-12	Charge	Nil	2-4	8"	12	N
Morgue Prowler	S	34	2	7+2	3	1d4-2/1d4-2/1-12	Razor chomp	See text	8-10	9"	11	CE
Morkoth	М	22	3	7	I	1-10	Hypnosis	Spell reflection	15-16	18" Swim	14	CE
Morlog	S	I	10	I	I	1-8	See text	Nil	5-7	9"	17	CN
Mosquitos, Ravenous	Т	0	8	l hp	1	Í	Nil	Nil	0	6"	19	N
Moss, Memory	S	I	10	I-2 hp (I/2 HD)	Nil	Nil	See text	See text	8-10	Nil	9	NE
Moss, Shimmer	S	- I	9	I per patch	Nil	Nil	See text	Nil	0	0	20	N
Moth, Ginger	S	0	9	1+1	I.	I	Nil	Nil	I.	3", I 5" Fly (B)	8	N
Muckdweller	S	0	6	1/2	I.	I-6	Blinding water jet	Nil	8-10	3", 12" swim	5	LE
Mud Man	S	4	10	2	1	Nil	See text	See text	0	3"	19	N
Mugglawump	М	9	7	5	l or 3	Suffocation or  -4/ -4/ -4	See text	Camouflage	2-4	6", 6" swim	16	Ν
Mummy, Adherer	М	8	3	4	1	l d6-3	Adhesion (See text)	See text	2-4	9"	12	LE
Mummy, Fetid	М	17	10	4	I.	1-8	See text	See text	5-7	9"	20	CE
Mummy, Follower	М	25	3	6+3	I	1-12	Fear, disease	See text	5-7	9"	15	LE
Mummy, Lord	М	62	2	8+3+*		3-18	See text	See text	17-18	9"	18	LE
Mummy, Minion	М	19	6	5	I	I-6	See text	See text	11-12	9"	12	NE
Mummy, Warrior	М	37	0 (or lower)	10	l or 2	I-I2 or by wpn.	See text	See text	8-10	12"	20	LE
Murk Slither	S	3	6	1+2	I	I d6-3	Poison	Camouflage, regeneration	I	6", 9" Swim	8	N
Muskrat, Dire	S	0	7	1/2	I.	1-4	Disease	Nil	I	9", 6" swim	14	Ν
Mutable Juggernaut	M-G	83	3/4/5/6/7	5/10/ 15/20/25	2 or I	1-6/1-6 or 3-18 (+ bonuses)	See text	See text	5-7	6"/12"/18"/24"/30"	19	NE
Mute-Screecher	М	6	8	5	1	I-8	Nil	Nil	15-16	15"	11	NE
Myconid	S to L	3	10	l to 6	1	I-4 to 6-26	See text	See text	8-10	9"	12	LN
Mynx	S or M	5	6 or 4	4	2 or 3	d6-4/  or  -4/ -4/ -4	See text	See text	8-10	9" or 12"	10	N (50% CN)
Naga, Guardian	н	28	3	9	2	1-6/2-8	See text	Nil	15-16	15"	15	LG
Naga, Spirit	н	33	4	11	ī	1-3	See text	Nil	13-14	12"	14	CE
Naga, Water	Ĺ	37	5	13	I	1-4	See text	Nil	11-12	9", 18" swim	II.	N
Nar Wasp, Crimson	L	5	3	3+1	8	1-10/1-10 &	See text	Nil	I	12", 18" (C)	16	Ν
1	_	-	-							, - (-)		

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Nar Wasp, Yellow Jacketed	L	3	3	2+2	7	paralyze x6 2-12 & paralyze x6	See text	Nil	1	12", 18" (C)	14	N
Necrophidius	L	9	2	2	1	1-8	See text	See text	8-10	9"	19	N
Needle Fiend	M	35	-1	7+2	5 or 10	ld4-2x5 or ld4-2x10	See text	See text	13-14	9"	16	LE
Nefarian: Daemon Royalty: Anthraxus	L	301	-6	25 (233 hp)	2	2-12/2-12 +disease	See text	See text	21+	9", I 8" fly	20	NE
Nefarian: Daemon Royalty: Charon	М	171	-5	140 hp (20 HD)	I	2-8 + paralysis	Fear gaze	Nil	21+	18" ( over all surfaces)	20	NE
Nefarian: Daemon: ArcanaDaemon	М	116	-2	13+39	4	1-4/1-4/2-16/1-6	See text	See text	19-20	12"/18" Fly	20	NE
Nefarian: Daemon: Charonadaemon	М	31	-1	10+20	I.	2-8	Fear gaze	Nil	15-16	18"	18	NE
Nefarian: Daemon: Derghodaemon	L	46	0	11+22	5 or 6	See text	See text	See text	5-7	12"	18	NE
Nefarian: Daemon: Guardian Daemon	Var.	24	1	8	3	1-6/1-12/1-12	See text	+2 or better to hit	11-12	9" (See text)	20	NE
Nefarian: Daemon: Hydrodaemon	L	49	2	9+36	3 or 5	-4/ -8/  -8/ -10	Energy Drain	See text	5-7	6", 6" Fly (D), 24" Swim	18	NE
Nefarian: Daemon: Maenes	S	I	7	I	3	1-2/1-2/1-4	Nil	+1 or better to hit	2-4	3"	13	NE
Nefarian: Daemon: Mezzo Daemon	М	55	-3	10+40	2 or by wpn	7-12/7-12 or by wpn.	See text	See text	13-14	15"	12	E (Any)
Nefarian: Daemon: Nycadaemon	L	83	-4	12+36	2 or by wpn	9-16/9-16 or by wpn.	See text	See text	17-18	12", 36: fly	18	E (Any)
Nefarian: Daemon: Piscodaemon	M	21	-1	6	2	2-16/2-16	See text	See text	8-10	6". 18" Swim	15	NE
Nefarian: Daemon: UltroDaemon	M	106	-5	14+28	2	2-8/2-8	See text	+2 or better to hit	19-20	15", 15" Swim, 15" Fly (C)	14	NE
Nefarian: Daemon: YagnoDaemon	L	53	1	13+13	1	1-10+12	See text	See text	5-7	18"	17	NE
Nefarian: Demodand: Farastu	M	38	-1	11	3	2-7/2-7/3-12	See text	See text	13-14	15", 30" fly	12	CE
Nefarian: Demodand: Kelubar	M	62	-2	13	3	2-8/2-8/4-16	See text	See text	15-16	12", 24" fly	14	CE
Nefarian: Demodand: Shator	M	95	-3	15	3	2-9/2-9/5-20	See text	See text	17-18	9:, 18" fly	16	CE
Nefarian: Dem. Min.: Dark Enchantress Nefarian: Dem. Min.: Ebony Death	M L	31 40	3 -3	10+2 7+14	2 I or 3	I-8/I-8 By wpn. +7 or 2-5/2-5/2-8	See text See text	See text See text	15-16 11-12	12" 15"	9 16	CE CE
Nefarian: Demon Minion: Hordling	S-L	See text	3/2/1/0	6+3/7+2/ 8+1/9	See text	(Base) 1-3/ I-3 (hands) 1-4 (bite)	See text	See text	8-10	6"/9"/12"/15"	18	CE
Nefarian: Demon Minion: Loogey Spit	S	13	0	5+5	3	1-4/1-4/1-6	See text	See text	11-12	12"	19	CE
Nefarian: Demon Minion: Mangy	М	5	2	4	3	1-4/1-4/1-6	See text	See text	8-10	15"	6	CE
Nefarian: Demon Minion: Nathraak	М	17	1	5+1	l or 2	By wpn. or 2-7/2-7	See text	See text	8-10	12"	12	CE
Nefarian: Dem. Min.: Nefaryn, Imm.	М	13	5 (or lower)	5+2 to 5+20	3	2-8/2-8/3-12	See text	See text	11-12	15", 15" Fly (C)	12	CE
Nefarian: Dem. Min.: Nefaryn, Mature	М	25	-5	5+20	3	2-8/2-8/3-12	See text	See text	11-12	15", 15" fly (C)	15	CE
Nefarian: Demon Minion: Predator	L	59	-2	15+1	3	1-8/1-8/1-12	See text	+1 or better to hit	17-18	18"	20	CE
Nefarian: Demon Minion: Quasit	Т	11	2	3	3	1-2/1-2/1-4	See text	See text	5-7	15"	9	CE
Nefarian: Demon Minion: Spawn	М	See text	10 (w/o armor)	Var.	I	By wpn.	See text	See text	8-10	15"	14	Var.
Nefarian: Demon Minion: Succubus	М	28	0	6	2	1-3/1-3	Energy drain	+1 or better to hit	13-14	12", 18" Fly (C)	16	CE
Nefarian: Demon Minion: Type I	L	22	0	8	5	-4/ -4/ -8/ -8/ -6	See text	See text	5-7	12", 18" Fly (D)	12	CE
Nefarian: Demon Minion: Type II	L	33	-2	9	3	1-3/1-3/4-16	See text	See text	5-7	6", 12" Swim	14	CE
Nefarian: Demon Minion: Type III	L	38	-4	10	5	2-12/2-12/1-3/1-3/1-6	See text	See text	8-10	9"	15	CE
Nefarian: Demon Minion: Type IV	L	43	-1	11	3	1-4/1-4/2-8	See text	+1 or better to hit	11-12	9", I 2" Fly (D)	16	CE
Nefarian: Demon Minion: Type IX	н	61	-5	+	4	I-8x4	See text	+1 or better to hit	15-16	12", 18" Fly (E)	20	CE
Nefarian: Demon Minion: Type V	L	46	-7/-5	7+7	7	2-8 & 6 by wpn.	See text	+1 or better to hit	13-14	12"	17	CE
Nefarian: Demon Minion: Type VII	L	54	2	9+9	2	2-8/2-8	See text	+1 or better to hit	13-14	6", I 2" Fly (E)	19	CE
Nefarian: Demon Minion: Type VIII	н	59	-4	10+10	9	I-8x8/ 2-20 (scepter)	See text	+1 or better to hit	15-16	12"	20	CE
Nefarian: Demon Minion: Type X	н	60	-2	12+12	I	I-6	See text	+2 or better to hit	17-18	6"	20	CE
Nefarian: Demon Minion: Type XI	Н	119	-5	120 hp (18 HD)	3	1-12/1-8/1-8	See text	+2 or better to hit	19-20	6"	20	CE
Nefarian: Demon Royalty: An'Gnarl	L	144	-5	100 hp (19 HD)	I (Spcl.)	3-18 +Spcl.	See text	+1 or better to hit	15-16	6"	20	CE
Nefarian: Dem. Roy.: Arch Dem. Kaleb	L 	113	-3	153 hp (16 HD)	2 or 3	By wpn./ 3-10 or 3-10/3-10/3-8	See text	See text	15-16	12", 15" Fly (C)	19	CE
Nefarian: Demon Roy.: Demogorgon	н	209	-8	200 hp (28 HD)	3	Spcl.	See text	+2 or better to hit	21+	15" 9" 18" Ebr	20	CE
Nefarian: Demon Royalty: Dread		199	-6	120 hp (25 HD)	2	Spcl.	See text	+3 or better to hit	19-20	9", 18" Fly	20	CE
Nefarian: Demon Royalty: Duke of Evil Nefarian: Demon Royalty: Gar'Rangeez		150	-5	112 hp (21 HD)	1	2-40	See text	See text	21+	12"	20	CE
INetarian' Demon Kovalty' (ar Kangeer	e L	133	-7	88 hp		4-40	See text	+2 or better to hit	13-14	3"	20	CE

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AI
Nefarian: Demon Royalty: Graagyn	н	90	-3	(17 HD) 96 hp (18 HD)	I	By wpn. +10	See text	See text	21+	16"	18	С
Nefarian: Demon Royalty: Lord Scroud	L	45	-2 (-5 w/ring)	9	l or 3	See text or  -3/ -3/4- 6	See text	See text	11-12	6", I 2" Swim	13	С
Nefarian: Demon Royalty: Prince Kraas	L	194	-9	155 hp (26 HD)	I	By wpn. +8	See text	+2 or better to hit	21+	12", 36", 24" Fly (A)	20	С
Nefarian: Dem. Roy.: Prince Murgan	L	185	-9	186 hp (27 HD)	2 or 4	By wpn.	See text	+2 or better to hit	21+	12"	20	C
Nefarian: Demon Royalty: Taur'Raad	L	83	-4	106 hp (19 HD)	3	2-12/5-8/11-20	See text	+2 or better to hit	17-18	24"	20	С
Nefarian: Demon Royalty: Uthbos Evaar	н	101	-2	(19 HD) 233 hp (22 HD)	3 and 1	See text	See text	See text	21+	12", 18" Fly (D)	19	C
Nefarian: Demon Royalty: Zyandal	L	158	-10 (-2)	· · ·	2 or I	4-16 +poison & webs	See text	See text	21+	I", 9", I5"	20	C
Nefarian: Demon: Minion Type VI	L	49	-2	8+8	1	2-12	See text	+1 or better to hit	13-14	6", 15" Fly (D)	18	C
Nefarian: Devil Minion: Bone Devil	Ľ	44	-1	9	l or 2	3-12 or 2-8/2-8	See text	See text	11-12	15"	15	Ì
Nefarian: Devil Minion: Dark Minion	M	2	. 9	í	2 or 1	I-2 (x2) or by wpn.	Nil	See text	0	6"	9	
Nefarian: Devil Minion: Dark Soultress	M	19	2	6+6	1	2-8	See text	See text	8-10	6", 21" Fly (C)	12	
Nefarian: Devil Minion: Devee'yant	M	27	Î	6+6	l or 3	By wpn. or I-8/I-2/I-2	See text	See text	11-12	15"	19	
Nefarian: Devil Minion: Hell Sentinel	М	22	0	8	3	2-8/2-8/3-12	See text	See text	11-12	12"	14	
Nefarian: Devil Minion: Hell Spawn	L	34	-2	10+6	2	1-8/1-8	Energy drain	See text	11-12	9"	20	(
Nefarian: Devil Minion: Horned Devil	L	27	-5	5+5	4 or I+ by wpn	l-4/l-4/2-5/l-3 or l-3/ by wpn.	See text	See text	13-14	9", 18" Fly (B)	14	
Nefarian: Devil Minion: Ice Devil	L	92	-4	11	3 or I	2-8/2-8/3-12 or 2-12	See text	+2 or better to hit	13-14	6"	16	
Nefarian: Devil Minion: Lemure Devil	М	4	7	3	I	I-3 or by wpn.	Nil	See text	2-4	3"	9	
Nefarian: Devil Minion: Pit Fiend	L	112	-3	13	2	8-14/7-12	See text	+2 or better to hit	15-16	6", I 5" Fly (B)	20	
Nefarian: Devil Minion: Soul Broker	М	28	4	5+5	1	By wpn.	See text	See text	13-14	12"	13	
Nefarian: Devil Minion: Spiny Devil	S	12	3	3+3	I and/or 2	By wpn. or 1-4/1-4	See text	See text	11-12	6", 18" Fly (C)	19	
Nefarian: Dev. Roy.: Arch Dev. Malefane	L	253	-5	166 hp (25 HD)	I	2-12 +poison	See text	+3 or better to hit	17-18	9", 24" Fly(C)	19	I
Nefarian: Devil Royalty: Asmodeus	н	370	-7	199 hp (30 HI	D) I	4-14	See text	See text	19-20	l 2", 24" Fly	20	1
Nefarian: Dev. Roy.: Burgraad Baydylax	L	255	-4	154 hp (24 HD)	2	By wpn. +2	See text	See text	17-18	9", 15" Fly (B)	20	I
Nefarian: Devil Royalty: De'Yin Vay	L	159	-2	126 hp (19 HD)	I and I	By wpn. +7/3-12	See text	See text	17-18	18"	20	1
Nefarian: Devil Roy.: Duke Atan'Nyus	L	217	-3	139 hp (24 HI	D) 2	By wpn. +7	See text	See text	17-18	6", 20" (D)	20	1
Nefarian: Dev. Roy.: D. Braax Mourgon	L	197	-3	106 hp (23 HI	D) 2	By wpn. +6	See text	See text	15-16	12"	20	
Nefarian: Devil Royalty: Evilynn	L	107	-2	69 hp (15 HE	) 2	By wpn. +4	See text	See text	15-16	I 5", 30"Fly (B)	16	
Nefarian: Devil Royalty: Harbinger	Μ	94	-2	86 hp (14 HD	) 3	By wpn. +3	See text	See text	19-20	15", 30" Fly (D)	19	
Nef.: Dev. Roy.: L. Gargruss Vlaadmaar	н	212	-3	133 (23 HD)		3-18/3-18/2-8	See text	+2 or better to hit	15-16	3", 18" Fly (C)	20	
Nefarian: Devil Royalty: Mephistopheles		229	-6	188 hp (23 HI		By wpn.	See text	See text	19-20	15", 18" Fly (C)	20	
, , , ,	н	158	-4	111 hp (19 HI		By wpn. +8	See text	See text	17-18	9". 18" Fly (B)	20	I
Nefarian: Devil Royalty: Thraar	L	185	-3	126 hp (20 HD)	3	8-11/8-11/4-16	See text	See text	15-16	12"	20	
Nefarian: Devil Royalty:Vorgaal'Lad	М	193	-2	144 (22 HD)	See text	See text	See text	See text	17-18	15"	17	
Nefarian: oth.: Bullweiller	L	8	3	5	I	3-12	Death charge	Head is AC 1, protection from good	I	18"	16	1
Nefarian: oth.: Devil Dawg	М	7	6	6	1	2-8	Throat attack	Nil	8-10	12" (30")	14	
Nefarian: oth.: Diakk, Broad	М	21	3	8+8	2	2-8/2-8	See text	See text	5-7	21" or 12"	15	I
Nefarian: oth.: Diakk, Tall	L	19	0	6+6	I	1-12	See text	See text	5-7	21" or 12"	14	N
Nefarian: oth.: Face Seeking Claw	S	42	3	10	l or l	2-12 or grab	See text	See text	5-7	9" Fly (D)	19	(
Nefarian: oth.: Frightmare	L	42	2	7+3	3	2-12/2-12/1-8	See text	See text	2-4	24"	16	(
Nefarian: oth.: Hellcat	L	16	6	7+2	3	2-5/2-5/2-12	Nil	See text	8-10	12"	15	
Nefarian: oth.: Hellephant	G	87	2	15+15	8	See text	See text	See text	13-14	20", 30" Fly (C)	16	
Nefarian: oth.: HellGoat	М	4	6	2+2	lorl	2-8 or 1-12	Charge	50% fire resistance	5-7	15"	16	
Nefarian: oth.: HellHound	М	18	4	4 to 7	1	1-10	Breathe fire	See text	5-7	12"	13	
Nefarian: oth.: HellSpider	S	4	6	2		1-6	See text	Immune to fire		9"	10	
Nefarian: oth.: Imp, Common	T	13	2	2+2		1-4	See text	See text	8-10	6", 18" Fly (A)	9	
Nefarian: oth.: Imp, Limp-Wristed	T	15	2	2		1-4	See text	See text	11-12	6", 18" Fly (A)	6	
Nefarian: oth.: Imp, Penster	Т	17	2	2+2		I-4	See text	See text	15-16	6", 18" Fly (A)	12	
Nefarian: oth.: Impling	S	3	4	+	l or l	By wpn. or	Poison tail	Nil	11-12	6", 12" Fly (D)	9	

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
			0/5/1	7.2		I-4 +poison	<u>,</u>	<u>,</u>				05
Nefarian: oth.: Shadow Demon	M	24	9/5/1	7+3	3	1-8/1-6/1-6	See text	See text	11-12	12" (See text)	See text	CE
Nefarian: oth.: Soul Cloaker	М	12	I	5	Nil	Nil	See text	Nil	0	Nil	19	N
Nefarian: oth.: Soul Flayer, greater	L	35	-3	6	2	See text	See text	+2 or better to hit	15-16	15"	17	NE
Nefarian: oth.: Soul Flayer, lesser	М	8	3	3	2	See text	See text	+1 or better to hit	11-12	12"	14	CE
Nefarian: oth.: Soul Larva	М	0	7	1	1	2-5	Nil	Nil	5-7	6"	9	E (Any)
Nereid	М	10	10	4	Nil	Nil	Spit, water manipulation, thunderous noise	Immune to men, water manipulation	11-12	12", 12" swim	7	C (Any)
Newt, Jelly-Banded, Common	т	0	10	I-2 hp		Nil	Nil	Irritating rash		2", 3" climb	6	N
Newt, Jelly-Banded, Giant	S	0	8	1-2 hp 1-1	i	I-4	Nil	Very irritating rash, poisonous skin	i	6", 9" climb	7	N
Nid'Hogg	Н	49	2	10+2	l or l	2-16 or breath wpn.	Breath wpn., constriction	Spells	13-14	15"	13	LE
Nighthag	м	50	9	8	1	2-12	See text	See text	15-16	9"	18	NE
	11	32	-4	6+6	3						14	NE
Nightmare	-	32				4-10/4-10/3-8	Burning hooves	Paralyzing cloud	11-12	15", 36" fly (C)		
Nixies	Т	I	7	I	I.	By wpn.	Charm	Summon fish	11-12	6", 12" swim	10	N
Nizar'fang	М	2	5	2+2	3 or 3	ld4-2/ld4-2/l-6 or by wpn./ld4-2/ld6	Nil	Nil	13-14	12", 9" swim, 12" fky (D)	11	NE
Norker	S	I	3	1+2	2 or I	3-8/3-8 or 1-4	Nil	Nil	8-10	9"	10	NE
Nymph	Μ	11	9	3	0	Nil	Spells	Extreme beauty, spells, Dimension Door	15-16	12"	7	Ν
Obsidian Clan Commoner	М	0	8	1	1	By wpn.	Nil	Nil	8-10	12"	11	LE
Obsidian Clan Shaman	М	2	5	+	1	By wpn.	Spells	Nil	15-16	12"	18	LE
Obsidian Clan Warrior	М	1	6	2+	1	By wpn.	Obsidian blades	Nil	11-12	12"	15	LE
Obsidian Lotus	M	4	9	2+8	3	See text	Shooting flowers	Nil	0	Nil	20	N
		-	•				0					
Ocean Camel	G	284	6	100	lorl	I-20 or See text	Spit globule, surfacing	Damage ignorance	5-7	18" swim	17	N
Octogorgon	G	383	8	60	l to 8 or l	3-30 or See text	See text	See text	8-10	3", 18" swim	19	NE
Octopus, Giant	L	23	7	8	7	I-4 x6/ 2-12	Constriction	Ink, color change	I	3", 12" swim	13	N
Ogre, Aquatic	L	4	4	4+4	3 or I	I-6/I-6/2-8 or by wpn. +3/+6	Surprise	Camouflage	8-10	9", 12" swim	12	CE
Ogre, Common	L	2	5	4+1	1	I-10 or by wpn. +3/+7	Nil	Nil	8-10	9"	11	CE
Ogre, Half	L	2	4 (8)	3+1	1	By wpn. +1 for STR	Nil	Nil	5-12	9"	13	CE
Ogre, High: Chub-Foot		8	4	39	i	I-10 or by wpn. +3/+7	Nil	Nil	8-10	6"	16	CE
Ogre, High: Flat-Footed		7	4	39		I-10 or by wpn. +3/+7	Nil	Nil	8-10	9"	16	CE
0 0	L .	7	-			<i>,</i> ,						
Ogre, High: Rogue	L	•	4	39	1	1-10 or by wpn. +3/+7	Nil	Nil	8-10	9"	18	CE
Ogre, High: Ryngar	L	7	4	13+5	I	I-10 or by wpn. +3/ +7	Nil	Nil	8-10	9"	17	CN
Ogre, High: Webbed-toe	L	7	4	39	I	I-I0 or by wpn. +3/+7	Nil	Nil	8-10	9", 9" swim	16	CE
Ogre, Lord	L	6	3	8+4	1	I-I2 or by wpn. +3/+8	Nil	Nil	11-12	9"	13	CE
Ogre, Low: Hedge	L	2	4	4+2	1	I-10 or by wpn. +3/+7	Nil	Nil	8-10	9"	10	LE
Ogre, Low: Trash	-	2	4	4		I-10 or by wpn. +3/+7	Nil	Nil	5-7	9"	12	CE
	L	33	4	+ 5+2	i i		Spells			9", I 5" fly (B)		LE
Ogre, Magi	_		-		-	I-10 or by wpn. +3/+6	•	Regeneration	13-14		14	
Oliphant,War	н	15	4+	10+5	4	3-12/3-12/3-12/3-12	See text	Nil	5-7	15"	13	N
Oliphant,Wild	L	9	4	8+4	4	3-12/3-12/3-12/3-12	See text	Nil	5-7	15"	11	N
Omen Sayer	М	2	10 (Var.)	+	I	By wpn.	Nil	Curse foretelling	13-14	12"	12	Any non-good
Onerous Carbuncle	Н	6	9	8	l or 4 or l	2-20 or 1-6 x4 or 1d4-2	Drowning	Pus burst	5-7	Nil	18	N
Ooze, Crystal	М	11	8	4	I	4-16	Paralyzing poison, wood disintegration	Acid, cold, heat, and fire immunity, wpn. resistence	I	I", 3" swim	18	N
Ooze, Gray	M-L	4	8	3+3	I	2-16	Metal disintegration	Heat and cold immunity, wpn. breakage	I	1"	19	N
Ooze, Scathing	М	11	9	5	I	1-10	Severe taunting, acidic consumption	See text	11-12	6"	11	NE
Opinicus	М	47	-2	7+7	4	1-3/1-3/1-6/1-6	See text	Never surprised, spells	13-14	21", 30" fly (B)	15	CG
Orange Tail Plant Squaller	М	7	5	3	3	-4/ -4/ -6	Plant manipulation	Psionic resistance	5-7	12", 12" climb	12	CE
Orc, Bottomland	М	0	6 (10)	+	1	By wpn.	Nil	Nil	8-10	9" (12")	12	LE
Orc, Bounty Hunters	М	2	4 (10)	+	I	By wpn.	Nil	Nil	11-12	12"	18	LE
Orc, Brigands	M	0	5 (10)	1+2	i	By wpn.	Nil	Nil	8-10	9" (12")	13	LE
Orc, Cloven-Hoof	L	1	4 (10)	3+1	I	By wpn.	Nil	Nil	11-12	12"	15	LE
Orc, Common	М	0	6 (10)	I.		By wpn.	Nil	Nil	8-10	9" (12")	11	LE
Orc, Half-	М	Var.	Var.	+	I.	By wpn.	Nil	Nil	5-18	9" (12")	Var.	Var.
Orc, High Priest	М	24	3 (10)	15/15	1	By wpn.	Spells	Spells	17-18	9" (12")	15	LE
Orc, Highland	M	0	7 (10)	1+1		By wpn.	Nil	Nil	8-10	9" (12"), 9" climb	12	LE
Orc, Jester	M	1	8 (10)									LE
	11		0(10)	1	1	By wpn.	Nil	Nil	13-14	9" (12")	10	LE

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Orc, Lord, Gibbering	М	4	3 (10)	4+4	I.	By wpn. or I (bite)	Gibbering disease	Nil	11-12	9" (12")	19	CE
Orc, Orkin Bandits	М	0	6	+	I	By wpn.	Nil	Ambush, resistance	8-10	12"	12	LE
Orc, Orkin Lowland Pony	М	I	7	2+2	I	1-8	Nil	Poison/disease resistance	1	24"	11	N
Orc, Orkin Wardawg	М	1	6	2	l or 2	3-9 or 1-6/1-6	Nil	Nil	2-4	15"	13	N
Orc, Orkin Witch Doctor	M	5	5	4	1	By wpn.	Spells	Spells	13-14	12"	14	LE
Orc, Slavers	M	Ĩ	5 (10)	2+1	i	By wpn.	Nil	Nil	8-10	9" (12")	14	LE
Orc, Southern, Tribe	M	0	4 (10)	1+2	÷	By wpn.	Nil	Nil	11-12	9" (12")	13	LE
	M	Ü.	· · /	5		, ,	Energy draining bite		13-14	12"	17	CE
Orc, Vampire	M	40	3	10		By wpn. or 3-8		Regeneration 2hp/rd		12	20	CE
Orc,Vampire High Priest	M	40	1	10	1	By wpn. or 5-10	Energy drain, charm, spells	Regenerate 3 hp/rd, see text	15-16	12	20	CE
Org	М	1	5	3+1	1	By wpn.	Nil	Nil	5-7	9"	15	CE
Otter, Giant River	L	2	5	5	1	3-18	Nil	Nil	2-4	9", 18" swim	10	N
Otter, Giant Sea	L	2	5	+	1	5-20	Nil	Nil	2-4	9", 18" swim	12	N
Otter, River	S	0	5	1-1	1	Id4-2	Nil	Nil		12", 18" swim	8	Ν
Otter, Sea	S	0	5	1+1	i	ld4-l	Nil	NII	i	12", 18" swim	10	N
Ottermen	S	2	7	2	Ior I	By wpn. or I-4	Nil	See text	13-14	6", 18" swim	13	ĊĠ
	L	13	3	6 to 8	3	1-8/1-8/2-5	Grab, disease	Never surprised	5-7	6"	15	N
Otyugh	L	29	0	9 to 12	3	2-12/2-12/1-3	Grab, disease Grab, disease		11-12	6"	17	N
Otyugh, Neo-	G	153					•	Never surprised			20	
Ouroboros	G	153	-4	l 20 hp (20th lvl ftr)	3	- 8/  - 8/  - 8	Always wins initiative	Never surprised	17-18	12"	20	Ν
Overhorde	L	260	3 (See	10	l (See	I-6 (see text)	See text	See text	2-4	6"	19	Ν
Owl. Common	S	1	text) 5	2d4 hp	text) 3	d4-2/ d4-2/	Swoop, surprise	Nil	1	I", 27" fly (D)	5	N
Owl, Common Owl, Giant	S L	3	5	204 np 4	3	2-8/2-8/2-5		Nil	11-12		5 	N
		3					Surprise			3", 18" fly (E)		
Owl, Talking	S	3	3	2+2	3	I-4/I-4/Id4-2	Swoop	Never surprised, spell immunities	15-16	I", 36" fly (C)	15	LG
Owlbear, common	L	5	5	5+2	3	1-6/1-6/2-12	Hug	Nil	5-7	12"	12	N
Owlbear, Great Horned	L	5	5	5+2	5	1-6/1-6/2-12/1-4/1-4	Charge	Nil	5-7	12"	13	N
Owlbear, Lesser	S	2	4	2	3	Id4-2/Id4-2/Id6	Swarm tactics	Nil	8-10	6"	LÍ.	Ν
Owlbear, Spotted	M	4	4	4+1	3	1-4/1-4/1-10	Leap	Nil	5-7	9"	14	N
Oyster, Giant, River	M	3	2 (9)	4	j	3-18	Surprise 8 in 10	Camouflage	37	3" swim	ii	N
Oyster, Giant, Sea	M	4	2 (9)	5	i	4-24	Surprise 8 in 10	Camouflage	· ·	3" swim	 II	N
Packasite	Т		2 (7)	5		Id6-2	Nil	Invisibility	8-10	6"	10	CN
Pan-Dimensional Rover	S	10	7	6	2	By wpn.	Nil	Plane Shift at will	11-12	12"	10	N
	M		7	6 3+3	2				11-12			
Panda Bear, Common		2				Id4-1/Id4-1/1-6	Hug	Nil		12"	11	N
Panda Bear, Trans-Planar	M	10	7	6	3	ld4-2/ld4-2/ld4	Nil	Dimension hopping	13-14	12"	16	CN
Para-Elementals: Ice	L	22	3	8/12/16	I	3-36	See text	See text	5-7	6"	20	N
Para-Elementals: Magma	L	18	3	8/12/16	I	4-24	See text	See text	5-7	6"	20	N
Para-Elementals: Ooze	L	17	3	8/12/16	I	2-16	See text	See text	5-7	36"	20	N
Para-Elementals: Smoke	L	17	3	8/12/16	I	3-16	See text	See text	5-7	6", 18" fly (E)	20	N
Parasites: Diseased	т	0	3	1 hp/100	I	Disease	See text	See text	0	3" fly (A)	20	N
Parasites: Dreaded Tape Worm	S	2	9	5	1	1	Nil	Nil	0	3"	20	N
Parasites: Magus Ticks	т	0	3	l hp	I	See text	Nil	Nil	0	1"	20	N
Parasites: Paralyzing Fleas	т	0	Í.	l hp/10	1	l per turn	Paralyzation	Nil	0	3"	20	Ν
Parasites: Pin Worms, Dire	T	2	7	3		I-3	Nil	Nil	0	3"	20	N
Parrot, Greater Psionic	s	8	8	3+6	3	Id4-2/Id4-2/Id4	Psionics	See text	5-7	2", 18" fly (C)	11	N
Parrot, Grey Ghost	S	6	0	2	I	I-6	Chill touch,	Insubstantial	8-10	15" fly (C)	19	N
Parrat Lassan Briania	S	2	7	2+3	,	I/I/Id6-3	voice imitation	See tout	2.4	1" 10" (b. (D)	10	N
Parrot, Lesser Psionic	S L	2 9	6	2+2 6	3	1/1/106-3  -8/ -8/ -3 or 2-12	Psionics	See text	2-4   - 2	1", 12" fly (B)	10 14	N CG
Pegasus, Greater	L	9	6	6	3 or 1	1-8/1-8/1-3 or 2-12	Dive, rear kick	Nil	11-12	24", 48" fly (C,D w/rider)	14	CG
Pegasus, Obsidian	L	9	6	5	3 or I	2-9/2-9/2-5 or 2-12	Dive, rear kick,	Nil	8-10	24", 48" fly (C)	15	CE
Pegasus, Standard	L	5	6	4	3 or I	1-8/1-8/1-3 or 2-12	blood drinking Dive, rear kick	Nil	8-10	24", 48" fly	13	CG
<u>, , , , , , , , , , , , , , , , , , , </u>	_		-							(C, D w/rider)		
Pendulous Feltcher	S	3	7	3	1	1-6	Pick pockets	Stealth	5-7	9", 12" Bc	6	N
Penguin, common	S	Ő	7	j	i	I d6-2	Nil	Nil	1	9", 15" swim	ŭ	N
Penguin, Dire	S	i	7	,  +	i	2-5	Surprise, ice trap	Nil	2-4	9", 15" swim	14	N
Penguin, Dire Penguin, Dire Sand	S		7	1+1	1	2-5	Surprise, ice trap See text	Nil	2-4	12"	14	N
<b>U</b>												
Pernicon	S		3	1/2		ld4-1	Constitution drain	Nil	2-4	12" 12"	10	N
Peryton	M	9	7	4	1	4-16	+2 to hit	+1 or better to hit	8-10	12", 21" fly (C)	16	CE
Phantom	М	0	Nil	0	Nil	Nil	Fear	Nil	0	9"	Nil	N
	M-H	3	0	7	1	1-10	Smothering	Incorporeal	8-10	9"	12	E (Any)
Phantom Fog Phantom Follower	M	2	3	1-1		0	Howl of despair	See text	8-10	12"	ii ii	Any

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Phantom Stalker	L	19	3	6	2	-4/ -4	See text	Immune to fire	2-4	12", 24" fly (Var. maneuverability)	16	non-good N
Phoenix	L	223	-3	20	l or 2	2-12 or 1-8/1-8	Shriek	+3 or better to hit, never surprised	17-18	6", 39" fly (D)	15	NG
Phycomid	S	10	5	4	2	3-6/3-6	Infection	See text	0	3"	19	N
Pied Viper	S	3	7	3	I	1-3	Poison	Nil	15-16	9", 36" fly (A)	11	LE
Piercer	S	I	3	I to 4	I	l-6 or 2-12 or 3-18 or 4-24	90% surprise	Nil	I	Ι"	14	Ν
Pig, Blood	М	2	8	3	I	1-10	Nil	Nil	2-4	15"	15	Ν
Pig, domesticated	М	1	8	2	I.	1-10	Nil	Nil	2-4	15"	11	N
Pig, giant	L	4	8	6	I	3-12	Nil	Nil	2-4	18"	13	N
Pig, Wild	М	2	8	3+1	I	2-11	Nil	Nil	2-4	15"	16	N
Pigdawg, Prancing	М	2	6	3+4	I	2-12	Surprise 7 in 10	Surprised only on a 1 in 20	2-4	18"	17	CE
Pigeon, Carrier	S	0	7	0	1	I	Nil	See text	I	3", 12" fly (C)	11	Ν
Pigeon, Common	S	0	8	0	1	1	Nil	Nil	I	3", 12" fly (C)	6	Ν
Pike, Giant	L	6	5	4	I	4-16	Surprise 8 in 10	Nil	0	36" swim	19	Ν
Pincher	L	14	2	6+1	2	I-6/I-6	Pinching	Wall passage ability	11-12	12", 3" burrow through rock	13	CE
Pinnard	S	I	2	1	I	I	Rolling	Nil	2-4	3"	15	Ν
Piranha, Cold Water	S	0	8	0	I	d4-	Feeding frenzy	Nil	1	9" swim	6	N
Piranha, Common	S	0	8	0	1	d4-	Feeding frenzy	Nil	I	9" swim	6	Ν
Piranha, Giant	М	1	7	2+2	1	I-6	Feeding frenzy	Nil	I	15" swim	10	Ν
Pit Howler	М	3	6	4	3	-8/ -4/ -4	See text	Nil	5-7	12"	13	CN
Pit Mauler	S	11	0	5	6	I-3(x3)/I-6(x3)	Nil	Hide in shadows 85%	2-4	6"	19	CE
'it Maw	M-L	4	3	4 to 8	I	4-12 +1 per hit die over 4	Nil	Camouflage	5-7	3"	14	CE
Pitbull	М	2	6	2+5	I	1-8	Bloodlust, rend flesh	Fear	2-4	12"	17	N
ixie, Common	S	2	5	1/2	1	By wpn.	See text	See text	15-16	6", I 2" fly (B)	11	Ν
Pixie, Elder	S	33	4	3+	I	By wpn.	See text	See text	17-18	6", I 2" fly (B)	13	NG
Pixie, Fighter	S	14	3	0+	I	By wpn.	See text	See text	15-16	6", I 2" fly (C)	14	NG
Pixie, Hybrid: Pixie Fairy	Т	Var.	8	0	I	By wpn.	See PHB	See PHB	13-14	4", I 8" fly (B)	11	CG
Pixie, Lich	S	72	I	9	I	See text	See text	See text	17-18	6"	17	NE
Pixie, Mage Pixie, Mirror	S S	19 2	6 5	0+ 0	I	By wpn. By wpn.	See text See text	See text See text	17-18 15-16	6", I2" fly (B) 6", I2" fly (B)	2  4	NG 50% LG / 50% CE
Pixie-kin: Leprosychaun	т	1	9	1/2		See text	See text	See text	15-16	9"	14	N
Pixie-kin:Leprechaun	Ť	2	8	1/2	0	Nil	See text	See text	15-16	15"	11	ĊG
Pixie: Hybrid: Pixie Leprechaun	Ť	2	6	5	i	1-3	See text	See text	15-16	12", 12" fly (A)	11	CN
Pixie: Hybrid: Pixie-Brownie	Ť	2	5	5	i	1-3	See text	See text	15-16	9", 12" fly (B)	11	N
Planetar	Ĺ	201	-7	I 44 hp (I 7th IvI ftr)	3	By wpn. +7 damage	See text	See text	21+	I5", 48" swim, 24" fly (B)	19	G (Any)
Pleistocene Deer	н	2	7	4	l or 2	2-12 or 2-12/2-12	Throwing	Nil	I	18"	14	N
Pod Plant, Malicious	L	9	8	5	1-4	I-8 x I-4	See text	See text	2-4	Nil	15	N
Pod Plant, Podling	M	0	7	2	2	Punching, wrestling or by wpn.	Acid	Nil	I	6"	19	N
Poltergeist, Common	М	0	10	0	I	Id6-4	Fear	See text	5-7	6"	14	LE
olterzeitgeist	М	4	9	I to 4	1	Id6-4	See text	See text	8-10	6"	15	Any
Porculisk	S	9	7	4	I-4 or I	ld4-1 each or stone gaze	Stone gaze	Quills	2-4	6"	Ш	Ň
Porcupine Warrior	S	3	6	2+3	I-4 and I	Id4-2 per quill and by wpn.	Death hug	Quills	8-10	9"	12	Ν
Porcupine, common	S	I	6	I	1-4	Id6-4 each	Quills	Quills	I.	6"	6	Ν
Porcupine, Giant	М	5	6	4	1-4	I-4 each or Spcl.	Quills and leap	Quills	1	12"	10	Ν
Porcupine, Orcupine	М	5	6	3	I-4 or I	I-4 each or Spcl.	Quills and leap	Quills	2-4	9"	14	NE
Porcupine, Poison	S	2	6	1+2	1-4	Id4-2 each	Poison quills	Quills	1	6"	11	Ν
Portal of Devouring	М	31	10	10	I	See text	See text	Illusions	0	3" fly (D)	20	N
Predacat	М	9	6 (See text)	4+2	3	-4/ -4/ -6	Piercing screech	Limited thief shills	5-7	18" or 24" (see text)	14	CE
Predacious Growler	L	6	5	6	3	5-8/5-8/5-13	Leap attack	Fear howl	5-7	15"	14	CE
Predacious Howler	S	2	6	2	3	1-4/1-4/1-8	Leap attack	Fear howl	5-7	12"	12	CE
Provocator	n/a	ō	n/a	n/a	Nil	Nil	Nil	See text	I	12"	19	N
Prowler Fish	G	29	3 (head),	18+18	1	7-28	Swallow whole	See text	1	18"	20	N
	-		( ))			-						

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Prying Silverfish	S	0	5 (body) 8	1/2	1	Nil	See text	Nil	I.	15" swim	6	N
Pseudo Undead, Ghast	M	6	4	4	3	Id4-1/1d4-1/1-6	Stench	Nil	8-10	15"	14	NE
Pseudo Undead, Ghoul	M	2	6	2	3	Id4-1/1d4-1/1-6	Nil	Nil	5-7	9"	10	NE
Pseudo Undead, Specter	M	9	2	7+3	Ĩ	I-8	Nil	Nil	8-10	15"	14	NE
Pseudo Undead, Wight	M	3	5	4+3	i	1-4	Nil	Nil	8-10	12"	11	NE
Pseudo Undead, Wraith	M	5	4	5+3	i	1-6	Nil	Nil	8-10	12"	ii	NE
Pseudo Vampire: Greater	M	34	3	6+1	i	I-6	See text	See text	11-12	13"	16	E (Any)
Pseudo Vampire: Least	M	9	7	4		1-0	See text	See text	8-10	13	14	Non-good
Pseudo Vampire: Least	M	22	5	5+1		1-5	See text	See text	11-12	12"	15	Non-good
Pseudo Vampire: Lord	M	50	5	7+2	3	1-2/1-2/1-8	See text	See text	17-12	12	13	CE
	T	5	2	2	3	Id4-1			8-10		10	N
Pseudo-Dragon, Common	T						Poison	Chameleon power		6", 24" fly (B)		
Pseudo-Pseudo-Dragon		5	2	2		ld4-1	Poison	Chameleon Power	8-10	6", 24" fly (B)	2	N (E)
Pudding, Black	S-L	24	6	10	1	3-24	Dissolve wood & metal	See text	0	6"	13	N
Pudding, Deadly	M	20	3	8	2	Nil	Poison gas	Nil	0	18"	19	N
Purple Death Bloom	L	3	8	3+8	See text	See text	See text	Nil	0	Nil	20	N
Purple Gilly	S	2	9	2		See text	Spores	See text	0	Nil	20	N
Pyrosnake	S	2	6	2		I-4 +paralyzation	Paralyzation	Fire immunity	2-4	4"	15	N
Quaggoth, Common	L	I	6	2+2	2 or I	I-4/I-4 or by wpn.	Berserk rage	Immune to poison	5-7	12"	15	N
Quaggoth, Jald	L	3	5	3+3	2 or I	I-4/I-4 or by wpn.	Berserk rage	Immune to poison	5-7	12"	16	N
Quaggoth, Thonot	L	4	6	2+2	2 or I	I-4/I-4 or by wpn.	Berserk rage	Immune to poison	5-7	12"	16	N
Quarrel Mite	т	0	n/a	See text	n/a	See text	See text	See text	0	3" fly (A)	19	N
Quasi-Elemental Lightning	S	14	2	6,9 or 12	1	I-6 +1 per Hit Die	See text	See text	5-7	18" fly (A) (see text)	19	N
Quay Lurker	S	2	7	2+1	I	-4/ -4	See text	See text	8-10	9", 12" swim	10	NE
Quickwood	L	20	5	5-10	See text	3-12 (bite)	See text	Never surprised	11-12	I", 3" for roots	15	N
Quivering Disembowler	L	8	8	5+2	2	By wpn.	Paralyzation, surprise 5 in 10	See text	2-4	9"-11"	16	Ν
Rabbit, common	S	0	8	.33	I	1	Nil	Nil	I	12"	3	N
Rabbit, giant	М	1	9	3	l or l	1-4	Panic hop	Nil	I	18"	5	N
Rabbit, Predator	S	18	-2	5	3	1-100	Decapitation	See text	5-7	12" (see text)	20	CE
Rabid Hummingbirds	Т	- I	2	1/4	I	l d6-3	Disease	Nil	1	12" Fly (A)	20	N
Radiation Elemental	М	35	0	8/12/16	I	50-200	See text	See text	5-7	9"	20	N
Raging Bucentaurus	L	4	6	4+1	l or 2	2-8/2-8 or by wpn. +2	Charge	Nil	8-10	18"	13	Ν
Rakshasa, Common	М	29	-4	7	3	1-3/1-3/2-5	Illusion	See text	11-12	15"	15	LE
Rakshasa, Maharajah	М	79	-5	13+39	3	1-6/1-6/2-10	See text	See text	15-16	18"	17	LE
Rakshasa, Rajah	М	48	-5	8+16	3	1-6/1-6/2-10	See text	See text	13-14	18"	15	LE
Rakshasa, Ruhk	М	44	-5	8+16	3	1-6/1-6/2-10	See text	See text	13-14	18"	16	LE
Ram	М	1	6	2	I	Id4-2	Charge	Nil	I	15"	15	N
Ram'koaran	М	3	5	3	3 or 1	I-4/I-4/by wpn. or charge (2-12)	Charge	Nil	8-10	12"	12	CN
Ram, Battering	L	8	6	6	1	2-16	Charge	Nil	2-4	18"	16	N
Ram, Giant	L	4	6	5	I.	1-8	Charge	Nil	1	18"	15	N
Rambumatta	М	2	4 (7)	4	3 or 1	2-7/2-7/3-8 or by wpn.	Nil	Nil	8-10	6", 9" BC	13	C (G/E)
Rat, Carnivorous	Т	0	7	.25		I d6-3	Swarm	Nil	1	15"	8	NE
Rat, Common	т	0	7	.25	I	I	Disease	Nil	I.	15"	2	N (E)
Rat, Dire Albino	S	0	7	1	I	1-4	Nil	Nil	2-4	12"	10	N (E)
Rat, Giant	S	0	7	d4+8 hp	1	Id6-2	Disease	Nil	2-4	12", 6" swim	4	N (E)
Rat, Large	т	0	7	.25+1	1	l d4-2	Disease	Nil	1	15"	3	N (E)
Rat, Osquip	s	2	7	3+1	i i	2-12	Nil	Nil	i	12", 3" burrow	7	N N
Rat, Ravenous	т	0	7	.25+1	1	Id4-2	Swarm	Nil		12,5 541160	14	NE
Rat, Sand	Ť	õ	7	.25+1	i	Id4-2	Surprise	Camouflage		15"	4	N (E)
Rat, Sewer	Ť	0 0	7	.25	i	Id4-2	Disease	Nil	i i	15", 12" swim	8	N (E)
Rat, Vapor	S	2	7	2	Ì	Id4-2	Stinking Cloud	Gaseous Form	5-7	12", 6" burrow,	6	C (N)
Rath Lord	М	45	1	9+		1-8	See text	See text	15-16	l" fly (D) 12"	19	E (Any)
Ratweiller	M	45	7	4		2-8	See text	Nil	13-10	12	17	NE
	L	3 5	7	4	I-12	2-8 I-4 each	See text	Nil	0	15 12" swim	17	N
Ray, Pungi	L H			-	1-12							
Ray: Deathray		10	6	8	•	2-12 3-12 and 2-20	See text	Immune to death spells	0	18" swim	19	NE
Ray: Giant Manta	G	8	6	8 to II	l and l		See text	Nil	-	18" swim	11	N
Ray: Stingray	S	0	7		1	I-3	See text	Nil	0	9" swim	10	N
Manufana Domishoo	М	5	5 (+Dex)	2	2	By wpn./ by wpn.	Whirling	Resistant to cold	15-16	12", 15" dancing	15	CN
Reaving Dervishes Relic Devourer	М	125	-10	131 hp	2	5-10/5-10	See text	Immune to relics & artifacts	15-16	15"	16	N

Rook Raven, Huge         S         0         6         I-I         I         Id42         Nil         Nil         57         I', 27'' B' (C)         II           Roper, Common         L         41         0         10 to 12         1         5-20         Strength Drain         Immune to normal missles         13-14         1''         15           Roper, Storoper         M         22         0         6         1         5-20         Strength Drain         Immune to normal missles         13-14         1''         15           Rot Grub, Candy Striped         T         0         9         1 hp         1         Burrow to Heart         Nil         0         1''''         20           Rot Grub, Common         K         8         1         1         -8         Burrow to Heart         Nil         0         6'''         20           Rot Grub, Common         M         8         2         5         2         Nil         Rusting, Musting         Nil         1         12'''         12'''           Sahuagin, Common         M         3         5         2'2''         3'''         1 d4/'/d4/2'/d4-2''         Foot Rale         Nil         11-12''         12''''         1''''''''''''''''	Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Rightor         M         10         0         0         1         10         10         100         100         9         20           Rightor         M         30         5         5         0         N         N         Secret	Remorhaz	G		0 (head 2,	` '	I	5-30 (9-12 HD),		Melt metal	I	12"	17	Ν
Kach Bard         H         7         8         5 to 8         Nu         Nu         Social         Social         Social         O         Ni         O           Retriew, Reden         H         33         9         9+         2         By wpn.         Soc cost         Soc tost         Soc tostotostost         Soc tost         Soc	Repeller, Electric	S	6	7	2	lorl	( )	See text	See text	5-7	6"	5	CN
Hear, Martin, M. H.         H.         F. B.         Nu         Nu         Sected: Sector: Action         Sected: Sector: Sector:		М	10	10	4	l or l	By wpn. or gaze	Teleporting gaze	Teleporting gaze	8-10	9"	20	CN
Besidering AlebardetsM33992By wpn.Sec textSec ext.Sec ext. <td>Retch Plant</td> <td>н</td> <td>7</td> <td>8</td> <td>5 to 8</td> <td>Nil</td> <td></td> <td></td> <td></td> <td>0</td> <td>Nil</td> <td>20</td> <td>Ν</td>	Retch Plant	н	7	8	5 to 8	Nil				0	Nil	20	Ν
Bestiver, Kultelings         M         33         9         9         9         9         9         9         9         9         9         9         9         9         9         9         10         See test	Retriever, Reckless	М	33	9	9+	2	By wpn.	See text	See text	5-7	12"	19	CE
Bareners         L         60         -2         10         4         1 $\frac{1}{2}$ gen/s         Ni         5.7         18"         19           Bareners         M         20         S         00         1         2.12         Bareners         Set text         Set t	Retriever, Relentless	М	33	9	9+	2		See text	See text	11-12	12"	6	NE
Reward         M         30         0         8         1         2-16         Paragram         See text         See text         See text         See text         13         14         14         14         14         14         14         14         14         14         14         14 <th14< th=""> <th14< th=""> <th14< th=""></th14<></th14<></th14<>	Retriever, Ruthless	М	33	9	9+	2	By wpn.	See text	See text	8-10	12"	14	LE
Reenger Restrict Restrict Restrict Restrict Restrict Restrict 	Retriever, Skullsplitter	L	60	-2	10	4	3-18 each	Eye rays	Nil	5-7	18"	19	CE
	Revenant	М	30	10	8	1	2-16	Paralyzation	See text	See text	9"	20	Ν
bikaccors, WhiteL66812.8Charge rampleNil1112"141412"14bik SplaterM412.21n/k2.12Hart SplaterNil06"-12" ky (C)18bik SplaterM3333312"Hart SplaterNil06"-12" ky (C)18bik SplaterM2234"//-7/4"Hart SplaterNil06"-12" ky (C)18bik SplaterM2224"//-7/4"ParayasianLindasia immute to plater18118<	Revenger	М	29	5	10	1	2-12		See text	13-14	15"	19	NE
Bindecores/Worly         L         B         5         10         1         2-12         Charge         Nit         1         12"         16           Kik Vertex         S         0         9         See Text         Nit         See Text         See Text         See Text         See Text         16         12"         20           Kik Vertex         S         0         9         15"         20 <td>Rhinoceros, Black</td> <td>L</td> <td>7</td> <td>6</td> <td>9</td> <td>1</td> <td>2-12</td> <td>Charge</td> <td>Nil</td> <td>1</td> <td>12"</td> <td>15</td> <td>N</td>	Rhinoceros, Black	L	7	6	9	1	2-12	Charge	Nil	1	12"	15	N
Nile       M       4       I       2:11       n.n.a       2:12       Hart format       Nile       0       6':12" fp((c)       18         Nile       Stee fact       See	Rhinoceros, White	L	6	6	8	1	2-8	Charge, trample	Nil	I	12"	14	N (E)
Nile       M       4       I       2:11       n.n.a       2:12       Hart format       Nile       0       6':12" fp((c)       18         Nile       Stee fact       See	Rhinoceros, Wooly	L	8	5	10	1	2-12	Charge	Nil	I		16	Ň
Silf Verses         S         0         9         See Text         NA         See Text         See Text         See Text         0         9''         12''         20           Kanng Ghul         M         22         2         2         2         2         2         3''         3'''         3''''         3''''         3'''''         3''''''         3''''''''''''''''''''''''''''''''''''	Rib Splitter	М	4	I	2+1	n/a	2-12		Nil	0	6" - 12" Fly (C)	18	Ν
Bightenus Awerger         M         32         2         2         5*         2         Byrpn, -4dyrypn, -4d         Sec Text         Sec Text         5*         1/2         20           Raring Gloud         N         2         6         3         -//-//-4         Raring Cloud         1/4         NI         Bold         5         7         1/1         20         1/4         NI         Bold         6/1         1/4		S	0	9	See Text	n/a	See text	0	See Text	0	9" - 15"	20	Ν
Raining Ghoal         M         24         2         6         3         4/16/14/9         Program         Undead, Immune to Paion         5         9°         20           Robelds         S         0         7         1-1         2 or 2         164 - 1/164 - 1         Nil         Nil         8-0         6'         1           Robelds         S         0         7         1-1         2 or 1         2-122-12/9         8-00         6-10         Immune To Paion         2-4         31/24' Fly (C)         1-2           Roc, Roth         G         29         4         16         2 or 1         3-1122-16' 20' 320         Samprise 6: 10         Immune To Paion         1         3''''''''''''''''''''''''''''''''''''			32							15-16			LG
Reck         Reck <t< td=""><td></td><td>М</td><td>24</td><td></td><td>6</td><td></td><td></td><td>Paralyzation,</td><td>Undead, immune to</td><td>5-7</td><td></td><td>20</td><td>CE</td></t<>		М	24		6			Paralyzation,	Undead, immune to	5-7		20	CE
Sebolds         S         0         7         1-1         2         2         1         1/14/-1         NI         NI <t< td=""><td>-</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></t<>	-												
Book Brich         H         I         S         2         1         2         2         2         1         1         1         1         1         1         1         1         1 <th2< th=""> <th2< th=""> <th2< th=""> <th2< t<="" td=""><td>Robolds</td><td>S</td><td>0</td><td>7</td><td>1-1</td><td>2 or 2</td><td> d4 -  / d4 -  </td><td></td><td>, 3</td><td>8-10</td><td>6"</td><td>11</td><td>CE</td></th2<></th2<></th2<></th2<>	Robolds	S	0	7	1-1	2 or 2	d4 -  / d4 -		, 3	8-10	6"	11	CE
Bace, Birch       H       IP       S       I.2       2 or       I       2.12/2 Jor 31/8       Supprise 6 in 10       Immune to poison       2.4       37, 37 FP (C)       II         Bace, Common       G       2.9       4       18       2 or       I 3-18/3-18 or 4-24       Supprise 6 in 10       Immune to poison       I       37, 30 °FP (C)       II         Bace, Forst       G       6.7       6       35       2 or       I       5-10/3 Jor 6+24       Supprise 6 in 10       Immune to poison       I       97, 90 °FP (C)       15         Bace, Ranh       G       6.7       6       35       2 or       I       5-10/2 Jor 6+22 Jor 20       Rock Throwing       NII       5-7       97       6°       14         Rock Rand       S       2       2       3       1       1       14       Jor 1       Charge Acade Mach Banage 5-7       9°       9°       1 <t< td=""><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></t<>													
Bool, Forst         G         29         4         18         2 or 1         3-18/18-18 or 4-24         Surprise 8 in 10         Immune to Poison         1         3''.30" Py (C)         12           Bool, March         G         G         G         3         3         1-6/16-2/-16         Surprise 6 in 10         Immune to Poison         1         9''.90" Py (C)         15           Bool, Karch         G         G         G         5         3         2-471-67.12 re 2-20         Rock Throwing         Nil         5-7         9''.9'' Py (C)         15           Book Repile         M-L         5         3         5+1         1         1-4         Surprise 1-4         Charge, Natt         Heart Attack Heal Damage         7         12'.2' Burrow         1           Bool Fined         S         2         7         2-1 p         1         Nil         Nil         1         1'.3'F H(8)         9           Rock Kawn, Gant         M         1         4'.3'T H(2)         1         3-6         Nil         Nil         1         1'.3'F H(8)         9''''''''''''''''''''''''''''''''''''	Roc, Birch	Н	19	5	12	2 or I		Suprise 6 in 10	Immune To Poison	2-4	3", 24" Fly (C)	12	Ν
Goc, Forst         G         29         4         18         2 or 1         3-18/9-18/or 4-24         Surprise 8 in 10         Immune to Cold         1         3''.30" Py (C)         12           Roc, Markin         G         6         35         2 or 1         5-300-30 or 8-48         Surprise 6 in 10         Immune to Poison         1         9''.90" Py (C)         15           Rock, Rhari         L         6         5         6+6'         3 or 1         -4/2.6-6/-12 or 2-20         Rock, Throwing         Nil         5-7         9''.90" Py (C)         15           Rock, Rogin         M-L         5         3         5+1         1         1-4         Surprise 1-4         Charge, heat         Hear Attack Heal Damage         7         12''.21 Purcow         11           Rock Throme         S         2         7         2-1 P         1         Nil         Nil         2-4''         3''.5 Pr (C)         5           Rock Raven, Common         S         0         8         1+1         1         Nil         Nil         1         1''.3 Pr (C)         1           Rock Raven, Common         L         0         6         1         3-20         Strength Drain         Stre tor 1         1''''''''''''''''''''''''''	Roc, Common	G	32	4	18	2 or I	3-18/3-18 or 4-24	Suprise 6 in 10	Immune to poison	1	3", 30" Fly (C)	11	Ν
Bac, Harsh         L         13         5         9         3         1-6/1-6/2-16         Surprise 6 in 10         Immune to Poison         1         15''         11''         15''         11''         15''         11''         15''         11''         15''         11''         15''         11''         15''         11''         15''         11''         15''         11''         15''         11''         15''         11''         15''         11''         15''         11''         15''         11''         15''         11''         15''         11''         15''         11''         15''         11''         15''         11''         15''         15''         16''         11''         14''         15''         15''         11''         15''         11''         14'''         14'''         15''         11''         14'''         14'''         14'''         14''''         14''''         14''''''         14''''         14''''         14'''''         14'''''         14'''''         14''''''         14''''''         14''''''''         14''''''''''''''''''''''''''''''''''''	Roc, Frost	G	29	4	18	2 or I	3-18/3-18 or 4-24			I.		12	Ν
Sac: Ruhk         G         67         6         35         2 or 1         5-303-30 or 8-48         Surprise 6 in 10         Immune to Poison         1         9°, 90° P(C)         15           Rock Reprise         ML         5         3         5+1         1         1-420-20-120         Pack Throwing         Nil         5-7         9°, 6° Climb         15           Rock Reprise         ML         5         3         5+11         1-420-212         Charge, heat         Charge, heat         Charge, heat         Path and Sheet Raine Powers         5-7         9°		L	13	5	9	3		•	Immune to Poison	I			Ν
Rack Basri         L         6         5         6+6         3 or l         2-4/2-4/3-12 or 2.20         Rock Trowing         Nil         5-7         9, °C Timb         1           Rack Morin         S         9         2         3         I or I         4-32 and 2-12         Charge, hast         Heat Attacks Hail Damage         5-7         12' 3''' Burrow         III           Rack Morin         S         2         7         2'' 1         164/3/146-3         Polymorph to         5-7         12'' 3''' Burrow         III           Rock Tener, Guran         S         0         8         I +1         2         I -14''         Nil         Nil         2         3'''' 5''' F(C)         5           Rock Tener, Guran         S         0         8         I +1         1         Nil         Nil         2''' 5''''         1''''''''''''''''''''''''''''''''''''		G	67	6	35	2 or I		•		I	9", 90" Fly (C)	15	Ν
Neck Republic         M-L         5         3         5+1+         1         1-4         Surprise 1-4         Chamelion Powers         1         6 <sup>+</sup> 14           Rock Worm         S         2         7         2+1         2 or 1         1d6-3/1 (d5-3)         Hurl Debris         Polymorph to         5.7         9 <sup>+</sup> 9 <sup>-</sup> Rock Horm         S         0         8         1+1         2         1-4/1-4         Mocking         Nil         2-4         3 <sup>+</sup> , 15 <sup>+</sup> Fl(C)         5           Rock Rown, Cammon         S         0         7         1-2-hp         1         Nil         Nil         2-4         3 <sup>+</sup> , 15 <sup>+</sup> Fl(C)         5           Rock Rawn, Gant         M         1         4         3+2         1         3-6         Nil         Nil         2-4         3 <sup>+</sup> , 15 <sup>+</sup> Fl(C)         1           Rock Rawn, Nage         S         0         6         1         1-44-2         Nil         Nil         Nil         2-4         3 <sup>+</sup> , 15 <sup>+</sup> Fl(C)         1         5         7         9 <sup>+</sup> 1         5         5         7         1         5         7         9 <sup>+</sup> 1         5         5         7         1		L	6	5	6+6	3 or I	2-6/2-6/3-12 or 2-20	•	Nil	5-7			CE
Bock Morim         S         9         2         3         1 or I         4-32 and 2-12         Charge, hat or boulder ding.         Hard Debris         Hear Actacls Head Danage inatimate object         57         9"         1"           Bool Horned Riven         S         0         8         1-1         2-1         1d6/3/1d6-3         Hard Debris         Polymorph to inatimate object         Simility         2-4         3",15" Fr (0)         5           Book Horned Riven         S         0         8         1-4         3+2         1         Mocking         Nil         1         3",15" Fr (0)         1         1           Book Horned Riven         M         1         4         3+2         1         3.4         Nil         Nil         1         3",15" Fr (0)         1         1         1         1         3.4         1         1         3.4         1         1         3.6         1         1         3.5         7         1",2",3" Burrow M         1         3         3         3.6         1         3.6         1         1         3.6         1         3.6         1         3.6         1         1         3.6         2.2         Nil         Nili         Nili         1		M-L	5	3	5+1+	1	1-4	-	Chamelion Powers	1		14	Ν
Soof Fiend         S         2         7         2:1         2 or 1         old-3:104-3:104-3:104-3:104-107         Polymorph to inaminate object         5-7         9"         9           Sook Homen Common         S         0         8         1+1         2         1-4/1.4         Mui         Nil         2.4         3', 15" Fig /(C)         5           Sook Homen, Common         S         0         7         1-2, pp         1         1.4         Nil         1         1.7, 36" Fig (G)         9           Sook Raven, Chan         M         1         4         3+2         1         3-6         Nil         Nil         2.4         3', 16" Fig (C)         1           Sook Raven, Namen, Gian         M         1         4         3+2         1         1.442.2         Nil         Nil         2.4         3', 16" Fig (C)         1         1         3         5         7         2.16" (3', 10" (3', 1	Rock Worm	S	9	2	3	l or l	4-32 and 2-12	•	Heat Attacks Heal Damage	5-7	12", 3" Burrow	11	Ν
Rook: Horned Raven         S         0         8         1+1         2         1.4         Mocking         Nil         11         2.4         3", 15" Fby (C)         5           Rook: Raven, Common         S         0         7         1-2 bp         1         1         Nil         Nil         Nil         1         1", 36" Fby (C)         5           Rook: Raven, Giant         M         1         4         3-2         1         3-6         Nil         Nil         Nil         2         3", 16" Fl (O)         13         1           Rook: Raven, Huge         S         0         6         1         2.20         Strength Drain         Strength Drain         Strength Drain         Strength Drain         Strength Drain         1 <td>Roof Fiend</td> <td>S</td> <td>2</td> <td>7</td> <td>2+1</td> <td>2 or I</td> <td></td> <td></td> <td></td> <td>5-7</td> <td>9"</td> <td>9</td> <td>NE</td>	Roof Fiend	S	2	7	2+1	2 or I				5-7	9"	9	NE
Rook Raven, Common         S         0         7         1-2 hp         1         1         Nil         Nil         1         4         97         13         14         3-6         Nil         Nil         14         3'''         15'''         13'''         14'''         13'''         14'''         15'''         15'''         15'''         15'''         15'''         15''''         15''''         15''''         15''''         15''''         15''''         15''''         15'''''         15'''''         15'''''         15'''''         15''''''         15'''''''''''         15''''''''''''''''''''''''''''''''''''	Rook: Horned Raven	S	0	8	+	2		Mocking	•	2-4	3", 15" Fly (C)	5	N (E)
Nock Rave, Giant         M         I         4         3+2         I         3-6         Nil         Nil         2-4         3", 16" F1 (D)         13         I           Roper, Common         L         41         0         10 to 12         1         5-20         Strength Drain         See text         15.16         3"         1", 27" F1 (C)         11           Roper, Common         L         41         0         10 to 12         1         5-20         Strength Drain         Immune to normal missles         13.14         1"         15           Kog Grub, Carndy Striped         T         0         9         1 hp         1         Burrow to Heart         Nil         0         1"         20           Ko Grub, Carndy Striped         T         0         9         1 hp         1         1.8         Burrow to Heart         Nil         0         6"         20         Ko finit         Kat finit         1         18"         10"         20 <td< td=""><td>Rook: Raven, Common</td><td>S</td><td>0</td><td>7</td><td>I-2 hp</td><td>I.</td><td>I</td><td>Nil</td><td>Nil</td><td>I</td><td></td><td>9</td><td>N (E)</td></td<>	Rook: Raven, Common	S	0	7	I-2 hp	I.	I	Nil	Nil	I		9	N (E)
Rook Rave, Huge         S         0         6         I-I         I         Id-2         Nill         Nill         57         I', 27" fl (C)         II           Rober, Common         L         41         0         10 to 12         I         5:20         Strength Drain         Immune to normal missies         I3-14         I'         I         Rober, Storoper         IS         IS         I         I         Strength Drain         Immune to normal missies         IS-14         I'         IS           Rot Grub, Candy Striped         T         0         9         I hp         I         Burrow to Heart         Nil         0         I''. 20         Rot Grub, Common         KG Grub, Common         I         20         Rot Rot Stription         Nil         I         I''. 20"         Rot Rot Stription         I''. 20         Rot Rot Stription         I''. 20         I''. 20"         Rot Rot Stription         I''. 20"         Rot Rot Stription         I''. 20"         Rot Rot Stription         I''. 20"         Rot Rot Rot Rot Rot Rot Rot Rot Rot Rot	-	М	I	4		1	3-6			2-4			E (Any)
Roper, Common         L         41         0         10 to 12         1         5-20         Strength Drain         See text         15-16         3"         15           Roper, Storoper         M         22         0         6         1         5-20         Strength Drain         Immute to normal missies         13-14         1"         15           Roper, Storoper         0         9         1 hp         1         Burrow to Heart         Nil         0         1"         20           Rot Grub, Common         T         0         9         1 hp         1         1         Burrow to Heart         Nil         0         1"         20           Rot Grub, Gruth, Gruth         L         1         7         2         3         1-141/1/14-1         Stampede         Nil         1         9"         5           Rust Monster, Common         M         8         2         5         2         Nil         Rusting, Magnetism         Nil         11         12"         12.24" Swim         15           Saluagin, Common         M         4         5         5 or 2         2+2         5-2         16/1/14-2/14-24 Act or by wpns.         Foot Rake         Nil         11-12         12", 2"		S	0	6	-	1	l d4-2	Nil	Nil	5-7			NE
Ret Grub, Candy Striped       T       0       9       1 hp       1       1       Burrow to Heart       Nil       0       1"       20         Not Grub, Common       T       0       9       1 hp       1       1       Burrow to Heart       Nil       0       1"       20         Rot Grub, Gandy       S       1       8       1       1       Burrow to Heart       Nil       0       6"       20         Rothe"       L       1       7       2       3       1.8/1d4.1/1d4.1       Stampede       Nil       1       9"       5         Rust Monster, Common       M       8       2       5       2       Nil       Rusting       Nil       1       12"       13"       14	0	L	41	0	10 to 12	1	5-20	Strength Drain	See text	15-16		15	CE
Reic Grub, Candy Striped       T       0       9       1 hp       1       Burrow to Heart       Nil       0       1"       20         Rot Grub, Common       T       0       9       1 hp       1       Burrow to Heart       Nil       0       1"       20         Rot Grub, Gandy, Signt       S       1       8       1       1-8       Burrow to Heart       Nil       0       6"       20         Rothe'       L       1       7       2       3       1-8/1d4-1/1d4-1       Stampede       Nil       1       9"       5         Rothe'       L       1       7       2       3       1-8/1d4-1/1d4-1       Stampede       Nil       1       18"       1       12"       20         Rothe former, Magnetic       M       13       2       6       2       Nil       Rusting       Nil       1       12"       12", 24" Swim       12"       2"       Stampedian       Nil       1       12", 24" Swim       15"	•	М	22	0		1	5-20	0	Immune to normal missles	13-14	1"	15	CE
Rat Grub, Common       T       0       9       1 hp       1       1       Burrow to Heart       Nil       0       1"       20         Rot Grub, gant       S       I       8       I       I       I       I       8       Burrow to Heart       Nil       0       6"       20         Rot Grub, gant       S       I       7       2       3       I-8/Id4-I/Id4I       Stampede       Nil       I       9"       5         Rust Monster, Common       M       8       2       5       2       Nil       Rusting, Magnetics       Nil       I       12"       12"       12"         Sahuagin, Common       M       3       5       5"2"       3 or I       Id4/Id4-2/Id4-2       Foot Rake       Nil       II-12       12", 24" Swim       15"         Sahuagin, Common       M       4       5       5 or 2       2"2"       5">5"       1       14/Id4-2/I		Т	0	9	l hp	I		Burrow to Heart	Nil	0	1"	20	N
Ret Grub giant       S       I       8       I		т	0	9	•	1	I			0	1"		Ν
Rothe       L       I       7       2       3       I-8/144-1/1d4-1       Stampede       Nil       I       9"       5         Rust Monster, Common       M       8       2       5       2       Nil       Rusting       Nill       1       18"       11       8"       11         Rust Monster, Magnetic       M       13       2       6       2       Nil       Rusting, Magnetics       Nill       1       12"       12         Sahuagin, Common       M       3       5       2+2       3 or 1       1d4/1d4-2/1d4-2       Foot Rake       Nill       11-12       12", 24" Swim       15         Sahuagin, Mutant       M       4       5       5 or 2       2+2       5-2       1d4/1d4-2/4 dr by wpns.       Foot Rake       Nill       11-12       12", 24" Swim       15         Sahuagin, Mutant       M       4       5       5 or 2       2+2       5-2       1d4/1d4-2/4 dr by wpns.       Foot Rake       Nill       11-12       12", 24" Swim       16         Sahuagin, Mutant       M       18       5/3       7+7       2       By wpn./2-12       Heat       +1 or better wpns. to hit,13-14       9"       17       16       16		S	I	8	ı.	I.	1-8	Burrow to Heart	Nil	0	6"	20	Ν
Master         M         8         2         5         2         Nil         Rusting         NII         1         18"         11           Lust Monster, Magnetic         M         13         2         6         2         Nili         Rusting, Magnetism         Nil         1         12"         12"         12"           ahuagin, Common         M         3         5         2+2         3 or 1         1d4/1d4-2/1d4-2         Foot Rake         Nil         11-12         12", 2" Swin         14"           ahuagin, Mutant         M         4         5         5 or 2         2+2         5-2         1d4/1d4-2x4 or by wpns.         Foot Rake         Nil         11-12         12", 2" Swin           alamander         M         18         5/3         7.7         2         By wpn./2-12         Heat         +1 or better wpns. to hit, immune to heat & fire         13.14         9"         10"           amaritans         M         0         7 (10 w/o armor)         1+         2-16         Nil         Standard         8-14         9"         19"         1           atyr, Common         M         17         5         1         2-16         Nil         Immune to normal crushing/ puncturing wpns.		L	I	7	2	3			Nil	1			Ν
Nuster         M         I3         2         6         2         Nil         Rusting, Magnetism         Nil         I         12"         12"         12           Sahuagin, Common         M         3         5         2+2         3 or 1         1d4/1d4-2/1d4-2         Foot Rake         Nil         II-12         I2', 24" Swim         I5           Sahuagin, Mutant         M         4         5         5 or 2         2+2         5-2         Id4/1d4-2x4 or by wpns.         Foot Rake         Nil         II-12         I2', 27" swim         I5           Sahuagin, Mutant         M         4         5         5 or 2         2+2         5-2         Id4/1d4-2x4 or by wpns.         Foot Rake         Nil         II-12         I2'', 27" swim           Sahuagin, Mutant         M         4         5         5 or 2         2+2         By wpn./2-12         Heat         +1 or better wpns. to hit, IS-14         9"         I         I         I         I         I         II         II         II         II         II         II         II         II         II         III	Rust Monster, Common	М	8	2	5	2	Nil		NII	I.	18"	11	Ν
Sahuagin, Common       M       3       5       2+2       3 or I       Idd/Idd-2/Idd-2       Foot Rake       Nil       II-12       12', 24'' Swim       15         Sahuagin, Mutant       M       4       5       5 or 2       2+2       5-2       Idd/Idd-2x4 or by wpns.       Foot Rake       NII       II-12       12', 24'' Swim       15         Saluagin, Mutant       M       4       5       5 or 2       2+2       5-2       Idd/Idd-2x4 or by wpns.       Foot Rake       NII       II-12       12'', 27'' swin       17         Saluagin, Mutant       M       18       5/3       7+7       2       By wpn./2-12       Heat       +1 or better wpns. to hit, is munue to heat & fire immune to heat & fir	Rust Monster, Magnetic	М	13	2	6	2	Nil		Nil	L		12	Ν
Sahugin, Mutant       M       4       5       5 or 2       2 + 2       5 - 2       Id4/Id4-2x4 or by wpns.       Foot Rake       NII       II-12       I2", 27" swin         Sahunander       M       B       5/3       7+7       2       By wpn./2-12       Heat       +1 or better wpns. to hit, is 13-14       9"       17         Samaritans       M       0       7 (10 w/o       1+       1       By wpn.       Nil       Nil       8-18       12"       10         Samurai Jackal       M       3       3 (6 w/o       3rd-7th       1       2-16       Nil       Immune to normal crushing/ puncturing wpns.       8-14       9"       19       L         Satyr, Common       M       17       5       5       1       2-16       Nil       Immune to normal crushing/ puncturing wpns.       11-12       18"       13         Satyr, Common       M       17       5       5       1       2-16       Music       Nil       11-12       18"       13         Satyr, Faun       S       6       5       3       1       1-6       Music       Nil       11-12       18"       3         Satyr, Faun       S       23       5       6+1 </td <td>0</td> <td>М</td> <td>3</td> <td></td> <td>2+2</td> <td>3 or I</td> <td></td> <td></td> <td>Nil</td> <td>11-12</td> <td>12', 24" Swim</td> <td></td> <td>LE</td>	0	М	3		2+2	3 or I			Nil	11-12	12', 24" Swim		LE
Salamander       M       I8       5/3       7+7       2       By wpn./2-12       Heat       + I or better wpns. to hit, immune to heat & fire immune to heat & fi	ahuagin, Mutant	М					5-2	ld4/ld4-2x4 or by wpns.	Foot Rake	NII		12", 27" swir	
MamaritansM07 (10 w/o armor)1+1By wpn.NilNilNil8-1812"10Samurai JackalM33 (6 w/o 3 (6 w/o armor)3rd-7th bl ftrs12-16NilStandard8-149"19LSandlingL73412-16NilImmune to normal crushing/ puncturing wpns.012" (6")19Satyr, CommonM175512-8 or by wpn.Satyrical musicNil11-1218"13Satyr, FaunS65311-6MusicNil8-1015"8Satyr, She-, CommonS125512-8ChargeSobering11-129"14Satyr, She-, Great HornedM2057+212-16ChargeSobering15-1615"18		М	18	5/3	7+7	2	By wpn./2-12			13-14	9"		CE
Samurai Jackal M 3 3 (6 w/o 3rd-7th kl 2-16 Nil Standard 8-14 9" 19 L sandling L 7 3 4 1 2-16 Nil Immune to normal crushing/ 0 12" (6") 19 satyr, Common M 17 5 5 1 2-8 or by wpn. Satyrical music Nil 11-12 18" 13 satyr, Faun S 6 5 3 1 1-6 Music Nil 11-12 9" 14 Satyr, Korred S 23 5 6+1 1 3-6 or by wpn. +4 See text Nil 11-12 9" 14 Satyr, She-, Common S 12 5 5 1 2-8 Charge Sobering 11-14 15" 17 Satyr, She-, Great Horned M 20 5 7+2 1 2-16 Charge Sobering 15-16 15" 18	amaritans	М	0	•	+	I	By wpn.	Nil		8-18	12"	10	LG
Sandling       L       7       3       4       I       2-16       Nil       Immune to normal crushing/ puncturing wpns.       0       12" (6")       19         Satyr, Common       M       17       5       5       I       2-8 or by wpn.       Satyrical music       Nil       II-12       18"       I3         Satyr, Common       S       6       5       3       I       I-6       Music       Nil       8-10       15"       8         Satyr, Korred       S       23       5       6+1       I       3-6 or by wpn. +4       See text       Nil       1-12       9"       14         Satyr, She-, Common       S       12       5       5       I       2-8       Charge       Sobering       I1-14       15"       17         Satyr, She-, Great Horned       M       20       5       7+2       I       2-16       Charge       Sobering       15-16       15"       18	amurai Jackal	М	3	3 (6 w/o		I	2-16	Nil	Standard	8-14	9"	19	L (60% E, 30% N, 10% G)
M         I7         5         5         I         2-8 or by wpn.         Satyrical music         Nil         I I-12         18"         I 3           Satyr, Faun         S         6         5         3         I         I-6         Music         Nil         8-10         15"         8           Satyr, Korred         S         23         5         6+1         I         3-6 or by wpn. +4         See text         Nil         I I-12         9"         14           Satyr, Korred         S         12         5         5         I         2-8         Charge         Sobering         I I-14         15"         17           Satyr, She-, Great Horned         M         20         5         7+2         I         2-16         Charge         Sobering         15-16         15"         18	Sandling	L	7	3	4	I	2-16	Nil	0	0	12" (6")	19	N
Satyr, Faun         S         6         5         3         I         I-6         Music         Nil         8-10         I5"         8           Satyr, Korred         S         23         5         6+1         I         3-6 or by wpn. +4         See text         Nil         II-12         9"         I4           Satyr, Korred         S         12         5         5         I         2-8         Charge         Sobering         II-14         I5"         I7           Satyr, She-, Great Horned         M         20         5         7+2         I         2-16         Charge         Sobering         I5-16         I5"         18	Satyr, Common	М	17	5	5	1	2-8 or by won.	Satyrical music		11-12	18"	13	Ν
Sary, Korred         S         23         5         6+1         I         3-6 or by wpn. +4         See text         Nil         I I-12         9"         I4           Sary, Korred         S         12         5         5         I         2-8         Charge         Sobering         I I-14         I5"         I7           Sary, She-, Great Horned         M         20         5         7+2         I         2-16         Charge         Sobering         I5-16         I5"         18						1	, ,						N
Saryr, She-, Common         S         I2         5         I         2-8         Charge         Sobering         I I-14         I5"         I7           Saryr, She-, Great Horned         M         20         5         7+2         I         2-16         Charge         Sobering         I 5-16         I5"         18		-				I							CN
Catyr, She-, Great Horned M 20 5 7+2 I 2-16 Charge Sobering I5-16 I5" I8		-				I							N (L)
		-				1			5				N (L)
	Scarab of Seeking	т	0	8	5	i	See text	Boring	Reformation	0	I", 3" Fly (C)	20	N N
Scarab, common T 0 8 3-12 hp 0 0 Blinding Nil 0 I'', 3" ffy (C) 10						0		0					N

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Scarab, giant	М	I.	4	3+2	2	1-6/2-8	Nil	Nil	0	3", 9" Fly (C)	15	N
Scarecrow	М	9	6	5	1	I-6 and Spcl.	Charm	Nil	0	6"	20	E (A
ScareRaven	S	i	7	1+2	i	I-4	Fear Graze	Nil	i i	3", 15'Fly (B)	9	N (
Scorpion, common	Т	0	6	0.25	i		Poison Sting	Nil	0	3"	10	N
Scorpion, Giant	M	6	3	5+5	3	- 0/ - 0/ -4	Poison Sting	Nil	Ő	15"		N
Scorpion, Hell	M	ŭ	3	5+5	5	1-10/1-10/1-4/2-7/1-4	Poison sting	Nil	0	12"	14	N
•	S	7	3	4+4	3		0	Nil	0	9"	8	N
Scorpion, Huge	S	3	3	2+2	3	-8/ -8/ d4-   -4/ -4/	Poison Sting	Nil	0	9"	8	N N
Scorpion, Large		4	3		-		Poison Sting				-	
Screacher	М	-	-	4	3	d4- / d4/ - 0	Screech	I/4 dmg. from crushing wpns. & rockslides, can survive w/o air	5-7	9", 9" climb	16	С
Screaming Desert Tortoise	М	15	2/5	6	I	1-4	Scream	Surprise, shell	2-4	3"	11	٢
Screaming Meanies	М	1	7	1	l or l	By wpn. or See text	Oil bombs	Nil	8-10	12"	9	C
Scroll Devourer	т	0	2	0.25	Nil	Nil	Surprise, paper consumption	Camoflage	0	12", (3")	11	1
Scylla	Н	114	-3	159 hp	6	2-24×6	Sailor Snatching	Nil	11-12	15", 12" Swim	19	N
				(25 HD)			C C					
Scylla: Charybdis	G	134	0	243 hp (29 HD)	I	See text	Watery Consumption	See text	2-4	See text	20	Ν
	6	21	1		1 2	E 20 am 2 12/2 12	W/hinlagel Cassing	NI:I	F 7	LE" See tout	10	
Sea Harker	G	21	6	15	l or 2	5-30 or 3-12/3-12	Whirlpool, Capsize	Nil	5-7	15" See text	19	1
Sea Lion	L	6	5/3	6	3	1-6/1-6/2-12	Mauling	Nil	2-4	18" Swim 1"	12	1
Sea Monster	G	306	3	100	lorl	10-100 or See text	Constriction, breath wpn.	Nil	2-4	15"	17	1
Sea Stalker	М	4	6	5	3	1-4/1-4/1-12	Surprise 5 in 10	Nil	11-12	6", 18" swim	16	٢
Seagull	S	0	7	.5	I	l d4-2	Nil	Nil	I	3", I 5" fly (B)	7	1
Seahorse, Giant	L	0	7	2/3/4	I	I-4 or 2-5 or 2-8	Nil	Nil	2-4	21" swim	6	1
Seal, Feral	М	3	10	5	I	I-6	Nil	Nil	I	12"	15	N (
Seawolf, Greater	М	10	4	9+2	3 or 1 (tail)	2-8/1-4/1-4 or 3-12	Nil	Nil	8-10	9", 27" swim	18	Ċ
Seawolf, Lesser	М	2	6	2+2	I	2-8	Nil	Nil	2-4	30", 9" swim	16	1
Sedusa	M	22	4	9		by wpn.	Spells, Poison Bite	Immune to poison	11-16	12"	15	, N
Seeall	M	11	3 (8 w/o	3	2	By wpn.	Initiative	Never surprised Parry	8-16	12"	15	L
Seeker, Ear	т	0	armor) 9	3-18hp		See text	See text	Nil	0	I" fly (A)	19	1
Seeker, Eye	S	0	10	2-24 hp	i	See text	See text	Nil	0	6"	19	i
Seeker, Nose	J T	ő	9	I hp			Suprise 7 in 10, Blood Drain	Nil	0	I"	14	1
Seeping Gelatinous Seeker	S	0	10	2-24 hp	1	See text	See text	Nil	0	6"	14	1
Selkie	M	2	5 (10 in	3+3	I	I-6 by wpn.	Spells	Spells	8-16	12", 36" swim	12	N
Serpent, Barbed	L	6	human form) 7	5+5		2-12	Constriction	Barbs	2-4	6:, 3" Climb	11	١
	S	2	7						2-4		3	
Serpent, Cerastes		_		2		1-6	Poison	Nil		9"		1
Serpentine	S	4	5/3	2	I	1-3	Poison	Shell	1	9"	6	1
Sewer Grub	Т	0	9	I-2 hp	I	See text	See text	Nil	0	I"	20	1
Sewer Snapper	т	0	8	0.5	I	l d4-2	Frenzy	Nil	I	9" Swim	10	1
Shade	See Text	26	See Text	See Text	See text	See text	See text	See Text	See Text	See Text	See Text	A non-
Shadow Fiend	М	12	5 (See text)	5 (See text)	2	-4/ -4	Advanced Imitation	Regeneration	I	6" See Text	11	l
Shadow Render	М	20	0	9+1	1	1-8/1-8/1-10	See text	See Text	13-14	12"	See Text	C
Shadow, Common	M	5	7	3+3	i	2-5	Strength Drain	+1 or better to hit.	5-7	12"	See Text	Ċ
							-	immune to cold				
Shambling Mound	L	26	0	8 to 11	2	2-16/2-16	Suffocation	Stealth, see text	5-7	6", 12" swim	18	N
Shank Shrub	S	2	6	2+1	2-8	1-4	Seed infection	Nil	0	Nil	20	1
Shark, Angel	S	1	8	2	I	2-5	Nil	Camoflage	0	6"	14	1
Shark, Dawg Fish	S	3	8	4	I	I-6	Nil	Poison Spine	I.	6"	14	1
Shark, Giant Megalodon	G	22	5	15	I	6-24	Swallow Whole	Nil	0	18"	20	1
Shark, Goblin	L	11	5	8	I	1-12	Pointed Snout	Lightning Resistance	0	6"	19	1
Shark,Wobbegong	М	4	6	6	I	I-8	Nil	Camoflage	0	15"	15	1
Shedu, Greater	L	77	2	14+14	2	3-18/3-18	Nil	Ward Off Evil aura	17-18	15", 30"fly (B)	20	L
Shedu, Lesser	Ē	36	4	9+9	2	1-6/1-6	Nil	Nil	15-16	12", 24" Fly(C)	16	L
Sheep, Carnivorous	M	2	7	2+3	ĺ	1-12	Sever Limbs	See Text	2-4	12,21 11,(C)	18	N
Sheep, Common	S-M	0	7	2-12 hp		Id4-2	Nil	Nil	2-1	9"	6	
Sheep, Common Sheep, Giant	5-14 L	0	7	2-12 np 4		104-2	Nil	Nil	1	12"	6 7	
		7			ן ר							
Sheet Ghoul	M		2	4+2	3	d4- / d4- / -6	Acid Squirt	NII	8-10	9"	19	(
Sheet Phantom	M	6	3	3		1-4	Suffocation	Camoflage	8-10	6"	19	(
Shirkmare	L	7	6	6	3	1-6/1-8/1-8	Rear Kick I-12	Never Surprised	2-4	26"	15	C
Shocker	М	3	0 or 10	1+2		10	Electricity Zap	Immune to Electricity,	2-4	9"	16	N

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Shrew Klutcher	S	2	10 (-10)	.25	1	Nil	Paralyzing Touch,	poison, & paralyzation Immune to Non-magical	8-10	9" (floating)	19	NE
			. ,		1		Life Stealing	or non-dwarf crafted wpns.				
Shrew Mouse, Common	Т	-1	10	0	I	.25	Nil	Nil	I	Ι"	2	N
Shrew Mouse, Giant	Т	0	9	3-6 hp	I	.5	Nil	Nil	I	2"	3	N
Shriek, The	М	21	5	7+2	2	2-8/2-8	Rending	See text	8-10	12"	14	CE
Shrieker	М	2	7	3	0	Nil	Shriek	Nil	0	Nil	20	N
Shrill Lancer	Т	1	6	0	1	1-4	Impaling	Shrill	2-4	2", I 2" fly (B)	13	N
Simian Orc	М	I	8	3	l or 2	by wpn. or Id4-I/I-6+7	Nil	Nil	2-4	12', 3" Bc	19	NE
Simurgh	G	76	-5	144 hp (18 HD	0) 3	2-12/2-12/5-30	Wing beat	See text	15-16	9", 36" fly (B)	19	LG
Sinewy Mugger	S	2	4	2	6	l x6	Surprise on 6 in 10	Nil	5-7	3"	14	NE
Sirine	М	20	3	4 to 7	I	By wpn.	Song, Stupidity touch, Spells	Spells, Water Breathing, Immune to Gas	13-18	12", 24" Swim	12	Any
Sivian Banshee	Μ	51	2	12	I	Nil	Wail of Dispair	+2 or better (or blessed) wpns. to hit	8-14	9", 12" Fly(c)	19	LE
Skankgither	М	8	3	4+4	I	2-12	Psychically draining bite	Nil	5-7	15"	14	Ν
Skeleton Warrior	M	44	2 or	9+2 to	2	By wpn. +3 to hit	See text	See text	15-16	6"	19	NE
Skeleton, Animal	S-M		lower 8	9+12+ 1-1		1-4	Nil	See text	0	6"	20	N
Skeleton, Animated	M	2	° 7	1-1		1-4	Nil	See text	0	12"	20	N
Skeleton, Giant	L	12	4	ı 4+4	i i	1-12	Nil		0	12	20	N
Skeleton, Giant Skeleton, Monster		12	4		1	1-12	Nil	See text	0		20	N N
	L			6	1			See text		12"		
Skeleton, Red Eyed	M	14	2	6  +2		1-12	See text	See text	2-4	12"	20	NE
Skeleton, Screaming	M	2				I-6	Fear scream	See text	0	12"	20	N
Skin Walker	М	5	6	4th Ivl druid+		By wpn.	Spells	Spells, shape change	13-14	12"	14	N
Skink, Blink	S	2	4		1	l d4-2	Nil	Teleporting	5-7	6"	14	CG
Skink, Clink	L	17	0	7+3	I	3-12	Tongue attack	Nil	I	9"	8	N
Skink, Drink	М	2	6	2+3	I	2-8	Drowning	Nil	I	9", 6" swim	10	N
Skink, Fink	S	1	6	I	I	d4-	Nil	Stealth	13-14	9"	10	LE
Skink, Mink	М	3	5	4+1	I	3-10	Surprise 7 in 10	Camouflage	I	6", 3" burrow	14	N
Skink, Pink	S	1	9	1+4	I.	1-4	Fighting blind	Immune to visual effects	I.	6"	15	N
Skink, Stink	S	1	7	I	1	1-4	Stinking cloud	Immune to stink	2-4	9"	11	N
Skink, Think	S	2	6	I	I	Id4-2	Nil	Nil	17-18	6"	13	LN
Skithering Yith-Monkey	S	1	7	l to 4	I	By wpn.	Spells	Spells	13-18	6", 9" climb	11	LE
Skraagon	G	43	4	12	2 or 7	I-8/2-5 or 2-8/I-6x6	Lightning Bolt	Immune to electricity and poison	5-7	15"	15	NE
Skulking Carcass	М	3	6	2+1	2	1-6/1-6	Stealth, backstab	Undead	8-10	12"	18	NE
Skullbreaker	S	2	7	2+1	2	1-6/1-6	Wpn. hands	Resistant to shape change	11-12	9"	18	NE
Skunk	S	0	8	3-12 hp	1	1	Stink musk	Stink Musk	1	12"	6	N
Skunk, Giant	М	3	7	5	I	1-6	Stink Musk	Stink Musk	I	9"	10	N
Slaad Lord Stendam	М	181	-6	17	3 or I	2-16x3+ energy drain or Spcl.	See text	See Text	19-20	16"/19"	18	CN
Slaad Lord Ygori	L	187	-7	26	2	See text	See text	85%	19-20	18"	20	CN
Slaad Lord, Death	Μ	128	-4	15+7	3 or 2	2-20/3-18/3-18 or by wpns.	See text	See text	17-18	9"	19	CN
Slaad, Blue	L	33	2	8+4	5	2-16/2-12×4	See text	See text	5-7	6"	12	CN
Blaad, Green	L	48	3	9+3	3	2-16/3-8/3-8	See text	See text	8-10	9"	14	CN
Slaad, Grey: Executioner	Μ	73	Ι	10+6	3 or 2	2-16/4-10/4-10 or by wpns.	See text	See text	11-12	12"	16	CN
Slaad, Red	L	25	4	7+3	3	1-4/1-4/2-16	See text	See text	5-7	6"	11	CN
Slapping Durnkin	Ň	3	-8	1-1	2	Id6-4/Id6-4	See text	Nil	8-10	12"	15	LN
Slazstoids	M	Ī	6		ī	By wpn.	Nil	Nil	5-7	6"	10	CE
Slime, Green	S	0	9	2	0	Transformation	Transformation	Nil	0	0"	20	N
Slime, Olive	S	5	9	2+2	0	nil	Metamorphosis	See text	0	0"	17	N
Slime, Olive - Host	M	5	9	3+2/5+2/8+2		1-4 or 2-8 or 4-16	See text	See text	i	6"	19	N
Slithering Slasher	S	5	6	2+4	lorl	2-8 or poison spit	Poison spit	Parry		9"	15	N
Slithering Tracker	S	9	5	5	0	Nil	Paralyzation	Transparency	8-10	12"	13	N
	M	3	4	3+1	I		Nil	Immune to disease	8-10	12	16	CE
Slobgoblins, Greater	S	3				By wpn.		Immune to disease		9"		CE
Slobgoblins, Lesser		1	6	1+2	1	By wpn I	Nil		8-10		12	
Sloth, Greater Mossback	M	10	4	6	2	2-16/2-16	Nil	Need magic wpns. to hit	2-4	3"	16	N
Sloth, Prehistoric	L	6	5	10	2	3-24/3-24	Nil	Nil	1	6"	18	N
	H-G	45	8	12	I	1-12	Acid Spit	Immune to Crushing wpns.	0	6"	12	N
Slug, Giant Snake Man	М	5	5+	3 to 4	2	By wpn. and	Transforming bite	Nil	8-10	9", 18" climb	16	C (Any)

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	Α
nake, Amphisbaena	М	13	3	6	2	d4/ d4-	Poison	Immune to cold	I	12"	9	I
nake, Boalisk	L	9	5	5+1	2	ld4-1/2-7	Gaze, Constriction	Nil	I	12"	13	1
Snake, Constrictor	L	4	5	3+2	2	1-4/2-8	Constrict	Nil	1	9"	11	1
Snake, Constrictor, Giant	L	8	5	6+1	2	1-4/2-8	Constrict	Nil		9"	11	
Snake, Heway	M	2	7	1+3	ī	Id4-I	Poison/Charm	Nil	5-7	12", 6" swim	6	
Snake, Humongus	G	23	5	16	2	1-8/2-20	Constrict/Charm	Nil	2-4	15"	15	
Snake, Sea, Giant	M	14	5	10		Id4		Nil	2-1	15"	9	
	G	14	-	10	2	1-4/2-20	poison			6"	12	
Snake, Snow Serpent			6				Constrict	Nil				
Snake, Spitting	М	5	5	4+2	2	ld4-l	Poison Spit	Nil		12"	11	
Snake, Venomous	S	2	6	2+1	1	1	Poison	Nil	1	15"	8	
Snake, Venomous, giant	М	7	5	4+2	I	ld4-1	Poison	Nil	1	15"	9	
Snapper-Saw	L	9	4 (stalks), 7 (leaves), 9 (bush)	5	3 to 6	2-5	Traps	Nil	0	Nil	19	
Snarl Beast	L	12	4	10	5	2-8/2-8/3-12/2-7/2-7	Paralyzing snarl	Nil	2-4	15"	18	
Snatcher, Map	S	4	5	1-1	I	By wpn.	Snatching, spells	Invisibility, stealth	8-10	9"	5	
Snow Beasts	н	3	4	3+1	3	1-4+7/1-4+7/2-8	Surprise 5 in 10	Immune to cold	2-4	12"	17	
Snow Strider	Н	33	2	13	5	5-10/5-10/5-12/1-3/1-3	+2 to initiative	Immune to cold	2-4	15"	19	
Snyad	S	3	-4	1-1	j	By wpn.	+6 to initative, stealing	Dodge bonus	5-7	21"	4	
Solifugid, Giant	S	6	-4	6+6		By wpn.	+6 to initiative, stealing	Dodge Bonus	5-7	21"	4	
	M	4	-4	5+5	2 0 1	ьу wpn. I-4/I-4 or 3-12			0	9"	19	
Solifugid, Huge		-			2 or I		Rip	Nil		9" 9"		
Solifugid, Large	M	2	6	3+3	2 or I	ld4-1/1d4-1 or 2-8	Grip	Nil	0		19	
Solifugid, Tempusfugid	M	7	6	3+3	2 or I	Id4-1/Id4-1 or 2-8	Grip, time stop	Nil	0	9"	19	
Solitary Wasp, Giant Spasm Master	L S	84 3	4 7	4 2	2	I-8 (females only) Id6-3/Id6-3	Paralyzation (females only) Spasm strike	Nil Immune to non-magical mind control	0 8-10	6", I5" fly (C) 6"	19 9	
Speckle Coated Horned Charger	L	6	7	5+10	l or 2	Charge or 1-6/1-6	Charge, trample	Nil	1	3" up to 18" (see text)	16	
Spectre, Bound	M	46	Ó	8+4	1012	2-8	Energy Drain	+1 or better to hit, undead	15-16	15", 30" fly	19	
Spectre, Standard	M	30	2	7+3	1	1-8		+1 or better to hit, undead	13-14	15", 30" fly (B)	15	
					•		Energy Drain			, , , ,		
Sphinx, Androsphinx	L	44	-2	12	2	2-12/2-12	Roar; Spells	Spells	15-16	18", 30" Fly (D)	18	
Sphinx, Criosphinx	L	18	-1	10	2	2-8/2-8/3-18	Nil	Nil	8-10	12", 24" Fly (D)	18	
Sphinx, Gynosphinx	L	23	-1	8	2	2-8/2-8	Symbol	Spells	17-18	15", Fly 24" (D)	18	
Sphinx, Hieracosphinx	L	14	I	9	3	2-8/2-8/1-10	Swoop	Nil	5-7	9", 36" Fly (C)	13	
Spider, Cave	L	9	6	4+4	I	I-8	Poison, Web	Nil	2-4	6", 12" Web	10	
Spider, Crab	М	11	3	4+4	3	I-6/I-6/Id4-I	Poison, netting	Nil	2-4	6", 12" swim	14	
Spider, Dire Cave	Н	18	4	6+6		3-10	Poison, web	Nil	5-7	9", 15" web	16	
Spider, Gargantuan	G	24	4	8+8	i	2-12	Surprise 7 in 10, poison, web	Stealth	5-7	9", 12" web	18	
Spider, Giant	Ľ	6	4	3+3	i	1-8	Poison	Nil	5-7	3", 12" web	14	
	L .	8	4	4+4		2-8		Nil	5-7	15", 12" web	14	
Spider, Giant Trapdoor	L	-	•				Surprise, poison, entangle		5-7			
Spider, Huge	М	2	6	2+2	1	I-6	Poison	Nil	1	18"	8	
Spider, Large	S	1	8	+	1	I	Poison	Nil	0	6", 15" web	7	
Spider, Phase	Н	14	7	5+5	I	I-6	Speed, Poison	Phase	5-7	6", 15" Web	15	
Spider, Sea	L	14	4	7+7	I	3-12	Poison	Nil	2-4	15", !5" Swim	17	
Spider, Tarantubat	Т	1	7	0	1	I	Poison, web	Nil	I	3", I 2" fly (B)	11	
Spider, Water	М	5	5	3+3	1	1-4	Poison	Nil	2-4	12", 12" Swim	14	
Spirit Fiend	Μ	47	0	10	I	0 (see text)	Possession by touch	Blessed, holy or +3 or better wpns. to hit, invisible	13-14	9" (see text)	19	E
Spirit Mass Spirit, Demented	L M	230 2	0 10 to 1 (See text)	35 2	l or l l	10-60 or Magic Jar 0 (see text)	Magic Jar "Latching on"	Insubstantal Ethereal	5-7 8-10	Nil 12"	19 17	(
Spirit, Rogue	М	8	2	3+1	1	1-6	Dream intrusion	Insubstantial	13-14	12"	11	
Spirit, Vexing	M	8	2	3	i	1-6	Magic jar, fear, spells	Insubstantial	8-10	12"	 11	c
Spirit, Wild	M	6	0	3+1	2	1-6/1-6	Fear, Chill, spells	Insubstantial, undead, immune to non-magical wpns.	17-18	12"	8	
Spriggan	S or L	21	3 or 5 (10)	4 or 8+4	2	2-8/2-8 or by wpn. +7	Spells Thief Abilities	See Text	8-16	9" or 15"	16	
Sprite, Common	S	1	6	1	I	By wpn.	Sleep Poison	Invisibility	11-12	9", 18" Fly(B)	11	
Sprite, Grig	т	1	-2	.25	I	By wpn.	Sleep darts	Spells, naturally invisible	11-12	3", 6" jump, 9" fly (A)	10	
Sprite, Spite	S	1	6	1	I	By wpn.	Sleep poison	Nil	11-12	9", 18" fly (B)	16	٢
Sprite, Water	S	2	6	i	i	By wpn.	Slow Touch	See Text	11-12	6", 24" swim	10	
Spry Gecko	M	-	7	2+2	i	I-6	Tongue snag	Nil	11-14	12", 9" climb, 6" jump	15	
		0	7						1			
Spry Railer	S			1-1		Id6-3	Swarm	Nil	•	3", 9" fly (C)	10	
Squealer	L	22	6	12	3	7-12/1d4-1/1d4-1	Sound Mimicry, surprise	Camouflage	2-4	12", 9" (Bc)	18	
							5 in 10, squeeze					

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Squid, Giant Arboreal Land	L	9	6/3	6	7	I-6 (x6)/2-12	Constriction	Obscuring cloud	1	6", 12" Bc	14	Ν
Squid, Giant, Common	G	31	7/3	12	9	I-6(x8)/5-20	Constriction	Ink Jet	0	3" swim, 18" jet	13	Ν
Squid, Giant, Land	G	33	5/3	12	9	I-6x8/5-20	Constriction	Stinking Cloud	0	3", 9" Burrow	LI LI	Ν
Squid, Giant, Sand	G	38	6/3	12	9	I-6 (x8), 5-20	Constriction	Sand cloud, heat resistant	0	6", 12" burrow	14	N
Squid, Giant, Snow	G	38	6/3	12	9	I-6 (x8), 5-20	Constriction, freezing spray	Immune to Clod	0	3', 12" swim	15	N
Squirrel, Carnivorous Flying	Т	0	7	-	í	Id4-2	Surprise 6 in 10	Nil	Ŭ	9", 15" fly	13	N
, , ,	S		6						2.4			
Squirrel, Giant Black	з Т	0		+		d4-	Nil	Nil	2-4	12"		N (E)
Squirrel, Ordinary		0	8	I-2 hp			Nil	Nil		9"	6	N
Stag, Common	L	2	7	3	l or 2	2-8 or 1d4-1/1d4-1	Nil	Nil	1	24"	9	N
Stag, Giant	L	4	7	5	l or 2	4-16 or 1-4/1-4	Nil	Nil	I	21"	11	N
Stegocentipede	L	36	3/6	9	I	2-8	Poison	Spine armor	0	15"	19	N
Stench Kow	L	10	2	3+3	I	2-8	Charge, Trample, Breath	Immunities (see Text)	I	15"	17	N
Stirge, Common	S	1	8	1+1	I	d4-	Blood Drain	Nil	I	3", 18" fly (C)	8	N
Stirge, Humming	т	0	2	I hp (I HD	)) I	1	Blood drain	Nil	l I	I", I2" fly (A)	7	N
Stirge, wingless	S	0	6	1+2		d4-	Nil	Nil	1	6"	9	N
Stone Guardian	М	15	2	4+4	2	2-9/2-9	Nil	See Text	0	10"	20	Ν
Stone Warblers	S	2	3	1	-	1-4	Bonding	Reduced damage from wpns.	2-4	1"	6	N
Stork, Dire	M	5	7	4+2	÷	1-10	Water running,	Nil	2-1	9", I5" fly (C)	14	N (E)
Stork, Dire		5	/	412		1-10	0	I NII		7,15 lly (C)	17	
Course la Diseate Ta		17	,	F ( )	2.12	See 4	surprise 7 in 10	See to 3	14	N.PI		V
Strangle Plant, Tomato	M	16	6	5 to 8	3-12	See text	Strangulation	See text	Var.	Nil	Var.	Var.
Strangle Plant, Vine	L	60	6/5	25	8+	1-4	Strangulation	See text	0	Nil	19	N
Strangle Plant, Weed	S	5	6	2 to 4	3-12	See text	Strangulation, Drowning	Nil	I	Nil	19	N
Straw Mound	S-L	6	5	3-12	I	I-6 +I per HD	Suffocation	Nil	5-7	6" jump	11	N
Stump Horror	S	16	3 (root	9	I-3	I-4 each	Entanglement, surprise	Camouflage	5-7	Ι"	14	N
			tentacles), 5 (body), 7 (eyestalks)				9 in 10					
Stun Jelly	L	5	8	4	1	2-8	Paralyzation	Wall Mimicry	1	3"	13	N
Stygian Face Slapper	М	26	2	9+	2 or 5 or 3	By wpn. or  -4/ -4/ -6	Rage	Immune to mundane wpns.	11-12	12", 15" fly (D)	17	LE
Su-Monster	М	14	6	5+5	5	-4/ -4/ -4/ -4/2-8	Surprise 6 in 10 Haste Rage	Immune to psionic attack	8-10	9",9" Bc	10	C (E)
Subcutaneous Feeder	т	0	3	1	1	1	Muscling boring	Nil	0	I", 9" fly (C)	19	N
Subterranean Magna-Ferrets	M	-	7	2+1		I-8	Jaw Lock	Nil	2-4	9", 6" burrow	7	N (C)
Sundew, Giant	M	13	7	8	3	I-3 (See text)	Sap, Suffocation, Enzymes	Half damage from projectiles and fire	2-4	I"	9	N
Surgeon Beetle	Т	0	8	5	1	See text	Internal organ damage	Nil	1	2"	6	N
Sussurus	т	12	8	8	1	See text	internal organ damage	Nil	I	2"	6	N
Swamp Terror	н	81	2 (tentacles) 4 (body), 6 (tongue)	16	(tongue) or 4	See text or 5-8 x4	Tongue snare	Immune to non-magical fire, electricity resistance	I	2", 8" swim	17	Ν
Swanman, Bird Maiden	М	15	7	2 to 8	2 or as cleric	I/Id4-I or by wpn.	Spells	+2 or better wpns. to hit	13-14	12" or 3", 36" fly (C)	13	Any
Swanman, Swanmay	М	8	7	2 to 12	3 or as ranger	I/I/Id4-2 or by wpn.	Nil	+1 or better wpns. to hit	13-18	3" or 15", 19" fly (D)	15	as a ranger
Sword, Perpetual Swinging	S	2	3	3	I to 2	I-8/I-8 (See text)	See text	See text	0-14	3" fly (D)	20	Var.
Swordfish, Bastard	М	1	6	2+2	1	3-12	Nil	Nil	1	24" swim	14	N
Swordfish, Long	M	0	6	1+1	i	2-12	Nil	Nil	i	24" swim	12	N
Swordfish, Vorpal		5	6	3+3		4-16	Vorpal attack	Nil		24" swim	16	N
	M	-	9									N
Sylph		6		3	1	By wpn.	Spells	Spells, invisibility	15-16	12", 36" fly (B)		
Symbiotic Tapeworm	S	0	10	I	Nil	Nil	Intestinal cramps	Nil	11-12	I", Spcl.		N
Tainter	М	10	3	4	2	d4- / d4-	Taint	Fight at negative hp	2-4	9"	19	NE
Tangle web	н	25	3 (tree), 9 (roots)	8 to 14	I	I	Entangle	1/8 damage from fire	2-4	1"	19	NE
Tanuki	S	I	9	2	3 or 1	1-6/1-4/1-4 or See text	Illusions (30% of population)	Illusions (30% of population), transformation	8-10	6", 9" Burrow	10	CG
Tarrasque	G	577	-3	70	6	- 2/ - 2/2-24/ 5-50/ - 0/ - 0	See text	See text	I	9", 15" rush	15	Ν
Tasloi	S	I	5 (6)	I	2 or I	Id4-I/Id4-I or by wpn.	Surprise 6 in 10	Hide in shadows	5-7	9", 15" Bc	10	CE
Taunter	м	14	5	6+	1	By wpn.	See text	See text	17-18	12"	18	CN
Tavern Lice, Giant	т	0	3	J.		Id6-3	Burrow, blood drain	Nil	0		19	N
	•			1						6" fly (B) 6"		
Teether Tenta'Kill	M	8	6	6		1-12	Saliva	Nil	8-10	-	14	CN
	L	15	4	5	11	I-4 x10/ I-6	Paralyzing poison,	Immune to lightning,	8-10	12" fly (D)	16	NE

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	A
							constriction	move silently				
Termite Giant Harvester soldier	М	2	2/8 (head/body)	2+2	I	1-4	Blinding spray	Nil	2-4	9"	19	١
Termite, Giant Harvester King	М	5	(head/body)	6+6	T	3-18	See text	Nil	2-4	6"	20	1
Termite, Giant Harvester Queen	L	9	4	8+8	I	5-30	See text	Nil	5-7	3"	11	1
Termite, Giant Harvester worker	S	0	(head/body) 2/10 (head/body)	1-2	I	l d4-2	Nil	Nil	I	9"	18	
Teroth	М	13	(nead/body) 3	4+4	5	d4- / d4- /  -4/ -4/ -6	Spells	Disguise, magical or blessed wpns. to hit	13-14	12", 15" fly (C)	19	l
Thatcher, Banded Crest	М	0	9	5	I.	1-6	Nil	Attracting predators	I	3"	10	
Thessalhydra	G	64	0	16	Up to 10	I-6 x6/I-12/I-20	Acid	Immune to acid	5-7	12"	15	
Thessilkrat	S	6	5	2	I-4 or I	l each or Id4-I	Projectile barbs	Regeneration	11-12	6", I 2" fly (B)	12	
Thought Eater	S	6	9	3	0	Nil	Mental absorption	Immune to mental attacks	0	6" (ethereal plane only)	6	
Thought Ghoul	М	6	4	3	3	-6/ -6/ d4-	Mental drain	Nil	5-7	12"	19	
Thrasher	L	9	4	6	Ĩ	2-16	Thrash	Nil	2-4	18"	19	
Thri-Kreen	M	15	5	6+3	5 or 3	I-4 x4/2-5 or by wpn. +2	Severe criticals, paralyzing poison	See text	13-14	18"	14	(
Throat Grappler	S	3	7	2+3	l or l	I-4 or 2-8	See text	See text	2-4	6"	11	N
Throat Leech	Т	0	10	1		1-3	Choke	Nil	0	1", 1" swim	19	
Thunderherder	н	Ű	3	7	1	I-5 I-6	See text	Nil	2-4	20", 9" burrow	6	
Tick, Giant Mottled	S	4	3	7 3 to 5	1	1-6	Blood drain	Nil	0	3"	19	
		4			1				-			
Tick, Giant, Common	S	-	3	2 to 4		1-4	Blood drain	Nil	0	3"	19	
Tick, Groin	S	5	3	2 to 4		1-4	Blood drain, painful bite	Nil	0	3"	19	
Tiger Fairy	S	5	6	2	3 or 5	d4- / d4- / -4 or  d4- / d4- / -4/ -3/ -3	Surprise 4 in 10 (fairy-kin 7 in 10), rear claw rake	Immune to pixie dust and fairy-kin poisons	Ι	6", 9" fly (C)	15	
Tiger Fly, Female	М	8	4	4	4 or I	0 or 4-16	Paralyzing poison	Nil	0	6", 18" fly (C)	19	
Tiger Fly, Larva	S	0	9	1-1	1	2-8	Nil	Nil	0	6"	19	
Tiger Fly, Male	М	12	4	6	2 or I	I-8/I-8 or 4-24	Poison	Nil	0	6", 18" fly (C)	19	
Tiger Horse, Flying Albino	L	30	0	7+2	3	2-8/2-8/2-5	Swoop, snatch	Invisibility, Protection from normal missiles	15-16	21", 42" fly (B)	16	I
Tigertrap, Creeping	М	3	7	4	2	2-7/2-7	Trap	Camouflage	5-7	3"	16	
Time Elemental, Common	S	0	2	12/16	ī	3-12 or 4-16	Aging	Time travel	13-14	["	20	
Time Elemental, Noble	S	0	2	20	i	5-20	Aging, spacetime teleport	Time travel, time stop	19-20	i"	20	
Tin Soldier	М	9	5	5	1	1-10	Nil	Toxic when melted, painted	0	9"	20	
Titan	G	217	0	20	2	4-40 +16 or by wpn. +14	See text	See text	19-20	36"	18	
Titanothere	L	15	6	12	1	2-16	Charge, stampede	Nil		12"	19	
Toad, Doom	Ĺ	13	2	7	j	4-24	Swallow whole	Immune to stench	2-4	6", 12" hop	17	E
Toad, Giant	M	1	6	, 2+4	i	2-8	Swallow whole	Nil	1	6", 6" hop	7	
Toad, Giant Coconut	S		7	2+1	l or l	Id6-3 or 2-12	Shell spitting	Nil	2-4	9", 12" jump	14	
Toad, Ice	Ľ	7	4	5	1	3-12	See text	Nil	8-10	9", 9" hop	10	
Toad, Poisonous	M	I	7	2	I	2-5	See text	Nil	1	6", 6" hop	7	
Tongue, Giant Slithering	Н	29	10	14	ľ –	I-6 + saliva	Dissolving saliva	Immune to acid		9"	17	
Toucan, Hornbilled Terror	S	3	4	2+1	j	1-8	Voice mimicry	Nil	2-4	6", 18" fly (C)	16	N
Toxic Buttercup	L	18	3	8	3	2-8/2-8/3-9	Surprise 8 in 10, nutrient drain	Camouflage	8-10	9"	16	N
Transposer	М	13	7 6	5 (max 48 hp	) 2	1-6/1-6	Damage inversion	Change self	5-7	15"	15	
Trap, Living	L	22	2	8	, <u>-</u>	3-12	Sticky	Camouflage	13-14	3"	11	
Trapper	Ĺ	38	3	12	I	4 +AC	Automatic surprise if undetected	Camouflage, resistant to cold and fire	13-14	3"	17	
Treant, Bonsai Ninja	S	8	2	2	2	By wpn.	Surprise 8 in 10, stealth	Never surprised, camouflage	11-12	12"	16	
Treant, Common	Ĥ	30	0	- 7 to 12	2	Var.	Animate trees	Never surprised, camouflage	11-12	12"	15	
Treant, Undead	н	23	ĩ	7 to 12	Ĩ	2-16	Animate dead plants	Never surprised	11-12	6"	19	
Tree Buffalo	L	3	7	4+2	1	I-6	Charge	Nil	2-4	15", 3" fly (D)	5	
Triceratortoise	L	50	I (5)	16	l or l	I-4 or 3-18	Charge	Reduced damage	I	3"	17	
Triclops	Ē	8	6	6+6	1	6-15	See text	Never surprised	5-7	9"	12	
Triton, Common	M	7	5	3		By wpn.	Nil	Nil	13-14	15" swim	13	N
Triton, Exceptional	M	15		4 to 6/7 to 8		By wpn.	See text	See text	13-14	15" swim	15	N
Triton, Leader	M	30	2	9+		By wpn.	See text	See text	15-14	15 swim	15	N
IIIIUII, LEAUEI	11	30	2		1	by wpn.	Jee lext	JEE LEXL	13-10	13 399111	10	1.1

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Triton, Spellcaster	М	26	5	7+	I.	By wpn.	Spells	Spells	15-16	15" swim	14	N (G)
Troglodyte	М	3	5	2	3 or I	ld4-2/ld4-2/2-5 or 2-8 wpn.	Surprise 6 in 10, weakening stench	Chameleon disguise	5-7	12", 9" swim	11	CE
Troll Mage	L	18	4	6+3	2	4-7/4-7	Spells	Regeneration, spells	13-14	12"	12	CE
Troll, Ancient Gnarled-Toothed	н	24	2	10+10	3	By wpn. +5/6-10/2-8	Nil	Regeneration	8-10	15"	15	N (E)
Troll, Common	L	13	4	6+6	3	5-8/5-8/5-12	Nil	Regeneration	5-7	12"	14	CE
Troll, Crested	L	14	5	7+2	3	6-9/6-9/6-13	Nil	Regeneration	8-10	12"	12	CE
Troll, Crested Gutter	L	20	3+	7+7	3	By wpn. +3/6-9/6-13	Berserk fury	Regeneration, immune to disease	8-10	12"	17	LE
Troll, Culvert	ī	34	3	12	3	7-10/7-10/7-12	Nil	Regeneration	5-7	12"	10	CE
Troll, Festering	-	17	4	8+6	3	5-8/5-8/4-9	Nil	Regeneration	5-7	12"	14	CE
Troll, Forest	1	6	3	3+3	5	By wpn. +4	Surprise 5 (3) in 10	Regeneration	5-7	12"	16	CE
Troll, Giant	н	25	4	8		By wpn. +7	Hurl boulders/victims	-	5-7	12"	15	CE
Troll, Giant Two-Headed	Н	23	4	10	4	5-8/5-8/1-12/1-12		Regeneration	8-10	12"	15	CE
			-		•		Split attacks	Regeneration, surprised only 1 in 10				
Troll, Glamour	L	12	4	6+1	2	By wpn. +4/5-8	See text	Regeneration	8-10	12"	12	NE
Troll, Gutter	L	13	4	6+8	3	5-8/5-8/2-12	Disease	Regeneration, stench	5-7	12"	15	CE
Troll, Hill	L	13	4	6+6	3	6-9/6-9/3-12	Nil	Regeneration	5-7	12"	14	CE
Troll, Ice	L	3	8	2	2	1-8/1-8	Nil	Regeneration, see text	8-10	9"	11	CE
Troll, Iron	L	65	-2	12	3	7-11/7-11/9-19	Hug attack, see text	Regeneration, +3 or wpn. better to hit	8-10	9"	19	CE
Troll, Marine - freshwater	L	11	3	5+5	3	2-5/2-5/3-12	Nil	Regeneration	5-7	3", 12" swim	14	CE
Troll, Marine - saltwater	L	14	2	6+12	3	1-4/1-4/9-17	Nil	Rgeneration	5-7	3", 12" swim	16	CE
Troll, Merga	L	22	3	10	2	By wpn./5-8	Nil	Regeneration	11-12	12"	13	NG
Troll, Muck	M	9	8	4+4	3	2-5/2-5/2-7	Suffocation in muck	Regeneration, fire resistance	2-4	3", 9" swim	15	CE
Troll, Quorum	M	6	5	4+2	3	3-6/3-6/2-9 or by wpn.	Nil	Regeneration	5-7	12"		LE
Troll, Rock	L	16	3	7+7	3	5-8/5-8/5-12	Rock throwing	0	5-7	12"	14	CE
Troll, Spirit	L	26	0	8	3	3-6/3-6/3-10	Nil	Regeneration Regeneration, immune	11-12	12"	14	CE
Trollkin Auxiliaries	L	4	5+	3+	I	By wpn.	Nil	to normal wpns. Regeneration	5-16	12"	15	Var.
Trolls, Sand	L	20	0	6+6	3	6-9/6-9/3-12	Surprise 5 in 10	Regeneration,	5-7	15"	14	(50% CE) CE
								fire/heat absorption				
Troutman	S	- I	7	2	I	By wpn.	Underwater charge	Nil	15-16	3", 12" swim		LN
Truculent Terrifier	М	4	2	12	I (See text)	Fear or Fireball	Fear, Fireball	Undead	13-14	9"	15	CE
Tunnel Squid	S	26	3 (tentacles), I (head)	8	2	1-6/1-6	Constriction, Paralysis	Nil	0	1"	19	Ν
Turtle, Bombadier	S	7	3 (shell)/7	3+3	l or l	I-4 or 4-24	Fiery projectiles	Retraction, fire resistance	2-4	3", 9" swim	10	Ν
Turtle, Dragon	G	34	0	12 to 14	3	2-12/2-12/4-32	Breath wpn., capsizing	Nil	11-12	3", 9" swim	17	N
Turtle, Gargantuan Snapping	G	39	0 (shell)/5	20	Ĩ	12-48	Capsizing	Retraction		6", 4" swim	ii ii	N
Turtle, Giant Sea	U I	16	2 (shell)/5	15		4-16	Capsizing	Retraction	i	1", 15" swim	2	N
Turtle, Giant Snapping	L	18	0 (shell)/5	10	÷	6-24	Surprise 7 in 10, capsizing	Retraction	1	3", 12" swim	Í.	N
	G	36	. ,	30		8-32					4	
Turtle, Humongus Sea			2 (shell)/5	30			Capsizing	Retraction		2", 18" swim		N
Tween Typhon	M L	0 22	10 3	۱ 6+5	ا 2-8 or	By wpn. I-4 each (+ poison) or	"Luck" field Lava blob spewing,	Ethereal, "luck" field Immune to fire and heat	- 2   - 2	Var. 9"	18 16	N CE
					l or l	3-24 or Confusion	confusion wind					
Uarvax	L	7	6	5+5	3	2-8/2-8/1-12	Rear claw rake 2-8/2-8	Nil	5-7	18"	11	N
Umber Hulk, Common	L	32	2	8+8	3	3-12/3-12/1-10	Surprise 8 in 10, confusion	Nil	8-10	6", I-6" burrow	13	CE
Umber Hulk, Under Hulk	L	15	2	8	3	3-12/3-12/1-10	Nil	Summon eels	8-10	3", 6" swim	13	CE
Unicorn, Anhiram	L	11	2	4+4	3	2-7/2-7/2-13	See text	See text	5-7	24"	18	CE
Unicorn, Common	L	20	2	4+4	3	1-6/1-6/1-12	Charge	Detect enemy, stealth, teleport	8-10	24"	14	CG
Unicorn, Cortazon	L	18	1	3+1	3	2-8/2-8/1-10	See text	See text	8-10	15"	16	CN
Unicorn, Licorn	M	15	4	3+1	3	Id4-2/Id4-2/Id4	See text	See text	13-14	18"	12	CG
Unicorn, Rimu	M	14	0	3+5	3	1-4/1-4/1-6	See text	See text	8-10	21"	11	CG
Unicorn, Tricorn	L	22	2	4+4	5	1-6/1-6/1-12/1-12/1-12	Charge, impale	Detect enemy, stealth, teleport	8-10	24"	16	CN
Urchin, Cannibal Street	S	3	5	2	3	1/1/1-4	Nil	Regeneration, frail	8-10	9"	18	CE
Linghin, Ciant Black	S	0	4	1.1			Eine il	appearance, stealth	2.4	0" 15"	12	NI
Urchin, Giant Black	S	0		1+1	1	I-6	Fire spikes	Nil	2-4	9", 15" swim	12	N
Urchin, Giant Green	•	1	3	2+1	2	2-7/2-7	Fire spikes	95% invisible in ocean	2-4	9". 18" swim	13	N
Urchin, Giant Land	S	3	3	3+3	2-12	ld4-2 each	Paralyzing venom	Blinding cloud	I	12"	17	N
Urchin, Giant Red	S	4	2	3+1	3	2-5/2-5/2-5	Fire spikes, sleep venom	Nil	2-4	9", 18" swim	14	N
Urchin, Giant Silver	S	11	0	5+3	5	2-5 each	Venom	Nil	2-4	12", 21" swim	15	N
Urchin, Giant Yellow	S	7	I	4+2	4	I-6 each	Paralyzing venom	95% invisible on ocean floor	2-4	12", 18" swim	16	N
Vaargurdian	М	6	4	3+6	3 or I	I-6/I-4/I-4 or by wpn.	Stench	Immune to cold	5-7	18"	14	Ν

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Vagabond, Astral	As form	Var.	As form	As form	As form	As form	As form	As form	17-22	As form	18	N (a
Valkyrie	М	30 to 49	-6	8-13	Var.	By wpn.	See text	See text	15-16	15"	19	C
Valkyrie's Steed	L	21	-2	8	7	1-10 x6, 2-5	Dive, rear kick	Nil	13-14	36", 48" Fly (C, even w/rider)	19	
Vampire Hordes, The	М	16	4	5	3	3-8/3-8/3-6	Nil	Regeneration	2-4	9"	15	С
Vampire Hound	S	4	5	3+3	I	5-10	Fear	Regeneration, immune to darkness	8-10	15"	18	E (A
Vampire Thrall	М	5	6+	4+4+	I.	By wpn. +3	See text	Regeneration, +2 on all saves	13-14	12"	17	N
Vampire, Ancient Regal	М	61	I	10+3	I	5-10	Energy drain	+2 or better wpns. to hit	17-18	12", 18" fly (C)	18	C
Vampire, Asanbosam	М	32	I	8+3	I	5-10	Energy drain	+1 or better to hit	15-16	12", 18" fly (C)	16	C
Vampire, Chiang-Shi	М	33	I	8+3	3	5-10/5-10/5-10	See text	+1 or better to hit	15-16	12", 18" fly (C)	16	C
Vampire, Common	М	36	I	8+3	I	5-10	Energy drain	+2 or better wpns. to hit	17-18	12", 18" fly (C)	18	(
Vampire, Empusas	М	37	3	8+3	I	By wpn.	Energy drain, charm person	+1 or better to hit	17-18	12"	14	C
Vampire, Executioner	М	42	0	9+3	1	5-10	Energy drain	+1 or better wpn. to hit	11-16	12", 18" fly (C)	19	V
Vampire, Headlong	М	13	10 or 8	4	1	I-6	Blood drain, hypnosis	Regeneration	8-10	12", 12" fly (D)	19	1
			(See text)					-		,		
Vampire, Mulo	М	24	`4´	8+3	I	5-10	Energy drain	+1 or better to hit	15-16	9"	17	C
Vampiricat	S	24	3	5+5	3	4/4/4-5	Energy draining bite, charm	Regeneration	11-12	24"	17	C
Vargouille	S	2	8	1+1	I.	1-4	Permanent hit point drain	Nil	5-7	12" fly (B)	15	N
Vegepygmy Dawg	M	12	4	4	I	2-5 +Spcl.	Entangling	Puncture resistant,	1	15"	20	
0.707 0								immune to electricity				
Vegepygmy, Bipedal	S	9	4	l to 6	1	I-6 or by wpn.	Surprise 5 in 10	Puncture resistant,	5-7	12"	19	
6 r/ 6 r/ 6 r/	-	•	•		-	· · · · · · · · · · · · · · · · · · ·		immune to electricity			••	
Vengeful Troubadour	М	7	Var.	4+	1	By wpn.	Demoralizing tune	Immune to fear, high	13-14	12"	14	1
		,			•	57 Mph.		threshold of pain	13-11	14		
Venom Sparrow	Т	0	1	I-2 hp		1	Poison	Nil	1	3", 12" fly (A)	19	
Vent-Squawler	S	8	4	3+2	3	-4/ -4/ -4	Squeal	Dodging missiles	8-10	9", 12" climb	12	1
Ver'Men	Т	0	7	5	J	Id4-2 or Id4	Surprise 7 in 10,	00	8-18	15"	5	' 1
vermen	1	0	/	5		104-2 OF 104	•	Camouflage, immune to	0-10	15	5	'
Vermeine term	ç	2	7	2.1		1 ( ( <b>12</b> ( <b>11 1 1 1 1 1 1 1 1</b>	see text	disease, see text	2.4	10" 0" miles	12	
Verminator	S	3	7	2+1		I-6 (+2 for acid)	Acid	Immune to acid	2-4	12", 9" swim	13	1
Vicious Beach Mite	Т	0	-4		1		Swarm	Nil	0	6"	19	
Vile Double-Crested Crawdad	M	4	4	4+2	2	1-6/1-6	Drag underwater	Nil	0	6", 9" swim	10	
Vile Shadow Fiend	М	22	0	7	2	1d6-3/1d6-3	Possession	Only harmed by magical,	8-10	3"	19	٢
								blessed or holy objects				
Vile Thunder Beast	Н	13	4	4 to 9+1+	I	2-12	Charge	Fog cloud, stench	I	9", 18" charge	11	I
Viper, Spit	S	I	7	I	I	I	Poison	Nil	I	6"	10	
Virusentient, Giant	L	31	9	12	I	See text	Strength and	Immune to poison	0	6"	20	
							Constitution drain	& disease				
Vision	М	27	0 (10)	8	I	See text	Aging	Silver, magical, or blessed	11-12	15"	19	1
								wpn. to hit				
Vodrax	М	8	4	5+1	I-6	I-8 each	See text	Immune to hacking	2-4	9"	17	
								& puncturing				
Vortex	Var.	3	0	2+2	1	1-3	Spinning to death	Nil	0	I 5" fly (A)	20	C
Vulchling	М	I	7	2	l or 2	2-5 or 1-4/1-4	Nil	Nil	5-7	6", 3" fly (C)	8	(
Vulture, Common	S	0	6	1+1	Ì	I d4-2	Nil	Nil	1	3", 27" fly (E)	6	
Vulture, Giant	M	0	7	2+2		1-4	Nil	Nil	5-7	3", 24" fly (D)	9	
Vultures, Red Crested Snow	M	õ	6	1+3	i	2-5	Nil	Cold resistant	1	3", 27" fly (E)	14	
Walker	Var.	3	0	2+2	Nil	Nil	Possession (corpse)	See text	8-18	12"	19	Ε (
Walking Stick, giant	var. S	1	4	1+1		1-6	Ka-thunk blow	Camouflage	0	9"	13	E (
Walrus, common	з I	9	-T 4	6	2	1-8/1-8	Surprise 4 in 10	Thick skin. cold resistance	2-4	3", 18" swim	13	
vvairus, common Walrus. Rabid	L 1	12	4	ь 6+4	2	2-9/2-9		Thick skin, cold resistance			14	
	L H	12	4	6+4	2		Rabies, surprise 4 in 10 Nil	,	2-4	3", 18" swim	19	
Walrus, Wretched			•		2	2-16/2-16		Thick skin, cold resistant		6", 15" swim		
War-Hawg	L	9	6	5		2-8		Half damage from puncturing wpns.		9"	15	
Waryur, Lowland	L	3	10	2	1	2-8 (+3)	Sharp broadswords	Confusion aura	5-7	12"	19	(
Wasp, Giant	M	6	4	4	2	2-8/1-4	Poison	Nil	0	6", 21" fly (C)	19	
Water Buffalo, Marauding	L	3	7	4	2 or I	1-6/1-6 or 1-12	Charge	Nil	1	12", 3" swim	13	I
Water Weird	L	13	4	3+3	I	Nil	Drowning, elemental	Reformation, sharp wpn.	11-12	12" swim	19	
	<u> </u>	2	7	2	1 1		possession	resistance, half damage from fire	2.4	10" 0" 1. 1	10	
Weasel, Acid	S	2		2	lorl	I-4 or 2-12	Acid spit	Immune to acid	2-4	12", 3" climb	10	I
Weasel, Common	S	0	6	0			Blood drain	Nil	I	15"	12	
Weasel, Extradimensional	S	4	6	5+1	I	By wpn.	Nil	Plane shifting	15-16	12"	12	
Weasel, Giant	М	2	6	3+3		2-12	Blood drain	Nil	I	18"	15	
Web Queen	L	74	2	10	l or l	I-6 or web	Poison, charm spiders, spells		17-18	12", 12" climb	14	1
Webbird	S	0	8	5	I	I	Web, egg laying	Nil	2-4	3", 18" fly (B)	12	
Weeants	S	2	4	2+2	2	1-3/1-3	Entangle	Nil	13-14	6"	11	١

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Weevil, Blood, Adult	T	0	4	I-2 hp		1	Inject eggs (females)	Nil	0	I", 3" fly (D)	14	N
Weevil, Larva Werebird	T M	0 12	9 2 (5)	1/10 4+2	3	See text  -4/ -4/ -6	Infect host Swoop, surprise 7 in	Nil Silver or magical	0  3- 4	I" I 2", 24" fly (B)	19	N N
vverebli d	1.1	12	2 (3)	7+2	3	1-1/1-0	10 from sky	wpns. to harm	13-14	12,24 liy (b)	10	IN
WereMimic	М	Var.	10 or Var. J	As per victim	I.	By wpn. or Var.	Possible	Silver or magical wpns. to hit	Var.	12" or Var.	11	Var., (N)
Whale, Common	G	37	4	12 to 36	I	See text	Tail slap, ramming	Nil	5-7	18" swim	15	N
Whale, Giant	G	96	3	18 to 54	I	See text	Tail slap, leaping	Nil	8-10	18" swim	15	N
Whale, Killer	Н	16	4	9 to 12	1	5-20	Swallow whole, drowning	Nil	8-10	30" swim	14	N
Whale, Narwhal	G	4 9		4+4/5+5/6+6	1 3	2-24 1-8/1-8/2-8	Nil Beisen ste	Nil Nil	0	21" swim 6"	12 19	N
Whip Scorpion, Giant Whip Scorpion, Huge	S	2	2 4	4+4 2+2	3	1-6/1-6/1-8	Poison gas Grip	Nil	0	6 9"	19	N N
Whip Scorpion, Large	S	0	7	1+1	1	1-8	Nil	Nil	õ	12"	19	N
Whipweed	Var.	3	· / /	2+4 (stalks),	2	1-10/1-10	Dying blow	Nil	2-4	3"	17	N
	м	12		1+4 (base)			<b>F</b> 1 1		0.10	10"		
Wight Wild Cat O' Nine Tails	M M	13 37	5 5 (parent),	4+3 9	1	I-4 2-20 (or I-8)	Energy drain	Silver or +1 wpn. to hit	8-10 5-7	12" 9" (parent),	4  4	LE CE
			6 (offspring)		I		Multiplying	Regeneration		12" (offspring)		
Will-O-(the)-Wisp	S	59	-8	9		2-16	Electrical discharge	Invisibility	15-16	18" fly (A)	17	CE
Willow, Black	L	34 to 55	2	12 to 19	7 to 12	I-4 each	Acid digestion	Aura of drowsiness	8-10	/4" LE" 20" (L. (A)	19	N (E)
Wind Walker Witherstench	L S	23 3	7	6+3 2+2	2	3-18 1-6/1-6	Wind blast Nil	+3 or better wpns. to hit Stench aura	11-12 2-4	I 5", 30" fly (A) 6"	17	N N
Witherweed	L	510	8	3 to 6	1-10	Nil	Dexterity drain	Poisonous smoke	0	Nil	19	N
	c c	^	-		per victim)	2 5		N IV	2.4	1.0"	10	
Wolf, Common Wolf, Sturm	S	0 12	7 5	3 6+6	1 3	2-5  -4/ -4/ -12	Nil Thrashing	Nil Nil	2-4 I	18" 15"	10 20	N CE
Wolf, Timber	M	12	6	2+1	3	2-8	Nil	Nil	5-7	18", 3" climb	20	N
Wolf, Winter	L	8	5	6	i	2-8	Frost breath	Immune to cold	8-10	18"	13	NE
Wolf: Dire	М	I.	6	4+4	I	2-8	Nil	Nil	5-7	18"	LI.	Ν
Wolf: Worg	L	I.	6	3+3	I	2-8	Nil	Nil	5-7	18"	10	NE
Wolfwere	М	24	3	5+1	2	2-12/ by wpn.	Slow song	Only hit by pure iron or magical wpns.	13-14	15"	14	CE
Wolverine	S	6	5	3	3	1-4/1-4/2-5	Musk	Immune to fear	2-4	12"	19	N (E)
Wolverine, Giant	Μ	8	4	4+4	3	2-5/2-5/2-8	Musk	Immune to fear	2-4	15"	19	N (E)
Wolverwere	М	23	2	6+4	3	2-8/2-8/by wpn.	Wolfsbane rage	Only hit by pure iron, silver, or magical wpns.	8-10	12"	20	CE
Wombat, Fiendish Orange	н	3	8	1+2	3	d4- / d4- / -4	Nil	Nil	2-4	6", 9" climb	5	N
Woodland Fiend	М	28	3	6	I	Nil (See text)	Control animals &	Control animals and plants	11-12	9", 12" climb	14	LE
Wooly Mound		7	7	6+3	1	2-16	plants, entangle Knockdown, disease	Stench, absorption healing	2-4	9"	18	N
Worm, Banana	S	í	10	.5	Nil	Nil	Slippery slime	+2 save vs poison	0	3"	10	N
Worm, Belch	Ĺ	15	5	8	1	1-4	Stench	+2 save vs poison	0	3", 6" burrow	19	N
Worm, Blood, Giant	Н	7	4	6	I	I-8	Blood drain, surprise 6 in 10	Nil	0	6", 2" burrow	12	N
Worm, Dredger	G	23	4	12	1	Nil (See text)	Swallow whole	+2 save vs poison	I	6", 15" burrow	П	N
Worm, Giant Canker	M	1	9	1	2	1-4/1-8	Poison	Nil	0	6"	9	N
Worm, Purple, Common	G G	22 22	6 6	15 15	2 2	2-24/2-20	Swallow whole, poisonous tail	Nil	0	9", 9" burrow	12	N
Worm, Purple, Mottled Worm, Purple, Sand	G	22	6	15 30	2	2-24/2-20 3-36	Swallow whole, poisonous tail Sand dive	Nil Nil	0	9", (' swim 12", 12" burrow	12 19	N N
Worm, Spiny Gutter	L	18	7	10	1-4	6-9 each	See text	+2 save vs poison	0	12,12 burrow	19	N
Worm, Tenebrous	M	35	1	10	1	2-16	Poisonous mandibles	Poisonous bristles	I	10"	13	N
Worm, Yack	M	5	9	3	1	2-16	Acid spit, surprise 5 in 10	Nil	0	3", 6" burrow	19	N
Wraith Lord	М	41	2	7+3	I	2-12	Energy drain, spells	Silver or +1 wpns. to hit	15-16	12", 24" fly (B)	19	LE
Wraith, Standard	M	17	4	5+3	1	I-6	Energy drain	Silver or +1 wpns. to hit	11-12	12", 24" fly (B)	15	LE
Wraith-Ryder	M	78	0	15	1	By wpn.	Spells Finny breath as allo	Spells, silver or +1 wpn. to hit	15-16	12" 9" 24" fty (C)	19	LE
Wyrm, Gargantuan Amber Wyrm, Gargantuan Bantering Snod	G G	40 47	2 2	14 12	3 3	2-5/2-5/1-10 1-4/1-4/3-12	Fiery breath, spells Fiery breath, spells	Immune to fire, spells Immune to fire, spells	15-16 17-18	9", 24" fly (C) 9", 24" fly (C)	12 13	CE LE
Wyrm, Gargantuan Blood	G	50	2	12	3	1-4/1-4/3-12	Fiery breath, spells	Immune to fire, spells	17-18	9", 24" fly (C) 9", 24" fly (C)	10	NE
Wyrm, Gargantuan Guardian-Sun	G	90	Í	16	3	1-8/1-8/2-16	Fiery breath, spells	Immune to fire, spells	17-18	9", 24" fly (C)	16	LG
Wyrm, Gargantuan Sludge	G	33	2	10	3	2-5/2-5/1-10	Fiery breath, spells	Immune to fire, spells	5-7	9", 24" fly (C)	12	N
Wyrm, Gargantuan Snow	G	43	2	11	3	1-4/1-4/3-12	Fiery breath, spells	Immune to fire, spells	13-14	9", 36" fly (B)	13	NG
Wyrm, Skraag	G	65	I	13+3	3	4-9/4-9/4-11	Fiery breath, spells	Immune to fire, spells	13-14	9", 24" fly (C)	14	NE
Wyvern	G	15	3	7+7	2	2-16/2-16	Poison, surprise 6 in 10	Nil	5-7	6", 24" fly (E)	14	N (E)
Xeblor	S	2 !	5 (chain mail)	) 1+2	I	By wpn.	+1 to hit non-lawful creatures	+6 to all saving throws	11-12	9"	14	LN
Xill	М	24	0	5	4	-4/ -4/ -4/ -4		Ethereal shifting, surprise 9 in 10,	11-12	15"	12	LE

Name	Size	HF	AC	HD	# Att	Dmg./Att.	Spcl. Att.	Spcl. Def.	INT	Move	Morale	AL
Xorn	М	37	-2	7+7	4	d4- / d4- / d4- /6-24	Surprise 5 in 10	paralyzing venom (see text) Immune to cold & fire, half damage from electricity	8-10	9", 9" burrow	16	Ν
Xorn Hunter	М	9	5	5	I	By wpn. 91-10 sword, +3/+6 for STR)	See text	See text	15-16	12"	14	Ν
Xorn, Xaren	М	23	I	5+5	4	Id4-1/Id4-1/Id4-1/4-16	Surprise 5 in 10, wpn. breaking	Immune to cold & fire, half damage from electricity	8-10	9", 3" burrow	15	Ν
Xyloid	S	3	6 or 3	2	1	By wpn.	Blinding pollen	Camouflage, poison resistance	8-10	9"	10	N
Yak, Shadow	Ĺ	15	7	4+2	I	By wpn.	Charge	+2 to save vs mental attacks, cold resistance	15-16	12", 3" swim	12	N
Yakitani	М	6	7	5+1	1	2-8	Charge	Nil	1	15", 3" swim	10	N (E)
Yeth Hound	М	9	0	3+3	1	2-8	Howl of fear	silver or magical wpns. to hit	5-7	I 5", 27" fly (B)	16	NE
Yeti, Arctic	L	7	6	4+4	2	1-6/1-6	Squeeze	Immune to cold, camouflage in snow & ice	5-7	15"	13	Ν
Yodeling Thrasher	S	2	3	1+2	2	-4/ -4	Yodel, thrashing	Nil	5-7	9", 6" climb	9	N
Yuan-Ti, Abomination	L	33	0	9	2	By wpn. or I-8	Spells	Spells	17-18	9"	15	CE
Yuan-Ti, Half-Breed	М	25	4 or 0	7 or 8	2	By wpn.	Spells, see text	Spells, see text	17-18	12", 9" slither	14	CE
Yuan-Ti, Pureblood	М	12	4	6	2	By wpn.	Spells	Spells	17-18	12"	14	CE
Zarnithan	L	121	-5	17	2	2-12/2-12	Death touch	Stupidity	0	12"	19	N
Zealot	М	Var.	10	1+	1	By wpn.	Suicide run	Nil	8-16	12"	20	Any
Zebotaur	М	5	4	2+2	1	By wpn.	+4 to hit with ranged wpns	. Nil	11-12	24"	9	N (C)
Zebra, Common	М	1	6	3	1	í I-4	Nil	Nil	I	24"	5	Ň
Zebra, Zebricorn	М	12	5	4	3	2-5/2-5/1-8	Charge	Teleport w/o error	8-10	24"	12	NG
Zebra, Zegasus	L	13	4	5	3	1-6/1-6/1-4	Swoop	Nil	8-10	24", 36" fly (B)	10	NG
Zebra, Zightmare	М	25	3	6+6	3	3-6/3-6/2-5	Entrancing stripes	Immune to poisons	11-12	24", 24" fly (C)	17	NE
Zephyr Beast	S	2	4	2	ī	2-5	Swoop	Nil		3", 18" fly (A)	10	N
Zephyr Rider	T	3	6	-	i	By wpn.	Poison arrows	Feather fall	8-10	6"	14	NG
Ziz	G	245	0	40 (208 hp)	2 or I	6-36/6-36 or 9-54	Drop	Avian dominance, immune to poison	19-20	12", 120" fly (C)	19	N
Zombie, Brain-Eating	М	6	8	2	I	I-8	Brain eating	Slow regeneration, immune to cold and poisons, cannot be turned	5-7	6"	20	N (E)
Zombie, Common	М	1	8	2	1	1-8	Nil	Immune to cold & poison	0	6"	20	N
Zombie, Flesh-Eating	М	6	8	2	I	I-8	See text	Immune to cold & poison, cannot be turned	2-4	6"	20	N (E)
Zombie, Giant	н	6	7	8	1	5-20	Nil	Immune to cold & poison	0	9"	20	Ν
Zombie, Indentured	М	1	8	2	1	1-8	Nil	Immune to cold & poison	0	6"	20	Ν
Zombie, Ju Ju	М	12	6	3+12	I	3-12	Strike as 6 HD monster	Immune to cold & poison	0	9"	20	N (E)
Zombie, Monster	L	8	6	6	1	4-16	Nil	Immune to cold & poison	0	9"	20	N
Zombie, Talking	М	2	8	2	1	I-8	Nil	Immune to cold & poison	13-14	6"	19	NE
Zombie, Yellow Musk	М	0	Var.	2	I	By wpn.	Nil	Immune to mental attacks, cannot be turned	0	Var.	20	Ν
Zoolem, Dawg/Monkey, etc.	М	17	3	4	1	2-8	Surprise 6 in 10	Detect magic, magical wpns. to hit	0	9"	20	Ν
Zoolem, Hawk/Eagle	S	17	3	4	3	ld4-2/ld4-2/l-6	Surprise 6 in 10	Detect magic, magical wpns. to hit	0	6"	20	Ν
Zoolem, Horse/Deer	L	35	3	8	3	3-10/3-10/3-6	Surprise 6 in 10	Detect magic, magical wpns. to hit	0	12"	20	Ν
Zoolem, Lion/Tiger	L	26	3	6	3	3-8/3-8/3-10	Surprise 6 in 10	Detect magic, magical wpns. to hit	0	9"	20	Ν
Zorbo	S	10	10 (see text)	) 4+2	2	1d4-2/1d4-2 (See text)	Absorption	Absorption	2-4	15", 9" climb	15	Ν
Zygom	Var.	3	Var.	3	Var.	Var.	Infestation	Immune to all mental attacks	0	Var.	20	Ν

Note: Any creature entry 'Var.' or 'See text' is explained in more detail in the creature's original HOB entry.

AL = Alignment. Those alignments noted with parentheses indicate a tendency that varies from the base alignment. For example CN(E) means chaotic neutral with evil tendencies.

Var. = Varies or Variable

Spcl. = Special Wpn. = Weapon

STR = Strength

## HACKLOPEDIA OF BEASTS - MONSTER MATRIX

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

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

Also included are ways to expand your monster list with creature variants, giving the HackMaster Fourth Edition game a variety of well over one million monsters! That's right, over one million monsters! Now you can really throw your players off guard by introducing a Dire Speckled Horned Anthraxian or a Giant Gibbering Jurrasic Gagwaller.

We give you the formulas and guidance to show you how, and with the information on calculating HackFactors you'll be able to fill your campaign with many new and deadly surprises. Even with the incredible variety in the previous volumes, when your players begin to lose character after character to the same monsters, they might start to figure things out and know what to expect. And we can't have that, can we?





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