

p. 99

TROLL


4

ARMOR CLASS

6+3

27 Ave

HIT DICE



CHAOTIC

8 spaces
120' (40')

MOVE x2

1d6 / 1d6
1d10
2 claws or bite

DAMAGE

ENC: 1d8 **DESCRIPTION** # LAIR: 1d8

Grim, green and gangly goons

- Average Size Large (8' tall)
- Average Intelligence 6 (low)
- *Regenerate* 3hp per round, starts 3 rounds after initial damage. If brought to 0 hp, will recover in 2d6 rounds
- *Fire or acid* damage does not regenerate
- Typically do not carry treasure

XP VALUE: 600 TREASURE: XIX

SAVING THROWS					
BREATH ATTACK	POISON DEATH	PETRIFY PARALYZE	WANDS	SPELLS DEVICES	MORALE
13	10	12	11	14	10

ATTACK ROLLS										
0	1	2	3	4	5	6	7	8	9	
13	12	11	10	9	8	7	6	5	4	

p. 89

OGRE


5

ARMOR CLASS

4+1

17 Ave

HIT DICE



CHAOTIC

6 spaces
90' (30')

MOVE x1

1d10 (1 club)

DAMAGE

ENC: 1d6 **DESCRIPTION** # LAIR: 2d6

Lumbering, dim-witted club-swinging brutes

- Average Size Large (9' tall)
- Average Intelligence 6 (low)
- Typically carry 1d6 x 100 gp pieces each

XP VALUE: 215 TREASURE: (XX) + 1K gp

SAVING THROWS					
BREATH ATTACK	POISON DEATH	PETRIFY PARALYZE	WANDS	SPELLS DEVICES	MORALE
13	10	12	11	14	10

ATTACK ROLLS										
0	1	2	3	4	5	6	7	8	9	
15	14	13	12	11	10	9	8	7	6	

p. 74

ETTIN


3

ARMOR CLASS

10

40 Ave

HIT DICE



CHAOTIC

8 spaces
120' (40')

MOVE x2

2d8, 3d6 (club, club)

DAMAGE

ENC: 1d2 **DESCRIPTION** # LAIR: 1d4

Brawny, two-headed, savage monstrosities

- Average Size Large (13' tall)
- Average Intelligence 6 (low)
- *Difficult to Surprise*, only 1 on a 1d6
- Typically do not carry treasure

XP VALUE: 1,700 TREASURE: (XIX)

SAVING THROWS					
BREATH ATTACK	POISON DEATH	PETRIFY PARALYZE	WANDS	SPELLS DEVICES	MORALE
7	6	8	7	10	9

ATTACK ROLLS										
0	1	2	3	4	5	6	7	8	9	
11	10	9	8	7	6	5	4	3	2	

p. 87

MINOTAUR


6

ARMOR CLASS

6

24 Ave

HIT DICE



CHAOTIC

8 spaces
120' (40')

MOVE x2/x1

1d6, 1d6 (gore, bite or weapon)

DAMAGE

ENC: 1d6 **DESCRIPTION** # LAIR: 1d8

Horned, labyrinth-dwelling bullies

- Average Size Large (8' tall)
- Average Intelligence 5 (low)
- *Strength Bonus*, +2 damage with any melee weapon
- Typically do not carry treasure

XP VALUE: 2,400 TREASURE: (XX)

SAVING THROWS					
BREATH ATTACK	POISON DEATH	PETRIFY PARALYZE	WANDS	SPELLS DEVICES	MORALE
13	10	12	11	14	12

ATTACK ROLLS										
0	1	2	3	4	5	6	7	8	9	
14	13	12	11	10	9	8	7	6	5	

p. 98

TROGLODYTE

5

ARMOR CLASS

2

8 Ave
HIT DICE

CHAOTIC

8 spaces

120' (40')

MOVE

x3

1d4x3
2 Claws, 1 Bite
or
weapon

DAMAGE

ENC: 1d8 DESCRIPTION # LAIR: 5d8

Slimy, nausea-inducing fin-backs

- Average Size Medium (5' tall)
- Average Intelligence 10 (average)
- *Chameleon skin* surprises 1-4 on 1d6
- *Stench gland* causes humans and demihumans -2 on attack rolls
- Typically do not carry treasure

XP VALUE: 38

TREASURE: (XXII)

SAVING THROWS

BREATH ATTACK	POISON DEATH	PETRIFY PARALYZE	WANDS	SPELLS DEVICES	MORALE
15	12	14	13	16	9

ATTACK ROLLS

0	1	2	3	4	5	6	7	8	9
18	17	16	15	14	13	12	11	10	9

p. 84

LIZARDFOLK

5

ARMOR CLASS

2+1

9 Ave
HIT DICE

NEUTRAL

4 spaces

60' (20')

MOVE

x1

1d6+1
or weapon

DAMAGE

ENC: 2d4 DESCRIPTION # LAIR: 6d6

Scaly, amphibious, swamp primitives

- Average Size Medium (6' tall)
- Average Intelligence 6 (semi-intelligent)
- Swim Movement 120 (40')
- Typically do not carry treasure

XP VALUE: 47

TREASURE: (XIX)

SAVING THROWS

BREATH ATTACK	POISON DEATH	PETRIFY PARALYZE	WANDS	SPELLS DEVICES	MORALE
15	12	14	13	16	12

ATTACK ROLLS

0	1	2	3	4	5	6	7	8	9
17	16	15	14	13	12	11	10	9	8

p. 77

GNOLL

5

ARMOR CLASS

2

8 Ave
HIT DICE

CHAOTIC

6 spaces

90' (30')

MOVE

x1

2d4
or
weapon +1

DAMAGE

ENC: 1d6 DESCRIPTION # LAIR: 3d6

Carnivorous, hyena-headed pack hunters

- Average Size Large (7' tall)
- Average Intelligence 7 (medium low)
- For every 20, *Pack Leader* attacks as 3 HD w/ 16 hp
- Typically do not carry treasure

XP VALUE: 47 / 65

TREASURE: (XIX)

SAVING THROWS

BREATH ATTACK	POISON DEATH	PETRIFY PARALYZE	WANDS	SPELLS DEVICES	MORALE
15	12	14	13	16	8

ATTACK ROLLS

0	1	2	3	4	5	6	7	8	9
18	17	16	15	14	13	12	11	10	9

p. 82

KOBOLD

7

ARMOR CLASS

1d4

2 Ave
HIT DICE

CHAOTIC

4 spaces

60' (20')

MOVE

x1

1d4
or weapon -1

DAMAGE

ENC: 4d4 DESCRIPTION # LAIR: 6d10

Trap-building, dog-like tunnel sneaks

- Average Size Small (2½' tall)
- Average Intelligence 9 (average)
- 90' Infravision
- *Chief* attacks as 2HD, with 9 hp
- *Bodyguards* attack as 1+1HD, with 6 hp each
- Morale is 8 in presence of Chief
- Typically carry 4d6 copper pieces each

XP VALUE: 5 / 6 / 21

TREASURE: I (XII)

SAVING THROWS

BREATH ATTACK	POISON DEATH	PETRIFY PARALYZE	WANDS	SPELLS DEVICES	MORALE
17	14	16	15	18	6

ATTACK ROLLS

0	1	2	3	4	5	6	7	8	9
19	18	17	16	15	14	13	12	11	10

 ARMOR CLASS	<div style="border: 1px solid black; width: 100px; height: 80px; margin: 0 auto;"></div>			 MOVE							
 HIT DICE	<div style="background-color: black; width: 100px; height: 20px; margin: 0 auto;"></div>			 DAMAGE							
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ATTACK ROLLS											
0	1	2	3	4	5						

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BREATH ATTACK	POISON DEATH	PETRIFY PARALYZE	WANDS	SPELLS DEVICES	MORALE						
ATTACK ROLLS											
0	1	2	3	4	5						

Recommend printing on 8 1/2 x 11" 20 lb. cardstock or colored paper

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ATTACK ROLLS											
0	1	2	3	4	5						

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