

Monster Name: \_\_\_\_\_  
Armor Class: \_\_\_\_\_ Special: \_\_\_\_\_  
Hit Dice: \_\_\_\_\_ Move: \_\_\_\_\_  
Attacks: \_\_\_\_\_ HDE/XP: \_\_\_\_\_  
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Swords  
& Wizardry  
White Box  
EDITION

**BOOK III OF IV: MONSTERS**

By Marv Breig

Based upon the Swords & Wizardry: Core Rules by Matthew J. Finch

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Monster Name: \_\_\_\_\_  
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 Hit Dice: \_\_\_\_\_ Move: \_\_\_\_\_  
 Attacks: \_\_\_\_\_ HDE/XP: \_\_\_\_\_

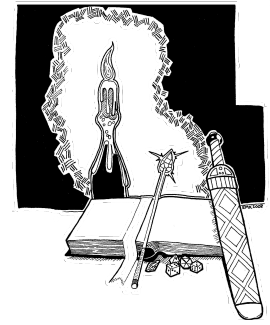
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## CHAPTER 7:

# Running the Game

Running a game of *SWORDS & WIZARDRY: WHITEBOX* is a lot easier than running most other role-playing games, simply because there are not as many rules and your own discretion overrides them anyway. Most situations are handled by making “common sense” decisions concerning what happens next.

For example, if there are a bunch of zombies around the next corner and the Players decide not to go around that corner, it’s up to the Referee to determine whether or not it makes sense for the zombies to rush around the corner and attack—or whether their orders are to simply stay where they are. If a Player decides that his character is going to jump through a wall of fire, with several bottles of flammable oil in his backpack, it’s up to the Referee to determine whether or not they explode.

This means “making up” a lot of stuff on the spot. If you’re not a good storyteller or if you’re not up to doing a lot of creative thinking on the fly, it might be better that you try a different game—one that provides more rules and guidance for every little situation that might arise. But if you’re a good storyteller, creative and fair, *SWORDS & WIZARDRY: WHITEBOX*’s small, Spartan rule-set frees up your creativity to create a fantasy role-playing experience completely different from the type of game that depends on a multitude of rules.

*SWORDS & WIZARDRY: WHITEBOX* also frees up your creativity in terms of customizing the game. Unlike a more complex game, you can add house rules wherever you want to without accidentally messing up something else buried in the rules. If you want to use critical hits and fumbles, add ‘em in. You won’t break anything—there’s not that much to break!

## Designing an Adventure

Basically, the “adventure” is just the setting for the game—usually a map and then notes about certain locations on that map. As the Players tell you where their characters go and what they do, you’re referring to the map and your notes to describe what happens as a result. Don’t try to plan for all contingencies—it’s

guaranteed that the players will do something unexpected during the adventure and you'll just have to roll with it, thinking on your feet and making up new things as you go. Just as you challenge the Players with adventure, they challenge you to keep up with their collective creativity.

## Creating a Campaign

A campaign is the world beyond the adventure—the cities, forests, coastlines, and kingdoms of the fantasy world. The players will almost certainly want their characters to explore the wilderness, visit cities, and do all sorts of things in the fantasy world. At the beginning of the game, you might want to sketch out a map of a single village (as the starting point) and some of the surrounding area. (The location of the first adventure—a dark forest—perhaps?) As the players move their characters around from adventure to adventure, you can expand the little map into an entire fantasy world with the continents, kingdoms, and great empires at your disposal.

If you want to take a shortcut, you can set your entire campaign in a fictional world created by the author of one of your favorite fantasy stories. Most of these have maps and the author has already created the details and feel of the world for you. For example, the worlds of Conan's Hyboria (*Robert E. Howard*), of Elric and the Eternal Champions (*Michael Moorcock*), and of the Dying Earth (*Jack Vance*) are popular fictional settings ready for gaming. Indeed, publishers have already created pre-packaged campaigns for all three of these examples.

## Experience Points

Experience Points are awarded to Players for gaining treasure and killing monsters, as an earlier Player's section has described. It may seem counter-intuitive that treasure somehow makes characters more experienced, but that's not what awarding experience for gold pieces is all about. Gold pieces are an after-the-fact measurement of how ingenious the character (Player) was in getting them. The gold pieces are not the source of the experience—they are the measurable product of it.

That being said, there are many alternative ways for Referees to award XP. For example, active participation in the campaign might warrant experience for each hour of real-time play, as could solving puzzles and aiding allies. A particularly clever solution or epic victory might warrant double the normal XP amount awarded, while an abysmal failure might merit half.

Some Referees make all earned Experience Points a part of a community total to be divided evenly, since not all the characters have the same opportunities in a given adventure. Others prefer a more competitive game, whereby each player earns XP according to individual accomplishments.

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## Creating Monsters

Monsters are not Player Characters, and their abilities are not at all determined by the rules for PCs—not even the stats for races that can have player characters, such as Dwarves. A monster’s abilities are determined by the Referee, not by any rules! Feel free to add wings, breath weapons, extra hit dice, wounded versions, or whatever suits your adventure and your campaign. Toggle and tweak, imagine and invent! You are responsible for the quality of the swords and sorcery in your game, not the rules. So don’t try to create monsters according to any sort of power formula. Create monsters based on how they feel and how they play at the gaming table. Create challenges for the players, not headaches for yourself. Your job is to imagine and create, not to slave at rulebooks finding out what you’re “allowed” to do.

Table 28: Monster Creation

Hit Dice	Base “to-hit” Bonus	Saving Throw	XP Awarded
< 1	+0	19	10
1	+1	18	15
2	+2	17	30
3	+3	16	60
4	+4	15	120
5	+5	14	240
6	+6	13	400
7	+7	12	600
8	+8	11	800
9	+9	10	1,100
10	+10	9	1,400
11	+11	8	1,700
12	+12	7	2,000
13	+13	6	2,300
14	+14	5	2,600
15	+15	4	2,900

If you find that whatever system you’re using leads the players toward bad decisions—seeking out unnecessary combat or looking for traps to spring—you might consider adjusting your system. This is true for the “official” system of awarding experience as well. Remember, the Referee is the ultimate judge of what works best for a game and any rule can be changed to fit the group.

### Scale of Advancement

Referees all have their own style of campaign, and it would be silly for one author to impose needless restrictions on anyone playing the game. However, it is worth noting that this rules set was designed with the notion that 4<sup>th</sup> level characters are “heroic” and thus the tables were capped at level 10. A Referee who wishes to extend the tables to higher levels is encouraged to do so if it fits the style of the campaign.

single round. In any given round, the wyvern is 60% likely to use its tail, which can lash out to the creature's front even farther than its head can reach.

### Yellow Mold

Armor Class: N/A

Hit Dice: N/A

Attacks: See below

Special: Poisonous spores

Move: 0

HDE/XP: 3/60

Yellow mold is a subterranean fungus; it neither moves nor attacks. However, if it is poked or struck, it may (50% chance) release a cloud of poisonous spores, roughly 10 feet in diameter. Failing a saving throw against the spores means that the character dies a rather horrible death. Touching yellow mold causes 1d6 points of acid damage. These growths can be destroyed with fire.

### Zombies

Armor Class: 8 [11], 7 [12] w/ shield

Hit Dice: 1

Attacks: Strike or weapon

Special: Immune to sleep, charm

Move: 6

HDE/XP: 2/30

Zombies are mindless creatures, the walking dead. These are merely animated corpses, not carriers of any sort of undead contagion as ghouls are. If their un-death is contagious, they should be worth a few more experience points than described here, and if a single hit from a zombie causes contagion or any other sort of disease they should be worth considerably more experience. However, the standard zombie is simply a corpse animated to do its creator's bidding.

## Better Monsters

There is really no limit as to how high monsters can go, and often it's fun to trick the players by throwing über-monsters at them. The Referee should feel free to adjust AC, HD, or other factors to make monsters more challenging. Also, feel free to try new options like a super strain of orcs, goblin spider-riders, or fire-resistant mummies just to keep the players on their toes.

## Monster Levels

You may notice that while suggested character levels are capped, monster levels are not. The reasons for this are simple:

1. Players run in packs and big monsters need levels to overcome a disadvantage in numbers.
2. Players tend to be creative while many Referees allow monsters to "play stupid."

The Referee has the option of allowing characters to continue to advance, or to put a cap on monster levels as he or she sees fit.

Many other possibilities for vampires exist in folklore: Chinese vampires, for instance, and blood-drinkers more feral than intelligent. Plus, other cultural templates with different attributes could be created—how about an ancient Egyptian mummified vampire, or an Aztec vampire?

### Wights

Armor Class: 5 [14]                      Special: See below  
Hit Dice: 3                                  Move: 9  
Attacks: Claw (See below)              HDE/XP: 5/240

Wights live in tombs, graveyards, and burial mounds (barrows). They are undead, and thus not affected by sleep or charm spells. Wights are immune to all non-magical weapons, with the exception of silver weapons. Any human killed or completely drained of levels (1 level per hit) by a wight becomes a wight.

### Worgs

Armor Class: 6 [13]                      Special: None  
Hit Dice: 4                                  Move: 18  
Attacks: Bite                                HDE/XP: 4/120

Worgs are large, intelligent, and evil wolves of chaos. They are sometimes ridden by orcs. They may have supernatural origins.

### Wraiths

Armor Class: 3 [16]                      Special: See below  
Hit Dice: 4                                  Move: 24  
Attacks: Touch (See below)              HDE/XP: 6/400

Wraiths are powerful wights, immune to all non-magical weapons other than silver ones (which inflict only half damage). Arrows are particularly ineffective against them, for even magical and silver arrows inflict only one hit point of damage per hit. They drain 1 level per hit. Wraiths can be found riding well-trained battle steeds or more unusual mounts that will tolerate their presence.

### Wyverns

Armor Class: 3 [16]                      Special: Flight, poison sting  
Hit Dice: 7                                  Move: 6/24 (when flying)  
Attacks: Bite or sting                      HDE/XP: 9/1,100

A wyvern is the two-legged form of dragon, and these creatures are smaller and less intelligent than true four-legged dragons, not to mention that they do not have a breath weapon. Wyverns have a poisonous sting at the end of their tails, but they are not coordinated enough to attack with both bite and sting in a



## CHAPTER 8: Monsters

There's not a lot of detail given about the monsters, because the more detail given, the more your own mental image of the fantasy world is going to be locked into a single track. We're not going to say that giant ants are red, nocturnal, three feet long, and fond of eating Elves. Because, in your mind, they might be blue, diurnal, five feet long, and eat only plants unless attacked. Details about monsters toss roadblocks in front of the imagination. Yes, details can also inspire imagination, but we're making the assumption that if you're interested in fantasy gaming in the first place, you've got a good imagination as-is and don't require details about the size of a giant ant.

The following is a quick reference guide for how to read monster descriptions:

### Armor Class

"Armor Class" is explained earlier in the rules for combat. If you're using the Descending AC system (where lower AC is better), disregard the numbers in brackets. If you're using the Ascending AC system (where a high AC is better), use the numbers in brackets.

### Attacks

"Attacks" lists the number of attacks a monster has and the damage they inflict. Most monsters have one attack and inflict 1d6 damage—there are, however, some exceptions.

### Experience Points

"Experience Points" are presented after a monster's Hit Dice Equivalent (HDE) rating, and list the number of XP the adventuring party gains as a result of killing the creature. In some cases, however, the Referee may choose to award experience points for defeating a creature without killing it (circumventing it by creative means, capturing it to bring home, etc.). Some monsters have multiple Experience Points listed—this is because certain monsters have a range of hit dice. Order is always from lowest HD to highest HD.

## Hit Dice

“Hit Dice” is the number of dice (d6) rolled to determine an individual creature’s HP. If there is a plus or minus after the number, add or subtract that number once from the total rolled.

*Note: In SWORDS & WIZARDRY: WHITEBOX, the monster’s normal “to-hit” bonus is equal to its hit dice (capped at +15). For example, a monster with 3 HD attacks with a +3 “to-hit” bonus.*

## Hit Dice Equivalent

“Hit Dice Equivalent” is used to separate monsters into “difficulty levels” so that when creating an adventure the Referee has some guidelines concerning what characters can and cannot handle. Some monsters have multiple HDE’s listed—this is because certain monsters have a range of hit dice. Order is always from lowest HD to highest HD.

## Magic Resistance

“Magic Resistance” isn’t one of the entries, but some creatures may have “magic resistance.” The given percentage chance is the likelihood that any magic used against the creature (other than bonuses from weapons) will fail to take effect. To determine whether or not magic used will have an impact, roll a d100. The magic fails if the result is less than the given percentage.

## Move

“Move” is the monster’s movement rate and is handled like it is for PCs.

## Saving Throw

“Saving Throw” isn’t one of the entries, but all creatures have a saving throw. It is the number on the d20 the monster needs to equal or exceed in order to make a successful saving throw. It is found by subtracting the monster’s HD from 19. For example, a monster with 4 HD has a saving throw of 15. (See also **Saving Throws**, *Book I*, Page 22; **Table 27: Monster Creation**, Page 34)

## Special

“Special” is just a “flag” of sorts for the Referee that serves as a reminder that a monster has a special ability.

## Trolls

Armor Class: 4 [15]

Hit Dice: 6+3

Attacks: Claw

Special: Regeneration

Move: 12

HDE/XP: 8/800

Trolls are as tall as ogres and just as strong. Unlike ogres, however, they attack with claws and teeth instead of weapons. Trolls regenerate, which is to say that any damage inflicted upon them heals within minutes (3 hit points per round). The only way to utterly kill a troll is to submerge it in acid or burn it. Trolls can even re-grow lopped-off heads and limbs.

## Unicorns

Armor Class: 2 [17]

Hit Dice: 4

Attacks: Hoof or horn

Special: See below

Move: 24

HDE/XP: 5/240

Unicorns are generally shy and benevolent creatures, who will only allow a chaste maiden to approach them. They can teleport once per day to a distance of 360 feet, with a rider. When they charge, their horn can deal double damage. Unicorns are 25% resistant to magic. The unicorn’s horn has healing properties according to legend (the details of this, if any, are left to the Referee). There is considerable room to create variants of sorts: evil or flying unicorns, etc.

## Vampires

Armor Class: 2 [17]

Hit Dice: 7–9

Attacks: Bite (See below)

Special: See below

Move: 12/18 (when flying)

HDE/XP: 9/1,100; 10/1,400; 11/1,700

Vampires are some of the most powerful of undead creatures. They can only be hit with magic weapons and when “killed” in this way they change into a gaseous form, returning to their coffins.

They regenerate at a rate of 3 hit points per round, can turn into gaseous form or into a giant bat at will, and can summon a horde of bats or 3d6 wolves from out of the darkness of night. Looking into a vampire’s eyes necessitates a saving throw at -2, or the character is charmed (as per the spell **Charm Person**). Most terrifyingly, a vampire’s bite drains two levels from the victim.

Fortunately, vampires have some weaknesses. They can be killed (these are the only known methods) by immersing them in running water, exposing them to sunlight, or driving a wooden stake through the heart. They retreat from the smell of garlic, the sight of a mirror, or the sight of “good” holy symbols. Any human killed by a vampire becomes a vampire under the control of its creator. This description will be recognized easily as the “Dracula” type of vampire.



### Specters

Armor Class: 2 [17]

Hit Dice: 6

Attacks: Touch (See below)

Special: Drains 2 levels per hit

Move: 15/30 (when flying)

HDE/XP: 9/1,100

Specters are wraith-like undead creatures without corporeal bodies. When a specter hits an opponent, either with hand or weapon, the touch drains two levels from the victim. Only magical weapons can damage a specter. In some cases, these terrifying creatures may be mounted upon living beasts, if the beasts have been trained to tolerate proximity to the undead. Any being killed (or drained below level 0) by a specter becomes a specter himself—a pitiful thrall to its creator.

### Spiders, Giant

Armor Class: 6 [13]

Hit Dice: 2+2

Attacks: Bite (See below)

Special: See below

Move: 18

HDE/XP: 5/240

Giant spiders are aggressive hunters. Only the greater giant spiders are web builders. Giant spider webs require a saving throw to avoid becoming stuck. Those who make their saving throw can fight and move (5 feet per round) in the webs. Giant spiders surprise on a roll of 1–5, being able to hide well in shadows. A giant spider's bite is very poisonous.

### Treants

Armor Class: 2 [17]

Hit Dice: 7–12

Attacks: Strike

Special: Control trees

Move: 6

HDE/XP: 7/600; 8/800; 9/1,100;  
10/1,400; 11/1,700; 12/2,000

Treants are tree-like protectors and “shepherds” of forest trees. Depending upon their size, they have different hit dice and damage; treants of 7 to 8 hit dice inflict 2d6 points of damage with each strike of their branch-like hands, treants of 9–10 hit dice inflict 3d6 points, and treants of 11–12 hit dice inflict 4d6 points. All treants can “wake” trees within 60 feet, allowing them to walk at a rate of 3, and possibly to attack (no more than two trees at a time can be awake at the behest of a single treant).

Table 25: Monster Attack Rolls

Hit Dice	Target Armor Class [Ascending Armor Class]											
	9 [10]	8 [11]	7 [12]	6 [13]	5 [14]	4 [15]	3 [16]	2 [17]	1 [18]	0 [19]	-1 [20]	-2 [21]
< 1	10	11	12	13	14	15	16	17	18	19	20	21
1	9	10	11	12	13	14	15	16	17	18	19	20
2	8	9	10	11	12	13	14	15	16	17	18	19
3	7	8	9	10	11	12	13	14	15	16	17	18
4	6	7	8	9	10	11	12	13	14	15	16	17
5	5	6	7	8	9	10	11	12	13	14	15	16
6	4	5	6	7	8	9	10	11	12	13	14	15
7	3	4	5	6	7	8	9	10	11	12	13	14
8	2	3	4	5	6	7	8	9	10	11	12	13
9	1	2	3	4	5	6	7	8	9	10	11	12
10	1	1	2	3	4	5	6	7	8	9	10	11
11	1	1	1	2	3	4	5	6	7	8	9	10
12	1	1	1	1	2	3	4	5	6	7	8	9
13	1	1	1	1	1	2	3	4	5	6	7	8
14	1	1	1	1	1	1	2	3	4	5	6	7
15+	1	1	1	1	1	1	1	2	3	4	5	6

## Monster Descriptions

Contained herein are all of the monsters presented in alphabetical order.

### Banshees

Armor Class: 0 [19]

Hit Dice: 7

Attacks: Claw

Special: See below

Move: 12

HDE/XP: 11/1,700

Banshees are horrid fey (or undead) creatures that live in swamps and other desolate places. They can only be harmed by magical or silver weapons. Banshees have a 49% resistance to magic, and they are immune to enchantments. Their shriek (once per day) necessitates a saving throw versus death or the hearer will die in 2d6 rounds. They can travel over water and other terrain as if it were land, but crossing running water causes it to lose its magic resistance for 3d6 hours. They look like gaunt humans with long, stringy hair and glowing yellow eyes. They often wear hooded cloaks. At the Referee's discretion, such creatures might be undead rather than faerie-folk, and are considered 9HD undead for turning purposes.

**Basilisks**

Armor Class: 4 [15]	Special: Petrifying gaze
Hit Dice: 6	Move: 6
Attacks: Bite	HDE/XP: 8/800

Basilisks are great lizards whose gaze turns to stone anyone meeting its eye (fighting without looking incurs a -4 penalty “to-hit”). If the basilisk’s own gaze is reflected back at it, it has a 10% chance to force the basilisk into a saving throw against being turned to stone itself.

**Beetles, Giant Fire**

Armor Class: 4 [15]	Special: None
Hit Dice: 1+3	Move: 12
Attacks: Bite	HDE/XP: 1/15

A giant fire beetle’s oily light-glands glow red, and continue to give off light for 1d6 days after they are removed (shedding light in a 10 foot radius).

**Black Puddings**

Armor Class: 6 [13]	Special: Acidic
Hit Dice: 10	Move: 6
Attacks: Strike	HDE/XP: 11/1,700

Black puddings are amorphous globs with an acidic surface. They are subterranean predators and scavengers. Any weapon or armor contacting a black pudding will be eaten away by the acid as follows: weapon (1 hit by weapon), chain mail or lesser armor (1 hit by pudding), plate mail (2 hits by pudding). If a weapon or armor is magical, it can take an additional hit per +1 before being dissolved. They are immune to cold and divide when attacked by lightning.

**Blink Dogs**

Armor Class: 5 [14]	Special: Teleport
Hit Dice: 6	Move: 12
Attacks: Bite	HDE/XP: 4/240

Blink dogs are pack hunters, intelligent and usually friendly to those who are not of evil intent. They can teleport short distances (without error) and attack in the same turn—in most cases (75%) a blink dog will be able to teleport behind an opponent and attack from the rear (with bonuses).

would undoubtedly be capable of swallowing a human whole, probably on a natural attack roll of no more than 14. A character swallowed whole would be digested within, perhaps, three hours.

**Shadows**

Armor Class: 7 [12]	Special: See below
Hit Dice: 3+3	Move: 12
Attacks: Touch (See below)	HDE/XP: 4/130

Shadows may or may not be undead creatures: they are immune to sleep and charm, but the Referee may decide whether they are undead creatures subject to turning or whether they are some horrible “other” thing, a manifestation perhaps, or a creature from another dimension. Shadows are dark and resemble shadows, though they may be darker. They are not corporeal, and can only be harmed with magical weapons or by spells. Their chill touch drains one point of strength with a successful hit, and if a victim is brought to a strength of 0, he becomes a shadow. Strength points return after 90 minutes.

**Skeletons**

Armor Class: 8 [11], 7 [12] w/ shield	Special: None
Hit Dice: ½	Move: 12
Attacks: Strike or weapon	HDE/XP: 1/15

Skeletons are animated bones of the dead and are usually under the control of some evil master.

**Slug, Giant**

Armor Class: 8 [11]	Special: Spits acid (2d6)
Hit Dice: 12	Move: 6
Attacks: Bite	HDE/XP: 13/2,300

These tremendously large masses of slimy, rubbery flesh are completely immune to blunt weapons. In addition to their powerful bite, giant slugs can spit their acidic saliva (one target at a time). The base range for spitting is 60 feet, and within this range the slug’s spittle will be 50% likely “to-hit” (no “to-hit” roll required). For every additional 10 feet of range, the chance “to-hit” decreases by 10%. On its first spitting attack, the slug only has a 10% chance “to-hit” within 60 feet, and no chance of hitting beyond that range. Some giant slugs might have more or less virulent acidity (thus changing the damage inflicted).

What prey the purple worms once hunted (or perhaps still do, in deep places) with such natural weapons must have been terrifying indeed. Aquatic versions of the purple worm might also exist.

### Rats, Giant

Armor Class: 7 [12]	Special: 5% are diseased
Hit Dice: 1-1	Move: 12
Attacks: Bite	HDE/XP: < 1/10

Giant rats are often found in dungeons, and are about the size of a cat or a lynx. The bite of some (1 in 20) giant rats causes disease. A saving throw vs. poison is allowed. The effects of the disease are decided by the Referee.

### Rocs

Armor Class: 4 [15]	Special: None
Hit Dice: 12	Move: 3/30 (when flying)
Attacks: Claw	HDE/XP: 12/2,000

Rocs are the mythological great birds of legend, large enough to prey upon elephants. They can be trained as fledglings to serve as steeds, so roc eggs or fledglings would be a prize indeed, worth great sums of gold. Rocs might grow as large as 18 HD, with commensurately increased statistics.

### Salamanders

Armor Class: 5 [14], 3 [16]	Special: Heat, constriction
Hit Dice: 7	Move: 9
Attacks: Constrict or touch	HDE/XP: 8/800

Salamanders are intelligent creatures of the elemental planes of fire. They have the upper body of a human (AC 5 [14]) and the lower body of a snake (AC 3 [16]), and give off tremendous, intense heat. The very touch of a salamander deals 1d6 hit points of fire damage, and they wrap their tails around foes to cause an additional 2d6 points of crushing damage per round. Salamanders cannot be enslaved in the same manner djinn and efreet might be.

### Sea Serpents

Armor Class: 2 [17]	Special: See below
Hit Dice: 30	Move: 18 (when swimming)
Attacks: Bite	HDE/XP: 30/8,400

The size and nature of sea serpents is a matter for the Referee to determine. The sea serpent depicted here would be about middle size, about 60 feet in length, with smaller ones being half that size (with adjusted statistics, of course), and large ones being about 50% larger than the one described here. A sea serpent

### Bugbears

Armor Class: 5 [14]	Special: Surprise opponents
Hit Dice: 3+1	Move: 9
Attacks: Weapon or bite	HDE/XP: 3/120

These large, hairy, goblin-like humanoids are stealthier than their size would suggest, almost always getting the chance to surprise even the most alert opponents with a roll of 1-3 on a d6 (50% of the time).

### Centaur

Armor Class: 5 [14], 4 [16] w/ shield	Special: None
Hit Dice: 4	Move: 18
Attacks: Weapon or kick	HDE/XP: 5/240

Half man, half horse, centaurs are fierce warriors and well-known creatures of mythology. The Referee may choose any "version" of the centaur from folklore for his campaign: some are chaotic, some aloof, and some are soothsayers.

### Centipedes, Giant (*small*)

Armor Class: 9 [10]	Special: Poison (see below)
Hit Dice: 1d2 HP	Move: 13
Attacks: Bite	HDE/XP: 2/30

Giant lethal centipedes of the small size inflict a lethal amount of poison with each bite, but inflict no damage if the saving throw is successful (+4 modifier to opponent's saving throw).

### Centipedes, Giant (*medium*)

Armor Class: 5 [14]	Special: Poison (see below)
Hit Dice: 2	Move: 15
Attacks: Bite	HDE/XP: 4/240

This man-sized giant centipede is a deadly predator with armored segments, a vicious bite, and a potentially lethal poison (+6 modifier to opponent's saving throw).

### Centipedes, Giant (*large*)

Armor Class: 0 [19]	Special: Poison (see below)
Hit Dice: 4	Move: 18
Attacks: Bite	HDE/XP: 6/400

A twenty-foot long horror of chitin, multiple legs, and clashing pincers dripping with venom (+6 modifier to opponent's saving throw).

## Chimerae

Armor Class: 4 [15]                      Special: Breathes fire, flies  
 Hit Dice: 9                                Move: 12/18 (when flying)  
 Attacks: Bite (equals # of heads)    HDE/XP: 11/1,700

The chimera is a winged, three headed beast; one is the head of a goat, one the head of a lion, and one the head of a dragon. The dragon head can breathe fire (3 times per day) with a range of 50 feet, causing 3d8 damage to anyone caught within the fiery blast (saving throw for half damage).

## Cockatrices

Armor Class: 6 [13]                      Special: Bite turns bitten into stone  
 Hit Dice: 5                                Move: 6/18 (when flying)  
 Attacks: Bite                             HDE/XP: 7/600

Resembles a bat-winged rooster with a long, serpentine tail. Its bite turns enemies to stone unless a successful saving throw is made.

## Demons

Demons are creatures of the lower planes of existence, but they are occasionally encountered in places where they have been enslaved to serve as guardians by powerful Magic-users or Chaotic Clerics. The more intelligent varieties might also be interrupted while carrying out plots of their own. There is no meaningful game distinction between demons and devils.

### *Demon, Baalrogs*

Armor Class: 2 [17]                      Special: See below  
 Hit Dice: 9                                Move: 6/15 (when flying)  
 Attacks: Sword or whip (2d6)        HDE/XP: 10/1,400

The Baalrog's name means, roughly, the Bull of Baal: the Baal-aurochs (the aurochs was a bull that stood twelve feet tall at the shoulder, and Baal is an ancient and evil pagan deity). These powerful demons somewhat resemble vast minotaurs with great, spreading bat-wings; they burn with the fires of hell and are wreathed in flame. The spells of casters below 6<sup>th</sup> level do not affect them, and against higher-level spell casters they are yet 75% immune to all spells. In combat, a Baalrog uses whip and sword; the whip can be used to reach great distances—on a successful hit the victim is pulled close to the Baalrog and burned by the fires of the demon's body (3d6 damage). Baalrogs are sometimes referred to in ancient texts as Balor or Baalor, which may be the name of a single demon rather than a term for all of them. A Baalrog could be forced or tricked into the service of a powerful wizard, but the risk would be immense.

magical darkness, change into human form, cast **Sleep** and **Charm Person** once per day, and cast a cone of frost with a range of 60 feet to a base of 30 feet, causing 8d6 damage to any caught within (saving throw applies). Western folklore also contains many examples of shape-shifting, magical ogres (the most famous example being the one in Puss-in-Boots), so there might be many different interpretations of magical ogres whether or not they are called "ogre mage."

## Orcs

Armor Class: 6 [13]                      Special: None  
 Hit Dice: 1                                Move: 12  
 Attacks: Weapon                        HDE/XP: 1/15

Orcs are stupid, brutish humanoids that gather in tribes of hundreds. Most are subterranean dwellers, and fight with a -1 penalty "to-hit" in sunlight. Occasionally, war-bands or even entire tribes of orcs issue forth from their caverns to raid and pillage by night. Orcish leaders are great brutes with additional HD, and magic-using shamans may also be found in the larger tribes. Orcish tribes hate each other, and will fight savagely unless restrained by a powerful and feared commander, such as an evil high priest or a mystic sorcerer.

## Pegasus

Armor Class: 6 [13]                      Special: Flight  
 Hit Dice: 2+2                            Move: 24/48 (when flying)  
 Attacks: Hooves                        HDE/XP: 4/120

Pegasus was the winged horse from Greek mythology. Other Pegasus creatures might have bat wings, some might be chaotic; such choices are left entirely up to the Referee.

## Purple Worms

Armor Class: 6 [13]                      Special: Poison sting  
 Hit Dice: 15                              Move: 9  
 Attacks: Bite or sting                HDE/XP: 17/3,500

Purple worms are massive annelids that grow 40+ feet in length and sometimes exceed 10 feet in width. They are subterranean, chewing tunnels in rock (or through sand, in deserts, where they are a tan color). These beasts swallow their prey whole on a roll 4 higher than the needed number, or if the worm rolls double the number required "to-hit". They can swallow anything the size of a horse or smaller.

In addition to the worm's dreaded bite, it has a poison stinger on its tail the length of a sword and just as deadly even from the piercing wound it inflicts. The poison injected by the stinger is lethal if the victim fails a saving throw.

**Minotaurs**

Armor Class: 6 [13]	Special: Never lost in labyrinths
Hit Dice: 6+4	Move: 12
Attacks: Weapon	HDE/XP: 6/400

The minotaur is a man-eating predator from Greek mythology, with the head of a bull and the body of a massive human, covered in shaggy hair. Sometimes they wield large axes and most are not particularly intelligent.

**Mummies**

Armor Class: 3 [16]	Special: See below
Hit Dice: 5+1	Move: 6
Attacks: Touch (See below)	HDE/XP: 7/600

Mummies cannot be hit by normal weapons and even magical weapons inflict only half damage against them. Their touch also inflicts a rotting disease which prevents magical healing and causes wounds to heal at one-tenth of the normal rate. A **Cure Disease** spell can increase healing rate to half normal, but a **Remove Curse** spell is required to completely lift the mummy's curse.

**Ochre Jelly**

Armor Class: 8 [11]	Special: Lightning divides creature
Hit Dice: 5	Move: 3
Attacks: Acid strike	HDE/XP: 6/400

Ochre jellies are amorphous oozes that damage opponents with their acidic surface. They dissolve any adventurers they kill, making the spell **Raise Dead** all but impossible.

**Ogres**

Armor Class: 5 [14]	Special: None
Hit Dice: 4+1	Move: 9
Attacks: Weapon	HDE/XP: 4/120

Ogres are normally quite stupid, but more intelligent versions might be encountered here and there. Sometimes ogres are mistaken for trolls.

**Ogre Mages**

Armor Class: 4 [15]	Special: Magic
Hit Dice: 5+4	Move: 12/18 (when flying)
Attacks: Weapon	HDE/XP: 7/600

The ogre mage is an ogre with magic powers, based on Japanese legend. An ogre mage can fly, turn invisible (per the spell), create a 10 foot radius circle of

**Demon, Lemure**

Armor Class: 7 [12]	Special: Regenerate (1 HP/round)
Hit Dice: 3	Move: 3
Attacks: Claw	HDE/XP: 4/120

Lemures are vaguely humanoid—their flesh is mud-like, shifting and soft upon their horrible bodies. Like manes and wretches, lemures are lower forms of demons, the fleshly manifestations of damned souls. These demons can only be permanently destroyed by sprinkling their disgusting bodies with holy water.

**Djinn**

Armor Class: 5 [14]	Special: See below
Hit Dice: 7+1	Move: 9/24 (when flying)
Attacks: Fist or weapon (2d6)	HDE/XP: 9/1,100

Djinn are one of the genies of folklore, creatures of the air (and possibly of the elemental planes). They can carry 700 pounds of weight, and have a number of magical powers. A djinni can create food and water of high quality, as well as wooden and cloth objects. They can also create objects of metal (including coins), but all such magically created metals disappear in time. Djinn can call up illusions, and although these are quite excellent they disappear when touched. Djinni can turn themselves into gaseous form (cannot attack or be attacked, can enter any area that is not airtight), and can become invisible at will. Finally, a djinni can turn itself into a whirlwind much like an air elemental, sweeping away any creature with one or fewer hit dice (the diameter of the whirlwind is 10 feet). More powerful types of djinn might be capable of granting limited wishes or even true wishes.

**Doppelgangers**

Armor Class: 5 [14]	Special: See below
Hit Dice: 4	Move: 9
Attacks: Claw	HDE/XP: 5/240

A doppelganger can change its form to resemble the physical appearance (including clothing and gear) of any person. These creatures are immune to sleep and charm, and are considered magic resistant for purposes such as breaking through wizard locks and similar spells. They have a very good saving throw (+5) against magic of all kinds.

### Dragons

All dragons have a breath weapon of some kind, which can be used up to three times in a day. The Referee chooses when a dragon will use the breath weapon or may roll for it (50% chance) in any given round.

Referees should not roll for a dragon’s hit points, like one would for other monsters. Instead, determine the age category of the dragon—this will give both the dragon’s hit points per hit dice and how many points of breath weapon damage per hit dice the dragon inflicts.

**Table 26: Age Category, Dragon**

Roll	Age	Hit Points/Hit Dice	Damage/Hit Dice
1	Very Young	1	1
2	Young	2	2
3	Immature	3	3
4	Adult	4	4
5	Old	5	5
6	Very Old (100 years)	6	6
7	Aged (100–400)	7	7
8	Ancient (400+)	8	8

**Table 27: Breath Weapons, Dragon**

Shape*	Type
Cloud	Gaseous
Cone	Fiery/Frosty
Line	Spitting

\* The dimensions of a dragon’s breath differ according to the dragon’s type

For example, an “Adult” dragon has both 4 hit points and 4 points of breath weapon damage per hit dice. So an “Adult” black dragon with 6 HD would have 24 HP and deal 24 points of acid damage when using its breath weapon.

Note that dragons, while dangerous opponents, are not by any means invincible. In a medieval-type fantasy world, dragons are a common problem rather than a godlike creature of legend—so the statistics for dragons reflect a deadly but not mythical foe. The Referee is, of course, free to create stats for a more “mythical” conception of dragons. Since dice aren’t rolled for dragon hit points, it is possible for a truly mythical dragon to have more “numbers” per die than it’s actually possible to roll on a hit dice.

### *Lycanthrope, Wererat*

Armor Class: 6 [13]                      Special: Control rats, lycanthropy  
 Hit Dice: 3                                  Move: 12  
 Attacks: Weapon                          HDE/XP: 4/120

Wererats are mostly found in cities, lurking in shadowy alleyways. Wererats can control rats, and are extremely stealthy (surprising opponents on 1–4 on a d6).

### *Lycanthrope, Werewolf*

Armor Class: 5 [14]                      Special: Lycanthropy  
 Hit Dice: 3                                  Move: 12  
 Attacks: Bite or Claw                      HDE/XP: 4/120

Werewolves are the traditional Lycanthropes seen in horror movies. They are often only affected by silver or magical weapons, and are often humanoid—except for during a full moon, and so on.

### Manticores

Armor Class: 4 [15]                      Special: Flight  
 Hit Dice: 6+4                              Move: 12/8(when flying)  
 Attacks: Tail-spikes                      HDE/XP: 8/800

A horrid monster with bat wings, the face of a feral human, the body of a lion, and a tail tipped with 24 iron spikes. The manticore can hurl up to 6 of the iron spikes from its tail per round, at a maximum range of 180 feet.

### Medusae

Armor Class: 8 [11]                      Special: Petrifying gaze  
 Hit Dice: 6                                  Move: 9  
 Attacks: Poisoned bite or weapon      HDE/XP: 8/800

Medusae are horrid creatures from Greek mythology with a female face but hair of writhing snakes; they have no legs, but the body of a serpent. The gaze of a medusa turns anyone looking upon it into stone. In addition to the medusa’s relatively weak melee-weapon attack, the snake-hair makes one attack per round, causing no damage but lethally poisonous with a successful hit (saving throw applies).

**Liches**

Armor Class: 0 [19]	Special: See below
Hit Dice: 12–18	Move: 6
Attacks: Touch	HDE/XP: 15/2,900; 16/3,200; 17/3,500; 18/3,800; 19/4,100; 20/4,400; 21/4,700

Liches are the undead remnants of wizards, either made undead by their own deliberate acts during life or as the result of other magical forces (possibly including their own magics gone awry). A lich has the same spell-casting powers as the original Magic-user (the same level as the lich's HD). A lich's touch causes paralysis with no saving throw, and the very sight of one of these dread creatures causes paralysis in any being of 4 HD or below. Liches are highly malign and intelligent.

**Lizardmen**

Armor Class: 5 [14]	Special: See below
Hit Dice: 2+1	Move: 6/12 (when swimming)
Attacks: Claw or sword	HDE/XP: 2/30

Lizardmen are reptilian humanoids, usually living in tribal villages in the depths of fetid swamps. Some can hold their breath for a long duration (an hour or more), while others can actually breathe underwater. Some lizardmen wield a wicked sword made of sharp bone.

**Lycanthropes**

Lycanthropes are were-creatures, particularly those in whom the disease permits assumption of a hybrid form of the human and animal. They can be hit by normal weapons, but silver weapons might inflict additional damage. If any character is brought below 50% hit points by a lycanthrope, the character will become a lycanthrope himself.

***Lycanthrope, Werebear***

Armor Class: 2 [17]	Special: Lycanthropy
Hit Dice: 7+3	Move: 9
Attacks: Bite	HDE/XP: 8/800

Werebears are often found in temperate forests.

***Dragon, Black***

Armor Class: 2 [17]	Special: Spits acid
Hit Dice: 6–8	Move: 12/24 (when flying)
Attacks: Bite	HDE/XP: 8/800; 9/1,100; 10/1,400

Black dragons spit a deadly, corrosive acid rather than a breath of fire. The acid covers everything in a line 5 feet wide and 60 feet long.

***Dragon, Blue***

Armor Class: 2 [17]	Special: Spits lightning
Hit Dice: 8–10	Move: 12/24 (when flying)
Attacks: Bite	HDE/XP: 10/1,400; 11/1,700; 12/2,000

Blue dragons spit a blast of lightning, affecting everything in its path, in a line 5 feet wide and 100 feet long. A successful saving throw against the blast of lightning indicates half damage.

***Dragon, Gold***

Armor Class: 2 [17]	Special: Breathes poisonous gas or fire
Hit Dice: 10–12	Move: 12/24 (when flying)
Attacks: Bite	HDE/XP: 12/2,000; 13/2,300; 14/2,600

Gold dragons are of lawful alignment, can always speak, and cast spells as if they were a Magic-user of equal level to their age category (so that "Very Old" gold dragons are 6<sup>th</sup> level Magic-users). They can choose to either breathe fire in a cone 90 feet long and roughly 30 feet wide at the base or breathe chlorine gas in a cloud 50 feet in diameter.

***Dragon, Green***

Armor Class: 2 [17]	Special: Breathes poisonous gas
Hit Dice: 7–9	Move: 12/24 (when flying)
Attacks: Bite	HDE/XP: 9/1,100; 10/1,400; 11/1,700

Green dragons breathe a cloud of poisonous gas that is 50 feet in diameter. A successful saving throw indicates half damage.

***Dragon, Red***

Armor Class: 2 [17]	Special: Breathes fire
Hit Dice: 9–11	Move: 12/24 (when flying)
Attacks: Bite	HDE/XP: 11/1,700; 12/2,000; 13/2,300

Red dragons are the fire-breathing wyrms of legend. They breathe fire in a cone-shape 90 feet long and roughly 30 feet wide at the base.



**Dragon, White**

Armor Class: 2 [17]  
 Hit Dice: 5-7  
 Attacks: Bite

Special: Breathes cold  
 Move: 12/24 (when flying)  
 HDE/XP: 7/600; 8/800; 9/1,100

White dragons are usually found in cold regions, where they can utilize their natural camouflage in the ice and snow to ambush their prey. They breathe intensely cold air and frost in a cone shape 70 feet long and roughly 30 feet wide at the base.

**Dryads**

Armor Class: 5 [14]  
 Hit Dice: 2  
 Attacks: Dagger, wooden

Special: Charm Person  
 Move: 12  
 HDE/XP: 3/60

Dryads are beautiful female tree spirits, and do not venture far from their home trees. They can cast (as a native magical power) a strong charm that operates as a **Charm Person** spell with a -2 saving throw. Those who are charmed seldom return, or might be kept for a hundred years and a day within the dryad's tree.

**Dwarves**

Armor Class: 4 [15]  
 Hit Dice: 1+1  
 Attacks: War Hammer

Special: Stonework insight  
 Move: 6  
 HDE/XP: 1/15

Statistics above are for the common Dwarf with no particular unusual characteristics. A Dwarf-at-arms would usually have a full 7 HP, reflecting skill and general toughness. Stronger Dwarves (sergeants-at-arms, for example) might have more hit dice or unusual bonuses "to-hit", even magical abilities if Dwarves are magical in your fantasy universe. (Norse myths are a good example of this.) Do not bother to treat more powerful NPC Dwarves as Fighters or character types; just assign the right number of HD and abilities (if any) and keep moving along with the fantasy.

**Efreet**

Armor Class: 3 [16]  
 Hit Dice: 10  
 Attacks: Fist or sword (2d6)

Special: Wall of Fire  
 Move: 9/24 (when flying)  
 HDE/XP: 12/2,000

Efreet are a type of genie, associated with fire (unlike the djinn, who have powers over the air). Efreet can carry up to a thousand pounds of weight, and under the right circumstances they can be forced to serve as a slave (until they figure out how to free themselves). An efreeti can cast **Wall of Fire**. They appear as giant humans with cruel features, their skin flickering with flames.

**Human, Soldier**

Armor Class: 7 [12]  
 Hit Dice: 1+1  
 Attacks: Weapon

Special: None  
 Move: 12  
 HDE/XP: 1/15

Human soldiers serve as city guardsmen, mercenaries, and men-at-arms. They are generally armed with leather armor and a mace, sword, or spear. For every five guardsmen there is usually a sergeant.

**Hydrae**

Armor Class: 5 [14]  
 Hit Dice: 5-12 (equals # of heads)  
 Attacks: 5-12 bites

Special: See below  
 Move: 9  
 HDE/XP: 5/240; 6/400; 7/600; 8/800;  
 9/1,100; 10/1,400; 11/1,700; 12/2,000

Hydrae are great lizard-like or snake-like creatures with 5-12 heads. Each head has one hit die of its own, and when the head is killed, that head dies. The body has as many hit dice as the total of the heads, so it is a matter of good strategy for adventurers to focus either on killing heads (when all the heads are dead the body dies) or killing the creature by attacking the body (in which case the heads die, too). Hydrae that breathe fire or regenerate their heads are known to exist.

**Invisible Stalkers**

Armor Class: 3 [16]  
 Hit Dice: 8  
 Attacks: Bite

Special: Flight, invisibility  
 Move: 12  
 HDE/XP: 9/1,100

Invisible stalkers are generally only found as a result of the spell **Invisible Stalker**. They are invisible flying beings created to follow a single command made by the caster.

**Kobolds**

Armor Class: 6 [13]  
 Hit Dice: ½  
 Attacks: Weapon

Special: None  
 Move: 6  
 HDE/XP: < 1/10

Kobolds are subterranean, vaguely goblin-like humanoids. They have a -1 "to-hit" penalty when fighting above ground. Many use slings or short bows, and they fight with short swords or spiked clubs in melee combat.



choose to make hobgoblins the “fey” goblins of Irish legend, while regular goblins are the more Tolkien-style underground-dwellers.

### Horses

Horses are AC 7 [12], with riding horses having 2 HD and warhorses having 3 HD. Horses move at a speed of 18.

### Humans

Humans are such a versatile race that any number of “monsters” and NPCs can be made from them. Berserker warriors, tribesmen, cavemen, princesses, evil high priests, captains of the guard, foot-soldiers, and tavern-keepers are all different human “monsters.”

Don't try to build your non-player characters according to the rules for player characters. Here are some samples, otherwise just make up their stats and abilities as you see fit.

#### *Human, Bandit*

Armor Class: 7 [12]	Special: None
Hit Dice: 1	Move: 12
Attacks: Weapon	HDE/XP: 1/15

Bandits are roving groups of thieves, sometimes organized into small armies led by more powerful bandit chiefs and captains with higher hit dice.

#### *Human, Berserker*

Armor Class: 7 [12]	Special: Berserking
Hit Dice: 1+2	Move: 12
Attacks: Weapon	HDE/XP: 2/30

Berserkers are normal humans, but they fight with astounding ferocity. A bonus of +2 is added to their attack rolls. They do not wear armor heavier than leather armor.

#### *Human, Sergeant-at-Arms*

Armor Class: 5 [14]	Special: None
Hit Dice: 3	Move: 12
Attacks: Weapon	HDE/XP: 3/60

Human sergeants are normally found in command of 1d6+5 human soldiers. These are the leaders of city guard units and other small military groups in castles and armies.

### Elementals

Elementals are living manifestations of the basic forms of matter; earth, air, fire, and water. They are usually summoned from their native planes of existence to do the bidding of a powerful wizard. These beings can also be “chained” within objects or structures to give the objects magical properties. Elementals are barely intelligent at all, but they are as powerful as the forces of nature that they actually are.

#### *Elemental, Air*

Armor Class: 2 [17]	Special: Whirlwind
Hit Dice: 8, 12, 16	Move: 36 (when flying)
Attacks: Strike (2d6)	HDE/XP: 9/1,100; 13/2,300; 17/3,400

Air elementals can turn into a whirlwind of air with a diameter of 30 feet, hurling any creature of 1 HD or less for great distances (almost certainly killing them). Elemental whirlwinds are approximately 100 feet tall.

#### *Elemental, Earth*

Armor Class: 2 [17]	Special: Stone destruction
Hit Dice: 8, 12, 16	Move: 6
Attacks: Fist (2d6)	HDE/XP: 9/1,100; 13/2,300; 17/3,400

Earth elementals are hulking man-shapes of rock and earth. They batter opponents with their great fists, although damage is reduced by 1d6 if the opponent is not standing upon earth or rock. Earth elementals can tear apart stone structures, able to rip down even a castle wall in a matter of 1d4+4 minutes.

#### *Elemental, Fire*

Armor Class: 2 [17]	Special: Ignite materials
Hit Dice: 8, 12, 16	Move: 12
Attacks: Strike (2d6)	HDE/XP: 9/1,100; 13/2,300; 17/3,400

Fire elementals are formless masses of flame, perhaps with a vaguely human shape. Their attacks cause flammable materials to ignite if the material fails a saving throw (as determined by the Referee).

#### *Elemental, Water*

Armor Class: 2 [17]	Special: Overturn ships
Hit Dice: 8, 12, 16	Move: 6/18 (when swimming)
Attacks: Strike (2d6)	HDE/XP: 9/1,100; 13/2,300; 17/3,400

Water elementals cannot move more than 60 feet from a large body of water, and their damage is reduced by 1d6 if the opponent is not standing (or in) a body of water. These powerful beings can overturn small boats, and can

overturn a ship if given 1d4+4 minutes to work at it. On water, they can attack ships, battering them to pieces within one hour if not prevented or distracted.

### Elves

Armor Class: 5 [14]	Special: None
Hit Dice: 1+1	Move: 12
Attacks: Longbow or sword	HDE/XP: 1/15

The example above is for a typical Elf; trained warriors would likely have the maximum 7 HP. Obviously, Elves encountered in the course of a party's adventuring will have a variety of powers and different attributes. The Referee will assign such powers as he sees fit, in accordance with the way he envisions Elves. They might be the woodland dwellers of Tolkien's *The Hobbit*, or the high Elves of the *Lord of the Rings*, or might be the faerie-folk of Irish legend. In any case, as with Dwarves, don't bother trying to fit your "advanced" elves into the constraints of character classes—just make up their attributes to fit what you need. NPCs aren't subject to the rules that govern building a player character; they are your tools for good fantasy, not an exercise in formula application.

### Gargoyles

Armor Class: 5 [14]	Special: Flight
Hit Dice: 4	Move: 9/15 (when flying)
Attacks: Claw	HDE/XP: 6/400

Gargoyles are winged creatures resembling the carved monstrosities that be-deck the walls of cathedrals and many subterranean dungeons. They can be vicious predators.

### Gelatinous Cubes

Armor Class: 8 [11]	Special: See below
Hit Dice: 4	Move: 6
Attacks: Strike	HDE/XP: 5/240

Gelatinous cubes are semi-transparent cubes that slosh through subterranean passages, engulfing debris and carrion to digest. Their entire substance is acidic; if the cube hits successfully, the victim must make a saving throw or become paralyzed (6 turns)—during which time the cube will attempt to devour its victim. Most gelatinous cubes contain various metallic treasures or gems that they have engulfed but not yet digested. Gelatinous cubes are immune to lightning and cold.

### Harpies

Armor Class: 7 [12]	Special: Flight, siren song
Hit Dice: 3	Move: 6/18 (when flying)
Attacks: Talons	HDE/XP: 4/120

Harpies have the upper body of a human female and the lower body and wings of a vulture. Their song is a charm that draws its victims to the harpy (saving throw applies), and the harpy's touch casts the equivalent of a **Charm Person** spell (again, saving throw applies).

### Hell Hounds

Armor Class: 4 [15]	Special: Breathes fire
Hit Dice: 4-7	Move: 12
Attacks: Bite	HDE/XP: 5/240; 6/400; 7/600; 8/800

Hell hounds are fire-breathing dogs of the underworlds or lower planes. In addition to biting, they can breathe fire each round, inflicting 2 HP damage per hit die (10 foot range, saving throw for half damage).

### Hippogriffs

Armor Class: 5 [14]	Special: Flight
Hit Dice: 3+1	Move: 12/27 (when flying)
Attacks: Claws	HDE/XP: 3/60

The hippogriff is similar to a griffon, having the head, foreclaws, and wings of an eagle, but instead of the body of a lion, it has the body of a horse. The poem *Orlando Furioso* (written in 1516) suggests that the hippogriff is the offspring of a griffon and a horse—but they are apparently an independent breed, for folkloric tradition holds that griffons frequently attack hippogriffs. Hippogriffs are not as hard to train as griffons—again, from *Orlando Furioso*:

“Drawn by enchantment from his distant lair, The wizard thought but how to tame the foal; And, in a month, instructed him to bear Saddle and bit, and gallop to the goal; And execute on earth or in mid air, All shifts of manege, course and caracole...”

### Hobgoblins

Armor Class: 5 [14]	Special: None
Hit Dice: 1+1	Move: 9
Attacks: Weapon	HDE/XP: 1/15

Hobgoblins are simply large goblins, possibly a separate breed living apart from their smaller cousins. As a matter of the campaign's flavoring, the Referee might

spells, and damaged/healed by rock to mud spells and the reverse. Spells that affect rock (and fire spells) are the only magic that affects them. They can only be hit by weapons +2 or better.

### Gorgons

Armor Class: 2 [17]	Special: Stone breath
Hit Dice: 8	Move: 12
Attacks: Gore	HDE/XP: 10/1,400

Gorgons are bull-like creatures with dragon-like scales. Their breath turns people to stone (60 foot range, saving throw applies).

### Grey Oozes

Armor Class: 8 [11]	Special: See below
Hit Dice: 3	Move: 1
Attacks: Strike	HDE/XP: 5/240

Grey ooze is almost identical in appearance to wet rock, but is a slimy, formless substance that devours prey and carrion with its acidic secretions, lashing forward to strike enemies. Grey ooze is immune to spells, heat, and cold damage. Metal (but not stone or wood) must make a saving throw vs. acid when exposed to grey ooze (even if the contact is as brief as the strike of a sword) or be rotted through. When the grey ooze hits a character in metal armor, the armor must make a saving throw. Only cutting and piercing damages a grey ooze—it is impervious to blunt or crushing attacks.

### Green Slime

Green slime isn't technically a monster, just an extremely dangerous hazard in underground tombs and other such places. Any metal or organic substance it touches begins to turn to green slime (saving throw). It can be killed with fire or extreme cold, and the transformation process can be arrested by the use of the spell *Cure Disease*.

### Griffons

Armor Class: 3 [16]	Special: Flight
Hit Dice: 7	Move: 12/27 (when flying)
Attacks: Bite	HDE/XP: 8/800

Griffons have the body of a lion, with the wings, head, and fore-talons of an eagle. These creatures can be tamed and ridden as mounts. They usually nest in high mountain aeries, where they lay their eggs and hunt their prey. Because the fledglings can be tamed, young griffons and griffon eggs command a very high price in the marketplaces of the great cities, or to barons and wizards.

### Ghouls

Armor Class: 6 [13]	Special: See below
Hit Dice: 2	Move: 9
Attacks: Claw	HDE/XP: 3/60

Ghouls are pack-hunting undead, corpse eaters. They are immune, like most undead, to charms and sleep spells. The most dangerous feature of these horrid, cunning creatures is their paralyzing touch: any hit from a ghoul requires a saving throw or the victim becomes paralyzed for 3d6 turns.

### Giants

Giants are a staple of fantasy gaming, huge and dangerous creatures that often have a taste for human flesh. Most are not particularly intelligent.

#### *Giant, Cloud*

Armor Class: 4 [15]	Special: Hurls boulders
Hit Dice: 12+2	Move: 15
Attacks: Weapon (3d6)	HDE/XP: 13/2,300

Cloud giants are cunning beasts, often living in cloud-castles in the sky (hence their name). They throw rocks for 6d6 hit points of damage. Cloud giants are famous for their ability to smell out food, enemies, and Englishmen.

#### *Giant, Fire*

Armor Class: 4 [15]	Special: Hurls boulders, fire immunity
Hit Dice: 11+3	Move: 12
Attacks: Weapon (2d6)	HDE/XP: 12/2,000

Fire giants are usually found near volcanic mountains, in great castles of basalt or even iron. They throw boulders for 5d6 hit points and are immune to fire.

#### *Giant, Frost*

Armor Class: 4 [15]	Special: Hurls boulders, cold immunity
Hit Dice: 10+1	Move: 12
Attacks: Weapon (2d6)	HDE/XP: 12/2,000

Frost giants dwell in cold regions, where they build (or conquer) castles in remote places of ice and snow. They throw boulders or great chunks of ice for 4d6 points of damage and are immune to cold.

***Giant, Hill***

Armor Class: 4 [15]	Special: Hurls boulders
Hit Dice: 8	Move: 12
Attacks: Weapon (2d6)	HDE/XP: 9/1,100

Hill giants are the least of the giant races; most are brutish cave-dwellers who dress in pelts and uncured hides. They throw rocks for 2d6 points of damage.

***Giant, Stone***

Armor Class: 4 [15]	Special: Hurls boulders
Hit Dice: 9	Move: 12
Attacks: Club (2d6)	HDE/XP: 10/1,400

Stone giants dwell in caves, isolated in the mountain fastness. They throw rocks for 3d6 points of damage, and can be quite crafty in setting up ambushes in their native mountains—travelers who wander into the territory of stone giants seldom return.

***Giant, Storm***

Armor Class: 1 [18]	Special: See below
Hit Dice: 16	Move: 15
Attacks: Weapon (3d6)	HDE/XP: 16/3,200

Storm giants are the largest of giants, the most intelligent, the most magical, and the most likely to talk with humans rather than simply devour them. Storm giants can live in underwater sea-castles as well as on the heights of mountains. They throw boulders for 7d6 points of damage, and have the power to cast **Control Weather**.

***Gnolls***

Armor Class: 5 [14]	Special: None
Hit Dice: 2	Move: 9
Attacks: Bite	HDE/XP: 2/30

Gnolls are tall humanoids with hyena-like heads. They may be found both above ground and in subterranean caverns. They form into loosely organized clans, often ranging far from home to steal and kill with rapacious ferocity.

***Goblins***

Armor Class: 6 [13]	Special: -1 “to-hit” in sunlight
Hit Dice: 1-1	Move: 9
Attacks: Weapon	HDE/XP: < 1/10

Goblins are small creatures (4 feet tall or so) that inhabit dark woods, underground caverns, and (possibly) the otherworldly realms of the fey. They attack with a -1 “to-hit” in the full sunlight.

***Golems***

Golems are man-shaped creatures built to serve their masters; usually powerful wizards or high priests. They are often used as guardians. Golems cannot be hit with non-magical weapons, and are immune to the sorts of spells used to create them (iron golems being immune to fire, for instance). You can find the details in the specific monster descriptions.

***Golem, Flesh***

Armor Class: 9 [10]	Special: See below
Hit Dice: 12	Move: 8
Attacks: Fist	HDE/XP: 12/2,000

A creation stitched together from human limbs and other parts, like Frankenstein’s monster. Damage inflicted by lightning heals the golem, and it is slowed by fire and cold. No other type of spell than lightning, fire, or cold affects a flesh golem. Only +1 or better magic weapons can harm a flesh golem.

***Golem, Iron***

Armor Class: 3 [16]	Special: See below
Hit Dice: 13	Move: 6
Attacks: Fist or weapon	HDE/XP: 17/3,500

Iron golems are huge moving statues of iron. They can breathe a 10 foot radius cloud of poison gas as well as attacking with great power. Only +3 or better magic weapons can harm an iron golem. These hulking statues are slowed by lightning spells, but fire-based spells actually restore hit points to them. No other type of spell affects them.

***Golem, Stone***

Armor Class: 5 [14]	Special: See below
Hit Dice: 16	Move: 6
Attacks: Fist	HDE/XP: 16/3,200

Stone golems are massive stone statues animated by very powerful magics (much more than just animate object, in other words). They are slowed by fire