

CHARACTERS

Create a character sheet with at least the following information:

Name, Class, STR, INT, WIS, DEX, CON, CHA, AC/AAC, HP, Saving Throw, Melee Hit Bonus, Melee Damage Bonus, Ranged Hit Bonus, Treasure, XP, XP Bonus, Armor & Weapons, Equipment, Spells

Then, calculate & record the following:

- Roll 3d6 for each **Attribute Score**.
- Calculate **Attribute Bonus** or penalty for each attribute score.
- Choose a **Race**. Record any racial abilities and bonuses.
- Choose an **Alignment** (Law, Chaos or Neutral)
- Choose a **Class**.
- Determine **Melee Bonus** (STR bonus + BHB bonus)
- Determine **Missile Bonus** (DEX bonus + BHB bonus)
- Roll for **Hit Points** on the appropriate class advancement chart, adding any CON bonus.
- Record **Saving Throw (ST)** and any racial bonuses.
- Calculate **XP % bonus**.
- Roll for your **Starting Gold** (3d6 X 10 gold pieces).
- Purchase **Equipment**.
- Calculate **Armor Class**.

ATTRIBUTE SCORES

Universal Attribute Bonus

ATTRIBUTE SCORE	DESCRIPTION	BONUS / PENALTY
3 to 6	Below Average	-1 (5%)
7 to 14	Average	-
15 to 18	Above Average	+1 (or 5%)

Overall XP Bonus

Wisdom % Bonus + Charisma % Bonus + Class Prime Attribute % Bonus

CLASS BASED XP BONUSES

STR: If >= 15, Fighters get +5% XP
INT: If >= 15, Magic Users get +5% XP
WIS: If >= 15, Clerics get +5% XP

GENERAL XP BONUSES

CHA: If >= 15, 5% XP bonus
WIS: If >= 15, 5% XP bonus

COMBAT BONUSES

STR: Melee Hit & Damage Bonus
DEX: AAC/AC & Missile Bonus
CON: +1/-1 HP per HP Bonus

CLASSES

FIGHTER

Prime Attribute: Strength, 15+ = 5% XP bonus. **Hit Dice:** 1d6 per level (1d6 +1 at 1st Level). **Gear:** No armor or weapon restrictions. **ST:** +1 ST vs. death & poisons. **Abilities:** *Combat Machine* — 1 attack per level per turn vs. foes <= 1 HD

Fighter Advancement

LEVEL	EXPERIENCE	HIT DICE	ST
1	0	1+1	14
2	2,000	2	13
3	4,000	3	12
4	8,000	4	11
5	16,000	5	10
6	32,000	6	9
7	64,000	7	8
8	128,000	8	7
9	256,000	9	6

CLERIC

Prime Attribute: Wisdom, 15+ = 5% XP bonus. **Hit Dice:** 1d6 per level **Gear:** Any armor. Blunt weapons only. No missile weapons save oil or slings. **ST:** +2 ST vs. poison and paralysis. **Abilities:** Can "turn" the undead causing them to flee (See Turning Undead, Whitebox Page 22). Clerics cast divine spells from the Cleric Advancement table. Each day, the Cleric prays for a certain set of spells, choosing any spells from the standard list.

Cleric Advancement

LEVEL	EXPERIENCE	HIT DICE	ST
1	0	1	15
2	1,500	2	14
3	3,000	3	13
4	6,000	4	12
5	12,000	5	11
6	24,000	6	10
7	48,000	7	9
8	96,000	8	8
9	192,000	9	7

Cleric Spells

LEVEL	1	2	3	4	5
1	-	-	-	-	-
2	1	-	-	-	-
3	2	-	-	-	-
4	2	1	-	-	-
5	2	2	1	-	-
6	2	2	1	1	-
7	2	2	2	1	1
8	2	2	2	2	2
9	3	3	3	2	2

MAGIC USER

Prime Attribute: Intelligence, 15+ = 5% XP bonus. **Hit Dice:** See table. **Gear:** No armor. Only daggers or staves. **ST:** +2 ST vs. spells.

Spell Casting: Unlike the Cleric, the Magic-user owns a book of spells—which does not necessarily include all of the spells on the standard lists. Reading from this book, the Magic-user presses a select spell formula into his mind, effectively "preparing" it to be cast. Once a prepared spell is cast, the spell formulae disappears from the Magic-user's mind, and must be prepared again before another attempt can be made to cast it. However, it is possible to prepare a spell multiple times using the available "slots" in the Magic-user's memory. If the Magic-user finds spell scrolls during an adventure, he can copy them into his spell book.

Magic User Advancement

LEVEL	EXPERIENCE	HIT DICE	ST
1	0	1	15
2	2,500	1+1	14
3	5,000	2	13
4	10,000	2+1	12
5	20,000	3	11
6	40,000	3+1	10
7	80,000	4	9
8	160,000	4+1	8
9	320,000	5	7

Magic User Spells

LEVEL	1	2	3	4	5
1	1	-	-	-	-
2	2	-	-	-	-
3	3	1	-	-	-
4	4	2	-	-	-
5	4	2	1	-	-
6	4	2	2	-	-
7	4	3	2	1	-
8	4	3	3	2	-
9	4	3	3	2	1

RACES

HUMANS

Standard race. **Gear:** No armor or weapon restrictions.

DWARVES

Gear: No armor or weapon restrictions. **Abilities:** *Hard-to-hit:* Receive 1/2 damage when attacked by giant-type creatures. *Keen Detection:* good at spotting traps, slanting passages, and construction while underground. **ST:** +4 ST vs. magic, +1 vs. death and poisons. **Good at:** detecting underground construction (detection up to referee). **Languages:** Dwarves are able to speak with gnomes, goblins, orcs, and kobolds.

ELVES

Gear: No armor save elven chain mail.

Abilities: +1 vs. goblins, orcs, intelligent undead & lycanthropes. Immune to paralysis caused by undead. **Good at:** spotting hidden & concealed doors (detection up to referee). **ST:** +2 ST vs. magic. **Languages:** Elves can speak with gnolls, goblins, orcs, and hobgoblins.

HAFLINGS

Gear: Any weapon or armor. **Abilities:** *Hard-to-hit:* Receive 1/2 damage when attacked by giant-type creatures. *Missile Accuracy:* +2 "to-hit" when firing missile weapons. *Near Invisibility:* **Good at:** moving stealthily in non-combat situations, being hard to spot and moving in almost total silence. **ST:** +4 vs. magic, +1 vs. death and poisons.

AC/AAC

Unarmored human: AAC 10[9]. **Converting AC & AAC:** Armor Class (AC) + Ascending Armor Class (AAC) = 19 (e.g. AC 7 equals AAC 12 (19-7=12)).

Armor

TYPE	MODIFIER	COST
Chain	-4[+4]	30
Leather	-2[+2]	15
Plate	-6[+6]	50
Ring	-3[+3]	25
Shield	-1[+1]	10

XP

Gain XP for killing monsters (cf. Monster descriptions) & gaining treasure (1 gp = 1 XP).

TIME

Turn = 10 minutes, **Combat Round** = 1 minute.

COMBAT

SEQUENCE

1) Both sides roll 1d6 for initiative. 2) Go in initiative order, highest first, ties act simultaneously. 3) Repeat till battle ends, keeping same order each round.

ATTACK RESOLUTION

Hits if \geq defender's AC. **Melee To Hit** = 1d20 + BHB + STR Bonus; **Missile To Hit** = d20 + BHB + DEX bonus.

MONSTER ATTACKS & SAVES

To-Hit Rolls = 1d20 + (# Hit Dice, max +15). **ST** = 19 - (# Hit Dice).

DAMAGE

Melee attacks add **STR** bonus.

DEATH

When HP \leq 0, Character dies.

TO HIT TABLES (DESCENDING AC)

Cleric Attack Rolls

ATTACK ROLL (D20) REQUIRED TO HIT OPPONENT'S ARMOR CLASS

Level	AC 9	AC 8	AC 7	AC 6	AC 5	AC 4	AC 3	AC 2	AC 1	AC 0	AC -1	AC -2
1-3	10	11	12	13	14	15	16	17	18	19	20	21
4-5	9	10	11	12	13	14	15	16	17	18	19	20
6-7	8	9	10	11	12	13	14	15	16	17	18	19
8	7	8	9	10	11	12	13	14	15	16	17	18
9	6	7	8	9	10	11	12	13	14	15	16	17

Fighter Attack Rolls

ATTACK ROLL (D20) REQUIRED TO HIT OPPONENT'S ARMOR CLASS

Level	AC 9	AC 8	AC 7	AC 6	AC 5	AC 4	AC 3	AC 2	AC 1	AC 0	AC -1	AC -2
1	10	11	12	13	14	15	16	17	18	19	20	21
2	9	10	11	12	13	14	15	16	17	18	19	20
3-4	8	9	10	11	12	13	14	15	16	17	18	19
5	7	8	9	10	11	12	13	14	15	16	17	18
6-7	6	7	8	9	10	11	12	13	14	15	16	17
8	5	6	7	8	9	10	11	12	13	14	15	16
9	4	5	6	7	8	9	10	11	12	13	14	15

Magic User Attack Rolls

ATTACK ROLL (D20) REQUIRED TO HIT OPPONENT'S ARMOR CLASS

Level	AC 9	AC 8	AC 7	AC 6	AC 5	AC 4	AC 3	AC 2	AC 1	AC 0	AC -1	AC -2
1-4	10	11	12	13	14	15	16	17	18	19	20	21
5-6	9	10	11	12	13	14	15	16	17	18	19	20
7-8	8	9	10	11	12	13	14	15	16	17	18	19
9	7	8	9	10	11	12	13	14	15	16	17	18

CLERIC TABLE

Turning Undead Table

Undead HD	Examples	CLERIC LEVEL										
		1	2	3	4	5	6	7	8	9		
1	Skeleton	10	7	4	D	D	D	D	D	D	D	D
2	Zombie	13	10	7	4	D	D	D	D	D	D	D
3	Wight	15	13	10	7	4	D	D	D	D	D	D
4	Wraith	17	15	13	10	7	4	D	D	D	D	D
5		-	17	15	13	10	7	4	D	D	D	D
6	Mummy	-	-	17	15	13	10	7	4	D	D	D
7	Spectre	-	-	-	17	15	13	10	7	4	D	D
8	Vampire	-	-	-	-	17	15	13	10	7	D	D
9-11		-	-	-	-	-	17	15	13	10	D	D
12-18	Lich	-	-	-	-	-	-	17	15	13	D	D
varies	Demon	-	-	-	-	-	-	-	17	15	D	D

HEALING

Recover 1 HP per day uninterrupted rest. 4 weeks rest = full recovery.

ASCENDING ARMOR CLASS METHOD

Rolls a d20 and adds any bonuses to the result. These "to-hit" bonuses now include the

character's Base "to-hit" Bonus and may include a strength bonus (for melee weapons), a dexterity bonus (for missile weapons), and any bonuses for magic weapons. Subtracts any "to-hit" penalties. If the result is equal to or greater than the opponent's Ascending AC, the attack hits.

Note: This quick system only works for the

ascending AC system.

In order to use this system, you'll need to write down your Base "to-hit" Bonus, and adjust it as you gain levels, but after doing that, you won't have to check the table to see if you score a hit. All you need to know is whether the total result was equal to or higher than the target's armor class.

Base "To Hit" Bonus

LEVEL	FIGHTER	CLERIC	MAGIC USER
1	+0	+0	+0
2	+0	+0	+0
3	+1	+1	+0
4	+2	+1	+1
5	+2	+2	+1
6	+3	+2	+2
7	+4	+3	+2
8	+5	+3	3
9	+6	+4	+3

GEAR

Melee Weapons

WEAPON	DAMAGE	COST (GP)
Axe, battle*	1d6+1	7gp
Axe, hand†	1d6	3gp
Club	1d6	-
Dagger	1d6-1	3gp
Flail	1d6	8gp
Mace	1d6	5gp
Morning Star	1d6	6gp
Polearm (<i>bardiche, halberd, etc.</i>)*	1d6+1	7gp
Spear‡	1d6	2gp
Staff*	1d6	1gp
Sword, long	1d6	10gp
Sword, short	1d6-1	8gp
Sword, two-handed*	1d6+1	15gp
Warhammer	1d6	5gp

* Two-handed weapon

† Can be used as either a one-handed or two-handed weapon

‡ Can be used as either melee or missile weapon

Missile Weapons

WEAPON	DAMAGE	ROF*	RANGE	COST
Arrows (20)	-	-	-	5gp
Arrow, silver	-	-	-	5gp
Axe, hand	1d6	1	10 ft.	3gp
Bolt, crossbow (30)	-	-	-	5gp
Bow, long	1d6	2	70 ft.	40gp
Bow, short	1d6-1	2	50 ft.	25gp
Case (30 bolt)	-	-	-	5gp

capacity)

Crossbow, heavy	1d6+1	½	80 ft.	25gp
Crossbow, light	1d6-1	1	60 ft.	15gp
Pouch (20 stone capacity)	-	-	-	1gp
Quiver (20 arrow capacity)	-	-	-	5gp
Sling	-	1	30 ft.	2gp
Spear	1d6	1	20 ft.	2gp
Stones (20)	1d6	-	-	1gp

* Rate of Fire is the number of projectiles that can be fired per combat round

† There is a +2 "to-hit" bonus for missile weapons utilized at short range (x1), a +1 "to-hit" bonus at medium range (x2), and no bonus or penalty for long range (x3) attacks

Adventuring Gear

ITEM	COST (GP)
Backpack (30 lb. capacity)	5gp
Bedroll	2gp
Belladonna, bunch	10gp
Bottle (wine), glass	1gp
Case (map or scroll)	3gp
Crowbar	5gp
Flint and Steel	5gp
Garlic (1 lb.)	10gp
Grappling Hook	5gp
Hammer	2gp
Helmet	10gp
Holy Symbol, wooden	2gp
Holy Symbol, silver	25gp
Holy Water, small vial	25gp
Lantern	10gp
Mirror (small), steel	5gp
Oil (lamp), 1 pint	2gp
Pole, 10 ft.	1gp
Rations, trail (day)	1gp
Rations, dried (day)	3gp
Rope (50 ft.), hemp	1gp
Rope (50 ft.), silk	5gp
Sack (15 lb. capacity)	1gp
Sack (30 lb. capacity)	2gp
Shovel	5gp
Spellbook (blank)	100gp
Spikes (12), iron	1gp
Stakes (12), wooden	1gp
Tent	20gp
Torches (6)	1gp
Waterskin	1gp
Wolfsbane, bunch	10gp

MONEY CONVERSION

One gold piece (gp) is worth 10 silver pieces (sp) or 100 copper pieces (cp).

HOUSE RULES

HIT POINTS

1d6/Level hit points (re-roll 1s and 2s for 1st level)

NATURAL 1'S AND 20'S

Natural 1 = Automatic failure

Natural 20 = Automatic success, double damage

MAGIC USER SPELLS

For expanded spells see 0e or a 0e retro-clone.

1ST LEVEL

- **Charm Person** Puts one living humanoid totally under your influence.
- **Detect Magic** Caster can perceive, in places, people, or things, the presence of a magical spell or enchantment.
- **Hold Portal** Holds door/gate shut.
- **Light** object lights circle with 30 ft. radius, not full daylight.
- **Protection from Evil** +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters.
- **Read Languages** Read any written language.
- **Read Magic** Read scrolls, spellbooks, other magical writing.
- **Sleep** Puts 4d6 HD of beings into magical slumber. Creatures with more than 4 hit dice are not affected.

2ND LEVEL

- **Continual Light** Object lights circle with 120 ft. radius until dispelled, not full daylight.
- **Detect Evil** Reveals evil thoughts/intent or evil items.
- **Detect Invisible** Detect invisible items and beings within 10 feet per caster level.
- **ESP** Allows Caster to read surface thoughts of target.
- **Invisibility** Subject is invisible until spell broken by caster, some outside force, or until it attacks.
- **Knock**: Unlocks/unbars all locked or magically sealed doors or other door-like barriers.
- **Levitate**: Caster floats up and down as he desires. Speed: 6 feet/minute.
- **Locate Object** Senses direction toward an object (specific or type)
- **Phantasmal Forces** Vivid illusions of nearly anything the caster envisions, lasts as long as the caster concentrates. Damage caused is real if target believes illusion.
- **Wizard Lock**: Locks door like Hold Portal. Permanent until dispelled. Knock opens without dispelling. Caster can pass through without lifting spell.

3RD LEVEL

- **Clairaudience:** Hear at a distance for 2 hours.
- **Clairvoyance:** See at a distance for 2 hours.
- **Dispel Magic:** Cancels magic effects and spells.
- **Fire Ball:** 1d6/level fire damage, 20 foot burst.
- **Fly:** Subject can fly at a speed of 120 feet per minute.
- **Haste Spell:** Subjects (up 24 beings in a 60 foot radius of target) double in speed, taking two actions at a time. (Counters Slow)
- **Hold Person:** Paralyzes 1-4 targets. Cast at single target, save at -2 and double duration.
- **Infravision:** See in the dark.
- **Invisibility, 10' radius:** Subject and those within 10 feet of him are invisible until spell broken by caster, some outside force, or until one attacks.
- **Lightning Bolt:** 1d6/level electrical damage.
- **Protection from Evil, 10' radius:** +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters to all within 10 foot circle around subject.
- **Protection from Normal Missiles:** Non-magical thrown and missile weapons automatically miss.
- **Slow Spell:** Subjects (up 24 beings in a 60 foot radius of target) slowed by 50%. (Counters Haste)
- **Water Breathing:** Subject can breathe water.

4TH LEVEL

- **Charm Monster:** Makes one monster of 3+ hit dice (or 3d6 monsters of less than 3 hit dice) believe they are the caster's strong ally. Save again every level days or when asked to do something obviously against the being's interest.
- **Confusion:** Subjects (up to 2d6 hit dice, only 4+ HD get save) behave oddly/cannot act effectively.
- **Dimension Door:** Teleports subject a short distance (up to 360 feet).
- **Hallucinatory Terrain:** Makes one type of terrain appear like another type until dispelled or area entered by an opponent.
- **Massmorph:** Makes up to 100 humanoids appear to be trees until dispelled or negated by caster. Creatures may move and still appear to be trees.
- **Plant Growth:** Plants in an area up to 30x30 yards become overgrown and nearly impassable. Lasts until dispelled or plants killed.
- **Polymorph Others:** Change one humanoid (but not self) into the form of another being. Change is complete and includes gaining special abilities and mind of creature.
- **Polymorph Self:** Change self to form of another being, does not get special powers but retains own intelligence.
- **Remove Curse:** Frees subject from a curse.
- **Wall of Fire:** Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level. Wall lasts as long

as caster concentrates on it.

- **Wall of Ice:** Creates wall of ice with 15 hp +1/level. Wall lasts as long as caster concentrates on it.
- **Wizard Eye:** Allows sending an invisible eye up to 240 feet away which relays all it sees to the caster. Moves up to 12 feet each minute.

5TH LEVEL

- **Animal Growth:** 1d6 normal animals grow to giant size.
- **Animate Dead:** Create undead skeletons or zombies under control of caster from dead bodies, 1d6 per level over 8.
- **Cloudkill:** Creates a moving, poisonous cloud of vapor which is deadly to all creatures with less than five hit dice. 30 feet in diameter, moves with wind or 6 feet per minute.
- **Conjure Elemental:** Conjures one 16 HD elemental who will serve the caster until dispelled/dissipated/caster no longer concentrates. Caster can only summon one of each type in a day.
- **Contact Higher Plane:** Lets Caster ask yes/no question of other planar entity, 1 question per level. Chance of correct answer 5% per level, maximum 95%.
- **Feeblemind:** Subject's Intelligence and Wisdom drop to 3.
- **Hold Monster:** As Hold Person, but any creature.
- **Magic Jar:** Moves caster's spirit/mind to a fixed object from which caster can try to possess others. New save every level days. Lasts until dispelled or caster ends spell.
- **Pass-Wall:** Creates a human-sized passage up to 10 feet long through a wood or stone wall.
- **Rock-Mud:** Transforms rock to mud or vice-versa, up a 300x300 foot area.
- **Telekinesis:** Moves object by mental power. Up to 20 pounds per level.
- **Teleport:** Instantly transports subject up to 100 miles/level. Caster must know target location exactly.
- **Wall of Iron:** Creates a wall of iron in any shape. 1000 square feet (3 inches thick).
- **Wall of Stone:** Creates a wall of stone in any shape. 1000 square feet (2 inches thick). Lasts until destroyed or dispelled.

CLERIC SPELLS

For expanded spell see 0e or a 0e retro-clone.

1ST LEVEL

- **Cure Light Wounds (Reversible):** Cure 1d6+1 hit points of wounds.
- **Detect Evil (Reversible):** Reveals evil thoughts/intent or evil items.
- **Detect Magic:** Caster can perceive, in places, people, or things, the presence of a magical spell or enchantment.
- **Light (Reversible):** Object lights circle with 20 ft. radius, full daylight.
- **Protection from Evil (Reversible):** +2 to AC and saves, counter mind control, hedge out

elementals and enchanted monsters.

- **Purify Food & Water (Reversible):** Purifies food and water for up to 12 people.

2ND LEVEL

- **Bless:** Allies gain +1 on attack rolls, saves against fear, and morale checks. Cannot be cast in combat.
- **Find Traps:** Notice traps within 30 feet.
- **Hold Person:** Paralyzes 1-4 targets. Cast at single target, save at -2 and double duration.
- **Speak with Animals:** Can understand and speak with animals.

3RD LEVEL

- **Continual Light (Reversible):** Object lights circle with 120 ft. radius until dispelled, full daylight.
- **Cure Disease:** Cures person of any diseases, including magical diseases.
- **Locate Object:** Senses direction toward an object (specific or type).
- **Remove Curse (Reversible):** Frees subject from a single curse.

4TH LEVEL

- **Create Water:** Creates water, enough for up to 24 people and their horses for one day.
- **Cure Serious Wounds (Reversible):** Cures 3d6+3 hit points from wounds.
- **Neutralize Poison:** Immunizes subject against poison (10 minute duration) OR detoxifies venom in or on subject (instant but effects permanent).
- **Protection from Evil, 10' radius (Reversible):** +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters to all within 10 foot circle around caster.
- **Speak with Plants:** Can understand and speak with plants.
- **Sticks to Snakes:** Turns up to 2d8 sticks into serpents. 50% chance each serpent will be venomous.

5TH LEVEL

- **Commune:** Cleric's Deity truthfully answers three yes-or-no questions.
- **Create Food:** Creates food, enough for up to 24 people and their horses for one day.
- **Dispel Evil (Reversible):** Works like Dispel Magic, but affects any evil sending or evil spell.
- **Insect Plague:** Insect swarms (20 x 20x 20 feet) attack creatures. Creatures under 2 HD flee in terror. Can only be cast outdoors.
- **Quest:** Force a creature to obey one long-term order.
- **Raise Dead (Reversible):** Restores life to subject who died as long as 4 days (plus 4 days per caster level over 8) ago.

MONSTERS

AC=Armour; HD=Hit Dice; AT=Attacks; S=Special Abilities; Undead Immunities=Immune to sleep, charm, fear, paralysis

ANT, GIANT (Queen): AC: 3[16] HD: 10 AT: Bite (1d6)

ANT, GIANT (Warrior): AC: 3[16] HD: 3 AT: Bite (1d6 + poison)

ANT, GIANT (Worker): AC: 3[16] HD: 2 AT: Bite (1d6)

BAALROCH (BALOR): AC: 2[17] HD: 9 AT: Sword or flaming whip+9 (2d6) S: Flies, flaming (3d6 damage to all in contact), darkness, 10 ft r., 75% magic resistance, immune to non-magic weapons. Spell-like powers: cause fear, detect magic and invisible, read magic and languages, pyrotechnics, dispel magic, suggestion, telekinesis, symbols (fear, discord, sleep), gate demons 70%.

BADGER, GIANT: AC: 4[15] HD: 3 AT: Claws+3 (1d6), bite+3 (1d6)

BANSHEE: AC: -1[20] HD: 7 AT: Claw+7 (1d6) S: Magic or silver to hit; magic resistance 50%; shriek of death; Immune to enchantments

BASILISK: AC: 4[15] HD: 6 AT: Bite +6 (1d6) S: Petrifies onlookers

BAT, GIANT: AC: 8[11] HD: 1 AT: bite (1d6) S: Suck blood after successful bit for automatic 1d6 damage

BEAR: AC: 7[12] HD: 4 AT: 2 claws (1d3) and bite (1d6)

BEETLE, GIANT FIRE: AC: 4[15] HD: 1 AT: Bite +1 (2d6) S: Light glands glow for 1d6 days after death

BLACK PUDDING: AC: 6[13] HD: 10 AT: Slam +10 (2d6) S: Immune to everything but fire, divides when hit

BLINK DOG: AC: 4[15] HD: 4 AT: Bite +6 (1d6) S: Teleports

BOAR, WILD: AC: 7[12] HD: 3 AT: Gore (3d4) S: Continues attacking 2 rounds after being "killed"

BUGBEAR: AC: 5[14] HD: 3 AT: Weapon +3 (1d6) S: Surprise foes on a 1-3

BULLETTE: AC: -2[21] HD: 9 AT: Bite (4d12) and 2 Claws (3d6) S: Leaping, surprise

CARRION CREEPER: AC: 7[12] HD: 3 AT: Bite (1 hp) and 6 tentacles S: Tentacles cause paralysis

CENTAUR: AC: 5[14] HD: 4 AT: Kick or weapon +4 (1d6)

CENTPEDE, GIANT: AC: 5[14] HD: 4 AT: Bite +4 (1d6) S: Poison (1d6 DEX)

CHIMERA: AC: 4[15] HD: 9 AT: 2 claws +9 (1d6), goat gore +9 (1d6), lion bite +9 (1d6), dragon bite +9 (2d6) S: Breathes fire (3d6), flies

COCKATRICE: AC: 6[13] HD: 5 AT: Bite +5 (1d6) S: Petrifying bite

CROCODILE, NORMAL: AC: 4[15] HD: 3 AT: Bite (1d6)

DJINNI: AC: 4[15] HD: 7 AT: Fist or weapon +7 (2d6) S: Flies, whirlwind, creation of things, create illusions, invisibility, immune to mundane weapons

DOPPELGANGER: AC: 5[14] HD: 4 AT: Claw +4 (1d6) S: Imitate humanoid, immune to sleep and charm; +5 on magic saves

DRAGON, BLACK: AC: 2[17] HD: 7 AT: 2 claws +7 (1d6), bite +7 (2d6) S: Flies, breathes line of acid (7d6)

DRAGON, BLUE: AC: 2[17] HD: 9 AT: 2 claws +9 (1d6), bite +9 (3d6) S: Flies, breathes line of lightning (9d6)

DRAGON, BRASS: AC: 2[17] HD: 7 AT: 2 claws +7 (1d6), bite +7 (2d6) S: Flies, breathes cloud of sleep or fear gas

DRAGON, BRONZE: AC: 2[17] HD: 9 AT: 2 claws +9 (1d6), bite +9 (3d6) S: Flies, breathes lightning (9d6) or repulsion

DRAGON, COPPER: AC: 2[17] HD: 8 AT: 2 claws +8 (1d6), bite +8 (2d6) S: Flies, breathes acid cloud (8d6) or slow

DRAGON, GOLD: AC: 0[19] HD: 11 AT: 2 claws +11 (1d6), bite +11 (3d6) S: Flies, breathes cloud of poisonous gas or cone of fire (11d6), uses magic as MU of level 1 to 8 (by age), assume human form

DRAGON, GREEN: AC: 2[17] HD: 8 AT: 2 claws +8 (1d6), bite +8 (2d6) S: Flies, breathes cloud of chlorine gas (8d6)

DRAGON, RED: AC: 2[17] HD: 10 AT: 2 claws +10 (1d6), bite +10 (3d6) S: Flies, breathes cone of fire (10d6), uses magic as MU of level 1 to 6 (by age -2), assume human form

DRAGON, SILVER: AC: 1[18] HD: 10 AT: 2 claws +10 (1d6), bite +10 (3d6) S: Flies: breathes cloud of poisonous gas or cone of cold (10d6), uses magic as MU of level 1 to 8 (by age), assume human form

DRAGON, WHITE: AC: 2[17] HD: 6 AT: 2 claws +6 (1d6), bite +6 (2d6) S: Flies, breathes cone of cold (6d6)

DRYAD: AC: 5[14] HD: 2 AT: None S: Charm

DWARF: AC: 4[15] HD: 1 AT: Warhammer +1 (1d6) S: Standard dwarf abilities

EFREET: AC: 3[16] HD: 10 AT: Slam +10 (2d6) S: Flies, wall of fire, creation of things, create illusions, invisibility, immune to mundane weapons

ELEMENTAL, AIR: AC: 0[19] HD: 12 AT: Slam +12 (2d6) S: Whirlwind, extra damage against foes in the air

ELEMENTAL, EARTH: AC: 0[19] HD: 12 AT: Slam +12 (2d6) S: Tear down stone, extra damage against foes standing on the ground (1d6)

ELEMENTAL, FIRE: AC: 0[19] HD: 12 AT: Slam +12 (2d6) S: Ignite materials

ELEMENTAL, WATER: AC: 0[19] HD: 12 AT: Slam +12 (2d6) S: Overturn boats, extra damage against swimming foes (1d6)

ELF: AC: 5[14] HD: 1 AT: Sword or longbow (1d6) S: Standard elf abilities

GARGOYLE: AC: 5[14] HD: 4 AT: Claws or bite +4 (1d6), horns +4 (1d6) S: Fly

GELATINOUS CUBE: AC: 8[11] HD: 4 AT: Slam +4 (2d6) S: Touch paralyzes, immune to lightning and cold, surprise foes on a 1-4

GHOUL: AC: 6[13] HD: 2 AT: Claws or bite +2 (1d6) S: Undead immunities touch paralyzes, humans slain by ghouls rise again as ghouls in 24 hours

GIANT, CLOUD: AC: 2[17] HD: 13 AT: Weapon +13 (3d6) or hurl rocks +13 (3d6) S: Only surprised on a 1

GIANT, FIRE: AC: 3[16] HD: 12 AT: Weapon +12 (2d6) or hurl rocks +12 (2d6) S: Immune to fire

GIANT, FROST: AC: 4[15] HD: 11 AT: Weapon +11 (2d6) or hurl rocks/ice +11 (2d6) S: Immune to cold

GIANT, HILL: AC: 4[15] HD: 8 AT: Weapon +8

(2d6) or hurl rocks +8 (2d6)

GIANT, STONE: AC: -1[20] HD: 9 AT: Stone club +9 (2d6) or hurl rocks +9 (2d6)

GIANT, STORM: AC: 1[18] HD: 16 AT: Weapon +16 (3d6) or hurl rocks +16 (3d6) S: Control weather

GNOLL: AC: 5[14] HD: 2 AT: Weapon +2 (1d6)

GOBLIN: AC: 7[12] HD: 1d6 AT: Weapon +1 (1d6) S: -1 to hit in sunlight

GOLEM, CLAY: AC: 7[12] HD: 10 AT: Fist (3d10) S: Immune to slashing and piercing weapons, immune to most spells

GOLEM, FLESH: AC: 10[9][10] HD: 12 AT: Fists +12 (1d6) S: Healed by lightning, hit only by magic weapons, slowed by fire and cold, immune to most spells

GOLEM, IRON: AC: 3[16] HD: 13 AT: Fists or weapon +13 (1d6) S: Poison gas, immune to all weapons +2 or less, slowed by lightning, healed by fire, immune to most magic

GOLEM, STONE: AC: 5[14] HD: 16 AT: Fist +15 (1d6) S: Unaffected by +2 or lesser weapons, slowed by fire, healed/damaged by rock to mud, immune to most magic

GORGON: AC: 2[17] HD: 8 AT: Gore +8 (216) S: Breathes petrifying gas

GREY OOZE: AC: 7[12] HD: 3 AT: Strike +3 (1d6) S: Acid destroys armor in one round, deals automatic damage after the first hit, immune to blunt/crushing attacks, spells, fire and cold

GRIFFON: AC: 3[16] HD: 7 AT: 2 claws +7 (1d6), bite +7 (2d6) S: Flies

HARPY: AC: 7[12] HD: 3 AT: Talons or weapon +3 (1d6) S: Flies, siren-song (Charm Person)

HELL HOUND: AC: 4[15] HD: 5 AT: Bite +5 (1d6) S: Breathe fire (10 HP damage)

HIPPOGRIFF: AC: 5[14] HD: 3 AT: 2 claws +3 (1d6), bite +3 (1d6) S: Flies

HOBGOBLIN: AC: 5[14] HD: 1 AT: Weapon +1 (1d6)

HORSE, RIDING: AC: 7[12] HD: 2 AT: Bite or kick +2 (1d6)

HORSE, WAR: AC: 7[12] HD: 3 AT: Bite +3 (1d6) or kick +3 (2d6)

HUMAN, BANDIT/SOLDIER: AC: 7[12] HD: 1 AT: Weapon +1 (1d6)

HUMAN, BERSERKER: AC: 7[12] HD: 1 AT: Weapon +1 (1d6), Special Berserking (+2 to hit)

HUMAN, COMMON MAN: AC: 8[11] HD: 1d6 AT: Weapon +0 (1d6)

HUMAN, SERGEANT-AT-ARMS: AC: 7[12] HD: 1 AT: Weapon (1d8)

HUMAN, SERGEANT-AT-ARMS: AC: 5[14] HD: 3 AT: Weapon +3 (1d6)

HYDRA (14 Headed): AC: 5[14] HD: 14 AT: 1 bite (1d6) per head S: 20% chance fire-breathing or regenerating; smaller hydras are 1 HD per head

INVISIBLE STALKER: AC: 3[16] HD: 8 AT: 1 bite +8 (1d6) S: Flies, invisible

KOBOLD: AC: 6[13] HD: 1d4 AT: Weapon +0 (1d6)

LEECH, GIANT: AC: 8[11] HD: 2 AT: 1 bite S: Suck blood, drains 1 level per turn following round

LEPRECHAUN: AC: 8[11] HD: 1d4 AT: Theft, magic S: Invisible, polymorph non-living objects, illusions and ventriloquism at will; steal small valuable item (75% successful, 25% chance if dropping per turn chased), 80% magic resistant,

never surprised

LICH: AC: -1[20] HD: 16 AT: Touch +HD (1d6) S: Undead immunities, touch causes paralysis (no save), cause fear in creatures under 4th level/HD; magic-user or cleric level equals hit dice

LION: AC: 6[13] HD: 5 AT: 2 claws (1d4), 1 bite (1d8)

LIZARDMAN: AC: 5[14] HD: 2 AT: Claws or weapon +2 (1d6) S: Breathe underwater

LURKER, CEILING: AC: 6[13] HD: 10 AT: Wing smother +10 (1d6) S: Those hit take 1d6 damage/turn and smother in 1d6 turns

LYCANTHROPE, WEREBEAR: AC: 2[17] HD: 7 AT: 2 claws +7 (1d6), bite +7 (1d6) S: Lycanthropy, extra 2d6 damage if both claws hit

LYCANTHROPE, WEREBOAR: AC: 4[15] HD: 4 AT: Tusks +6 (1d6) S: Lycanthropy, attack +6 instead of +4 because of rage

LYCANTHROPE, WERERAT: AC: 6[13] HD: 3 AT: Bite or weapon +3 (1d6) S: Lycanthropy, surprise foes on a 1-4

LYCANTHROPE, WERETIGER: AC: 3[16] HD: 5 AT: 2 claws +5 (1d6), bite +5 (2d6) S: Lycanthropy, surprise foes on a 1-4

LYCANTHROPE, WEREWOLF: AC: 5[14] HD: 4 AT: Bite +4 (2d6) S: Lycanthropy

MANTICORE: AC: 4[15] HD: 6 AT: Claws +6 (1d6) or bite +6 (2d6) S: Flies, six tail spikes +6 (1d6) per round, 24 spikes in total

MEDUSA: AC: 5[14] HD: 6 AT: Weapon +6 (1d6) S: Onlookers turn to stone, hair attacks at +3 (poison bite), averting eyes reduces to hit by 4 and grants +2 to medusa attacks.

MERMAN: AC: 6[13] HD: 1 AT: Weapon +1 (1d6) S: Breathe water, swim

MINOTAUR: AC: 6[13] HD: 6 AT: Weapon or head gore +6 (1d6) S: Never lost in mazes

MUMMY: AC: 3[16] HD: 6 AT: Touch +6 (1d6) S: Mummy rot curse if hit (no more healing), undead immunities, hit only by magic weapons (for half damage), spells, and fire

NAGA, GUARDIAN: AC: 5[14] HD: 12 AT: Bite +12 (1d3 + poison), spit +12 (30 range, poison), constrict +12 (1d6/rd until freed) S: Spells as 6th level Cleric

NAGA, SPIRIT: AC: 5[14] HD: 10 AT: Bite +10 (1d3 + poison), S: Spells as 6th level Cleric and 7th level Magic-User, gaze (permanent charm)

NAGA, WATER: AC: 5[14] HD: 8 AT: Bite +10 (1d3 + poison), S: Spells as 5th level magic-user (no fire or lightning)

NIXIE: AC: 7[12] HD: 1d4 AT: Weapon +1 (1d6) S: Swims, charm

OCHRE JELLY: AC: 8[11] HD: 6 AT: Acid strike +6 (1d6) S: A hit destroys organic material, lightning divides jelly into three jellies, each doing +2 (1d6) damage

OCTOPUS, GIANT: AC: 7[12] HD: 4 AT: 1d3 (initial success, then 1d6 following rounds) S: Jet, Ink

OGRE MAGE: AC: 4[15] HD: 5 AT: weapon +5 (2d6) S: Flies, magic use (turn invisible, darkness 10' radius, sleep, charm person, cone of frost)

OGRE: AC: 5[14] HD: 4 AT: Weapon +4 (1d6+2)

ORC: AC: 6[13] HD: 1 AT: Weapon +1 (1d6)

OWLBEAR: AC: 5[14] HD: 5 AT: 2 claws or bite +5 (1d6) S: Hug for additional 2d6 if both claws hit

PEGASUS: AC: 6[13] HD: 4 AT: Hooves +4 (1d6) S: Flies

PIERCER: AC: 3[16] HD: 4 AT: 1 drop/pierce (1d6 per HD)

PIXIE: AC: 7[12] HD: 1 AT: Weapon +1 (1d6) S: Flies, charm, naturally invisible

PURPLE WORM: AC: 6[13] HD: 15 AT: Bite or sting +15 (1d6) S: Poison sting (1d6 STR), swallows whole on roll 4 higher than needed to hit, swallowed creatures take 1d6 automatic damage every round

RAKSHASA: AC: -4[23] HD: 7 AT: Claws, bite or weapon +7 (d6) S: Spells as 1d3 level Magic-User and 1st level cleric, immune to non-magic weapons, below +3 weapons do 50% damage, blessed crossbow bolt kill instantly

RAT, GIANT: AC: 7[12] HD: 1 AT: Bite +1 (1d3) S: 1 in 20 chance of disease from bite

RAT, MONSTROUS: AC: 6[13] HD: 3 AT: Bite or claws +3 (1d6) S: 1 in 20 chance of disease from bite

ROC: AC: 4[15] HD: 12 AT: Claws or bite +12 (3d6) S: Flies

SALAMANDER: AC: 4[15] HD: 7 AT: Touch or constrict +8 (1d6) S: Heat does 1d6 to nearby creatures, immune to fire

SEA MONSTER: AC: 2[17] HD: 30 AT: Bite +15 (4d6) S: Swallows whole on roll 4 higher than needed to hit or on natural 20, swallowed creatures take 1d6 automatic damage every turn

SEA SERPENT: AC: 6[13] HD: 15 AT: Bite +15 (4d6) S: Swallows whole on roll 4 higher than needed to hit or on natural 20, swallowed creatures take 1d6 automatic damage every turn

SHADOW: AC: 7[12] HD: 3 AT: Touch +3 (1d6) S: Drains 1 STR per hit, hit only by magical weapons, immune to charm and sleep spells, surprise foes on a 1-5, creatures reduced to 0 STR will rise 24 hours later as a shadow

SHAMBLING MOUND: AC: 1[18] HD: 14 AT: 2 fists (2d8) S: Immunities, enfold and suffocate victims

SHRIEKER: AC: 7[12] HD 3 AT: None S: Shriek

SKELETON: AC: 7[12] HD: 1d6 AT: Weapon or strike +1 (1d6) S: Undead immunities

SLITHERING TRACKER: AC: 5[14] HD: 4 AT: No normal attack S: Transparent, paralysis

SLUG, GIANT: AC: 8[11] HD: 12 AT: Bite +12 (1d6) S: Spits acid (2d6)

SNAKE, CONSTRICTOR: AC: 5[14] HD: 2 AT: Constriction (1d3) S: On successful attack, automatic 1d3 damage thereafter until dead

SNAKE, GIANT CONSTRICTOR: AC: 5[14] HD: 6 AT: Constriction +4 (1d6) S: On successful attack, automatic 1d6 damage thereafter until dead

SNAKE, GIANT VIPER: AC: 5[14] HD: 4 AT: Bite +4 (1d3 + poison) S: Poison bite

SNAKE, VIPER: AC: 5[14] HD: 1 AT: Bite +1 (1hp + poison) S: Poison bite

SPECTRE: AC: 2[17] HD: 7 AT: Touch +7 (1d6) S: Undead immunities, drains 2 levels per hit, creatures reduced to 0 levels will rise 24 hours later as a spectre

SPIDER, GIANT (Greater, 6-foot diameter): AC: 4[15] HD: 4 AT: Bite (1d6+2) + poison S: Poison (save or die), webs

SPIDER, GIANT (Man-sized, 4-foot diameter):

AC: 6[13] HD: 2 AT: Bite (1d6) + poison S: Poison (+1 save or die), surprise

SPIDER, GIANT (Smaller): AC: 8[11] HD: 1 AT: Bite (1 hp) + poison S: Poison (+2 save or die)

SPIDER, PHASE: AC: 3[16] HD: 2 AT: Bite (1d6) + poison S: Poison (+1 save or die), phase shifting

SQUID, GIANT: AC: 3[16] (body shell), 12 (tentacles and front) HD: 6 AT: 10 (1d3) S: Jet, ink, constrict

STIRGE: AC: 7[12] HD: 1 AT: Sting +1 (1d6) S: Attaches on a hit and will deal 1d6 automatically damage every round

TICK, GIANT: AC: 4[15] HD: 3 AT: bite+3 (1d6) S: Attaches on a hit and will deal 1d6 damage automatically every round

TITAN: AC: -3[22] HD: 16 AT: Weapon+15 (2d6) S: Spells

TOAD, GIANT: AC: 7[12] HD: 2 AT: Bite +2 (1d6) S: Surprise foes on a 1-3, swallows small creatures whole on a natural 20, swallowed creatures take 1d6 automatic damage every round, long tongue

TRAPPER BEAST: AC: 3[16] HD: 11 AT: 1 enfold S: Immunities; enfold and smother

TREANT: AC: 2[17] HD: 7 AT: 2 strikes (2d6, 3d6, or 4d6) S: Control trees

TROLL: AC 15 HD: 6 AT: Claws +6 (1d6) S: Regenerate 3 hp per round (except acid or fire damage)

UNICORN: AC: 2[17] HD: 5 AT: Hoofs or horn +5 (1d6) S: Double damage for charge, 25% magic resistance, teleport, horn can cure damage or disease

VAMPIRE: AC: 2[17] HD: 9 AT: Bite +9 (1d6) S: Undead immunities, hit only by magical weapons, regenerate 3 hp per round, drains 2 levels per hit, gaseous form at will, shape change into bat, charm gaze, avoids garlic and mirrors, summons bats or wolves, immobilized and apparently dead if a stake is driven through its heart, drowns under water in one round, creatures reduced to 0 levels will rise 24 hours later as a vampire under the control of their creator

WAR DOG: AC: 7[12] HD: 2d6 AT: bite +2 (1d6)

WIGHT: AC: 5[14] HD: 3 AT: claw +3 (1d6) S: Undead immunities, hit only by magical or silver weapons, drains a level per hit, creatures reduced to 0 levels will rise 24 hours later as a wight

WILL-O-THE-WISP: AC: -8[27] HD: 9 AT: Shock +9 (1d6+4) S: Flies

WOLF: AC: 7[12] HD: 2 AT: Bite +2 (1d6)

WORG: AC: 6[13] HD: 4 AT: Bite +4 (2d6)

WRAITH: AC: 3[16] HD: 4 AT: Touch +4 (1d6) S: Undead immunities, only hit by magic or silver weapons, arrows do a max 1 HP damage, drains a level per hit, creatures reduced to 0 levels will rise 24 hours later as a wraith

WYVERN: AC: 3[16] HD: 8 AT: Bite or sting +8 (1d6) S: Poison sting (1d6 STR), flies

YELLOW MOLD: AC: n/a HD: n/a AT: 1d6 if touched S: If struck, 50% releases poisonous spore cloud, destroyed by fire

YETI: AC: 6[13] HD: 5 AT: 2 fists (1d6) S: Immune to cold, hug, fear

ZOMBIE: AC: 8[11] HD: 2 AT: Weapon or strike +2 (1d6) S: Undead immunities, always lose initiative