

♥ Level

Monsters have 1 HD for every level they possess. This is a d8 hit die, so a level 3 monster has 3d8 HP.

🛡 Defense

This is the penalty applied to the player's attack rolls against this monster. 2 = leather, 6 = plate.

➔ Movement

Use this stat as a roll-under to see if the monster can perform a difficult movement (jump, charge down stairs). It's also used to resolve chases. A human's Movement is 12'.

🔪 Attack

Attack is the penalty applied to the player's defense rolls against this monster. It is usually equal to the monster's Level (and is therefore not listed explicitly), but if this is not the case it will be listed after the attack's description.

For example, the ogre is a Level 4 creature that has an Attack of 2, due to clumsiness.

⚡ Save

The chance that the monster will resist a spell, mostly. It is usually equal to 5 + Level.

📖 Intelligence

The chance that a monster will react intelligently when making a decision (as opposed to foolishly). It also doubles as their Intelligence score.

😊 Reaction

The chance that the monster will react at least neutrally when encountered away from home. (It may be a lot lower if you invade their house.)

DM's who want a more granular reaction roll should consider the following table.

- Success by 5 or more: Friendly.
- Mere success: Neutral (but cautious).
- Failure by 5 or more: Hostile
- Mere failure: Aggressive

🚩 Morale

The chance that a monster will abandon combat. A monster makes a morale check when (1) it first looks like they are going to lose, and (2) most of their friends are dead. A failed check means that they flee or surrender.

\$ Money

Only listed if it differs from the assumed standard: intelligent humanoids carry 1d6s per level. Unintelligent monsters carry none. (Most treasure is found in hoards or dungeons.)

XP Experience Points

Only listed if it differs from the assumed standard: 10 xp * (Level squared). Level 1 = 10 xp, Level 2 = 40 xp, etc

Bandit

Hideout might be a treehouse, a cave behind a waterfall, or an unassuming windmill. Wants gold.

♥1 🛡3 ➔12' 🗡weapon 1d6 🏹bow 1d6 ⚡6 😊6
📖10 🚩6

Bee, Giant

3' long. Wants to eat sweet things and take naps.

♥1 🛡2 ➔9' fly 24' 🐝sting 1d6 ⚡6 😊18 📖1 🚩12

Dog

Wants to be his master's friend.

♥1 🛡2 ➔18' 🐾bite 1d6 ⚡6 😊16 📖3 🚩10

⚙Tracker: Can follow targets reliably by scent.

⊕Suicide dogs have jaws that lock shut. On a hit, they are unable to detach themselves but deal 1d3 damage per turn and reduce the target's Movement by 3'. Morale 18.

Dragon

Vain, mocking, intelligent. Wants gold and solitude.

♥12 🛡7 ➔15' fly 24' 🐾claws 1d8/1d8, bite 2d8 ⚡17

😊8 📖14 🚩12 XP2000

⚙Fire Breath: 8d6 damage, 50' cone, recharge/d4 turns

⚙Hoard Sense: Can quickly examine hoard to determine if something has been taken, and recognize things stolen from hoard, even single coins.

Hum Sloth

Sloths that hunt like wolves.

♥2 🛡3 ➔9' 🐾claws 0 1d6/1d6 ⚡7 😊4 📖3 🚩7

⚙Hum: About half of the pack will choose to hum instead of attack. While humming, all non-sloth creatures within 100' take 1 damage for every 10' they move. This stacks.

Huntress of Zaotan

Bold and callous. Wants to humiliate a strong opponent, but not necessarily kill. Ride tigers or giant geckos.

♥2 🛡3 ➔12' 🏹bow 1d8 🗡saber 1d6

🐾bite 0 1d4+poison ⚡9 😊5 📖11 🚩15

⚙Death Bird: Departs mouth upon death and reports home.

Giant Gecko

15' long. Wants to eat things, especially giant bugs.

♥3 🛡3 ➔15' 🐾bite 1d6 ⚡6 😊8 📖2 🚩8

⚙Wall climbing.

Ghoul

Intelligent undead that eat corpses and reminisce about cruelties. They want to eat flesh and socialize.

♥2 🛡3 ➔12' 🐾claw 1d6 ⚡7 😊5 📖10 🚩10

⚙Paralysis: On hit, save or be paralyzed 1d6 rounds.

Goblin

Large groups attack in screaming waves, but small groups use guerilla tactics. Wants delicious food.

♥0 ♠2 →12' ⚔️ weapon 1d6 ⚡5 ☺3 📖10 🏳️4

⚙️ Stealth 8.

⚙️ Darkvision.

⊕ Yoblines are born from giant mushrooms and prize filth above all else. Mushrooms sprout where they frequent.

Golem, Clay

Mindless constructs that nevertheless perform complex tasks.

♥8 ♠2 →9' ⚔️ fist 2d12 ⚡13 ☺0 📖0 🏳️20

⚙️ Immune to magic, except for spells which can affect stone, which can deform or damage (for at least 2d6).

⚙️ Take half damage from slashing and piercing.

⊕ Iron golems have 6 Defense.

Greedy Gremlin

3' tall. Carries a sack of money. Wants to run away.

♥1 ♠5 →12' ⚔️ bite 1d6 ⚡10 ☺7 📖7 🏳️0 \$3d6g

⚙️ Can sense gold within 100'.

Orc

Brutal and unrelenting. Wants money, sex, and victory.

♥2 ♠2 →12' ⚔️ weapon 1d8 ⚡7 ☺3 📖8 🏳️12

⚙️ Save +4 vs fear and emotions.

⊕ Orcs of Uru have Defense 4, Attack 4, carry bows, and use advanced tactics (Intelligence 16, for this purpose).

Ogre

Stupid, hungry, and loyal. Always hungry. Wants gold.

♥4 ♠3 →12' ⚔️ weapon 2 1d10+1 ⚡9 ☺3 📖5 🏳️14

Ooze

Wants to eat and grow and eat and grow.

♥7 ♠0 →6' ⚔️ ooze 1d6 acid ⚡12 ☺0 📖1 🏳️18

⚙️ On a hit, target must win a Str contest (vs Str 12) or be engulfed. Engulfed creatures take 1d6 acid damage each round and can escape with another Str contest.

⊕ Mimics can imitate any inanimate object perfectly. They have a powerful adhesive, so treat their Str as 16.

Owlbear

Sometimes drags the injured back to its babies in order to teach them how to hunt. Wants defend its territory.

♥5 ♠4 →12' ⚔️ claws 1d6/1d6, bite 2d6 ⚡10 ☺6

📖3 🏳️10

Rooster, Battle

Wants to make noise and kill beautiful things.

♥1 ♠2 →15' ⚔️ claws 1d6 ⚡6 ☺6 📖2 🏳️15

⚙️ Chicken Wings: Can fly 50' horizontal or 20' vertical before needing to rest.

Shadow

A remnant. Drawn to living things, to touch them. Its touch injures your shadow, so that it staggers behind you or dies.

♥2 ♠2 →11' ⚔️ touch 1d6 Cha ⚡9 ☺0 📖0 🏳️20

⚙️ Incorporeal: Immune to non-magical weapons.

Skeleton

Must fulfill its orders. Has little way to express its hatred.

♥1 ♠3 →11' ⚔️ weapon 1d6 ⚡6 ☺0 📖5 🏳️20

⚙️ Take half damage from slashing and piercing.

Skeleton Jelly

Undead slime. Skeletons colonized by red, alien slime.

Bones bend like stiff rubber. Wants murder.

♥1 ♠1 →10' ⚔️ claw 1d6 ⚡4 ☺0 📖2 🏳️20

⚙️ Immune to all damage.

Terophidian

Jealous, insecure masterminds. Look like brown, wide-throated eels surrounded by 4 flying claws. Want to be beautiful. Want to be kings. Want their enemies to grovel.

♥6 ♠3 →fly 15' ⚔️ claws 4x1d4 ⚡13 ☺6 📖16 🏳️12

⚙️ Spellcasting: Knows six spells, usually charm or combat spells. No limit to how many times it can cast them, but only one spell is available at a time. (Roll randomly each turn.)

⚙️ Gut Dimension: Interior is an extradimensional space containing 1d6 rooms and 1d6 servants which it may summon by yelling. If killed, pocket dimension is inaccessible.

Tiger

Supremely confident. Wants to stalk prey for hours.

♥6 ♠3 →21' ⚔️ claws 1d8/1d8, bite 1d10 ⚡11 ☺10

📖4 🏳️12

⚙️ Stealth 13.

⚙️ Ghost Tiger: Will haunt their killer for 2d6 days before attacking at a vulnerable moment. They will only make this attempt once before passing on. Ghost tigers have the same stats, are incorporeal, and dissipate after 3 rounds.

Troll, Green

Green, lithe, and rubbery. Wants to eat man-flesh, trample their books, and break their swords.

♥6 ♠4 →13' ⚔️ claws 1d8/1d8 ⚡11 ☺3 📖6 🏳️14

⚙️ Regenerate 1/rnd. Bypassed by fire and acid.

⚙️ Darkvision.

⊕ Stone trolls have Defense 6, attack with a weapon 1d10+3, lack regeneration, and are petrified by sunlight.

Wight

Insane undead that guard their own crypts.

♥3 ♠3 →12' ⚔️ claw 1d6 ⚡8 ☺1 📖12 🏳️12

⚙️ Level Drain: On hit, lose 100 xp per damage inflicted.

⚙️ Immune to damage from non-silver weapons.

Wolf

Wants to kill the weakest thing and/or drag it off.

♥2 ♠2 →18' ⚔️ bite 1d6 ⚡7 ☺7 📖3 🏳️7

⚙️ Tracker: Can follow targets reliably by scent.

Zombie

Mindless undead.

♥2 ♠2 →6' ⚔️ bite 1d6 ⚡5 ☺0 📖0 🏳️20

⚙️ Take half damage from bludgeoning.

⊕ Infectious zombies carry the virus in their bite. Save or become a zombie in 1d3 days. Save is made secretly.