

WIZARDRY & WARRIORS

MONSTERS OF WIZARDRY & WARRIORS



An Alternate Rules Supplement For
TUNNELS & TROLLS 5TH EDITION

INTRODUCTION

What is a fantasy world without strange monsters and mythical creatures to roam the land, dazzle the eye, and cause fear in the mighty? There are monsters here from stories, myth, legends, and the ancient past. They are specifically formatted to be used with the **Wizardry & Warriors** supplemental rules for the Tunnels & Trolls 5th edition role-playing game. They are organized in alphabetical order for easy searching. There is a **Level** indicated to help you match these creatures to adventurers' levels. At the end of this book are some charts to help you pick creatures to fit in a particular environment. If it is a dungeon, swamp, forest, or river...you will have all of the information you need to fill your fantasy world with the best creatures in the land.



Afanc

STR:55 / DEX:40 / LCK:26 / CON:170 / INT:22 / CHR:34

Type: Animal **Level:** 15 **#App:** 1 **Size:** L (50') **Move:** Swim 150'
MR: 170 (Life) **Attack:** +18 **Damage:** 1d6+26 **L17CR:** 32 **AP:** 170

This giant fish creature would swim in a circle around ships and will suck them down in a whirlpool in 10 combat rounds. The areas they dwell are the rivers/lakes, and oceans. They are able to speak Fish.

Al-Mi`raj

STR:15 / DEX:20 / LCK:17 / CON:30 / INT:4 / CHR:9

Type: Beast **Level:** 1 **#App:** 1-12 **Size:** S (3') **Move:** 180'
MR: 30 (Life) **Attack:** +4 **Damage:** 1d6+5 **L3CR:** 18 **AP:** 30

This unicorn looking rabbit uses its head's horn to attack. The areas they dwell are the dungeons, forests, and plains. They are able to speak Rodent.

Alligator

STR:26 / DEX:21 / LCK:17 / CON:55 / INT:7 / CHR:13

Type: Reptile **Level:** 3 **#App:** 1-14 **Size:** L (8-15') **Move:** 60'/Swim 120'
MR: 55 (Life) **Attack:** +6 **Damage:** 1d6+8 **L5CR:** 20 **AP:** 55

The areas they dwell are the rivers/lakes, swamps, and jungle/tropical swamps. They are able to speak Saurian.

Alligator, Giant

STR:37 / DEX:29 / LCK:20 / CON:100 / INT:11 / CHR:19

Type: Reptile **Level:** 7 **#App:** 1-12 **Size:** L (21-30') **Move:** 60'/Swim 120'
MR: 100 (Life) **Attack:** +11 **Damage:** 1d6+16 **L10CR:** 25 **AP:** 100

The areas they dwell are the rivers/lakes, swamps, and jungle/tropical swamps. They are able to speak Saurian.

Ant Lion

STR:23 / DEX:45 / LCK:34 / CON:130 / INT:14 / CHR:23

Type: *Insect* **Level:** 9 **#App:** 1 **Size:** L **Move:** 90`/Burrow 10`
MR: 130 (*Life*) **Attack:** +14 **Damage:** 1d6+20 **L13CR:** 28 **AP:** 130

These insects hide under the ground and wait to attack its prey. The areas they dwell are the dungeons, deserts, forests, hills, plains, jungle/tropical forests, and jungle/tropical hills. They are able to speak Insect.

Ant, Fire

STR:17 / DEX:26 / LCK:21 / CON:55 / INT:7 / CHR:13

Type: *Insect* **Level:** 2 **#App:** 1-20 **Size:** S (2`) **Move:** 180`
MR: 55 (*Life*) **Attack:** +6 **Damage:** 1d6+8 **L5CR:** 20 **AP:** 55

They will use their fire spray if they roll a '1' on their damage die roll. This spray will automatically do 1d6 points of damage to everyone in front of the ant unless the targets can make a L2SR vs. LCK or DEX. This attack damage is in addition to any other damage during that round. The areas they dwell are the dungeons, forests, hills, plains, jungle/tropical forests, and jungle/tropical hills. They are able to speak Insect.

Ant, Giant

STR:17 / DEX:26 / LCK:21 / CON:55 / INT:7 / CHR:13

Type: *Insect* **Level:** 2 **#App:** 1-20 **Size:** S (2`) **Move:** 180`
MR: 55 (*Life*) **Attack:** +6 **Damage:** 1d6+8 **L5CR:** 20 **AP:** 55

They will use their poison stinger if they roll a '1' on their damage die roll. This poison will cause the victim to suffer a negative 1d6 to STR unless they can make a L2SR vs. CON. The `ant poison` will last an entire day unless cured and does not stack in effect. The areas they dwell are the dungeons, deserts, forests, hills, plains, jungle/tropical forests, and jungle/tropical hills. They are able to speak Insect.

Antaur Knight

STR:19 / DEX:32 / LCK:25 / CON:80 / INT:13 / CHR:20

Type: *Insect* **Level:** 4 **#App:** 1-20 **Size:** M **Move:** 150`
MR: 80 (*Life*) **Attack:** +9 **Damage:** 1d6+13 **L8CR:** 23 **AP:** 80

These humanoid ants will use their poison stinger if they roll a '1' on their damage die roll. This poison will cause the victim to suffer a negative 1d6 to STR unless they can make a L4SR vs. CON. The `ant poison` will last an entire day unless cured and does not stack in effect. The areas they dwell are the dungeons, jungle/tropical hills, and jungle/tropical mountains. They are able to speak Antaur, Common, and Insect.

Antaur Leader

STR:22 / DEX:41 / LCK:31 / CON:115 / INT:28 / CHR:36

Type: *Insect* **Level:** 7 **#App:** 1-3 **Size:** L **Move:** 150`
MR: 115 (*Life*) **Attack:** +12 **Damage:** 1d6+17 **L11CR:** 26 **AP:** 115

These humanoid ants will use their poison stinger if they roll a '1' on their damage die roll. This poison will cause the victim to suffer a negative 2d6 to STR unless they can make a L7SR vs. CON. The `ant poison` will last an entire day unless cured and does not stack in effect. The areas they dwell are the dungeons, jungle/tropical hills, and jungle/tropical mountains. They are able to speak Antaur, Common, and Insect.

Antaur Soldier

STR:17 / DEX:26 / LCK:21 / CON:55 / INT:11 / CHR:17

Type: *Insect* **Level:** 2 **#App:** 1-20 **Size:** S **Move:** 180`
MR: 55 (*Life*) **Attack:** +6 **Damage:** 1d6+8 **L5CR:** 20 **AP:** 55

These humanoid ants will use their poison stinger if they roll a '1' on their damage die roll. This poison will cause the victim to suffer a negative 1d6 to STR unless they can make a L2SR vs. CON. The `ant poison` will last an entire day unless cured and does not stack in effect. The areas they dwell are the dungeons, jungle/tropical hills, and jungle/tropical mountains. They are able to speak Antaur, Common, and Insect.

Ape, Beast

STR:30 / DEX:24 / LCK:18 / CON:70 / INT:12 / CHR:19

Type: *Beast* **Level:** 4 **#App:** 1-7 **Size:** L (9`) **Move:** 90`
MR: 70 (*Life*) **Attack:** +8 **Damage:** 1d6+11 **L7CR:** 22 **AP:** 70

The areas they dwell are the jungle/tropical forests, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Simian.

Ape, Carnivorous

STR:30 / DEX:24 / LCK:18 / CON:70 / INT:12 / CHR:19
Type: *Animal* **Level:** 5 **#App:** 1-8 **Size:** L (7`+) **Move:** 120`
MR: 70 (*Life*) **Attack:** +8 **Damage:** 1d6+11 **L7CR:** 22 **AP:** 70
The areas they dwell are the dungeons, jungle/tropical forests, jungle/tropical hills, and jungle/tropical swamps. They are able to speak Simian.

Apparition

STR:23 / DEX:34 / LCK:45 / CON:130 / INT:21 / CHR:30
Type: *Undead* **Level:** 8 **#App:** 1-4 **Size:** M **Move:** 240`
MR: 130 (*Life*) **Attack:** +14 **Damage:** 1d6+20 **L13CR:** 28 **AP:** 130
This ghostly creature can only be attacked with magic or silver weapons. Spells will also work against it. They will use their fear aura if they roll a '1' on their damage die roll. This will automatically cause targets to flee in terror unless they can make a L8SR vs. INT. This fear lasts for 2d6 combat rounds. Anyone killed by this creature will rise and become one of them after an hour has passed. The areas they dwell are the dungeons. They are able to speak Undead.

Assassin Bug

STR:16 / DEX:24 / LCK:20 / CON:45 / INT:6 / CHR:12
Type: *Insect* **Level:** 2 **#App:** 1-2 **Size:** S (2`) **Move:** 60`/Fly 180`
MR: 45 (*Life*) **Attack:** +5 **Damage:** 1d6+7 **L4CR:** 19 **AP:** 45
They will use their poison bite if they roll a '1' on their damage die roll. This poison will cause the target to become paralyzed unless they can make a L2SR vs. CON. This paralysis lasts for 1d6 combat rounds unless cured. The areas they dwell are the dungeons, forests, hills, plains, swamps, jungle/tropical forests, jungle/tropical hills, and jungle/tropical swamps. They are able to speak Insect.

Baboon

STR:21 / DEX:18 / LCK:15 / CON:35 / INT:9 / CHR:15
Type: *Animal* **Level:** 2 **#App:** 1-20 **Size:** S (4`+) **Move:** 120`
MR: 35 (*Life*) **Attack:** +4 **Damage:** 1d6+5 **L3CR:** 18 **AP:** 35
The areas they dwell are the jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Simian.

Badger

STR:16 / DEX:25 / LCK:20 / CON:50 / INT:8 / CHR:14
Type: *Animal* **Level:** 2 **#App:** 1-5 **Size:** S **Move:** 60`/Burrow 30`
MR: 50 (*Life*) **Attack:** +6 **Damage:** 1d6+8 **L5CR:** 20 **AP:** 50
The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, deserts, forests, hills, mountains, plains, and swamps. They are able to speak Ursine.

Baluchitherium

STR:54 / DEX:40 / LCK:26 / CON:165 / INT:20 / CHR:32
Type: *Animal* **Level:** 14 **#App:** 1-3 **Size:** L (20`) **Move:** 120`
MR: 165 (*Life*) **Attack:** +17 **Damage:** 1d6+25 **L16CR:** 31 **AP:** 165
The areas they dwell are the snowy forests, snowy plains, forests, plains, and jungle/tropical forests. They are able to speak Pachyderm.

Banshee

STR:22 / DEX:32 / LCK:42 / CON:120 / INT:28 / CHR:36
Type: *Undead* **Level:** 7 **#App:** 1 **Size:** M **Move:** 150`
MR: 120 (*Life*) **Attack:** +13 **Damage:** 1d6+19 **L12CR:** 27 **AP:** 120
This ghostly female creature can only be attacked with magic weapons. Spells will also work against it. They will use their deathly scream if they roll a '1' on their damage die roll. This will automatically cause targets to die unless they can make a L7SR vs. LCK. A L7SR vs. DEX can also be made to see if ears are covered in time. The areas they dwell are the snowy forests, snowy hills, snowy plains, dungeons, deserts, forests, hills, plains, and jungle/tropical forests. They are able to speak Undead.

Barghest

STR:47 / DEX:35 / LCK:24 / CON:140 / INT:32 / CHR:42

Type: *Beast*

Level: 10

#App: 1-2

Size: M-L

Move: 150`

MR: 140 (*Life*)

Attack: +15

Damage: 1d6+22

L14CR: 29

AP: 140

This ghostly black hound can only be attacked with magic weapons. Spells will also work against it. The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Canine.

Barracuda

STR:15 / DEX:22 / LCK:19 / CON:40 / INT:1 / CHR:7

Type: *Animal*

Level: 2

#App: 1-12

Size: S-L

Move: 300`

MR: 40 (*Life*)

Attack: +5

Damage: 1d6+7

L4CR: 19

AP: 40

The areas they dwell are the rivers/lakes, and oceans. They are able to speak Fish.

Basilisk

STR:37 / DEX:29 / LCK:20 / CON:100 / INT:11 / CHR:19

Type: *Beast*

Level: 7

#App: 1-4

Size: M (7`)

Move: 60`

MR: 100 (*Life*)

Attack: +11

Damage: 1d6+16

L10CR: 25

AP: 100

They will use their magic gaze if they roll a '1' on their damage die roll. This gaze will turn everyone looking at it into stone unless they can make a L7SR vs. LCK. A L7SR vs. DEX can also be made instead to maybe look away in time. The areas they dwell are the dungeons, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Saurian.

Basilisk, Greater

STR:47 / DEX:35 / LCK:24 / CON:140 / INT:19 / CHR:29

Type: *Beast*

Level: 10

#App: 1-2

Size: L (12`)

Move: 60`

MR: 140 (*Life*)

Attack: +15

Damage: 1d6+22

L14CR: 29

AP: 140

They will use their magic gaze if they roll a '1' on their damage die roll. This gaze will turn everyone looking at it into stone unless they can make a L10SR vs. LCK. A L10SR vs. DEX can also be made instead to maybe look away in time. The areas they dwell are the dungeons, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Saurian.

Bat

STR:13 / DEX:16 / LCK:15 / CON:15 / INT:3 / CHR:8

Type: *Animal*

Level: 1

#App: 1-20

Size: S

Move: 10`/Fly 240`

MR: 15 (*Life*)

Attack: +2

Damage: 1d6+2

L1CR: 16

AP: 15

The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Rodent.

Bat, Fire

STR:15 / DEX:20 / LCK:17 / CON:30 / INT:6 / CHR:12

Type: *Animal*

Level: 2

#App: 1-8

Size: S

Move: 60`/Fly 200`

MR: 30 (*Life*)

Attack: +4

Damage: 1d6+5

L3CR: 18

AP: 30

These fiery bats are immune to fire but can be instantly killed if doused with water. The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Rodent.

Bat, Giant

STR:14 / DEX:17 / LCK:15 / CON:20 / INT:1 / CHR:6

Type: *Animal*

Level: 1

#App: 1-12

Size: S

Move: 30`/Fly 180`

MR: 20 (*Life*)

Attack: +3

Damage: 1d6+4

L2CR: 17

AP: 20

The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Rodent.

Bat, Piercing

STR:15 / DEX:20 / LCK:17 / CON:30 / INT:4 / CHR:10

Type: Animal **Level:** 2 **#App:** 1-20 **Size:** S **Move:** 30`/Fly 180`
MR: 30 (Life) **Attack:** +4 **Damage:** 1d6+5 **L3CR:** 18 **AP:** 30

They will attach themselves to a target if they roll a '1' on their damage die roll. They will then begin to suck the blood of the victim unless they can make a L2SR vs. STR to get it off. Anyone getting blood drained will suffer 1d6 points of damage per combat round. The areas they dwell are the snowy forests, dungeons, forests, and jungle/tropical forests. They are able to speak Rodent.

Bear, Black

STR:26 / DEX:21 / LCK:17 / CON:55 / INT:9 / CHR:16

Type: Animal **Level:** 4 **#App:** 1-3 **Size:** M (6`+)
MR: 55 (Life) **Attack:** +6 **Damage:** 1d6+8 **L5CR:** 20 **AP:** 55

The areas they dwell are the snowy forests, snowy hills, snowy mountains, forests, hills, mountains, and swamps. They are able to speak Ursine.

Bear, Brown

STR:32 / DEX:25 / LCK:19 / CON:80 / INT:11 / CHR:19

Type: Animal **Level:** 6 **#App:** 1-6 **Size:** L (9`+)
MR: 80 (Life) **Attack:** +9 **Damage:** 1d6+13 **L8CR:** 23 **AP:** 80

The areas they dwell are the snowy forests, snowy hills, snowy mountains, forests, hills, mountains, and swamps. They are able to speak Ursine.

Bear, Cave

STR:35 / DEX:27 / LCK:20 / CON:90 / INT:12 / CHR:20

Type: Animal **Level:** 7 **#App:** 1-2 **Size:** L (12`+)
MR: 90 (Life) **Attack:** +10 **Damage:** 1d6+14 **L9CR:** 24 **AP:** 90

The areas they dwell are the snowy forests, snowy hills, snowy mountains, dungeons, forests, hills, and mountains. They are able to speak Ursine.

Bear, Polar

STR:40 / DEX:30 / LCK:21 / CON:110 / INT:14 / CHR:23

Type: Animal **Level:** 9 **#App:** 1-6 **Size:** L (14`)
MR: 110 (Life) **Attack:** +12 **Damage:** 1d6+17 **L11CR:** 26 **AP:** 110

The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, rivers/lakes, forests, hills, mountains, and plains. They are able to speak Ursine.

Beaver, Giant

STR:22 / DEX:27 / LCK:17 / CON:60 / INT:10 / CHR:17

Type: Animal **Level:** 4 **#App:** 1-20 **Size:** M (6`)
MR: 60 (Life) **Attack:** +7 **Damage:** 1d6+10 **L6CR:** 21 **AP:** 60

The areas they dwell are the snowy forests, snowy hills, rivers/lakes, forests, and hills. They are able to speak Rodent.

Beetle, Death Watch

STR:23 / DEX:44 / LCK:33 / CON:125 / INT:14 / CHR:23

Type: Insect **Level:** 9 **#App:** 1 **Size:** L (5`)
MR: 125 (Life) **Attack:** +13 **Damage:** 1d6+19 **L12CR:** 27 **AP:** 125

They will vibrate their wings if they roll a '1' on their damage die roll. This will automatically cause targets to die unless they can make a L9SR vs. LCK. The areas they dwell are the dungeons, forests, and swamps. They are able to speak Insect.

Beetle, Giant, Bombadier

STR:17 / DEX:27 / LCK:22 / CON:60 / INT:1 / CHR:7

Type: Insect **Level:** 3 **#App:** 1-10 **Size:** M (4`)
MR: 60 (Life) **Attack:** +7 **Damage:** 1d6+10 **L6CR:** 21 **AP:** 60

They will emit an acid cloud if they roll a '1' on their damage die roll. This cloud will automatically do 1d6 points of damage to everyone in front of the beetle unless the targets can make a L3SR vs. LCK or DEX. Armor and weapons might be destroyed. To determine this, roll 1 die for each weapon and/or armor. A roll of 1 means it was destroyed by the acid. This attack damage is in addition to any other damage during that round. The areas they dwell are the snowy forests, snowy hills, forests, hills, swamps, jungle/tropical forests, jungle/tropical hills, and jungle/tropical swamps. They are able to speak Insect.

Beetle, Giant, Boring

STR:19 / DEX:34 / LCK:26 / CON:85 / INT:10 / CHR:17

Type: *Insect* **Level:** 5 **#App:** 1-12 **Size:** L (9`) **Move:** 60`
MR: 85 (*Life*) **Attack:** +9 **Damage:** 1d6+13 **L8CR:** 23 **AP:** 85

The areas they dwell are the dungeons, forests, hills, mountains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Insect.

Beetle, Giant, Fire

STR:16 / DEX:25 / LCK:20 / CON:50 / INT:1 / CHR:7

Type: *Insect* **Level:** 2 **#App:** 1-10 **Size:** S (2.5`) **Move:** 120`
MR: 50 (*Life*) **Attack:** +6 **Damage:** 1d6+8 **L5CR:** 20 **AP:** 50

They will shoot flame from the mouth if they roll a '1' on their damage die roll. This flame will automatically do 1d6 points of damage to everyone in front of the beetle unless the targets can make a L2SR vs. LCK or DEX. This attack damage is in addition to any other damage during that round. The areas they dwell are the dungeons, forests, hills, mountains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Insect.

Beetle, Giant, Rhinoceros

STR:25 / DEX:52 / LCK:39 / CON:160 / INT:1 / CHR:12

Type: *Insect* **Level:** 12 **#App:** 1-6 **Size:** L (12`) **Move:** 60`
MR: 160 (*Life*) **Attack:** +17 **Damage:** 1d6+25 **L16CR:** 31 **AP:** 160

The areas they dwell are the forests, hills, swamps, jungle/tropical forests, jungle/tropical hills, and jungle/tropical swamps. They are able to speak Insect.

Beetle, Giant, Stag

STR:21 / DEX:39 / LCK:30 / CON:105 / INT:1 / CHR:9

Type: *Insect* **Level:** 7 **#App:** 1-12 **Size:** L (10`) **Move:** 60`
MR: 105 (*Life*) **Attack:** +11 **Damage:** 1d6+16 **L10CR:** 25 **AP:** 105

The areas they dwell are the forests, hills, plains, and swamps. They are able to speak Insect.

Beetle, Giant, Water

STR:18 / DEX:31 / LCK:25 / CON:75 / INT:1 / CHR:8

Type: *Insect* **Level:** 4 **#App:** 1-12 **Size:** L (6`) **Move:** 30`/Swim 120`
MR: 75 (*Life*) **Attack:** +8 **Damage:** 1d6+11 **L7CR:** 22 **AP:** 75

The areas they dwell are the rivers/lakes. They are able to speak Insect.

Beetle, Razor

STR:20 / DEX:36 / LCK:28 / CON:95 / INT:1 / CHR:9

Type: *Insect* **Level:** 6 **#App:** 1-3 **Size:** L **Move:** 60`
MR: 95 (*Life*) **Attack:** +10 **Damage:** 1d6+14 **L9CR:** 24 **AP:** 95

The areas they dwell are the dungeons, forests, hills, plains, and swamps. They are able to speak Insect.

Behemoth

STR:47 / DEX:35 / LCK:24 / CON:140 / INT:15 / CHR:25

Type: *Animal* **Level:** 11 **#App:** 1-4 **Size:** L **Move:** 60`/Swim 120`
MR: 140 (*Life*) **Attack:** +15 **Damage:** 1d6+22 **L14CR:** 29 **AP:** 140

These hippo-type creatures will often remain hidden under the water and overturn boats or canoes if a 1-3 is rolled on 1 die. The areas they dwell are the rivers/lakes, and jungle/tropical swamps. They are able to speak Hippopotamus.

Betrayer of Eyes

STR:22 / DEX:32 / LCK:42 / CON:120 / INT:28 / CHR:37

Type: *Monster* **Level:** 8 **#App:** 1 **Size:** L (4-6`) **Move:** 30`
MR: 120 (*Life*) **Attack:** +13 **Damage:** 1d6+19 **L12CR:** 27 **AP:** 120

This large eye creature has 6 arms that are 5 feet in length and floats around with magic. Each arm has a 4 digit hand that holds an eye that will shoot a different beam of magical energy from each one. The eyes are able to be dropped. If they roll a '1' on their damage die roll, one of the eyes will shoot this beam at a single target. To determine which eye, roll 1 die (1-Disintegrates and dies; 2-Scared and runs away for 2d6 combat rounds; 3-Turns to solid crystal and dies; 4-Sleep for 2d6 combat rounds; 5-Damaged for 2d6 points of damage; 6-Charms where they attack friends for 2d6 combat rounds). A L8SR vs. LCK can be made to avoid the effects. The areas they dwell are the dungeons, and swamps. They are able to speak Wizard Speech.

Bird, Flightless

Type: *Animal* **Level:** 2 **#App:** 1-12 **Size:** M **Move:** 180`
MR: 35 (*Life*) **Attack:** +4 **Damage:** 1d6+5 **L3CR:** 18 **AP:** 35
The areas they dwell are the jungle/tropical forests, jungle/tropical hills, and jungle/tropical swamps. They are able to speak Avian.

Black Ooze

STR:22 / DEX:32 / LCK:42 / CON:120 / INT:1 / CHR:11
Type: *Slime* **Level:** 10 **#App:** 1-4 **Size:** S-L (5-8`) **Move:** 60`
MR: 120 (*Life*) **Attack:** +13 **Damage:** 1d6+19 **L12CR:** 27 **AP:** 120
This black slime is immune to cold and electrical attacks. It also dissolves wood and metal. The areas they dwell are the dungeons, mountains, and jungle/tropical mountains.

Bloodworm, Giant

STR:27 / DEX:35 / LCK:20 / CON:90 / INT:1 / CHR:9
Type: *Monster* **Level:** 6 **#App:** 1-4 **Size:** L (20`) **Move:** 60`
MR: 90 (*Life*) **Attack:** +10 **Damage:** 1d6+14 **L9CR:** 24 **AP:** 90
They will attach themselves to a target if they roll a '1' on their damage die roll. They will then begin to suck the blood of the victim unless they can make a L6SR vs. STR to get it off. Anyone getting blood drained will suffer 2d6 points of damage per combat round. The areas they dwell are the dungeons, deserts, hills, plains, and jungle/tropical hills. They are able to speak Slug.

Boar, Giant

STR:27 / DEX:35 / LCK:20 / CON:90 / INT:10 / CHR:18
Type: *Animal* **Level:** 7 **#App:** 1-8 **Size:** L (5`) **Move:** 120`
MR: 90 (*Life*) **Attack:** +10 **Damage:** 1d6+14 **L9CR:** 24 **AP:** 90
The areas they dwell are the snowy forests, snowy hills, snowy plains, forests, hills, plains, swamps, jungle/tropical forests, jungle/tropical hills, and jungle/tropical swamps. They are able to speak Porker.

Boar, Warthog

STR:20 / DEX:24 / LCK:16 / CON:45 / INT:6 / CHR:12
Type: *Animal* **Level:** 3 **#App:** 1-6 **Size:** M (2.5`) **Move:** 120`
MR: 45 (*Life*) **Attack:** +5 **Damage:** 1d6+7 **L4CR:** 19 **AP:** 45
The areas they dwell are the snowy forests, snowy hills, snowy plains, forests, hills, plains, swamps, jungle/tropical forests, jungle/tropical hills, and jungle/tropical swamps. They are able to speak Porker.

Boar, Wild

STR:21 / DEX:26 / LCK:17 / CON:55 / INT:9 / CHR:16
Type: *Animal* **Level:** 4 **#App:** 1-12 **Size:** M (3`) **Move:** 150`
MR: 55 (*Life*) **Attack:** +6 **Damage:** 1d6+8 **L5CR:** 20 **AP:** 55
The areas they dwell are the snowy forests, snowy hills, snowy plains, forests, hills, plains, swamps, jungle/tropical forests, jungle/tropical hills, and jungle/tropical swamps. They are able to speak Porker.

Brownie

STR:15 / DEX:19 / LCK:22 / CON:40 / INT:18 / CHR:23
Type: *Fey* **Level:** 1 **#App:** 1-12 **Size:** S (1.5`) **Move:** 120`
MR: 40 (*Life*) **Attack:** +5 **Damage:** 1d6+7 **L4CR:** 19 **AP:** 40
These small humanoids will use their skills of confusion if they roll a '1' on their damage die roll. This will automatically cause targets to miss the next combat round unless they can make a L1SR vs. INT. The areas they dwell are the snowy forests, snowy hills, forests, hills, swamps, jungle/tropical forests, jungle/tropical hills, and jungle/tropical swamps. They are able to speak Brownie, Common, and Elven.

Buffalo

STR:29 / DEX:23 / LCK:18 / CON:65 / INT:10 / CHR:17
Type: *Animal* **Level:** 5 **#App:** 1-16 **Size:** L (5`) **Move:** 150`
MR: 65 (*Life*) **Attack:** +7 **Damage:** 1d6+10 **L6CR:** 21 **AP:** 65
The areas they dwell are the jungle/tropical swamps. They are able to speak Bovine.

Bugbear

Type: *Humanoid*

Level: 4

STR:29 / DEX:23 / LCK:18 / CON:65 / INT:14 / CHR:21

#App: 1-20

Size: L (7`+)

Move: 90`

MR: 65 (*Life*)

Attack: +7

Damage: 1d6+10

L6CR: 21

AP: 65

The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Goblin.

Bull

Type: *Animal*

Level: 4

STR:26 / DEX:21 / LCK:17 / CON:55 / INT:9 / CHR:16

#App: 1-20

Size: L (5`)

Move: 150`

MR: 55 (*Life*)

Attack: +6

Damage: 1d6+8

L5CR: 20

AP: 55

The areas they dwell are the deserts, forests, hills, plains, swamps, jungle/tropical forests, jungle/tropical hills, and jungle/tropical swamps. They are able to speak Bovine.

Bumblebee, Giant

Type: *Insect*

Level: 7

STR:20 / DEX:35 / LCK:27 / CON:90 / INT:14 / CHR:22

#App: 1

Size: L

Move: 60`/Fly 240`

MR: 90 (*Life*)

Attack: +10

Damage: 1d6+14

L9CR: 24

AP: 90

They will use their poison stinger if they roll a '1' on their damage die roll. This poison will cause the victim to suffer a negative 2d6 to DEX due to swelling unless they can make a L7SR vs. CON. The `bee poison` will last an entire day unless cured and does not stack in effect. The areas they dwell are the dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Insect.

Bumblebee, Honey, Giant

Type: *Insect*

Level: 4

STR:17 / DEX:27 / LCK:22 / CON:60 / INT:11 / CHR:18

#App: 1-10

Size: M

Move: 90`/Fly 300`

MR: 60 (*Life*)

Attack: +7

Damage: 1d6+10

L6CR: 21

AP: 60

They will use their poison stinger if they roll a '1' on their damage die roll. This poison will cause the victim to suffer a negative 1d6 to DEX due to swelling unless they can make a L4SR vs. CON. The `bee poison` will last an entire day unless cured and does not stack in effect. The areas they dwell are the dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Insect.

Bumblebee, Soldier, Giant

Type: *Insect*

Level: 5

STR:18 / DEX:31 / LCK:25 / CON:75 / INT:13 / CHR:20

#App: 1

Size: M

Move: 120`/Fly 300`

MR: 75 (*Life*)

Attack: +8

Damage: 1d6+11

L7CR: 22

AP: 75

They will use their poison stinger if they roll a '1' on their damage die roll. This poison will cause the victim to suffer a negative 1d6 to DEX due to swelling unless they can make a L5SR vs. CON. The `bee poison` will last an entire day unless cured and does not stack in effect. The areas they dwell are the dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Insect.

Bunyip

Type: *Beast*

Level: 5

STR:20 / DEX:25 / LCK:16 / CON:50 / INT:6 / CHR:13

#App: 1

Size: M (6`)

Move: 120`

MR: 50 (*Life*)

Attack: +6

Damage: 1d6+8

L5CR: 20

AP: 50

These black furry seals have powerful jaws. They will roar if they roll a '1' on their damage die roll. This roar will automatically cause targets to flee in terror unless they can make a L5SR vs. INT. A L5SR vs. DEX can also be made to see if ears are covered in time. This fear lasts for 1d6 combat rounds. The areas they dwell are the rivers/lakes, swamps, and jungle/tropical swamps. They are able to speak Cetacean.

Camel, Wild

Type: *Animal*

Level: 3

STR:24 / DEX:20 / LCK:16 / CON:45 / INT:6 / CHR:12

#App: 1-12

Size: L

Move: 210`

MR: 45 (*Life*)

Attack: +5

Damage: 1d6+7

L4CR: 19

AP: 45

The areas they dwell are the snowy forests, snowy hills, snowy plains, deserts, forests, hills, plains, swamps, jungle/tropical forests, jungle/tropical hills, and jungle/tropical swamps. They are able to speak Bovine.

Cat, Hell

STR:20 / DEX:37 / LCK:29 / CON:100 / INT:11 / CHR:20

Type: Planar

Level: 8

#App: 1

Size: L

Move: 120`

MR: 100 (Life)

Attack: +11

Damage: 1d6+16

L10CR: 25

AP: 100

They will use their fire breath if they roll a '1' on their damage die roll. This breath will automatically do 2d6 points of damage to a single target in front of the creature unless the targets can make a L8SR vs. LCK or DEX. This attack damage is in addition to any other damage during that round. The areas they dwell are the dungeons. They are able to speak Balrog, and Feline.

Cat, Wild

STR:15 / DEX:21 / LCK:18 / CON:35 / INT:5 / CHR:10

Type: Animal

Level: 1

#App: 1-6

Size: S

Move: 180`

MR: 35 (Life)

Attack: +4

Damage: 1d6+5

L3CR: 18

AP: 35

The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Feline.

Caterwaul

STR:30 / DEX:24 / LCK:18 / CON:70 / INT:12 / CHR:19

Type: Monster

Level: 5

#App: 1

Size: M

Move: 180`/Run 240`

MR: 70 (Life)

Attack: +8

Damage: 1d6+11

L7CR: 22

AP: 70

These feline creatures will screech if they roll a '1' on their damage die roll. This sound will automatically do 1d6 points of damage to everyone in range can make a L5SR vs. LCK. A L5SR vs. DEX can also be made to see if ears are covered in time. This attack damage is in addition to any other damage during that round. The areas they dwell are the snowy mountains, snowy plains, dungeons, mountains, plains, swamps, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Feline.

Catfish, Giant

STR:21 / DEX:39 / LCK:30 / CON:105 / INT:12 / CHR:21

Type: Animal

Level: 9

#App: 1

Size: L (16-24`)

Move: Swim 180`

MR: 105 (Life)

Attack: +11

Damage: 1d6+16

L10CR: 25

AP: 105

They will swallow a target whole if they roll a '1' on their damage die roll and the victim fails a L9SR vs. DEX or LCK. While inside, the victim will suffer 2d6 points of damage each combat round, but they can continue to attack as normal. The areas they dwell are the rivers/lakes. They are able to speak Fish.

Catoblepas

STR:34 / DEX:26 / LCK:19 / CON:85 / INT:12 / CHR:20

Type: Beast

Level: 7

#App: 1-3

Size: L (6`)

Move: 60`

MR: 85 (Life)

Attack: +9

Damage: 1d6+13

L8CR: 23

AP: 85

These creatures have the body of a buffalo and the head of a wild boar. Its back has scales, and its head is always pointing downwards due to its head being heavy. They will use their magic gaze if they roll a '1' on their damage die roll. This gaze will kill them unless they can make a L7SR vs. LCK. A L7SR vs. DEX can also be made instead to maybe look away in time. The areas they dwell are the forests, and jungle/tropical forests. They are able to speak Bovine.

Cattle, Wild

STR:21 / DEX:18 / LCK:15 / CON:35 / INT:7 / CHR:13

Type: Animal

Level: 2

#App: 1-20

Size: L

Move: 150`

MR: 35 (Life)

Attack: +4

Damage: 1d6+5

L3CR: 18

AP: 35

The areas they dwell are the deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Bovine.

Cave Netter

STR:22 / DEX:42 / LCK:32 / CON:120 / INT:1 / CHR:11

Type: Insect

Level: 10

#App: 1-4

Size: L (20`)

Move: 10`/Fly 90`

MR: 120 (Life)

Attack: +13

Damage: 1d6+19

L12CR: 27

AP: 120

These huge cave spiders wait on the ceiling for prey where they will net a victim in web to capture for food. This web will capture the target unless they can make a L10SR vs. STR to break free. A L10SR vs. DEX can also be made to get out of the way in time. While the creature is engaged in active combat and no longer concealed, they will no longer use their webbing. The areas they dwell are the dungeons. They are able to speak Spider.

Cave Tentacle

Type: *Monster*

Level: 11

STR:52 / DEX:39 / LCK:25 / CON:160 / INT:32 / CHR:42

#App: 1-3

Size: L

Move: 30`

MR: 160 (*Life*)

Attack: +17

Damage: 1d6+25

L16CR: 31

AP: 160

These squishy, stalagmite looking creatures will attack with their 4 tentacles. They will use their tentacle poison if they roll a '1' on their damage die roll. This poison will cause the victim to suffer a negative 3d6 to STR unless they can make a L11SR vs. CON. The `cave wrapper poison` will last for 3d6 combat rounds unless cured and does not stack in effect. The areas they dwell are the dungeons.

Cave Wrapper

Type: *Monster*

Level: 12

STR:51 / DEX:38 / LCK:25 / CON:155 / INT:30 / CHR:41

#App: 1

Size: L

Move: 30`

MR: 155 (*Life*)

Attack: +16

Damage: 1d6+23

L15CR: 30

AP: 155

This thin creature can blend in with a cave or dungeon floor. It waits for victims to walk over it before wrapping them up for digestion, unless they can make a L12SR vs. DEX to get out of the way. Each combat round, they can attempt a L12SR vs. STR to try and free themselves. While inside, they will take 3d6 points of damage each combat round until they either free themselves or become fully digested and die. The areas they dwell are the dungeons.

Centaur

Type: *Fey*

Level: 4

STR:23 / DEX:29 / LCK:18 / CON:65 / INT:14 / CHR:21

#App: 1-16

Size: L

Move: 180`

MR: 65 (*Life*)

Attack: +7

Damage: 1d6+10

L6CR: 21

AP: 65

The areas they dwell are the forests, hills, and plains. They are able to speak Centaur, Common, and Fey.

Centipede, Giant

Type: *Insect*

Level: 1

STR:13 / DEX:15 / LCK:14 / CON:10 / INT:1 / CHR:6

#App: 1-14

Size: S (1`+)

Move: 150`

MR: 10 (*Life*)

Attack: +2

Damage: 1d6+2

L1CR: 16

AP: 10

They will use their poison bite if they roll a '1' on their damage die roll. This poison will cause the target to become paralyzed unless they can make a L1SR vs. CON. This paralysis lasts for 1d6 combat rounds unless cured. The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Insect.

Centipede, Great

Type: *Insect*

Level: 3

STR:17 / DEX:26 / LCK:21 / CON:55 / INT:7 / CHR:13

#App: 1-4

Size: M (5`)

Move: 180`

MR: 55 (*Life*)

Attack: +6

Damage: 1d6+8

L5CR: 20

AP: 55

They will use their poison bite if they roll a '1' on their damage die roll. This poison will cause the target to become paralyzed unless they can make a L3SR vs. CON. This paralysis lasts for 1d6 combat rounds unless cured. The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Insect.

Centipede, Huge

Type: *Insect*

Level: 1

STR:13 / DEX:15 / LCK:14 / CON:10 / INT:1 / CHR:6

#App: 1-12

Size: S (6`)

Move: 210`

MR: 10 (*Life*)

Attack: +2

Damage: 1d6+2

L1CR: 16

AP: 10

They will use their poison bite if they roll a '1' on their damage die roll. This poison will cause the target to become paralyzed unless they can make a L1SR vs. CON. This paralysis lasts for 1d6 combat rounds unless cured. The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Insect.

Centipede, Monstrous

STR:21 / DEX:40 / LCK:30 / CON:110 / INT:1 / CHR:10

Type: *Insect* **Level:** 9 **#App:** 1 **Size:** L (18') **Move:** 150`
MR: 110 (Life) **Attack:** +12 **Damage:** 1d6+17 **L11CR:** 26 **AP:** 110

They will use their poison bite if they roll a '1' on their damage die roll. This poison will cause the target to become paralyzed unless they can make a L9SR vs. CON. This paralysis lasts for 2d6 combat rounds unless cured. The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Insect.

Cerberus

STR:36 / DEX:49 / LCK:24 / CON:145 / INT:27 / CHR:37

Type: *Planar* **Level:** 10 **#App:** 1 **Size:** M (6') **Move:** 120`
MR: 145 (Life) **Attack:** +15 **Damage:** 1d6+22 **L14CR:** 29 **AP:** 145

This three-headed demon dog can only be hurt with magical weapons or spells. The areas they dwell are the dungeons. They are able to speak Balrog, and Canine.

Cheetah

STR:21 / DEX:26 / LCK:17 / CON:55 / INT:7 / CHR:13

Type: *Animal* **Level:** 3 **#App:** 1-4 **Size:** M **Move:** 150`/Run 450`
MR: 55 (Life) **Attack:** +6 **Damage:** 1d6+8 **L5CR:** 20 **AP:** 55

The areas they dwell are the deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Feline.

Chimera

STR:31 / DEX:41 / LCK:22 / CON:115 / INT:15 / CHR:24

Type: *Beast* **Level:** 9 **#App:** 1-4 **Size:** L (4') **Move:** 90`/Fly 180`
MR: 115 (Life) **Attack:** +12 **Damage:** 1d6+17 **L11CR:** 26 **AP:** 115

This monstrous fire-breathing creature is composed of the parts of three animals: a lion, a serpent and a goat. It is a lion, with the head of a goat arising from its back, and a tail that ended in a snake head. They will use their fire breath if they roll a '1' on their damage die roll. This breath will automatically do 2d6 points of damage to everyone in front of the chimera unless the targets can make a L9SR vs. LCK or DEX. This attack damage is in addition to any other damage during that round. The areas they dwell are the dungeons, deserts, hills, mountains, jungle/tropical hills, and jungle/tropical mountains. They are able to speak Chimera.

Cobra

STR:18 / DEX:31 / LCK:25 / CON:75 / INT:9 / CHR:16

Type: *Reptile* **Level:** 5 **#App:** 1-4 **Size:** M **Move:** 120`
MR: 75 (Life) **Attack:** +8 **Damage:** 1d6+11 **L7CR:** 22 **AP:** 75

They will use their venom if they roll a '1' on their damage die roll. This venom will kill the victim unless they can make a L5SR vs. CON. The areas they dwell are the dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Serpentine.

Cockatrice

STR:18 / DEX:24 / LCK:30 / CON:70 / INT:8 / CHR:15

Type: *Monster* **Level:** 5 **#App:** 1-6 **Size:** S **Move:** 60`/Fly 180`
MR: 70 (Life) **Attack:** +8 **Damage:** 1d6+11 **L7CR:** 22 **AP:** 70

This beast is essentially a two-legged dragon with a rooster head. They will use their magic gaze if they roll a '1' on their damage die roll. This gaze will turn everyone looking at it into stone unless they can make a L5SR vs. LCK. A L5SR vs. DEX can also be made instead to maybe look away in time. Unlike other creatures, this magical effect still exists even after death. The areas they dwell are the dungeons, rivers/lakes, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Avian.

Coeurl

STR:20 / DEX:35 / LCK:27 / CON:90 / INT:12 / CHR:20

Type: *Monster* **Level:** 6 **#App:** 1-5 **Size:** L **Move:** 150`
MR: 90 (Life) **Attack:** +10 **Damage:** 1d6+14 **L9CR:** 24 **AP:** 90

The areas they dwell are the dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Feline.

Corpse, Walking

STR:20 / DEX:15 / LCK:17 / CON:30 / INT:8 / CHR:14

Type: Undead

Level: 2

#App: 1

Size: M

Move: 60`

MR: 30 (Life)

Attack: +4

Damage: 1d6+5

L3CR: 18

AP: 30

These zombie creatures can only be hurt with magical weapons. The areas they dwell are the snowy hills, snowy mountains, dungeons, deserts, hills, mountains, swamps, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps.

Crab, Giant

STR:29 / DEX:18 / LCK:23 / CON:65 / INT:1 / CHR:7

Type: Animal

Level: 3

#App: 1-12

Size: L (4`+)

Move: 90`

MR: 65 (Life)

Attack: +7

Damage: 1d6+10

L6CR: 21

AP: 65

The areas they dwell are the rivers/lakes, swamps, oceans, and jungle/tropical swamps. They are able to speak Fish.

Crabman

STR:27 / DEX:17 / LCK:22 / CON:60 / INT:13 / CHR:19

Type: Humanoid

Level: 3

#App: 1-12

Size: L (9`)

Move: 90`/Swim 60`

MR: 60 (Life)

Attack: +7

Damage: 1d6+10

L6CR: 21

AP: 60

The areas they dwell are the dungeons, swamps, oceans, and jungle/tropical swamps. They are able to speak Fish.

Crayfish, Giant

STR:19 / DEX:32 / LCK:25 / CON:80 / INT:1 / CHR:8

Type: Animal

Level: 5

#App: 1-4

Size: L (8`+)

Move: 60`/Swim 120`

MR: 80 (Life)

Attack: +9

Damage: 1d6+13

L8CR: 23

AP: 80

The areas they dwell are the rivers/lakes, swamps, and jungle/tropical swamps. They are able to speak Fish.

Cricket, Large

STR:16 / DEX:25 / LCK:20 / CON:50 / INT:6 / CHR:12

Type: Insect

Level: 2

#App: 1-8

Size: S-M

Move: 60`/Jump 30`

MR: 50 (Life)

Attack: +6

Damage: 1d6+8

L5CR: 20

AP: 50

The areas they dwell are the dungeons. They are able to speak Insect.

Crocodile

STR:26 / DEX:21 / LCK:17 / CON:55 / INT:7 / CHR:13

Type: Reptile

Level: 3

#App: 1-14

Size: L (8-15`)

Move: 60`/Swim 120`

MR: 55 (Life)

Attack: +6

Damage: 1d6+8

L5CR: 20

AP: 55

The areas they dwell are the rivers/lakes, swamps, and jungle/tropical swamps. They are able to speak Saurian.

Crocodile, Giant

STR:37 / DEX:29 / LCK:20 / CON:100 / INT:11 / CHR:19

Type: Reptile

Level: 7

#App: 1-12

Size: L (21-30`)

Move: 60`/Swim 120`

MR: 100 (Life)

Attack: +11

Damage: 1d6+16

L10CR: 25

AP: 100

The areas they dwell are the rivers/lakes, swamps, and jungle/tropical swamps. They are able to speak Saurian.

Cyclops

STR:34 / DEX:26 / LCK:19 / CON:85 / INT:16 / CHR:23

Type: Giant

Level: 5

#App: 1-8

Size: L (9`)

Move: 120`

MR: 85 (Life)

Attack: +9

Damage: 1d6+13

L8CR: 23

AP: 85

The areas they dwell are the snowy hills, snowy mountains, dungeons, hills, mountains, jungle/tropical hills, and jungle/tropical mountains. They are able to speak Giant.

Daklifar

STR:17 / DEX:27 / LCK:22 / CON:60 / INT:20 / CHR:26

Type: Humanoid

Level: 3

#App: 1-20

Size: M (5`)

Move: 120`

MR: 60 (Life)

Attack: +7

Damage: 1d6+10

L6CR: 21

AP: 60

These dark cousins to elves live deep within the ground and dabble in the arts of dark magic. They often make homes and businesses in cities and will often have tunnels leading to such places. Although their businesses might appear legitimate, they are often shady in their dealings...dabbling in crime and assassination. Their skin is often varying shades of black with white hair. Their bright white eyes allow them to see perfectly in non-magical darkness. The areas they dwell are the dungeons. They are able to speak Common, and Elven.

Darkwater Eye

STR:35 / DEX:46 / LCK:23 / CON:135 / INT:26 / CHR:36

Type: *Monster* **Level:** 11 **#App:** 1 **Size:** L (3-5') **Move:** *Swim 60'*
MR: 135 (*Life*) **Attack:** +14 **Damage:** 1d6+20 **L13CR:** 28 **AP:** 135

This large eye creature has 4 tentacles and a large mouth. Each tentacle has an eye that will shoot a different beam of magical energy from each one. The large eye has its own magical beam, while the mouth can emit a sonic burst of magical effect. If they roll a '1' on their damage die roll, one of the magical abilities will affect a single target. To determine which ability, roll 1 die (1-Large Eye:Disintegrates and dies; 2-Sonic:Scared and runs away for 3d6 combat rounds; 3-Small Eye:Turns to solid crystal and dies; 4-Small Eye:Sleep for 3d6 combat rounds; 5-Small Eye:Damaged for 3d6 points of damage; 6-Small Eye:Charms where they attack friends for 3d6 combat rounds). A L11SR vs. LCK can be made to avoid the effects. The areas they dwell are the oceans. They are able to speak Wizard Speech.

Demon

STR:47 / DEX:35 / LCK:24 / CON:140 / INT:28 / CHR:37

Type: *Planar* **Level:** 9 **#App:** 1 **Size:** L (12') **Move:** 90'/Fly 180'
MR: 140 (*Life*) **Attack:** +15 **Damage:** 1d6+22 **L14CR:** 29 **AP:** 140

Can only be harmed with magical weapons or spells. Anyone killed by this demon can never be resurrected unless the demon is killed and the soul is freed. The areas they dwell are the dungeons. They are able to speak Balrog, Common, and Undead.

Demon Serpent

STR:30 / DEX:39 / LCK:21 / CON:105 / INT:25 / CHR:34

Type: *Planar* **Level:** 8 **#App:** 1-5 **Size:** M **Move:** 90'
MR: 105 (*Life*) **Attack:** +11 **Damage:** 1d6+16 **L10CR:** 25 **AP:** 105

This fiery snake can only be hurt with spells and magic weapons. They will constrict a target if they roll a '1' on their damage die roll, unless the victim can make a L8SR vs. STR to get free. After 2d6 combat rounds, they will be turned to ash. The areas they dwell are the dungeons, jungle/tropical hills, and jungle/tropical mountains. They are able to speak Serpentine.

Demon, Grand

STR:65 / DEX:47 / LCK:30 / CON:210 / INT:41 / CHR:54

Type: *Planar* **Level:** 16 **#App:** 1 **Size:** L (15') **Move:** 90'/Fly 180'
MR: 210 (*Life*) **Attack:** +22 **Damage:** 1d6+32 **L21CR:** 36 **AP:** 210

Can only be harmed with magical weapons or spells. Anyone killed by this demon can never be resurrected unless the demon is killed and the soul is freed. The areas they dwell are the dungeons. They are able to speak Balrog, Common, and Undead.

Demon, Great

STR:52 / DEX:39 / LCK:25 / CON:160 / INT:28 / CHR:38

Type: *Planar* **Level:** 11 **#App:** 1 **Size:** L (10.5') **Move:** 90'/Fly 180'
MR: 160 (*Life*) **Attack:** +17 **Damage:** 1d6+25 **L16CR:** 31 **AP:** 160

Can only be harmed with magical weapons or spells. Anyone killed by this demon can never be resurrected unless the demon is killed and the soul is freed. The areas they dwell are the dungeons. They are able to speak Balrog, Common, and Undead.

Demon, Greater

STR:52 / DEX:39 / LCK:25 / CON:160 / INT:34 / CHR:44

Type: *Planar* **Level:** 11 **#App:** 1 **Size:** L (9') **Move:** 90'/Fly 180'
MR: 160 (*Life*) **Attack:** +17 **Damage:** 1d6+25 **L16CR:** 31 **AP:** 160

Can only be harmed with magical weapons or spells. Anyone killed by this demon can never be resurrected unless the demon is killed and the soul is freed. The areas they dwell are the dungeons. They are able to speak Balrog, Common, and Undead.

Demon, Lesser

STR:32 / DEX:25 / LCK:19 / CON:80 / INT:13 / CHR:19

Type: *Planar* **Level:** 3 **#App:** 1 **Size:** S **Move:** 90'/Fly 180'
MR: 80 (*Life*) **Attack:** +9 **Damage:** 1d6+13 **L8CR:** 23 **AP:** 80

Anyone killed by this demon can never be resurrected unless the demon is killed and the soul is freed. The areas they dwell are the dungeons. They are able to speak Balrog, Common, and Undead.

Demon, Lord

STR:75 / DEX:54 / LCK:33 / CON:250 / INT:45 / CHR:60

Type: Planar **Level:** 20 **#App:** 1 **Size:** L (18') **Move:** 90`/Fly 180`
MR: 250 (Life) **Attack:** +26 **Damage:** 1d6+38 **L25CR:** 40 **AP:** 250

Can only be harmed with magical weapons or spells. Anyone killed by this demon can never be resurrected unless the demon is killed and the soul is freed. The areas they dwell are the dungeons. They are able to speak Balrog, Common, and Undead.

Demon, Lower

STR:45 / DEX:34 / LCK:23 / CON:130 / INT:27 / CHR:36

Type: Planar **Level:** 8 **#App:** 1-3 **Size:** L (7') **Move:** 90`/Fly 180`
MR: 130 (Life) **Attack:** +14 **Damage:** 1d6+20 **L13CR:** 28 **AP:** 130

Anyone killed by this demon can never be resurrected unless the demon is killed and the soul is freed. The areas they dwell are the dungeons. They are able to speak Balrog, Common, and Undead.

Demon, Minor

STR:25 / DEX:20 / LCK:16 / CON:50 / INT:8 / CHR:13

Type: Planar **Level:** 1 **#App:** 1-12 **Size:** S (3') **Move:** 90`/Fly 180`
MR: 50 (Life) **Attack:** +6 **Damage:** 1d6+8 **L5CR:** 20 **AP:** 50

Anyone killed by this demon can never be resurrected unless the demon is killed and the soul is freed. The areas they dwell are the dungeons. They are able to speak Balrog, Common, and Undead.

Demon, Shadow

STR:22 / DEX:31 / LCK:41 / CON:115 / INT:24 / CHR:33

Type: Planar **Level:** 8 **#App:** 1 **Size:** M **Move:** 90`/Fly 180`
MR: 115 (Life) **Attack:** +12 **Damage:** 1d6+17 **L11CR:** 26 **AP:** 115

This shadowy demon can only be hurt with magical weapons or spells. They will use their shadow magic if they roll a '1' on their damage die roll. This will produce darkness in the area that only magical light can penetrate. This darkness lasts for 2d6 combat rounds. The demon can attack as normal in complete darkness. The areas they dwell are the snowy forests, snowy mountains, and dungeons. They are able to speak Balrog, Common, and Undead.

Devil

STR:39 / DEX:25 / LCK:52 / CON:160 / INT:30 / CHR:40

Type: Planar **Level:** 11 **#App:** 1 **Size:** L (10.5') **Move:** 120`
MR: 160 (Life) **Attack:** +17 **Damage:** 1d6+25 **L16CR:** 31 **AP:** 160

Can only be harmed with magical weapons or spells. Any spells cast at them are reflected back on the caster. The areas they dwell are the dungeons. They are able to speak Common, Devilish, and Wizard Speech.

Devil, Grand

STR:54 / DEX:33 / LCK:75 / CON:250 / INT:43 / CHR:58

Type: Planar **Level:** 20 **#App:** 1 **Size:** L (12') **Move:** 120`
MR: 250 (Life) **Attack:** +26 **Damage:** 1d6+38 **L25CR:** 40 **AP:** 250

Can only be harmed with magical weapons or spells. Any spells cast at them are reflected back on the caster. The areas they dwell are the dungeons. They are able to speak Common, Devilish, and Wizard Speech.

Devil, Great

STR:49 / DEX:30 / LCK:67 / CON:220 / INT:38 / CHR:51

Type: Planar **Level:** 17 **#App:** 1 **Size:** L (10') **Move:** 120`
MR: 220 (Life) **Attack:** +23 **Damage:** 1d6+34 **L22CR:** 37 **AP:** 220

Can only be harmed with magical weapons or spells. Any spells cast at them are reflected back on the caster. The areas they dwell are the dungeons. They are able to speak Common, Devilish, and Wizard Speech.

Devil, Greater

STR:52 / DEX:32 / LCK:72 / CON:240 / INT:42 / CHR:56

Type: Planar **Level:** 19 **#App:** 1 **Size:** M (7') **Move:** 120`
MR: 240 (Life) **Attack:** +25 **Damage:** 1d6+37 **L24CR:** 39 **AP:** 240

Can only be harmed with magical weapons or spells. Any spells cast at them are reflected back on the caster. The areas they dwell are the dungeons. They are able to speak Common, Devilish, and Wizard Speech.

Devil, Lesser

STR:30 / DEX:21 / LCK:40 / CON:110 / INT:25 / CHR:33

Type: Planar **Level:** 6 **#App:** 1-2 **Size:** L (9') **Move:** 120`
MR: 110 (Life) **Attack:** +12 **Damage:** 1d6+17 **L11CR:** 26 **AP:** 110

Any spells cast at them are reflected back on the caster. The areas they dwell are the dungeons. They are able to speak Common, Devilish, and Wizard Speech.

Devil, Lord

STR:54 / DEX:33 / LCK:75 / CON:250 / INT:45 / CHR:60

Type: Planar **Level:** 20 **#App:** 1 **Size:** L (13.5') **Move:** 120`
MR: 250 (Life) **Attack:** +26 **Damage:** 1d6+38 **L25CR:** 40 **AP:** 250

Can only be harmed with magical weapons or spells. Any spells cast at them are reflected back on the caster. The areas they dwell are the dungeons. They are able to speak Common, Devilish, and Wizard Speech.

Devil, Lower

STR:32 / DEX:22 / LCK:42 / CON:120 / INT:26 / CHR:34

Type: Planar **Level:** 7 **#App:** 1-2 **Size:** M **Move:** 120`
MR: 120 (Life) **Attack:** +13 **Damage:** 1d6+19 **L12CR:** 27 **AP:** 120

Any spells cast at them are reflected back on the caster. The areas they dwell are the dungeons. They are able to speak Common, Devilish, and Wizard Speech.

Devil, Minor

STR:25 / DEX:19 / LCK:32 / CON:80 / INT:11 / CHR:17

Type: Planar **Level:** 3 **#App:** 1-3 **Size:** M **Move:** 120`
MR: 80 (Life) **Attack:** +9 **Damage:** 1d6+13 **L8CR:** 23 **AP:** 80

Any spells cast at them are reflected back on the caster. The areas they dwell are the dungeons. They are able to speak Common, Devilish, and Wizard Speech.

Dinosaur, Anatosaurus

STR:49 / DEX:36 / LCK:24 / CON:145 / INT:1 / CHR:12

Type: Reptile **Level:** 12 **#App:** 1-12 **Size:** L (30'+) **Move:** 120`
MR: 145 (Life) **Attack:** +15 **Damage:** 1d6+22 **L14CR:** 29 **AP:** 145

The areas they dwell are the jungle/tropical forests, and jungle/tropical swamps. They are able to speak Saurian.

Dinosaur, Ankylosaurus

STR:47 / DEX:35 / LCK:24 / CON:140 / INT:1 / CHR:10

Type: Reptile **Level:** 9 **#App:** 1-5 **Size:** L (15'+) **Move:** 60`
MR: 140 (Life) **Attack:** +15 **Damage:** 1d6+22 **L14CR:** 29 **AP:** 140

The areas they dwell are the jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Saurian.

Dinosaur, Antrodemus

STR:56 / DEX:41 / LCK:27 / CON:175 / INT:1 / CHR:13

Type: Reptile **Level:** 15 **#App:** 1-2 **Size:** L (30') **Move:** 150`
MR: 175 (Life) **Attack:** +18 **Damage:** 1d6+26 **L17CR:** 32 **AP:** 175

The areas they dwell are the jungle/tropical swamps. They are able to speak Saurian.

Dinosaur, Archelon

STR:39 / DEX:30 / LCK:21 / CON:105 / INT:1 / CHR:9

Type: Reptile **Level:** 7 **#App:** 1-4 **Size:** L (12') **Move:** 30`/Swim 150`
MR: 105 (Life) **Attack:** +11 **Damage:** 1d6+16 **L10CR:** 25 **AP:** 105

The areas they dwell are the oceans. They are able to speak Saurian.

Dinosaur, Brachiosaurus

STR:109 / DEX:76 / LCK:44 / CON:385 / INT:1 / CHR:24

Type: Reptile **Level:** 23 **#App:** 1-6 **Size:** L (60') **Move:** 60`
MR: 385 (Life) **Attack:** +39 **Damage:** 1d6+58 **L38CR:** 53 **AP:** 385

The areas they dwell are the jungle/tropical forests, and jungle/tropical swamps. They are able to speak Saurian.

Dinosaur, Brontosaurus

STR:94 / DEX:66 / LCK:39 / CON:325 / INT:1 / CHR:21

Type: *Reptile***Level:** 22**#App:** 1-6**Size:** L (70`)**Move:** 60`**MR:** 325 (*Life*)**Attack:** +33**Damage:** 1d6+49**L32CR:** 47**AP:** 325

The areas they dwell are the jungle/tropical forests, and jungle/tropical swamps. They are able to speak Saurian.

Dinosaur, Camarasaurus

STR:67 / DEX:49 / LCK:30 / CON:220 / INT:1 / CHR:16

Type: *Reptile***Level:** 20**#App:** 1-8**Size:** L (50`)**Move:** 60`**MR:** 220 (*Life*)**Attack:** +23**Damage:** 1d6+34**L22CR:** 37**AP:** 220

The areas they dwell are the jungle/tropical forests, and jungle/tropical swamps. They are able to speak Saurian.

Dinosaur, Ceratosaurus

STR:39 / DEX:30 / LCK:21 / CON:105 / INT:1 / CHR:10

Type: *Reptile***Level:** 8**#App:** 1-4**Size:** L (17`)**Move:** 150`**MR:** 105 (*Life*)**Attack:** +11**Damage:** 1d6+16**L10CR:** 25**AP:** 105

The areas they dwell are the jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Saurian.

Dinosaur, Cetiosaurus

STR:77 / DEX:55 / LCK:34 / CON:260 / INT:1 / CHR:18

Type: *Reptile***Level:** 21**#App:** 1-4**Size:** L (60`)**Move:** 60`**MR:** 260 (*Life*)**Attack:** +27**Damage:** 1d6+40**L26CR:** 41**AP:** 260

The areas they dwell are the jungle/tropical forests, and jungle/tropical swamps. They are able to speak Saurian.

Dinosaur, Dinichthys

STR:41 / DEX:31 / LCK:22 / CON:115 / INT:1 / CHR:11

Type: *Reptile***Level:** 10**#App:** 1-4**Size:** L (25`+)**Move:** 210`**MR:** 115 (*Life*)**Attack:** +12**Damage:** 1d6+17**L11CR:** 26**AP:** 115

The areas they dwell are the oceans. They are able to speak Saurian.

Dinosaur, Diplodocus

STR:77 / DEX:55 / LCK:34 / CON:260 / INT:1 / CHR:18

Type: *Reptile***Level:** 21**#App:** 1-6**Size:** L (80`)**Move:** 60`**MR:** 260 (*Life*)**Attack:** +27**Damage:** 1d6+40**L26CR:** 41**AP:** 260

The areas they dwell are the jungle/tropical forests, and jungle/tropical swamps. They are able to speak Saurian.

Dinosaur, Elasmosaurus

STR:54 / DEX:40 / LCK:26 / CON:165 / INT:1 / CHR:13

Type: *Reptile***Level:** 15**#App:** 1-2**Size:** L (50`)**Move:** 150`**MR:** 165 (*Life*)**Attack:** +17**Damage:** 1d6+25**L16CR:** 31**AP:** 165

The areas they dwell are the rivers/lakes, and oceans. They are able to speak Saurian.

Dinosaur, Gorgosaurus

STR:51 / DEX:38 / LCK:25 / CON:155 / INT:1 / CHR:12

Type: *Reptile***Level:** 13**#App:** 1-2**Size:** L (30`+)**Move:** 150`**MR:** 155 (*Life*)**Attack:** +16**Damage:** 1d6+23**L15CR:** 30**AP:** 155

The areas they dwell are the jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Saurian.

Dinosaur, Iguanodon

STR:35 / DEX:27 / LCK:20 / CON:90 / INT:1 / CHR:9

Type: *Reptile***Level:** 6**#App:** 1-12**Size:** L (30`)**Move:** 150`**MR:** 90 (*Life*)**Attack:** +10**Damage:** 1d6+14**L9CR:** 24**AP:** 90

The areas they dwell are the jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Saurian.

Dinosaur, Lambeosaurus

STR:47 / DEX:35 / LCK:24 / CON:140 / INT:1 / CHR:12

Type: Reptile **Level:** 12 **#App:** 1-10 **Size:** L (20`+) **Move:** 120`
MR: 140 (Life) **Attack:** +15 **Damage:** 1d6+22 **L14CR:** 29 **AP:** 140

The areas they dwell are the jungle/tropical forests, and jungle/tropical swamps. They are able to speak Saurian.

Dinosaur, Megalosaurus

STR:49 / DEX:36 / LCK:24 / CON:145 / INT:1 / CHR:12

Type: Reptile **Level:** 12 **#App:** 1-2 **Size:** L (25`) **Move:** 120`
MR: 145 (Life) **Attack:** +15 **Damage:** 1d6+22 **L14CR:** 29 **AP:** 145

The areas they dwell are the jungle/tropical forests, jungle/tropical hills, and jungle/tropical swamps. They are able to speak Saurian.

Dinosaur, Monoclonius

STR:41 / DEX:31 / LCK:22 / CON:115 / INT:1 / CHR:10

Type: Reptile **Level:** 8 **#App:** 1-12 **Size:** L (18`) **Move:** 60`
MR: 115 (Life) **Attack:** +12 **Damage:** 1d6+17 **L11CR:** 26 **AP:** 115

The areas they dwell are the jungle/tropical forests, jungle/tropical hills, and jungle/tropical swamps. They are able to speak Saurian.

Dinosaur, Mosasaurus

STR:46 / DEX:35 / LCK:23 / CON:135 / INT:1 / CHR:12

Type: Reptile **Level:** 12 **#App:** 1-3 **Size:** L (50`) **Move:** 30`/Swim 150`
MR: 135 (Life) **Attack:** +14 **Damage:** 1d6+20 **L13CR:** 28 **AP:** 135

The areas they dwell are the oceans. They are able to speak Saurian.

Dinosaur, Paleoscincus

STR:51 / DEX:38 / LCK:25 / CON:155 / INT:1 / CHR:10

Type: Reptile **Level:** 9 **#App:** 1-3 **Size:** L (20`) **Move:** 30`
MR: 155 (Life) **Attack:** +16 **Damage:** 1d6+23 **L15CR:** 30 **AP:** 155

The areas they dwell are the jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Saurian.

Dinosaur, Pentaceratops

STR:51 / DEX:38 / LCK:25 / CON:155 / INT:1 / CHR:12

Type: Reptile **Level:** 12 **#App:** 1-12 **Size:** L (20`+) **Move:** 90`
MR: 155 (Life) **Attack:** +16 **Damage:** 1d6+23 **L15CR:** 30 **AP:** 155

The areas they dwell are the jungle/tropical forests, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Saurian.

Dinosaur, Plateosaurus

STR:39 / DEX:30 / LCK:21 / CON:105 / INT:1 / CHR:10

Type: Reptile **Level:** 8 **#App:** 1-10 **Size:** L (20`+) **Move:** 120`
MR: 105 (Life) **Attack:** +11 **Damage:** 1d6+16 **L10CR:** 25 **AP:** 105

The areas they dwell are the jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Saurian.

Dinosaur, Plesiosaurus

STR:66 / DEX:48 / LCK:30 / CON:215 / INT:1 / CHR:16

Type: Reptile **Level:** 20 **#App:** 1-3 **Size:** L (50`+) **Move:** 150`
MR: 215 (Life) **Attack:** +22 **Damage:** 1d6+32 **L21CR:** 36 **AP:** 215

The areas they dwell are the oceans. They are able to speak Saurian.

Dinosaur, Pteranodon

STR:17 / DEX:26 / LCK:21 / CON:55 / INT:1 / CHR:8

Type: Reptile **Level:** 4 **#App:** 1-12 **Size:** L (30`) **Move:** 30`/Fly 150`
MR: 55 (Life) **Attack:** +6 **Damage:** 1d6+8 **L5CR:** 20 **AP:** 55

The areas they dwell are the jungle/tropical hills, and jungle/tropical mountains. They are able to speak Saurian.

Dinosaur, Stegosaurus

STR:66 / DEX:48 / LCK:30 / CON:215 / INT:1 / CHR:15

Type: <i>Reptile</i>	Level: 18	#App: 1-8	Size: L (25`)	Move: 60`
MR: 215 (<i>Life</i>)	Attack: +22	Damage: 1d6+32	L21CR: 36	AP: 215

The areas they dwell are the jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Saurian.

Dinosaur, Styracosaurus

STR:46 / DEX:35 / LCK:23 / CON:135 / INT:1 / CHR:11

Type: <i>Reptile</i>	Level: 10	#App: 1-8	Size: L (18`)	Move: 60`
MR: 135 (<i>Life</i>)	Attack: +14	Damage: 1d6+20	L13CR: 28	AP: 135

The areas they dwell are the jungle/tropical forests, jungle/tropical hills, and jungle/tropical swamps. They are able to speak Saurian.

Dinosaur, Teratosaurus

STR:44 / DEX:33 / LCK:23 / CON:125 / INT:1 / CHR:11

Type: <i>Reptile</i>	Level: 10	#App: 1-3	Size: L (20`)	Move: 180`
MR: 125 (<i>Life</i>)	Attack: +13	Damage: 1d6+19	L12CR: 27	AP: 125

The areas they dwell are the jungle/tropical forests, and jungle/tropical hills. They are able to speak Saurian.

Dinosaur, Tricerotops

STR:61 / DEX:45 / LCK:28 / CON:195 / INT:1 / CHR:14

Type: <i>Reptile</i>	Level: 16	#App: 1-8	Size: L (24`+)	Move: 90`
MR: 195 (<i>Life</i>)	Attack: +20	Damage: 1d6+29	L19CR: 34	AP: 195

The areas they dwell are the jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Saurian.

Dinosaur, Tyrannosaurus Rex

STR:64 / DEX:46 / LCK:29 / CON:205 / INT:1 / CHR:15

Type: <i>Reptile</i>	Level: 18	#App: 1-2	Size: L (50`)	Move: 150`
MR: 205 (<i>Life</i>)	Attack: +21	Damage: 1d6+31	L20CR: 35	AP: 205

The areas they dwell are the jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Saurian.

Djinn

STR:21 / DEX:30 / LCK:40 / CON:110 / INT:22 / CHR:31

Type: <i>Planar</i>	Level: 8	#App: 1	Size: L (10.5`)	Move: 90`/Fly 240`
MR: 110 (<i>Life</i>)	Attack: +12	Damage: 1d6+17	L11CR: 26	AP: 110

This being can only be attacked with magic weapons and spells. They will turn into a puff of smoke if they roll a '1' on their damage die roll. The djinn can still attack in this form but any physical weapons will have no effect on them. They will stay in this form for 2d6 combat rounds. If they are captured while in this smoky form, the captures may make 1 wish in which the djinn vanishes to its home plane. The areas they dwell are the dungeons. They are able to speak Any.

Dog, War

STR:20 / DEX:25 / LCK:16 / CON:50 / INT:8 / CHR:14

Type: <i>Animal</i>	Level: 3	#App: 1	Size: M	Move: 120`
MR: 50 (<i>Life</i>)	Attack: +6	Damage: 1d6+8	L5CR: 20	AP: 50

The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, deserts, and swamps. They are able to speak Canine.

Dog, Wild

STR:18 / DEX:21 / LCK:15 / CON:35 / INT:7 / CHR:13

Type: <i>Animal</i>	Level: 2	#App: 1-12	Size: S	Move: 150`
MR: 35 (<i>Life</i>)	Attack: +4	Damage: 1d6+5	L3CR: 18	AP: 35

The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Canine.

Dolphin

STR:17 / DEX:26 / LCK:21 / CON:55 / INT:18 / CHR:24

Type: <i>Animal</i>	Level: 3	#App: 1-12	Size: M	Move: 300`
MR: 55 (<i>Life</i>)	Attack: +6	Damage: 1d6+8	L5CR: 20	AP: 55

The areas they dwell are the oceans. They are able to speak Cetacean.

Doppelganger

Type: *Humanoid*

MR: 65 (*Life*)

Level: 4

Attack: +7

STR:23 / DEX:29 / LCK:18 / CON:65 / INT:19 / CHR:26

#App: 1-10

Damage: 1d6+10

Size: M

L6CR: 21

Move: 90`

AP: 65

These gray humanoids have no features until they touch someone else. Once they do this, they will appear identical to the one touched with not only physical characteristics, but also memories. They will attempt to confuse or infiltrate a group of adventures, killing them one at a time. The areas they dwell are the snowy mountains, dungeons, mountains, swamps, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Any.

Dragon Turtle

Type: *Reptile*

MR: 180 (*Life*)

Level: 13

Attack: +19

#App: 1

Damage: 1d6+28

Size: L (30`)

L18CR: 33

Move: 30`/Swim 90`

AP: 180

They will use their steam breath if they roll a '1' on their damage die roll. This breath will automatically do 3d6 points of damage to everyone in front of the dragon turtle unless the targets can make a L13SR vs. LCK or DEX. This attack damage is in addition to any other damage during that round. They will also overturn large ships if a 1-2 is rolled on 1 die. The areas they dwell are the rivers/lakes, and oceans. They are able to speak Saurian.

Dragon, Black

Type: *Dragon*

MR: 105 (*Life*)

Level: 7

Attack: +11

#App: 1

Damage: 1d6+16

Size: L (30`)

L10CR: 25

Move: 120`/Fly 240`

AP: 105

They will use their acid breath if they roll a '1' on their damage die roll. This breath will automatically do 2d6 points of damage to everyone in front of the dragon unless the targets can make a L7SR vs. LCK or DEX. Armor and weapons might be destroyed. To determine this, roll 1 die for each weapon and/or armor. A roll of 1 means it was destroyed by the acid. This attack damage is in addition to any other damage during that round. The areas they dwell are the dungeons, rivers/lakes, mountains, swamps, oceans, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Dragon.

Dragon, Blue

Type: *Dragon*

MR: 130 (*Life*)

Level: 9

Attack: +14

#App: 1

Damage: 1d6+20

Size: L (42`)

L13CR: 28

Move: 90`/Fly 240`

AP: 130

They will use their lightning breath if they roll a '1' on their damage die roll. This breath will automatically do 2d6 points of damage to everyone in front of the dragon unless the targets can make a L9SR vs. LCK or DEX. This attack damage is in addition to any other damage during that round. The areas they dwell are the dungeons, deserts, and plains. They are able to speak Dragon.

Dragon, Brass

Type: *Dragon*

MR: 110 (*Life*)

Level: 7

Attack: +12

#App: 1

Damage: 1d6+17

Size: L (30`)

L11CR: 26

Move: 120`/Fly 240`

AP: 110

They will use their gaseous breath if they roll a '1' on their damage die roll. This breath will put targets to sleep for 2d6 combat rounds to everyone in front of the dragon unless the targets can make a L7SR vs. LCK or DEX. The areas they dwell are the dungeons, and jungle/tropical mountains. They are able to speak Common, and Dragon.

Dragon, Bronze

Type: *Dragon*

MR: 140 (*Life*)

Level: 9

Attack: +15

#App: 1

Damage: 1d6+22

Size: L (42`)

L14CR: 29

Move: 90`/Fly 240`

AP: 140

They will use their electrical cloud breath if they roll a '1' on their damage die roll. This breath will automatically do 2d6 points of damage to everyone in front of the dragon unless the targets can make a L9SR vs. LCK or DEX. This attack damage is in addition to any other damage during that round. The areas they dwell are the dungeons, rivers/lakes, mountains, oceans, and jungle/tropical mountains. They are able to speak Common, and Dragon.

Dragon, Cloud

STR:60 / DEX:44 / LCK:28 / CON:190 / INT:37 / CHR:48

Type: Dragon **Level:** 13 **#App:** 1 **Size:** L (66') **Move:** 60'/Fly 390'
MR: 190 (Life) **Attack:** +20 **Damage:** 1d6+29 **L19CR:** 34 **AP:** 190

They will use their forceful wind breath if they roll a '1' on their damage die roll. This breath will knock over everyone in front of the dragon unless the targets can make a L13SR vs. STR or DEX. Anyone knocked over misses the next combat round. The areas they dwell are the dungeons, rivers/lakes, mountains, oceans, and jungle/tropical mountains. They are able to speak Common, and Dragon.

Dragon, Copper

STR:44 / DEX:33 / LCK:23 / CON:125 / INT:27 / CHR:36

Type: Dragon **Level:** 8 **#App:** 1 **Size:** L (36') **Move:** 90'/Fly 240'
MR: 125 (Life) **Attack:** +13 **Damage:** 1d6+19 **L12CR:** 27 **AP:** 125

They will use their acidic cloud breath if they roll a '1' on their damage die roll. This breath will automatically do 2d6 points of damage to everyone in front of the dragon unless the targets can make a L8SR vs. LCK or DEX. Armor and weapons might be destroyed. To determine this, roll 1 die for each weapon and/or armor. A roll of 1 means it was destroyed by the acid. This attack damage is in addition to any other damage during that round. The areas they dwell are the dungeons, jungle/tropical hills, and jungle/tropical mountains. They are able to speak Common, and Dragon.

Dragon, Ghost

STR:45 / DEX:23 / LCK:34 / CON:130 / INT:25 / CHR:34

Type: Undead/Dragon **Level:** 9 **#App:** 1 **Size:** L (42') **Move:** 90'/Fly 240'
MR: 130 (Life) **Attack:** +14 **Damage:** 1d6+20 **L13CR:** 28 **AP:** 130

This dragon can only be harmed by magical weapons or spells. They will use their frightening roar if they roll a '1' on their damage die roll. This roar will automatically cause targets to flee in terror unless they can make a L9SR vs. INT. A L9SR vs. DEX can also be made to see if ears are covered in time. This fear lasts for 2d6 combat rounds. The areas they dwell are the dungeons. They are able to speak Dragon, and Undead.

Dragon, Gold

STR:55 / DEX:40 / LCK:26 / CON:170 / INT:35 / CHR:45

Type: Dragon **Level:** 11 **#App:** 1 **Size:** L (54') **Move:** 120'/Fly 300'
MR: 170 (Life) **Attack:** +18 **Damage:** 1d6+26 **L17CR:** 32 **AP:** 170

They will use their cloud breath if they roll a '1' on their damage die roll. This breath will automatically do 3d6 points of damage to everyone in front of the dragon unless the targets can make a L11SR vs. LCK or DEX. This attack damage is in addition to any other damage during that round. The gas will also cause the victims to suffer from blindness for 3d6 combat rounds. The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, rivers/lakes, deserts, forests, hills, mountains, plains, swamps, oceans, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Common, and Dragon.

Dragon, Green

STR:42 / DEX:32 / LCK:22 / CON:120 / INT:22 / CHR:31

Type: Dragon **Level:** 8 **#App:** 1 **Size:** L (36') **Move:** 90'/Fly 240'
MR: 120 (Life) **Attack:** +13 **Damage:** 1d6+19 **L12CR:** 27 **AP:** 120

They will use their fire breath if they roll a '1' on their damage die roll. This breath will automatically do 2d6 points of damage to everyone in front of the dragon unless the targets can make a L8SR vs. LCK or DEX. This attack damage is in addition to any other damage during that round. The areas they dwell are the snowy forests, snowy hills, dungeons, rivers/lakes, forests, hills, swamps, oceans, jungle/tropical forests, jungle/tropical hills, and jungle/tropical swamps. They are able to speak Dragon.

Dragon, Lich

STR:60 / DEX:28 / LCK:44 / CON:190 / INT:37 / CHR:48

Type: Undead/Dragon **Level:** 13 **#App:** 1 **Size:** L (66') **Move:** 60'/Fly 390'
MR: 190 (Life) **Attack:** +20 **Damage:** 1d6+29 **L19CR:** 34 **AP:** 190

These dragons can only be harmed with magical weapons or spells. They will use their magical roar if they roll a '1' on their damage die roll. This roaring sound has varying effects to everyone in front of the dragon unless the targets can make a L13SR vs. LCK. A L13SR vs. DEX can also be made to see if ears are covered in time. Roll 1 die to determine the effect of the roar (1-Soul is ripped from the body where resurrection is impossible; 2-Scared and runs away for 3d6 combat rounds; 3-Turns to a pile of ash and dies; 4-Paralyzed for 3d6 combat rounds; 5-Damaged for 3d6 points of damage; 6-Possessed where they attack friends for 3d6 combat rounds). This effect is in addition to any damage during that combat round. The areas they dwell are the dungeons. They are able to speak Common, Dragon, and Undead.

Dragon, Mist

STR:52 / DEX:39 / LCK:25 / CON:160 / INT:32 / CHR:42

Type: Dragon **Level:** 10 **#App:** 1 **Size:** L (51') **Move:** 60'/Fly 330'
MR: 160 (Life) **Attack:** +17 **Damage:** 1d6+25 **L16CR:** 31 **AP:** 160

These dragons can only be harmed with magical weapons or spells. They will use their fog breath if they roll a '1' on their damage die roll. This breath will completely cut visibility everyone in front of the dragon unless the targets can make a L10SR vs. LCK or DEX. The dragon can still attack normally from within this cloud, which will dissipate in 2d6 combat rounds. The areas they dwell are the dungeons, rivers/lakes, forests, swamps, oceans, jungle/tropical forests, and jungle/tropical swamps. They are able to speak Common, and Dragon.

Dragon, Red

STR:51 / DEX:38 / LCK:25 / CON:155 / INT:32 / CHR:42

Type: Dragon **Level:** 10 **#App:** 1 **Size:** L (48') **Move:** 90'/Fly 240'
MR: 155 (Life) **Attack:** +16 **Damage:** 1d6+23 **L15CR:** 30 **AP:** 155

They will use their fire breath if they roll a '1' on their damage die roll. This breath will automatically do 2d6 points of damage to everyone in front of the dragon unless the targets can make a L10SR vs. LCK or DEX. This attack damage is in addition to any other damage during that round. The areas they dwell are the snowy forests, snowy hills, snowy mountains, dungeons, rivers/lakes, forests, hills, mountains, oceans, jungle/tropical forests, jungle/tropical hills, and jungle/tropical mountains. They are able to speak Common, and Dragon.

Dragon, Shadow

STR:42 / DEX:32 / LCK:22 / CON:120 / INT:29 / CHR:37

Type: Dragon **Level:** 6 **#App:** 1 **Size:** L (20-30') **Move:** 180'/Fly 240'
MR: 120 (Life) **Attack:** +13 **Damage:** 1d6+19 **L12CR:** 27 **AP:** 120

These dragons can only be harmed with magical weapons or spells. They will use their misty breath if they roll a '1' on their damage die roll. This breath is a thick black mist that will completely cut visibility everyone in front of the dragon unless the targets can make a L6SR vs. LCK or DEX. The dragon can still attack normally from within this mist, which will dissipate in 2d6 combat rounds. The areas they dwell are the dungeons. They are able to speak Common, and Dragon.

Dragon, Silver

STR:51 / DEX:38 / LCK:25 / CON:155 / INT:32 / CHR:42

Type: Dragon **Level:** 10 **#App:** 1 **Size:** L (48') **Move:** 90'/Fly 240'
MR: 155 (Life) **Attack:** +16 **Damage:** 1d6+23 **L15CR:** 30 **AP:** 155

They will use their freezing blizzard breath if they roll a '1' on their damage die roll. This breath will automatically do 2d6 points of damage to everyone in front of the dragon unless the targets can make a L10SR vs. LCK or DEX. This attack damage is in addition to any other damage during that round. The breath will also cause the victims to suffer a negative 2d6 to DEX for 2d6 combat rounds. The areas they dwell are the snowy mountains, dungeons, rivers/lakes, mountains, oceans, and jungle/tropical mountains. They are able to speak Common, and Dragon.

Dragon, Skeletal

STR:39 / DEX:21 / LCK:30 / CON:105 / INT:1 / CHR:9

Type: Undead/Dragon **Level:** 7 **#App:** 1 **Size:** L (30') **Move:** 120'/Fly 240'
MR: 105 (Life) **Attack:** +11 **Damage:** 1d6+16 **L10CR:** 25 **AP:** 105

They will use their magical roar if they roll a '1' on their damage die roll. This roaring sound will melt the flesh from the bones of everyone in front of the dragon unless the targets can make a L7SR vs. LCK. A L7SR vs. DEX can also be made to see if ears are covered in time. This effect is in addition to any damage during that combat round. The areas they dwell are the dungeons.

Dragon, White

STR:36 / DEX:28 / LCK:20 / CON:95 / INT:18 / CHR:26

Type: Dragon **Level:** 6 **#App:** 1 **Size:** L (24') **Move:** 120'/Fly 300'
MR: 95 (Life) **Attack:** +10 **Damage:** 1d6+14 **L9CR:** 24 **AP:** 95

They will use their ice shard breath if they roll a '1' on their damage die roll. This breath will automatically do 2d6 points of damage to everyone in front of the dragon unless the targets can make a L6SR vs. LCK or DEX. This attack damage is in addition to any other damage during that round. The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, rivers/lakes, deserts, swamps, and oceans. They are able to speak Dragon.

Dragon, Zombie

STR:51 / DEX:25 / LCK:38 / CON:155 / INT:1 / CHR:11

Type: Undead/Dragon

Level: 10

#App: 1

Size: L (48')

Move: 90'/Fly 240'

MR: 155 (Life)

Attack: +16

Damage: 1d6+23

L15CR: 30

AP: 155

They will use their sickly cloud breath if they roll a '1' on their damage die roll. This breath will cause illness to everyone in front of the dragon unless the targets can make a L10SR vs. LCK, DEX or CON. The illness contracted can only be cured by magical means. It causes the victim to suffer a negative 2d6 to STR and DEX. The areas they dwell are the dungeons. They are able to speak Dragon, and Undead.

Dragonfish

STR:16 / DEX:25 / LCK:20 / CON:50 / INT:1 / CHR:7

Type: Animal

Level: 2

#App: 1

Size: S

Move: Swim 60'

MR: 50 (Life)

Attack: +6

Damage: 1d6+8

L5CR: 20

AP: 50

They will use their poison stinger if they roll a '1' on their damage die roll. This poison will cause the victim to suffer a negative 1d6 to STR unless they can make a L2SR vs. CON. The 'fish poison' will last an entire day unless cured and does not stack in effect. The areas they dwell are the rivers/lakes. They are able to speak Fish.

Dragonfly, Giant

STR:22 / DEX:41 / LCK:31 / CON:115 / INT:17 / CHR:26

Type: Insect

Level: 8

#App: 1-6

Size: M

Move: 10'/Fly 360'

MR: 115 (Life)

Attack: +12

Damage: 1d6+17

L11CR: 26

AP: 115

The areas they dwell are the rivers/lakes, swamps, and jungle/tropical swamps. They are able to speak Insect.

Dragonling Familiar

STR:27 / DEX:22 / LCK:17 / CON:60 / INT:14 / CHR:20

Type: Dragon

Level: 2

#App: 1

Size: S (1.5')

Move: 60'/Fly 240'

MR: 60 (Life)

Attack: +7

Damage: 1d6+10

L6CR: 21

AP: 60

They will use their poison stinger if they roll a '1' on their damage die roll. This poison will cause the victim to appear dead unless they can make a L2SR vs. CON. The 'dragonling poison' will last an entire day unless cured and does not stack in effect. The areas they dwell are the forests, hills, and mountains. They are able to speak Dragon.

Drake, Fire

STR:29 / DEX:23 / LCK:18 / CON:65 / INT:12 / CHR:19

Type: Dragon

Level: 4

#App: 1

Size: S (4')

Move: 60'/Fly 180'

MR: 65 (Life)

Attack: +7

Damage: 1d6+10

L6CR: 21

AP: 65

They will use their fire breath if they roll a '1' on their damage die roll. This breath will automatically do 1d6 points of damage to everyone in front of the drake unless the targets can make a L4SR vs. LCK or DEX. This attack damage is in addition to any other damage during that round. The areas they dwell are the dungeons, hills, mountains, jungle/tropical hills, and jungle/tropical mountains. They are able to speak Dragon.

Dread Knight

STR:47 / DEX:35 / LCK:24 / CON:140 / INT:31 / CHR:40

Type: Undead

Level: 9

#App: 1

Size: M

Move: 90'/Run 120'

MR: 140 (Life)

Attack: +15

Damage: 1d6+22

L14CR: 29

AP: 140

These skeletal warriors will emit an aura of fear if they roll a '1' on their damage die roll, causing targets to flee in terror unless they can make a L9SR vs. INT. This fear lasts for 2d6 combat rounds. The areas they dwell are the dungeons. They are able to speak Common, and Undead.

Dryad

STR:14 / DEX:16 / LCK:19 / CON:25 / INT:17 / CHR:23

Type: Fey

Level: 2

#App: 1-6

Size: M

Move: 120'

MR: 25 (Life)

Attack: +3

Damage: 1d6+4

L2CR: 17

AP: 25

This beautiful creature will attempt to charm a target if they roll a '1' on their damage die roll. They will be charmed for 1d6 combat rounds unless they can make a L2SR vs. INT. During this time, they will attack their comrades. A good blow to the head will snap them out of the charm effects. The areas they dwell are the forests. They are able to speak Elven, and Fey.

Dwarf

STR:22 / DEX:15 / LCK:19 / CON:40 / INT:16 / CHR:21

Type: *Humanoid*

Level: 1

#App: 1-20

Size: S (4`)

Move: 60`

MR: 40 (Life)

Attack: +5

Damage: 1d6+7

L4CR: 19

AP: 40

The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, deserts, forests, hills, mountains, plains, jungle/tropical forests, jungle/tropical hills, and jungle/tropical mountains. They are able to speak Common, and Dwarvish.

Dwurman

STR:25 / DEX:16 / LCK:20 / CON:50 / INT:22 / CHR:28

Type: *Humanoid*

Level: 2

#App: 1-8

Size: S (4`)

Move: 60`

MR: 50 (Life)

Attack: +6

Damage: 1d6+8

L5CR: 20

AP: 50

Born within the deepest parts of the world, dwurman are closely related to dwarves...but unlike their dwarf cousins, dwurman are rarely seen on the surface. Their skin is dark grey and their hair is a dull white. The areas they dwell are the dungeons. They are able to speak Dwarvish.

Eagle

STR:15 / DEX:22 / LCK:19 / CON:40 / INT:5 / CHR:11

Type: *Animal*

Level: 2

#App: 1-2

Size: M (6`)

Move: 10`/Fly 300`

MR: 40 (Life)

Attack: +5

Damage: 1d6+7

L4CR: 19

AP: 40

The areas they dwell are the snowy forests, snowy hills, snowy mountains, rivers/lakes, forests, hills, mountains, and oceans. They are able to speak Avian.

Eagle, Giant

STR:17 / DEX:26 / LCK:21 / CON:55 / INT:10 / CHR:17

Type: *Animal*

Level: 4

#App: 1-20

Size: M (20`)

Move: 30`/Fly 480`

MR: 55 (Life)

Attack: +6

Damage: 1d6+8

L5CR: 20

AP: 55

The areas they dwell are the snowy forests, snowy hills, snowy mountains, rivers/lakes, forests, hills, mountains, and oceans. They are able to speak Avian.

Eel, Electric

STR:14 / DEX:19 / LCK:16 / CON:25 / INT:1 / CHR:7

Type: *Animal*

Level: 2

#App: 1-3

Size: M (9`)

Move: 120`

MR: 25 (Life)

Attack: +3

Damage: 1d6+4

L2CR: 17

AP: 25

They will use an electrical shock if they roll a '1' on their damage die roll. This shock will stun everyone near the eel for 1d6 combat rounds unless they can make a L2SR vs. CON. The areas they dwell are the oceans. They are able to speak Fish.

Eel, Electric, Giant

STR:20 / DEX:35 / LCK:27 / CON:90 / INT:1 / CHR:9

Type: *Animal*

Level: 7

#App: 1

Size: L (20-40`)

Move: Swim 90`

MR: 90 (Life)

Attack: +10

Damage: 1d6+14

L9CR: 24

AP: 90

They will use an electrical shock if they roll a '1' on their damage die roll. This shock will stun everyone near the eel for 2d6 combat rounds unless they can make a L7SR vs. CON. The areas they dwell are the oceans. They are able to speak Fish.

Eel, Giant

STR:18 / DEX:30 / LCK:24 / CON:70 / INT:1 / CHR:8

Type: *Animal*

Level: 5

#App: 1-4

Size: M (20`)

Move: 60`

MR: 70 (Life)

Attack: +8

Damage: 1d6+11

L7CR: 22

AP: 70

The areas they dwell are the rivers/lakes, and oceans. They are able to speak Fish.

Eel, Weed

STR:14 / DEX:17 / LCK:15 / CON:20 / INT:1 / CHR:6

Type: *Animal*

Level: 1

#App: 1-20

Size: S (6`)

Move: 150`

MR: 20 (Life)

Attack: +3

Damage: 1d6+4

L2CR: 17

AP: 20

They will use their poison bite if they roll a '1' on their damage die roll. This poison will cause the victim to die unless they can make a L1SR vs. CON. The areas they dwell are the rivers/lakes, and oceans. They are able to speak Fish.

Efreet

STR:24 / DEX:35 / LCK:47 / CON:140 / INT:26 / CHR:36

Type: Planar **Level:** 10 **#App:** 1 **Size:** L (12') **Move:** 90'/Fly 240'
MR: 140 (Life) **Attack:** +15 **Damage:** 1d6+22 **L14CR:** 29 **AP:** 140

This being can only be attacked with magic weapons and spells. They will turn into a ball of fire if they roll a '1' on their damage die roll. The efreet can still attack in this form but any physical weapons will have no effect on them. They will stay in this form for 2d6 combat rounds. They can only be captured in this form and only if doused with water. Once captured, the captives may make 1 wish in which the efreet vanishes to its home plane. The areas they dwell are the dungeons. They are able to speak Any.

Elemental, Acid

STR:25 / DEX:32 / LCK:19 / CON:80 / INT:13 / CHR:21

Type: Elemental **Level:** 6 **#App:** 1 **Size:** L **Move:** 120'
MR: 80 (Life) **Attack:** +9 **Damage:** 1d6+13 **L8CR:** 23 **AP:** 80

Elementals can only be harmed by magical weapons or spells. This elemental will use their acid attack if they roll a '1' on their damage die roll. This acid will automatically do 2d6 points of damage to everyone in front of the elemental unless the targets can make a L6SR vs. LCK or DEX. The acid also eats away all of the equipment the target holds, unless it is magical. This attack damage is in addition to any other damage during that round. The areas they dwell are the dungeons.

Elemental, Air

STR:16 / DEX:19 / LCK:14 / CON:25 / INT:8 / CHR:14

Type: Elemental **Level:** 2 **#App:** 1 **Size:** L **Move:** 360'
MR: 25 (Life) **Attack:** +3 **Damage:** 1d6+4 **L2CR:** 17 **AP:** 25

Elementals can only be harmed by magical weapons or spells. This elemental will unleash a gust of wind if they roll a '1' on their damage die roll. This wind will cause the victims to get knocked down unless they can make a L2SR vs. STR or DEX. Anyone knocked down cannot attack during the next combat round. The areas they dwell are the dungeons.

Elemental, Blood

STR:45 / DEX:62 / LCK:29 / CON:200 / INT:25 / CHR:38

Type: Elemental **Level:** 16 **#App:** 1 **Size:** L **Move:** 60'/Fly 180'
MR: 200 (Life) **Attack:** +21 **Damage:** 1d6+31 **L20CR:** 35 **AP:** 200

Elementals can only be harmed by magical weapons or spells. This elemental will use their magical attack if they roll a '1' on their damage die roll. This magic will completely suck the blood out of everyone in front of the elemental unless the targets can make a L16SR vs. CON. Anyone who has their blood drawn out will instantly die. The areas they dwell are the dungeons.

Elemental, Earth

STR:20 / DEX:25 / LCK:16 / CON:50 / INT:10 / CHR:17

Type: Elemental **Level:** 4 **#App:** 1 **Size:** L **Move:** 60'
MR: 50 (Life) **Attack:** +6 **Damage:** 1d6+8 **L5CR:** 20 **AP:** 50

Elementals can only be harmed by magical weapons or spells. This elemental will unleash an earthquake if they roll a '1' on their damage die roll. This quake will cause the victims to get knocked down unless they can make a L4SR vs. DEX. Anyone knocked down cannot attack during the next combat round. The areas they dwell are the snowy mountains, dungeons, mountains, and jungle/tropical mountains.

Elemental, Fire

STR:25 / DEX:31 / LCK:18 / CON:75 / INT:13 / CHR:21

Type: Elemental **Level:** 6 **#App:** 1 **Size:** L **Move:** 120'
MR: 75 (Life) **Attack:** +8 **Damage:** 1d6+11 **L7CR:** 22 **AP:** 75

Elementals can only be harmed by magical weapons or spells. This elemental will use their fire attack if they roll a '1' on their damage die roll. This flame will automatically do 2d6 points of damage to everyone in front of the elemental unless the targets can make a L6SR vs. LCK or DEX. This attack damage is in addition to any other damage during that round. The areas they dwell are the dungeons, and deserts.

Elemental, Lightning

STR:41 / DEX:56 / LCK:27 / CON:175 / INT:23 / CHR:35

Type: Elemental **Level:** 14 **#App:** 1 **Size:** L **Move:** 120`
MR: 175 (Life) **Attack:** +18 **Damage:** 1d6+26 **L17CR:** 32 **AP:** 175

Elementals can only be harmed by magical weapons or spells. This elemental will use their electrical attack if they roll a '1' on their damage die roll. This electricity will automatically do 3d6 points of damage to everyone in front of the elemental unless the targets can make a L14SR vs. LCK or DEX. This attack damage is in addition to any other damage during that round. The areas they dwell are the dungeons.

Elemental, Rock

STR:37 / DEX:50 / LCK:25 / CON:150 / INT:20 / CHR:31

Type: Elemental **Level:** 12 **#App:** 1 **Size:** L **Move:** 60`
MR: 150 (Life) **Attack:** +16 **Damage:** 1d6+23 **L15CR:** 30 **AP:** 150

Elementals can only be harmed by magical weapons or spells. This elemental will throw large stones if they roll a '1' on their damage die roll. These stones will automatically do 3d6 points of damage to everyone in front of the elemental unless the targets can make a L12SR vs. LCK or DEX. This attack damage is in addition to any other damage during that round. The areas they dwell are the snowy mountains, dungeons, mountains, and jungle/tropical mountains.

Elemental, Smoke

STR:33 / DEX:44 / LCK:23 / CON:125 / INT:18 / CHR:28

Type: Elemental **Level:** 10 **#App:** 1 **Size:** L **Move:** 360`
MR: 125 (Life) **Attack:** +13 **Damage:** 1d6+19 **L12CR:** 27 **AP:** 125

Elementals can only be harmed by magical weapons or spells. This elemental will release a cloud of smoke if they roll a '1' on their damage die roll. This smoke will choke and blind the victims unless they can make a L10SR vs. DEX. The smoke will dissipate in 2d6 combat rounds. The areas they dwell are the dungeons.

Elemental, Water

STR:29 / DEX:37 / LCK:20 / CON:100 / INT:15 / CHR:24

Type: Elemental **Level:** 8 **#App:** 1 **Size:** L **Move:** 60`/Fly 180`
MR: 100 (Life) **Attack:** +11 **Damage:** 1d6+16 **L10CR:** 25 **AP:** 100

Elementals can only be harmed by magical weapons or spells. This elemental will unleash a wave of water if they roll a '1' on their damage die roll. This wave will cause the victims to drown and die unless they can make a L8SR vs. CON. The areas they dwell are the dungeons, rivers/lakes, and oceans.

Elephant, Jungle

STR:42 / DEX:22 / LCK:32 / CON:120 / INT:15 / CHR:25

Type: Animal **Level:** 10 **#App:** 1-20 **Size:** L (9`+)
MR: 120 (Life) **Attack:** +13 **Damage:** 1d6+19 **L12CR:** 27 **AP:** 120

The areas they dwell are the jungle/tropical forests, jungle/tropical hills, and jungle/tropical swamps. They are able to speak Pachyderm.

Elephant, Plains

STR:45 / DEX:23 / LCK:34 / CON:130 / INT:16 / CHR:26

Type: Animal **Level:** 11 **#App:** 1-12 **Size:** L (11`+)
MR: 130 (Life) **Attack:** +14 **Damage:** 1d6+20 **L13CR:** 28 **AP:** 130

The areas they dwell are the jungle/tropical forests, jungle/tropical hills, and jungle/tropical swamps. They are able to speak Pachyderm.

Elf

STR:16 / DEX:24 / LCK:20 / CON:45 / INT:19 / CHR:25

Type: Humanoid **Level:** 2 **#App:** 1-20 **Size:** M (5`+)
MR: 45 (Life) **Attack:** +5 **Damage:** 1d6+7 **L4CR:** 19 **AP:** 45

The areas they dwell are the snowy forests, snowy hills, snowy mountains, dungeons, forests, hills, mountains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Common, and Elven.

Ettin

STR:46 / DEX:35 / LCK:23 / CON:135 / INT:19 / CHR:29

Type: Giant **Level:** 10 **#App:** 1-4 **Size:** L (13`)
MR: 135 (Life) **Attack:** +14 **Damage:** 1d6+20 **L13CR:** 28 **AP:** 135

The areas they dwell are the snowy mountains, dungeons, forests, hills, mountains, and jungle/tropical mountains. They are able to speak Giant.

Fairy

STR:15 / DEX:17 / LCK:20 / CON:30 / INT:18 / CHR:23

Type: Fey

Level: 1

#App: 1-6

Size: S (1')

Move: 60`/Fly 120`

MR: 30 (Life)

Attack: +4

Damage: 1d6+5

L3CR: 18

AP: 30

Fairies are very small humanoids with insect like wings that live in the forests of the world. They sometimes emit a small amount of light varying in colors from blue, white, green, or yellow. They will unleash a polymorph spell if they roll a '1' on their damage die roll. This magic will take one of 6 forms on a single opponent. To determine which form the victim takes, roll 1 die (1-Frog; 2-Pig; 3-Sheep; 4-Chicken; 5-Dog; 6-Cat). A L1SR vs. LCK can be made to avoid the effects. In this form, the victim cannot attack while they are in this form for the next 1d6 combat rounds. The areas they dwell are the snowy forests, forests, and jungle/tropical forests. They are able to speak Elven, and Fey.

Fairy Drake

STR:21 / DEX:18 / LCK:15 / CON:35 / INT:22 / CHR:27

Type: Dragon

Level: 1

#App: 1-6

Size: S (1-1.5')

Move: 60`/Fly 240`

MR: 35 (Life)

Attack: +4

Damage: 1d6+5

L3CR: 18

AP: 35

They will use their cloud breath if they roll a '1' on their damage die roll. This breath will cause everyone in front of the dragon to hallucinate for 1d6 combat rounds unless the targets can make a L1SR vs. CON. This attack damage is in addition to any other damage during that round. The areas they dwell are the snowy forests, forests, and jungle/tropical forests. They are able to speak Dragon.

Falcon, Large

STR:15 / DEX:20 / LCK:17 / CON:30 / INT:4 / CHR:9

Type: Animal

Level: 1

#App: 1-2

Size: S (3-4')

Move: 10`/Fly 330`

MR: 30 (Life)

Attack: +4

Damage: 1d6+5

L3CR: 18

AP: 30

The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, rivers/lakes, deserts, forests, hills, mountains, plains, swamps, oceans, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Avian.

Falcoran

STR:15 / DEX:21 / LCK:18 / CON:35 / INT:12 / CHR:18

Type: Humanoid

Level: 2

#App: 1-10

Size: M

Move: 60`/Fly 360`

MR: 35 (Life)

Attack: +4

Damage: 1d6+5

L3CR: 18

AP: 35

These bird-men often make their homes high in the trees. They look like humanoid eagles where the males have white feathered heads, while the females do not...which make them look more like humanoid hawks. The areas they dwell are the snowy hills, snowy mountains, rivers/lakes, hills, mountains, oceans, jungle/tropical hills, and jungle/tropical mountains. They are able to speak Avian, and Falcoran.

Fish, Glow

STR:14 / DEX:19 / LCK:16 / CON:25 / INT:1 / CHR:6

Type: Monster

Level: 1

#App: 1-12

Size: S (1')

Move: 300`

MR: 25 (Life)

Attack: +3

Damage: 1d6+4

L2CR: 17

AP: 25

They will use their glowing eyes if they roll a '1' on their damage die roll. This glow will cause everyone in front of the fish to stare motionless at the fish for 1d6 combat rounds unless the targets can make a L1SR vs. LCK. They can also make a L1SR vs. DEX to shield their eyes in time. This attack damage is in addition to any other damage during that round. The areas they dwell are the oceans. They are able to speak Fish.

Fly, Giant, Bluebottle

STR:16 / DEX:25 / LCK:20 / CON:50 / INT:1 / CHR:7

Type: Insect

Level: 3

#App: 1-10

Size: M

Move: 90`/Fly 300`

MR: 50 (Life)

Attack: +6

Damage: 1d6+8

L5CR: 20

AP: 50

They will pass a disease with their bite if they roll a '1' on their damage die roll. This disease will cause the victim to suffer a negative 1d6 to STR and DEX unless they can make a L3SR vs. CON. The disease will last an entire day unless cured and does not stack in effect. The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Insect.

Fly, Giant, Horsefly

STR:19 / DEX:34 / LCK:26 / CON:85 / INT:1 / CHR:9

Type: *Insect* **Level:** 6 **#App:** 1-4 **Size:** L **Move:** 60`/Fly 270`
MR: 85 (Life) **Attack:** +9 **Damage:** 1d6+13 **L8CR:** 23 **AP:** 85

They will attach themselves to a target if they roll a '1' on their damage die roll. They will then begin to suck the blood of the victim unless they can make a L6SR vs. STR to get it off. Anyone getting blood drained will suffer 2d6 points of damage per combat round. The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Insect.

Frog, Giant

STR:15 / DEX:18 / LCK:21 / CON:35 / INT:1 / CHR:7

Type: *Animal* **Level:** 2 **#App:** 1-10 **Size:** S-M (3-6`) **Move:** 30`/Swim 90`
MR: 35 (Life) **Attack:** +4 **Damage:** 1d6+5 **L3CR:** 18 **AP:** 35

These giant frogs will use their tongue to grab an item out of the hand of a target if they roll a '1' on their damage die roll. The areas they dwell are the dungeons, rivers/lakes, forests, plains, swamps, oceans, jungle/tropical forests, and jungle/tropical swamps. They are able to speak Amphibian.

Frog, Giant, Killer

STR:15 / DEX:17 / LCK:20 / CON:30 / INT:1 / CHR:7

Type: *Animal* **Level:** 2 **#App:** 1-12 **Size:** S **Move:** 60`/Swim 120`
MR: 30 (Life) **Attack:** +4 **Damage:** 1d6+5 **L3CR:** 18 **AP:** 30

Unlike other frogs, these will attack with a mouth full of razor sharp teeth. The areas they dwell are the dungeons, rivers/lakes, forests, plains, swamps, oceans, jungle/tropical forests, and jungle/tropical swamps. They are able to speak Amphibian.

Frog, Giant, Poisonous

STR:14 / DEX:15 / LCK:17 / CON:20 / INT:1 / CHR:6

Type: *Animal* **Level:** 1 **#App:** 1-12 **Size:** S **Move:** 30`/Swim 90`
MR: 20 (Life) **Attack:** +3 **Damage:** 1d6+4 **L2CR:** 17 **AP:** 20

They will use their poison tongue if they roll a '1' on their damage die roll. This poison tongue will cause the victim to die unless they can get out of the way by making a L1SR vs. DEX, or LCK. The areas they dwell are the dungeons, rivers/lakes, forests, plains, swamps, oceans, jungle/tropical forests, and jungle/tropical swamps. They are able to speak Amphibian.

Frost Crawler

STR:38 / DEX:51 / LCK:25 / CON:155 / INT:17 / CHR:28

Type: *Monster* **Level:** 12 **#App:** 1 **Size:** L (21-42`) **Move:** 120`
MR: 155 (Life) **Attack:** +16 **Damage:** 1d6+23 **L15CR:** 30 **AP:** 155

These giant snow worms will swallow a target whole if they roll a '1' on their damage die roll and the victim fails a L12SR vs. DEX or LCK. While inside, the victim will suffer 3d6 points of damage each combat round, but they can continue to attack as normal. The areas they dwell are the snowy hills, snowy mountains, snowy plains, dungeons, and deserts. They are able to speak Slug.

Fruglum

STR:15 / DEX:20 / LCK:17 / CON:30 / INT:10 / CHR:15

Type: *Humanoid* **Level:** 1 **#App:** 1-20 **Size:** S-M **Move:** 30`/Swim 150`
MR: 30 (Life) **Attack:** +4 **Damage:** 1d6+5 **L3CR:** 18 **AP:** 30

These humanoid frog men often hunt in groups. The areas they dwell are the dungeons, forests, swamps, jungle/tropical forests, and jungle/tropical swamps. They are able to speak Amphibian, and Fruglum.

Gar, Giant

STR:22 / DEX:41 / LCK:31 / CON:115 / INT:1 / CHR:10

Type: *Animal* **Level:** 8 **#App:** 1-6 **Size:** L (21-30`) **Move:** Swim 300`
MR: 115 (Life) **Attack:** +12 **Damage:** 1d6+17 **L11CR:** 26 **AP:** 115

These fish will swallow a target whole if they roll a '1' on their damage die roll and the victim fails a L8SR vs. DEX or LCK. While inside, the victim will suffer 2d6 points of damage each combat round, but they can continue to attack as normal. The areas they dwell are the rivers/lakes. They are able to speak Fish.

Gargoyle

STR:25 / DEX:31 / LCK:18 / CON:75 / INT:13 / CHR:20

Type: *Beast*

Level: 5

#App: 1-10

Size: M

Move: 90`/Fly 150`

MR: 75 (*Life*)

Attack: +8

Damage: 1d6+11

L7CR: 22

AP: 75

Can only be harmed with magical weapons or spells. The areas they dwell are the snowy forests, snowy mountains, dungeons, rivers/lakes, forests, mountains, swamps, jungle/tropical forests, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Balrog, Gargoyle, and Gremlin.

Gargoyle, Stone

STR:29 / DEX:37 / LCK:20 / CON:100 / INT:15 / CHR:23

Type: *Beast*

Level: 6

#App: 1-8

Size: M

Move: 60`/Fly 120`

MR: 100 (*Life*)

Attack: +11

Damage: 1d6+16

L10CR: 25

AP: 100

Can only be harmed with magical weapons or spells. The areas they dwell are the snowy hills, snowy mountains, dungeons, hills, mountains, jungle/tropical hills, and jungle/tropical mountains. They are able to speak Balrog, Gargoyle, and Gremlin.

Ghast

STR:30 / DEX:18 / LCK:24 / CON:70 / INT:19 / CHR:26

Type: *Undead*

Level: 4

#App: 1-6

Size: M

Move: 150`

MR: 70 (*Life*)

Attack: +8

Damage: 1d6+11

L7CR: 22

AP: 70

They will paralyze a victim if they roll a '1' on their damage die roll. This paralysis will last for 1d6 combat rounds unless they can make a L4SR vs. CON. The areas they dwell are the snowy hills, snowy mountains, snowy plains, dungeons, hills, mountains, plains, swamps, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Undead.

Ghost

STR:24 / DEX:35 / LCK:47 / CON:140 / INT:28 / CHR:38

Type: *Undead*

Level: 10

#App: 1

Size: M

Move: 90`

MR: 140 (*Life*)

Attack: +15

Damage: 1d6+22

L14CR: 29

AP: 140

They will age a victim if they roll a '1' on their damage die roll. The victim will age 2d60 years unless they can make a L10SR vs. INT. The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Undead.

Ghoul

STR:22 / DEX:15 / LCK:19 / CON:40 / INT:9 / CHR:15

Type: *Undead*

Level: 2

#App: 1-14

Size: M

Move: 90`

MR: 40 (*Life*)

Attack: +5

Damage: 1d6+7

L4CR: 19

AP: 40

They will paralyze a victim if they roll a '1' on their damage die roll. This paralysis will last for 1d6 combat rounds unless they can make a L2SR vs. CON. Anyone killed by a ghoul will become one in about a day unless they are resurrected or the body destroyed. The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, hills, mountains, plains, swamps, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Undead.

Giant, Cloud

STR:55 / DEX:40 / LCK:26 / CON:170 / INT:27 / CHR:38

Type: *Giant*

Level: 13

#App: 1-6

Size: L (18`)

Move: 150`

MR: 170 (*Life*)

Attack: +18

Damage: 1d6+26

L17CR: 32

AP: 170

The areas they dwell are the snowy hills, snowy mountains, hills, mountains, jungle/tropical hills, and jungle/tropical mountains. They are able to speak Giant.

Giant, Fire

STR:51 / DEX:38 / LCK:25 / CON:155 / INT:23 / CHR:34

Type: *Giant*

Level: 12

#App: 1-8

Size: L (12`)

Move: 120`

MR: 155 (*Life*)

Attack: +16

Damage: 1d6+23

L15CR: 30

AP: 155

They are immune to fire based attacks. The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, deserts, forests, hills, mountains, plains, jungle/tropical forests, jungle/tropical hills, and jungle/tropical mountains. They are able to speak Giant.

Giant, Fog

STR:59 / DEX:43 / LCK:28 / CON:185 / INT:30 / CHR:42
Type: *Giant* **Level:** 14 **#App:** 1-4 **Size:** L (18') **Move:** 150'
MR: 185 (Life) **Attack:** +19 **Damage:** 1d6+28 **L18CR:** 33 **AP:** 185
They emit a fog that causes attackers to subtract 2 from their combat rolls. The areas they dwell are the snowy hills, snowy plains, hills, plains, swamps, jungle/tropical hills, and jungle/tropical swamps. They are able to speak Giant.

Giant, Frost

STR:47 / DEX:35 / LCK:24 / CON:140 / INT:21 / CHR:31
Type: *Giant* **Level:** 11 **#App:** 1-8 **Size:** L (15') **Move:** 120'
MR: 140 (Life) **Attack:** +15 **Damage:** 1d6+22 **L14CR:** 29 **AP:** 140
They are immune to cold based attacks. The areas they dwell are the snowy forests, snowy hills, snowy mountains, dungeons, forests, hills, and mountains. They are able to speak Giant.

Giant, Hill

STR:42 / DEX:32 / LCK:22 / CON:120 / INT:17 / CHR:26
Type: *Giant* **Level:** 9 **#App:** 1-10 **Size:** L (10.5') **Move:** 120'
MR: 120 (Life) **Attack:** +13 **Damage:** 1d6+19 **L12CR:** 27 **AP:** 120
The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Giant.

Giant, Mountain

STR:50 / DEX:25 / LCK:37 / CON:150 / INT:29 / CHR:40
Type: *Giant* **Level:** 12 **#App:** 1-4 **Size:** L (14') **Move:** 120'
MR: 150 (Life) **Attack:** +16 **Damage:** 1d6+23 **L15CR:** 30 **AP:** 150
The areas they dwell are the snowy mountains, mountains, and jungle/tropical mountains. They are able to speak Giant.

Giant, Stone

STR:50 / DEX:37 / LCK:25 / CON:150 / INT:23 / CHR:33
Type: *Giant* **Level:** 10 **#App:** 1-8 **Size:** L (12') **Move:** 120'
MR: 150 (Life) **Attack:** +16 **Damage:** 1d6+23 **L15CR:** 30 **AP:** 150
They will hurl a large rock if they roll a '1' on their damage die roll. This rock will automatically do 2d6 points of damage to the target unless they can make a L10SR vs. LCK or DEX. This attack damage is in addition to any other damage during that round. The areas they dwell are the snowy hills, snowy mountains, dungeons, hills, mountains, jungle/tropical hills, and jungle/tropical mountains. They are able to speak Giant.

Giant, Storm

STR:64 / DEX:29 / LCK:46 / CON:205 / INT:37 / CHR:50
Type: *Giant* **Level:** 16 **#App:** 1-4 **Size:** L (21') **Move:** 150'
MR: 205 (Life) **Attack:** +21 **Damage:** 1d6+31 **L20CR:** 35 **AP:** 205
They will hurl a lightning bolt if they roll a '1' on their damage die roll. This bolt will automatically do 4d6 points of damage to the target unless they can make a L16SR vs. LCK or DEX. This attack damage is in addition to any other damage during that round. The areas they dwell are the snowy mountains, rivers/lakes, mountains, oceans, and jungle/tropical mountains. They are able to speak Giant.

Gnoll

STR:24 / DEX:20 / LCK:16 / CON:45 / INT:12 / CHR:18
Type: *Humanoid* **Level:** 2 **#App:** 1-20 **Size:** L (7'+) **Move:** 90'
MR: 45 (Life) **Attack:** +5 **Damage:** 1d6+7 **L4CR:** 19 **AP:** 45
The areas they dwell are the dungeons, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Canine, and Gnoll.

Gnoll, Greater

STR:26 / DEX:21 / LCK:17 / CON:55 / INT:14 / CHR:20
Type: *Humanoid* **Level:** 3 **#App:** 1-14 **Size:** M (6.5') **Move:** 120'
MR: 55 (Life) **Attack:** +6 **Damage:** 1d6+8 **L5CR:** 20 **AP:** 55
The areas they dwell are the dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Canine, and Gnoll.

Gnome

Type: *Humanoid*
MR: 35 (*Life*)

Level: 1
Attack: +4

STR:15 / DEX:18 / LCK:21 / CON:35 / INT:16 / CHR:21
#App: 1-20
Damage: 1d6+5
Size: S (3`+)
L3CR: 18
Move: 60`
AP: 35

The areas they dwell are the snowy forests, snowy hills, snowy mountains, dungeons, forests, hills, mountains, jungle/tropical forests, jungle/tropical hills, and jungle/tropical mountains. They are able to speak Common, and Dwarvish.

Goat

Type: *Animal*
MR: 35 (*Life*)

Level: 2
Attack: +4

STR:21 / DEX:18 / LCK:15 / CON:35 / INT:5 / CHR:11
#App: 1-8
Damage: 1d6+5
Size: M
L3CR: 18
Move: 150`
AP: 35

The areas they dwell are the snowy hills, snowy mountains, snowy plains, deserts, hills, mountains, and plains. They are able to speak Bovine.

Goat, Giant

Type: *Animal*
MR: 55 (*Life*)

Level: 4
Attack: +6

STR:26 / DEX:21 / LCK:17 / CON:55 / INT:9 / CHR:16
#App: 1-12
Damage: 1d6+8
Size: L (5`+)
L5CR: 20
Move: 180`
AP: 55

The areas they dwell are the snowy hills, snowy mountains, snowy plains, deserts, hills, mountains, and plains. They are able to speak Bovine.

Goblin

Type: *Humanoid*
MR: 30 (*Life*)

Level: 1
Attack: +4

STR:15 / DEX:17 / LCK:20 / CON:30 / INT:10 / CHR:15
#App: 1-20
Damage: 1d6+5
Size: S (4`)
L3CR: 18
Move: 60`
AP: 30

The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Goblin, and Orkish.

Golem, Clay

Type: *Construct*
MR: 90 (*Life*)

Level: 7
Attack: +10

STR:35 / DEX:27 / LCK:20 / CON:90 / INT:1 / CHR:9
#App: 1
Damage: 1d6+14
Size: L (8`)
L9CR: 24
Move: 70`
AP: 90

Golems can only be harmed by magical weapons. Spells do not harm them. The areas they dwell are the dungeons.

Golem, Diamond

Type: *Construct*
MR: 180 (*Life*)

Level: 13
Attack: +19

STR:57 / DEX:42 / LCK:27 / CON:180 / INT:1 / CHR:12
#App: 1
Damage: 1d6+28
Size: L (12`)
L18CR: 33
Move: 80`
AP: 180

Golems can only be harmed by magical weapons. Spells do not harm them. The areas they dwell are the dungeons.

Golem, Emerald

Type: *Construct*
MR: 155 (*Life*)

Level: 11
Attack: +16

STR:51 / DEX:38 / LCK:25 / CON:155 / INT:1 / CHR:11
#App: 1
Damage: 1d6+23
Size: L (10`)
L15CR: 30
Move: 80`
AP: 155

Golems can only be harmed by magical weapons. Spells do not harm them. The areas they dwell are the dungeons.

Golem, Flesh

Type: *Construct*
MR: 55 (*Life*)

Level: 5
Attack: +6

STR:26 / DEX:21 / LCK:17 / CON:55 / INT:1 / CHR:8
#App: 1
Damage: 1d6+8
Size: L (7.5`)
L5CR: 20
Move: 80`
AP: 55

Golems can only be harmed by magical weapons. Spells do not harm them. The areas they dwell are the dungeons.

Golem, Iron

Type: *Construct*
MR: 140 (*Life*)

Level: 10
Attack: +15

STR:47 / DEX:35 / LCK:24 / CON:140 / INT:1 / CHR:11
#App: 1
Damage: 1d6+22
Size: L (12`)
L14CR: 29
Move: 60`
AP: 140

Golems can only be harmed by magical weapons. Spells do not harm them. The areas they dwell are the dungeons.

Golem, Ruby

Type: Construct

MR: 115 (Life)

Level: 8

Attack: +12

#App: 1

Damage: 1d6+17

Size: L (8')

L11CR: 26

Move: 80'

AP: 115

Golems can only be harmed by magical weapons. Spells do not harm them. The areas they dwell are the dungeons.

Golem, Stone

Type: Construct

MR: 105 (Life)

Level: 8

Attack: +11

#App: 1

Damage: 1d6+16

Size: L (9.5')

L10CR: 25

Move: 60'

AP: 105

Golems can only be harmed by magical weapons. Spells do not harm them. The areas they dwell are the dungeons.

Gorgon

Type: Beast

MR: 120 (Life)

Level: 8

Attack: +13

#App: 1-4

Damage: 1d6+19

Size: L

L12CR: 27

Move: 120'

AP: 120

These bull creatures will use their breath if they roll a '1' on their damage die roll. This breath will cause everyone in front of the gorgon to turn to stone unless the targets can make a L8SR vs. DEX or LCK. The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps.

Gorilla

Type: Animal

MR: 70 (Life)

Level: 5

Attack: +8

#App: 1-4

Damage: 1d6+11

Size: M (6')

L7CR: 22

Move: 120'

AP: 70

The areas they dwell are the jungle/tropical forests. They are able to speak Simian.

Gremlin

Type: Planar

MR: 30 (Life)

Level: 1

Attack: +4

#App: 1-12

Damage: 1d6+5

Size: S (1')

L3CR: 18

Move: 60'/Fly 120'

AP: 30

These winged demon-looking creatures are green in color with yellow eyes that sometimes glow in the dark if light is shined on them just right. They are varying green in color with little wings. They feast on the blood of other creatures. They will steal coin treasure if they roll a '1' on their damage die roll. After stealing the coins (determined randomly), they will attempt to flee. There is also a 1 in 6 chance they will surprise an opponent. The areas they dwell are the dungeons. They are able to speak Gremlin.

Greyling

Type: Fey

MR: 85 (Life)

Level: 2

Attack: +9

#App: 1-12

Damage: 1d6+13

Size: S (1.5')

L8CR: 23

Move: 120'

AP: 85

These small humanoids are related to brownies, except their skin is a shade of grey (from light to dark) and their hair color ranges from white, black, or grey. They will unleash a magical spell if they roll a '1' on their damage die roll. This magic will take one of 6 forms on a single opponent. To determine which spell, roll 1 die (1-Disintegrates and dies; 2-Scared and runs away for 1d6 combat rounds; 3-Turns to solid crystal and dies; 4-Sleep for 1d6 combat rounds; 5-Flamed for 1d6 points of damage; 6-Charms where they attack friends for 1d6 combat rounds). A L2SR vs. LCK can be made to avoid the effects. The areas they dwell are the snowy forests, dungeons, forests, swamps, jungle/tropical forests, and jungle/tropical swamps. They are able to speak Brownie, and Gremlin.

Griffin

Type: Beast

MR: 105 (Life)

Level: 7

Attack: +11

#App: 1-12

Damage: 1d6+16

Size: L

L10CR: 25

Move: 120'/Fly 300'

AP: 105

These are creatures with the body and tail and back legs of a lion, and the head and wings of an eagle, and an eagle's talons as its front feet. The areas they dwell are the snowy hills, snowy mountains, rivers/lakes, deserts, hills, mountains, oceans, and jungle/tropical mountains. They are able to speak Avian.

Harpy

STR:16 / DEX:24 / LCK:20 / CON:45 / INT:10 / CHR:16

Type: *Beast*

Level: 3

#App: 1-12

Size: M

Move: 60`/Fly 150`

MR: 45 (*Life*)

Attack: +5

Damage: 1d6+7

L4CR: 19

AP: 45

They will make a calling sound if they roll a '1' on their damage die roll. This sound will make the target walk up to the harpy unless they can make a L3SR vs. INT. The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, rivers/lakes, deserts, forests, hills, mountains, plains, swamps, oceans, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Avian, and Harpy.

Haunt

STR:20 / DEX:27 / LCK:35 / CON:90 / INT:1 / CHR:8

Type: *Undead*

Level: 5

#App: 1

Size: M

Move: 60`

MR: 90 (*Life*)

Attack: +10

Damage: 1d6+14

L9CR: 24

AP: 90

They will possess a victim if they roll a '1' on their damage die roll. The victim will be in total control by the haunt unless they can make a L5SR vs. INT. The areas they dwell are the snowy mountains, dungeons, swamps, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Undead.

Hawk

STR:15 / DEX:21 / LCK:18 / CON:35 / INT:5 / CHR:10

Type: *Animal*

Level: 1

#App: 1-2

Size: S (2-3`)

Move: 10`/Fly 360`

MR: 35 (*Life*)

Attack: +4

Damage: 1d6+5

L3CR: 18

AP: 35

The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, rivers/lakes, deserts, forests, mountains, plains, swamps, oceans, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Avian.

Hippocampus

STR:23 / DEX:29 / LCK:18 / CON:65 / INT:15 / CHR:22

Type: *Animal*

Level: 4

#App: 1-8

Size: L

Move: Swim 240`

MR: 65 (*Life*)

Attack: +7

Damage: 1d6+10

L6CR: 21

AP: 65

The areas they dwell are the rivers/lakes, and oceans. They are able to speak Fish.

Hippogriff

STR:23 / DEX:29 / LCK:18 / CON:65 / INT:10 / CHR:17

Type: *Animal*

Level: 4

#App: 1-10

Size: L

Move: 180`/Fly 360`

MR: 65 (*Life*)

Attack: +7

Damage: 1d6+10

L6CR: 21

AP: 65

These creatures have the head of an eagle, claws armed with talons, and wings covered with feathers, the rest of its body being that of a horse. The areas they dwell are the snowy hills, snowy mountains, rivers/lakes, hills, mountains, oceans, jungle/tropical hills, and jungle/tropical mountains. They are able to speak Avian.

Hippopotamus

STR:37 / DEX:20 / LCK:29 / CON:100 / INT:11 / CHR:20

Type: *Animal*

Level: 8

#App: 1-12

Size: L

Move: 90`/Swim 120`

MR: 100 (*Life*)

Attack: +11

Damage: 1d6+16

L10CR: 25

AP: 100

The areas they dwell are the rivers/lakes, and jungle/tropical swamps. They are able to speak Hippopotamus.

Hobgoblin

STR:24 / DEX:20 / LCK:16 / CON:45 / INT:13 / CHR:19

Type: *Humanoid*

Level: 2

#App: 1-20

Size: M (6.5`)

Move: 90`

MR: 45 (*Life*)

Attack: +5

Damage: 1d6+7

L4CR: 19

AP: 45

The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Goblin.

Hobling

STR:14 / DEX:19 / LCK:16 / CON:25 / INT:15 / CHR:20

Type: *Humanoid*

Level: 1

#App: 1-20

Size: S (3`+)

Move: 90`

MR: 25 (*Life*)

Attack: +3

Damage: 1d6+4

L2CR: 17

AP: 25

These short humanoids often live in the hills, building their homes in burrows below. They often do not wear shoes and have hair growing on the top of their feet. The areas they dwell are the snowy forests, snowy hills, snowy plains, and dungeons. They are able to speak Common, Elven, and Hobling.

Hornet, Giant

STR:19 / DEX:32 / LCK:25 / CON:80 / INT:11 / CHR:18

Type: *Insect*

Level: 5

#App: 1

Size: *M*

Move: *Fly 240`*

MR: 80 (*Life*)

Attack: +9

Damage: 1d6+13

L8CR: 23

AP: 80

They will use their poison stinger if they roll a '1' on their damage die roll. This poison will cause the victim to become paralyzed unless they can make a L5SR vs. CON. The `hornet venom` will last for 1d6 combat rounds. The areas they dwell are the dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Insect.

Horse, Draft

STR:20 / DEX:24 / LCK:16 / CON:45 / INT:6 / CHR:12

Type: *Animal*

Level: 3

#App: 1

Size: *L*

Move: 120`

MR: 45 (*Life*)

Attack: +5

Damage: 1d6+7

L4CR: 19

AP: 45

The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Equine.

Horse, Heavy

STR:21 / DEX:26 / LCK:17 / CON:55 / INT:7 / CHR:14

Type: *Animal*

Level: 4

#App: 1

Size: *L*

Move: 150`

MR: 55 (*Life*)

Attack: +6

Damage: 1d6+8

L5CR: 20

AP: 55

The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Equine.

Horse, Hell

STR:35 / DEX:47 / LCK:24 / CON:140 / INT:28 / CHR:36

Type: *Planar*

Level: 7

#App: 1

Size: *L*

Move: 150`/Fly 360`

MR: 140 (*Life*)

Attack: +15

Damage: 1d6+22

L14CR: 29

AP: 140

These fiery dark horses will emit a cloud of black smoke from their mouth if they roll a '1' on their damage die roll. This smoke will cause everyone in the area to subtract 3 from their combat rolls due to choking and burning eyes. The smoke will dissipate after 2d6 combat rounds. The areas they dwell are the snowy mountains, dungeons, mountains, and jungle/tropical mountains. They are able to speak Balrog, and Equine.

Horse, Light

STR:18 / DEX:21 / LCK:15 / CON:35 / INT:5 / CHR:11

Type: *Animal*

Level: 2

#App: 1

Size: *L*

Move: 240`

MR: 35 (*Life*)

Attack: +4

Damage: 1d6+5

L3CR: 18

AP: 35

The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Equine.

Horse, Medium

STR:20 / DEX:24 / LCK:16 / CON:45 / INT:6 / CHR:12

Type: *Animal*

Level: 3

#App: 1

Size: *L*

Move: 180`

MR: 45 (*Life*)

Attack: +5

Damage: 1d6+7

L4CR: 19

AP: 45

The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Equine.

Horse, Wild

STR:18 / DEX:21 / LCK:15 / CON:35 / INT:5 / CHR:11

Type: *Animal*

Level: 2

#App: 1

Size: *L*

Move: 240`

MR: 35 (*Life*)

Attack: +4

Damage: 1d6+5

L3CR: 18

AP: 35

The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Equine.

Hound, Death

STR:20 / DEX:24 / LCK:16 / CON:45 / INT:6 / CHR:12

Type: *Beast* **Level:** 3 **#App:** 1-10 **Size:** M (4') **Move:** 120`
MR: 45 (*Life*) **Attack:** +5 **Damage:** 1d6+7 **L4CR:** 19 **AP:** 45

Their bite will inflict disease if they roll a '1' on their damage die roll. This disease will cause the victim to suffer a negative 1d6 to STR and DEX unless they can make a L3SR vs. CON. The disease will last an entire week unless cured and does not stack in effect. The areas they dwell are the dungeons, and deserts. They are able to speak Canine.

Hound, Ghost

STR:19 / DEX:32 / LCK:25 / CON:80 / INT:16 / CHR:24

Type: *Beast* **Level:** 6 **#App:** 1-12 **Size:** M (3') **Move:** 300`
MR: 80 (*Life*) **Attack:** +9 **Damage:** 1d6+13 **L8CR:** 23 **AP:** 80

These ghostly wolves will howl if they roll a '1' on their damage die roll. This howl will automatically cause targets to flee in terror unless they can make a L6SR vs. INT. A L6SR vs. DEX can also be made to see if ears are covered in time. This fear lasts for 2d6 combat rounds. The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, deserts, and swamps. They are able to speak Canine.

Hound, Hell

STR:27 / DEX:35 / LCK:20 / CON:90 / INT:14 / CHR:22

Type: *Planar* **Level:** 6 **#App:** 1-8 **Size:** M **Move:** 120`
MR: 90 (*Life*) **Attack:** +10 **Damage:** 1d6+14 **L9CR:** 24 **AP:** 90

They will use their fire breath if they roll a '1' on their damage die roll. This breath will automatically do 2d6 points of damage to a single target in front of the creature unless the targets can make a L6SR vs. LCK or DEX. This attack damage is in addition to any other damage during that round. The areas they dwell are the dungeons, deserts, hills, mountains, swamps, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Balrog, and Canine.

Hound, Shadow

STR:17 / DEX:22 / LCK:27 / CON:60 / INT:9 / CHR:16

Type: *Planar* **Level:** 4 **#App:** 1-12 **Size:** M **Move:** 180`
MR: 60 (*Life*) **Attack:** +7 **Damage:** 1d6+10 **L6CR:** 21 **AP:** 60

These shadowy wolves can only be harmed with magical weapons or spells. The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Balrog, and Canine.

Hulking Beast

STR:45 / DEX:34 / LCK:23 / CON:130 / INT:21 / CHR:30

Type: *Monster* **Level:** 9 **#App:** 1-4 **Size:** L (8') **Move:** 60`/Burrow 60`
MR: 130 (*Life*) **Attack:** +14 **Damage:** 1d6+20 **L13CR:** 28 **AP:** 130

These humanoid beasts have a dark exoskeleton with sharp claws. They have bright yellow eyes and if they roll a '1' on their damage die roll, an opponent will stare into them and become confused unless they can make a L9SR vs. INT. This confusion will cause the victim to stop fighting and wander aimlessly for 2d6 combat rounds. The areas they dwell are the dungeons.

Hydra

STR:41 / DEX:31 / LCK:22 / CON:115 / INT:15 / CHR:24

Type: *Dragon* **Level:** 9 **#App:** 1 **Size:** L **Move:** 90`
MR: 115 (*Life*) **Attack:** +12 **Damage:** 1d6+17 **L11CR:** 26 **AP:** 115

This dragon-looking creature has 6 heads, each with its own breath weapon. If they roll a '1' on their damage die roll, one of the heads will use their breath weapon. To determine which head, roll 1 die (1-Frost:Character is frozen for 2d6 combat rounds; 2-Fire:Character suffers 2d6 points of damage; 3-Electricity:Character misses the next combat round from the shock; 4-Acid:Character suffers 2d6 points of damage and also loses a single piece of random equipped armor or weapon; 5-Tar:Characters miss combat rounds until they can make a L9SR vs. STR to free themselves from the sticky substance; 6-Oil:Characters must make a L9SR vs. DEX before every combat round or slip and fall down). This breath will affect everyone in front of the hydra unless the targets can make a L9SR vs. LCK or DEX. This attack damage is in addition to any other damage during that round. The areas they dwell are the snowy forests, snowy mountains, snowy plains, dungeons, forests, mountains, plains, swamps, jungle/tropical forests, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Dragon.

Hyena

STR:20 / DEX:24 / LCK:16 / CON:45 / INT:6 / CHR:12

Type: Animal**Level:** 3**#App:** 1-12**Size:** M**Move:** 120`**MR:** 45 (Life)**Attack:** +5**Damage:** 1d6+7**L4CR:** 19**AP:** 45

The areas they dwell are the jungle/tropical forests, jungle/tropical hills, and jungle/tropical swamps. They are able to speak Canine.

Hyena, Giant

STR:23 / DEX:29 / LCK:18 / CON:65 / INT:8 / CHR:15

Type: Animal**Level:** 5**#App:** 1-8**Size:** L**Move:** 120`**MR:** 65 (Life)**Attack:** +7**Damage:** 1d6+10**L6CR:** 21**AP:** 65

The areas they dwell are the jungle/tropical forests, jungle/tropical hills, and jungle/tropical swamps. They are able to speak Canine.

Imp

STR:18 / DEX:30 / LCK:24 / CON:70 / INT:15 / CHR:21

Type: Planar**Level:** 3**#App:** 1**Size:** S (2`)**Move:** 60`/Fly 180`**MR:** 70 (Life)**Attack:** +8**Damage:** 1d6+11**L7CR:** 22**AP:** 70

Spells do not work against these creatures unless the caster has an INT score over 20. The areas they dwell are the dungeons. They are able to speak Common, Devlish, and Wizard Speech.

Imp, Fire

STR:18 / DEX:29 / LCK:23 / CON:65 / INT:15 / CHR:22

Type: Planar**Level:** 4**#App:** 1**Size:** M (5`)**Move:** 120`/Fly 240`**MR:** 65 (Life)**Attack:** +7**Damage:** 1d6+10**L6CR:** 21**AP:** 65

Spells do not work against these creatures unless the caster has an INT score over 20. The areas they dwell are the dungeons. They are able to speak Common, Devlish, and Wizard Speech.

Imp, Lava

STR:16 / DEX:25 / LCK:20 / CON:50 / INT:13 / CHR:19

Type: Planar**Level:** 3**#App:** 1**Size:** M (5`)**Move:** 120`/Fly 240`**MR:** 50 (Life)**Attack:** +6**Damage:** 1d6+8**L5CR:** 20**AP:** 50

Spells do not work against these creatures unless the caster has an INT score over 20. The areas they dwell are the dungeons. They are able to speak Common, Devlish, and Wizard Speech.

Imp, Smoke

STR:17 / DEX:27 / LCK:22 / CON:60 / INT:14 / CHR:20

Type: Planar**Level:** 3**#App:** 1**Size:** M (5`)**Move:** 120`/Fly 240`**MR:** 60 (Life)**Attack:** +7**Damage:** 1d6+10**L6CR:** 21**AP:** 60

Spells do not work against these creatures unless the caster has an INT score over 20. The areas they dwell are the dungeons. They are able to speak Common, Devlish, and Wizard Speech.

Imp, Steam

STR:17 / DEX:26 / LCK:21 / CON:55 / INT:14 / CHR:21

Type: Planar**Level:** 4**#App:** 1**Size:** M (5`)**Move:** 120`/Fly 240`**MR:** 55 (Life)**Attack:** +6**Damage:** 1d6+8**L5CR:** 20**AP:** 55

Spells do not work against these creatures unless the caster has an INT score over 20. The areas they dwell are the dungeons. They are able to speak Common, Devlish, and Wizard Speech.

Jackal

STR:15 / DEX:17 / LCK:14 / CON:20 / INT:5 / CHR:10

Type: Animal**Level:** 1**#App:** 1-6**Size:** S**Move:** 120`**MR:** 20 (Life)**Attack:** +3**Damage:** 1d6+4**L2CR:** 17**AP:** 20

The areas they dwell are the deserts, forests, hills, plains, swamps, jungle/tropical forests, jungle/tropical hills, and jungle/tropical swamps. They are able to speak Canine.

Jaguar

STR:24 / DEX:30 / LCK:18 / CON:70 / INT:10 / CHR:17

Type: Animal**Level:** 5**#App:** 1-2**Size:** L**Move:** 150`**MR:** 70 (Life)**Attack:** +8**Damage:** 1d6+11**L7CR:** 22**AP:** 70

The areas they dwell are the jungle/tropical forests, jungle/tropical hills, and jungle/tropical swamps. They are able to speak Feline.

Jellyfish, Giant

STR:15 / DEX:17 / LCK:20 / CON:30 / INT:1 / CHR:7

Type: *Animal*

Level: 2

#App: 1-10

Size: S-L

Move: 10`

MR: 30 (*Life*)

Attack: +4

Damage: 1d6+5

L3CR: 18

AP: 30

They will use their poison sting if they roll a '1' on their damage die roll. This poison will cause the target to become paralyzed unless they can make a L2SR vs. CON. This paralysis lasts for 1d6 combat rounds unless cured. The areas they dwell are the oceans. They are able to speak Fish.

Kelpie

STR:19 / DEX:26 / LCK:34 / CON:85 / INT:16 / CHR:23

Type: *Plant*

Level: 5

#App: 1-4

Size: M

Move: 90`/Swim 120`

MR: 85 (*Life*)

Attack: +9

Damage: 1d6+13

L8CR: 23

AP: 85

They will use their charms on any males if they roll a '1' on their damage die roll. This charm will cause the male to jump into the water and get tangled in the seaweed of the kelpie unless the targets can make a L5SR vs. INT. This attack damage is in addition to any other damage during that round. The areas they dwell are the rivers/lakes, swamps, oceans, and jungle/tropical swamps. They are able to speak Any.

Ki-rin

STR:28 / DEX:61 / LCK:45 / CON:195 / INT:40 / CHR:51

Type: *Beast*

Level: 12

#App: 1

Size: L

Move: 240`/Fly 480`

MR: 195 (*Life*)

Attack: +20

Damage: 1d6+29

L19CR: 34

AP: 195

These magical horses are bright gold in color. Spells do not work against these creatures unless the caster has an INT score over 30. They will create an illusion of themselves if they roll a '1' on their damage die roll. Opponents will attack this illusion during the next combat round unless they can make a L12SR vs. INT. This illusion will disappear after the next combat round. The areas they dwell are the snowy hills, snowy mountains, rivers/lakes, hills, mountains, oceans, jungle/tropical hills, and jungle/tropical mountains. They are able to speak Equine.

Kobold

STR:14 / DEX:17 / LCK:15 / CON:20 / INT:9 / CHR:14

Type: *Humanoid*

Level: 1

#App: 1-20

Size: S (3`)

Move: 60`

MR: 20 (*Life*)

Attack: +3

Damage: 1d6+4

L2CR: 17

AP: 20

The areas they dwell are the snowy forests, snowy hills, snowy mountains, dungeons, forests, hills, mountains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Goblin, and Orkish.

Kraken

STR:71 / DEX:51 / LCK:32 / CON:235 / INT:44 / CHR:59

Type: *Beast*

Level: 20

#App: 1

Size: L

Move: Swim 200`

MR: 235 (*Life*)

Attack: +24

Damage: 1d6+35

L23CR: 38

AP: 235

During their attack, these gigantic squid creatures will pull down ships if a 1 is rolled on 1 die. This roll is separate from the combat dice. The areas they dwell are the oceans. They are able to speak Fish.

Lamia

STR:33 / DEX:44 / LCK:23 / CON:125 / INT:27 / CHR:36

Type: *Beast*

Level: 9

#App: 1

Size: M

Move: 240`

MR: 125 (*Life*)

Attack: +13

Damage: 1d6+19

L12CR: 27

AP: 125

This sphinx looking creatures will create an illusion of themselves if they roll a '1' on their damage die roll. Opponents will attack this illusion during the next combat round unless they can make a L9SR vs. INT. This illusion will disappear after the next combat round. The areas they dwell are the dungeons, and deserts. They are able to speak Sphinx.

Lamia, Royal

STR:34 / DEX:45 / LCK:23 / CON:130 / INT:27 / CHR:37

Type: *Beast*

Level: 11

#App: 1

Size: M

Move: 90`

MR: 130 (*Life*)

Attack: +14

Damage: 1d6+20

L13CR: 28

AP: 130

This sphinx looking creatures will create an illusion of themselves if they roll a '1' on their damage die roll. Opponents will attack this illusion during the next combat round unless they can make a L11SR vs. INT. This illusion will disappear after the next combat round. The areas they dwell are the dungeons, and deserts. They are able to speak Sphinx.

Lammasu

STR:29 / DEX:37 / LCK:20 / CON:100 / INT:28 / CHR:37

Type: *Monster***Level:** 8**#App:** 1-8**Size:** L**Move:** 120`/Fly 240`**MR:** 100 (*Life*)**Attack:** +11**Damage:** 1d6+16**L10CR:** 25**AP:** 100

These winged-lion looking creatures are peaceful by nature. They will use their healing magic if they roll a '1' on their damage die roll, healing themselves 20 points of damage. The areas they dwell are the dungeons, rivers/lakes, deserts, forests, hills, mountains, plains, swamps, oceans, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Sphinx.

Lammasu, Greater

STR:40 / DEX:54 / LCK:26 / CON:165 / INT:37 / CHR:48

Type: *Monster***Level:** 13**#App:** 1-2**Size:** L (5`)**Move:** 150`/Fly 300`**MR:** 165 (*Life*)**Attack:** +17**Damage:** 1d6+25**L16CR:** 31**AP:** 165

These winged-lion looking creatures are peaceful by nature. They will use their healing magic if they roll a '1' on their damage die roll, healing themselves 30 points of damage. The areas they dwell are the dungeons, rivers/lakes, deserts, forests, hills, mountains, plains, swamps, oceans, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Sphinx.

Lamprey, Giant

STR:18 / DEX:30 / LCK:24 / CON:70 / INT:1 / CHR:8

Type: *Animal***Level:** 5**#App:** 1-4**Size:** S**Move:** 90`**MR:** 70 (*Life*)**Attack:** +8**Damage:** 1d6+11**L7CR:** 22**AP:** 70

They will attach themselves to a target if they roll a '1' on their damage die roll. They will then begin to suck the blood of the victim unless they can make a L5SR vs. STR to get it off. Anyone getting blood drained will suffer 1d6 points of damage per combat round. The areas they dwell are the rivers/lakes, and oceans. They are able to speak Fish.

Lamprey, Normal

STR:15 / DEX:21 / LCK:18 / CON:35 / INT:1 / CHR:7

Type: *Animal***Level:** 2**#App:** 1-2**Size:** S**Move:** 120`**MR:** 35 (*Life*)**Attack:** +4**Damage:** 1d6+5**L3CR:** 18**AP:** 35

They will attach themselves to a target if they roll a '1' on their damage die roll. They will then begin to suck the blood of the victim unless they can make a L2SR vs. STR to get it off. Anyone getting blood drained will suffer 1d6 points of damage per combat round. The areas they dwell are the rivers/lakes, and oceans. They are able to speak Fish.

Leech, Giant

STR:14 / DEX:19 / LCK:16 / CON:25 / INT:1 / CHR:7

Type: *Animal***Level:** 2**#App:** 1-12**Size:** S-M**Move:** 30`**MR:** 25 (*Life*)**Attack:** +3**Damage:** 1d6+4**L2CR:** 17**AP:** 25

They will attach themselves to a target if they roll a '1' on their damage die roll. They will then begin to suck the blood of the victim unless they can make a L2SR vs. STR to get it off. Anyone getting blood drained will suffer 1d6 points of damage per combat round. The areas they dwell are the dungeons, rivers/lakes, swamps, and jungle/tropical swamps. They are able to speak Slug.

Leopard

STR:22 / DEX:27 / LCK:17 / CON:60 / INT:9 / CHR:16

Type: *Animal***Level:** 4**#App:** 1-2**Size:** M**Move:** 120`**MR:** 60 (*Life*)**Attack:** +7**Damage:** 1d6+10**L6CR:** 21**AP:** 60

The areas they dwell are the jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Feline.

Leprechaun

STR:16 / DEX:20 / LCK:25 / CON:50 / INT:21 / CHR:28

Type: *Fey***Level:** 4**#App:** 1-3**Size:** S (2`)**Move:** 150`**MR:** 50 (*Life*)**Attack:** +6**Damage:** 1d6+8**L5CR:** 20**AP:** 50

Spells do not work against these creatures unless the caster has an INT score over 20. They will create an illusion of themselves if they roll a '1' on their damage die roll. Opponents will attack this illusion during the next combat round unless they can make a L4SR vs. INT. This illusion will disappear after the next combat round. If captured, there is a 50% chance (1-3 rolling 1 die) that they will tell the location of their treasure. The areas they dwell are the dungeons, forests, hills, and plains. They are able to speak Elven, Fey, and Gremlin.

Leucrotta

STR:29 / DEX:37 / LCK:20 / CON:100 / INT:18 / CHR:26

Type: *Beast*
MR: 100 (*Life*)

Level: 7
Attack: +11

#App: 1-4
Damage: 1d6+16

Size: L
L10CR: 25

Move: 180`
AP: 100

This mystical dog-wolf will use their mind control if they roll a '1' on their damage die roll. This control will cause a target to kill themselves unless they can make a L7SR vs. INT. This mind control lasts for 2d6 combat rounds, where each round the controlled victim performs attacks on themselves. The areas they dwell are the snowy mountains, dungeons, mountains, swamps, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Canine.

Lich

STR:26 / DEX:40 / LCK:55 / CON:170 / INT:37 / CHR:48

Type: *Undead*
MR: 170 (*Life*)

Level: 12
Attack: +18

#App: 1
Damage: 1d6+26

Size: M
L17CR: 32

Move: 60`
AP: 170

Only magical weapons or spells can affect these undead wizards...which were once living wizards but their search for power and immortality brought them to this. They will unleash a magical spell if they roll a '1' on their damage die roll. This magic will take one of 6 forms on a single opponent. To determine which spell, roll 1 die (1-Disintegrates and dies; 2-Scared and runs away for 3d6 combat rounds; 3-Turns to solid crystal and dies; 4-Sleep for 3d6 combat rounds; 5-Flamed for 3d6 points of damage; 6-Charms where they attack friends for 3d6 combat rounds). A L12SR vs. LCK can be made to avoid the effects. The areas they dwell are the dungeons. They are able to speak Common, Undead, and Wizard Speech.

Lich, Ancient

STR:34 / DEX:55 / LCK:77 / CON:260 / INT:48 / CHR:60

Type: *Undead*
MR: 260 (*Life*)

Level: 20
Attack: +27

#App: 1
Damage: 1d6+40

Size: M
L26CR: 41

Move: 60`
AP: 260

Only magical weapons or spells can affect these undead wizards...which were once living wizards but their search for power and immortality brought them to this. They will unleash a magical spell if they roll a '1' on their damage die roll. This magic will take one of 6 forms on a single opponent. To determine which spell, roll 1 die (1-Disintegrates and dies; 2-Scared and runs away for 4d6 combat rounds; 3-Turns to solid crystal and dies; 4-Sleep for 4d6 combat rounds; 5-Flamed for 4d6 points of damage; 6-Charms where they attack friends for 4d6 combat rounds). A L20SR vs. LCK can be made to avoid the effects. The areas they dwell are the dungeons. They are able to speak Common, Undead, and Wizard Speech.

Lion

STR:26 / DEX:34 / LCK:19 / CON:85 / INT:12 / CHR:20

Type: *Animal*
MR: 85 (*Life*)

Level: 6
Attack: +9

#App: 1-12
Damage: 1d6+13

Size: L
L8CR: 23

Move: 120`
AP: 85

The areas they dwell are the deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Feline.

Lion, Mountain

STR:22 / DEX:27 / LCK:17 / CON:60 / INT:9 / CHR:16

Type: *Animal*
MR: 60 (*Life*)

Level: 4
Attack: +7

#App: 1-2
Damage: 1d6+10

Size: M
L6CR: 21

Move: 150`
AP: 60

The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, deserts, hills, mountains, plains, jungle/tropical forests, jungle/tropical hills, and jungle/tropical mountains. They are able to speak Feline.

Lion, Spotted

STR:28 / DEX:36 / LCK:20 / CON:95 / INT:13 / CHR:21

Type: *Animal*
MR: 95 (*Life*)

Level: 7
Attack: +10

#App: 1-8
Damage: 1d6+14

Size: L
L9CR: 24

Move: 120`
AP: 95

The areas they dwell are the snowy mountains, snowy plains, dungeons, deserts, mountains, plains, swamps, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Feline.

Lion, Winged

STR:30 / DEX:40 / LCK:21 / CON:110 / INT:16 / CHR:25

Type: *Beast*
MR: 110 (*Life*)

Level: 9
Attack: +12

#App: 1
Damage: 1d6+17

Size: L (5`)
L11CR: 26

Move: 150`/Fly 90`
AP: 110

They will use their roar if they roll a '1' on their damage die roll. This will cause the victim to suffer a negative 2d6 to STR unless they can make a L9SR vs. LCK. A L9SR vs. DEX can also be made to see if ears are covered in time. They dwell in dungeons, and jungle/tropical mountains. They are able to speak Feline.

Lizard, Fire

STR:46 / DEX:35 / LCK:23 / CON:135 / INT:15 / CHR:25

Type: Reptile

Level: 10

#App: 1-4

Size: L (30`)

Move: 90`

MR: 135 (Life)

Attack: +14

Damage: 1d6+20

L13CR: 28

AP: 135

They will use their fire breath if they roll a '1' on their damage die roll. This breath will automatically do 2d6 points of damage to a single target in front of the creature unless the targets can make a L10SR vs. LCK or DEX. This attack damage is in addition to any other damage during that round. The areas they dwell are the dungeons, mountains, and jungle/tropical mountains. They are able to speak Saurian.

Lizard, Giant

STR:29 / DEX:23 / LCK:18 / CON:65 / INT:1 / CHR:8

Type: Reptile

Level: 4

#App: 1-12

Size: L (15`)

Move: 150`

MR: 65 (Life)

Attack: +7

Damage: 1d6+10

L6CR: 21

AP: 65

The areas they dwell are the dungeons, forests, plains, swamps, jungle/tropical forests, and jungle/tropical swamps. They are able to speak Saurian.

Lizard, Ice

STR:34 / DEX:26 / LCK:19 / CON:85 / INT:13 / CHR:20

Type: Reptile

Level: 4

#App: 1-4

Size: S (3`)

Move: 90`

MR: 85 (Life)

Attack: +9

Damage: 1d6+13

L8CR: 23

AP: 85

They will use their ice breath if they roll a '1' on their damage die roll. This breath will automatically do 1d6 points of damage to a single target in front of the creature unless the targets can make a L4SR vs. LCK or DEX. This attack damage is in addition to any other damage during that round. Anyone suffering from the breath also misses their next combat round as they get the ice off. The areas they dwell are the snowy hills, snowy mountains, and dungeons. They are able to speak Saurian.

Lizard, Stone

STR:36 / DEX:28 / LCK:20 / CON:95 / INT:11 / CHR:19

Type: Reptile

Level: 6

#App: 1-2

Size: M-L (5-12`)

Move: 60`

MR: 95 (Life)

Attack: +10

Damage: 1d6+14

L9CR: 24

AP: 95

There is only a 1 in 6 chance that these lizards will be noticed by those passing by, often giving this creature a surprise attack. The areas they dwell are the snowy hills, snowy mountains, dungeons, deserts, hills, mountains, jungle/tropical hills, and jungle/tropical mountains. They are able to speak Saurian.

Lizard, Subterranean

STR:34 / DEX:26 / LCK:19 / CON:85 / INT:1 / CHR:9

Type: Reptile

Level: 6

#App: 1-6

Size: L (20`)

Move: 120`

MR: 85 (Life)

Attack: +9

Damage: 1d6+13

L8CR: 23

AP: 85

This lizard is able to walk on walls and ceilings. The areas they dwell are the dungeons. They are able to speak Saurian.

Lycanthrope, Werebear

STR:42 / DEX:22 / LCK:32 / CON:120 / INT:28 / CHR:37

Type: Humanoid

Level: 8

#App: 1-4

Size: L

Move: 90`

MR: 120 (Life)

Attack: +13

Damage: 1d6+19

L12CR: 27

AP: 120

These creatures can only be harmed by magical or silver weapons. Spells can harm them as well. Their bite will inflict disease if they roll a '1' on their damage die roll. This disease will cause the victim to become a werebear themselves, unless they can make a L8SR vs. CON. The disease will last forever unless cured. The areas they dwell are the snowy forests, snowy hills, snowy mountains, dungeons, forests, hills, mountains, and swamps. They are able to speak Common, and Ursine.

Lycanthrope, Wereboar

STR:35 / DEX:20 / LCK:27 / CON:90 / INT:17 / CHR:25

Type: Humanoid

Level: 6

#App: 1-8

Size: L

Move: 120`

MR: 90 (Life)

Attack: +10

Damage: 1d6+14

L9CR: 24

AP: 90

These creatures can only be harmed by magical or silver weapons. Spells can harm them as well. Their bite will inflict disease if they roll a '1' on their damage die roll. This disease will cause the victim to become a wereboar themselves, unless they can make a L6SR vs. CON. The disease will last forever unless cured. The areas they dwell are the snowy forests, snowy hills, snowy plains, deserts, forests, hills, plains, swamps, jungle/tropical forests, jungle/tropical hills, and jungle/tropical swamps. They are able to speak Common, and Porker.

Lycanthrope, Wererat

STR:17 / DEX:22 / LCK:27 / CON:60 / INT:18 / CHR:25

Type: *Humanoid*

Level: 4

#App: 1-16

Size: *S-M*

Move: 120'

MR: 60 (*Life*)

Attack: +7

Damage: 1d6+10

L6CR: 21

AP: 60

These creatures can only be harmed by magical or silver weapons. Spells can harm them as well. Their bite will inflict disease if they roll a '1' on their damage die roll. This disease will cause the victim to become a wererat themselves, unless they can make a L4SR vs. CON. The disease will last forever unless cured. The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, deserts, and swamps. They are able to speak Common, and Rodent.

Lycanthrope, Weretiger

STR:21 / DEX:39 / LCK:30 / CON:105 / INT:19 / CHR:27

Type: *Humanoid*

Level: 7

#App: 1-6

Size: *L*

Move: 120'

MR: 105 (*Life*)

Attack: +11

Damage: 1d6+16

L10CR: 25

AP: 105

These creatures can only be harmed by magical or silver weapons. Spells can harm them as well. Their bite will inflict disease if they roll a '1' on their damage die roll. This disease will cause the victim to become a weretiger themselves, unless they can make a L7SR vs. CON. The disease will last forever unless cured. The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Common, and Feline.

Lycanthrope, Werewolf

STR:31 / DEX:25 / LCK:18 / CON:75 / INT:16 / CHR:23

Type: *Humanoid*

Level: 5

#App: 1-12

Size: *M*

Move: 150'

MR: 75 (*Life*)

Attack: +8

Damage: 1d6+11

L7CR: 22

AP: 75

These creatures can only be harmed by magical or silver weapons. Spells can harm them as well. Their bite will inflict disease if they roll a '1' on their damage die roll. This disease will cause the victim to become a werewolf themselves, unless they can make a L5SR vs. CON. The disease will last forever unless cured. The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Canine, and Common.

Lynx, Giant

STR:20 / DEX:25 / LCK:16 / CON:50 / INT:9 / CHR:15

Type: *Animal*

Level: 3

#App: 1-4

Size: *M*

Move: 120'

MR: 50 (*Life*)

Attack: +6

Damage: 1d6+8

L5CR: 20

AP: 50

The areas they dwell are the snowy forests, snowy hills, snowy mountains, and snowy plains. They are able to speak Feline.

Mammoth

STR:51 / DEX:25 / LCK:38 / CON:155 / INT:19 / CHR:30

Type: *Animal*

Level: 13

#App: 1-12

Size: *L (10-14')*

Move: 120'

MR: 155 (*Life*)

Attack: +16

Damage: 1d6+23

L15CR: 30

AP: 155

The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, and swamps. They are able to speak Pachyderm.

Man, Bandit

STR:20 / DEX:17 / LCK:15 / CON:30 / INT:13 / CHR:18

Type: *Humanoid*

Level: 1

#App: 1-20

Size: *M*

Move: 120'

MR: 30 (*Life*)

Attack: +4

Damage: 1d6+5

L3CR: 18

AP: 30

The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Common.

Man, Berserker

STR:29 / DEX:23 / LCK:18 / CON:65 / INT:17 / CHR:24

Type: *Humanoid*

Level: 5

#App: 1-20

Size: *M*

Move: 120'

MR: 65 (*Life*)

Attack: +7

Damage: 1d6+10

L6CR: 21

AP: 65

The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Common.

Man, Caveman

Type: Humanoid

MR: 35 (Life)

Level: 2

Attack: +4

STR:21 / DEX:18 / LCK:15 / CON:35 / INT:11 / CHR:17

#App: 1-20

Damage: 1d6+5

Size: M

L3CR: 18

Move: 120'

AP: 35

The areas they dwell are the snowy forests, snowy hills, snowy mountains, dungeons, forests, hills, mountains, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Common.

Man, Merchant

Type: Humanoid

MR: 30 (Life)

Level: 1

Attack: +4

STR:15 / DEX:17 / LCK:20 / CON:30 / INT:16 / CHR:21

#App: 1-20

Damage: 1d6+5

Size: M

L3CR: 18

Move: 120'

AP: 30

The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, deserts, swamps, and oceans. They are able to speak Common.

Man, Nomad

Type: Humanoid

MR: 30 (Life)

Level: 1

Attack: +4

STR:17 / DEX:20 / LCK:15 / CON:30 / INT:13 / CHR:18

#App: 1-20

Damage: 1d6+5

Size: M

L3CR: 18

Move: 120'

AP: 30

The areas they dwell are the snowy plains, deserts, and plains. They are able to speak Common.

Man, Pilgrim

Type: Humanoid

MR: 30 (Life)

Level: 1

Attack: +4

STR:15 / DEX:20 / LCK:17 / CON:30 / INT:13 / CHR:18

#App: 1-20

Damage: 1d6+5

Size: M

L3CR: 18

Move: 120'

AP: 30

The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Common.

Man, Pirate

Type: Humanoid

MR: 30 (Life)

Level: 1

Attack: +4

STR:20 / DEX:15 / LCK:17 / CON:30 / INT:13 / CHR:18

#App: 1-20

Damage: 1d6+5

Size: M

L3CR: 18

Move: 120'

AP: 30

The areas they dwell are the swamps, oceans, and jungle/tropical swamps. They are able to speak Common.

Man, Tribe

Type: Humanoid

MR: 35 (Life)

Level: 2

Attack: +4

STR:21 / DEX:18 / LCK:15 / CON:35 / INT:11 / CHR:17

#App: 1-20

Damage: 1d6+5

Size: M

L3CR: 18

Move: 120'

AP: 35

The areas they dwell are the jungle/tropical forests, and jungle/tropical swamps. They are able to speak Common.

Man-Jackal

Type: Beast

MR: 70 (Life)

Level: 4

Attack: +8

STR:24 / DEX:30 / LCK:18 / CON:70 / INT:19 / CHR:26

#App: 1-4

Damage: 1d6+11

Size: S (M)

L7CR: 22

Move: 120'

AP: 70

These humanoid jackals will often assume the form of a human and use their gaze to cause a victim to fall asleep for an hour. If the victim is unaware of the true nature of the creature, they will have to make a L4SR vs. INT or they will fall unconscious. Once this happens, they will be eaten by the creature. They can only be harmed by magical weapons or spells. The areas they dwell are the dungeons, deserts, forests, hills, swamps, jungle/tropical forests, jungle/tropical hills, and jungle/tropical swamps. They are able to speak Canine.

Man-Plant

Type: Plant

MR: 140 (Life)

Level: 9

Attack: +15

STR:24 / DEX:35 / LCK:47 / CON:140 / INT:19 / CHR:28

#App: 1-3

Damage: 1d6+22

Size: L

L14CR: 29

Move: 60'

AP: 140

This humanoid mass of twigs and vines will use their slimy vines if they roll a '1' on their damage die roll. These vines will wrap around the head of a victim for 2d6 combat rounds unless they can make a L9SR vs. STR. This attack damage is in addition to any other damage during that round. Anyone wrapped in the vines cannot attack, but they may make another L9SR vs. STR each combat round to see if they break free. The areas they dwell are the dungeons, swamps, and jungle/tropical swamps. They are able to speak Plant.

Man-Wolf

STR:28 / DEX:36 / LCK:20 / CON:95 / INT:26 / CHR:34

Type: *Beast*

Level: 6

#App: 1-3

Size: M

Move: 150`

MR: 95 (*Life*)

Attack: +10

Damage: 1d6+14

L9CR: 24

AP: 95

These humanoid wolves will often assume the form of a human to attempt to sneak up on prey. They will often dress as a bard and play a song that will make everyone lethargic unless they can make a L6SR vs. INT. Once discovered as their true nature, they stop playing the song and attack. The lethargy lasts for about an hour, where everyone affected reduce their combat dice by half (rounded up). The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Canine.

Manta-Ray

STR:21 / DEX:40 / LCK:30 / CON:110 / INT:1 / CHR:10

Type: *Animal*

Level: 9

#App: 1

Size: L

Move: *Swim* 180`

MR: 110 (*Life*)

Attack: +12

Damage: 1d6+17

L11CR: 26

AP: 110

They will use their poison stinger tail if they roll a '1' on their damage die roll. This poison will cause the target to become paralyzed unless they can make a L9SR vs. CON. This paralysis lasts for 2d6 combat rounds unless cured. The areas they dwell are the oceans. They are able to speak Fish.

Manta-Ray, Fanged

STR:15 / DEX:22 / LCK:19 / CON:40 / INT:15 / CHR:21

Type: *Monster*

Level: 2

#App: 1-20

Size: M

Move: 120`

MR: 40 (*Life*)

Attack: +5

Damage: 1d6+7

L4CR: 19

AP: 40

This intelligent manta-ray creature will use their healing magic if they roll a '1' on their damage die roll, healing themselves 10 points of damage. The areas they dwell are the oceans. They are able to speak Fish.

Manta-Ray, Flying

STR:14 / DEX:19 / LCK:16 / CON:25 / INT:4 / CHR:10

Type: *Beast*

Level: 2

#App: 1-3

Size: S

Move: *Fly* 180`

MR: 25 (*Life*)

Attack: +3

Damage: 1d6+4

L2CR: 17

AP: 25

The areas they dwell are the snowy forests, snowy mountains, dungeons, forests, mountains, swamps, jungle/tropical forests, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Fish.

Mantaran

STR:20 / DEX:36 / LCK:28 / CON:95 / INT:24 / CHR:32

Type: *Insect*

Level: 7

#App: 1-12

Size: M (6`)

Move: 180`

MR: 95 (*Life*)

Attack: +10

Damage: 1d6+14

L9CR: 24

AP: 95

These insect-like humanoids look similar to an ant and is black in color. The areas they dwell are the dungeons. They are able to speak Common, Insect, and Mantaran.

Manticore

STR:37 / DEX:29 / LCK:20 / CON:100 / INT:15 / CHR:23

Type: *Beast*

Level: 7

#App: 1-4

Size: L

Move: 120`/*Fly* 180`

MR: 100 (*Life*)

Attack: +11

Damage: 1d6+16

L10CR: 25

AP: 100

The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, rivers/lakes, deserts, hills, mountains, plains, swamps, oceans, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Manticore.

Mantis, Giant

STR:23 / DEX:46 / LCK:35 / CON:135 / INT:1 / CHR:11

Type: *Insect*

Level: 10

#App: 1

Size: L (12`)

Move: 60`/*Fly* 120`

MR: 135 (*Life*)

Attack: +14

Damage: 1d6+20

L13CR: 28

AP: 135

There is only a 1 in 6 chance that these large insects will be noticed by those passing by, often giving this creature a surprise attack. The areas they dwell are the forests, hills, jungle/tropical forests, and jungle/tropical hills. They are able to speak Insect.

Mastodon

STR:47 / DEX:24 / LCK:35 / CON:140 / INT:17 / CHR:28

Type: *Animal*

Level: 12

#App: 1-12

Size: L (10`)

Move: 150`

MR: 140 (*Life*)

Attack: +15

Damage: 1d6+22

L14CR: 29

AP: 140

The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, deserts, forests, hills, mountains, plains, and swamps. They are able to speak Pachyderm.

Medusa

STR:19 / DEX:34 / LCK:26 / CON:85 / INT:21 / CHR:29

Type: *Monster*

Level: 6

#App: 1-3

Size: M

Move: 90`

MR: 85 (*Life*)

Attack: +9

Damage: 1d6+13

L8CR: 23

AP: 85

They will use their magic gaze if they roll a '1' on their damage die roll. This gaze will turn everyone looking at it into stone unless they can make a L6SR vs. LCK. A L6SR vs. DEX can also be made instead to maybe look away in time. The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Common.

Mermen

STR:18 / DEX:21 / LCK:15 / CON:35 / INT:14 / CHR:20

Type: *Humanoid*

Level: 2

#App: 1-20

Size: M

Move: 10`/*Swim* 180`

MR: 35 (*Life*)

Attack: +4

Damage: 1d6+5

L3CR: 18

AP: 35

The areas they dwell are the rivers/lakes, and oceans. They are able to speak Fish, and Mermen.

Minotaur

STR:35 / DEX:20 / LCK:27 / CON:90 / INT:14 / CHR:22

Type: *Beast*

Level: 7

#App: 1-8

Size: L

Move: 120`

MR: 90 (*Life*)

Attack: +10

Damage: 1d6+14

L9CR: 24

AP: 90

The areas they dwell are the snowy forests, snowy hills, snowy mountains, dungeons, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Minotaur, Ogrish, Orkish, and Trollish.

Monkey, Vile

STR:19 / DEX:32 / LCK:25 / CON:80 / INT:16 / CHR:24

Type: *Monster*

Level: 6

#App: 1-12

Size: M

Move: 90`

MR: 80 (*Life*)

Attack: +9

Damage: 1d6+13

L8CR: 23

AP: 80

These demonic monkeys are quick and hard to hit. Any opponents must discard one of their highest rolled combat dice when fighting it. The areas they dwell are the dungeons, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Simian.

Morlock

STR:24 / DEX:20 / LCK:16 / CON:45 / INT:13 / CHR:19

Type: *Monster*

Level: 2

#App: 1-20

Size: M

Move: 120`

MR: 45 (*Life*)

Attack: +5

Damage: 1d6+7

L4CR: 19

AP: 45

They can see perfectly in non-magical darkness. Any really bright lights will cause them to subtract 2 dice from their combat rolls. The areas they dwell are the dungeons. They are able to speak Goblin.

Muck Man

STR:17 / DEX:14 / LCK:15 / CON:20 / INT:1 / CHR:7

Type: *Beast*

Level: 2

#App: 1-12

Size: S (4`)

Move: 30`

MR: 20 (*Life*)

Attack: +3

Damage: 1d6+4

L2CR: 17

AP: 20

These humanoid forms of mud are immune to spells and can only be harmed by magical weapons. They will throw mud if they roll a '1' on their damage die roll. This mud will cause the victim be covered in mud unless they can make a L2SR vs. LCK or DEX. The areas they dwell are the dungeons, rivers/lakes, swamps, and jungle/tropical swamps.

Mule

STR:20 / DEX:16 / LCK:24 / CON:45 / INT:8 / CHR:14

Type: *Animal*

Level: 3

#App: 1

Size: L

Move: 120`

MR: 45 (*Life*)

Attack: +5

Damage: 1d6+7

L4CR: 19

AP: 45

The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Equine.

Mummy

Type: Undead
MR: 105 (Life)

Level: 7
Attack: +11

STR:39 / DEX:21 / LCK:30 / CON:105 / INT:16 / CHR:24

#App: 1-8
Damage: 1d6+16
Size: M
L10CR: 25
Move: 60`
AP: 105

These creatures will emit an aura of fear if they roll a '1' on their damage die roll, causing targets to flee in terror unless they can make a L7SR vs. INT. This fear lasts for 2d6 combat rounds. They can only be harmed by magical weapons or spells. The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Undead.

Mushroom Man

Type: Plant
MR: 30 (Life)

Level: 3
Attack: +4

#App: 1-12
Damage: 1d6+5

STR:15 / DEX:17 / LCK:20 / CON:30 / INT:11 / CHR:17

Size: S-L (2` per HD)
L3CR: 18
Move: 90`
AP: 30

They will release spores if they roll a '1' on their damage die roll. These spores will cause the victim to suffer a negative 1d6 to STR and DEX due to turning bloated and purple unless they can make a L3SR vs. CON. These spores will have an effect for an entire day unless cured and does not stack in effect. The areas they dwell are the dungeons. They are able to speak Plant.

Mushroom, Purple

Type: Plant
MR: 45 (Life)

Level: 3
Attack: +5

#App: 1-4
Damage: 1d6+7

STR:16 / DEX:20 / LCK:24 / CON:45 / INT:1 / CHR:7

Size: S-M
L4CR: 19
Move: 10`
AP: 45

These mushrooms will use their poison if they roll a '1' on their damage die roll. This poison will cause the victim to rot away unless they can make a L3SR vs. CON. This process takes 10 combat rounds before the victim dies, which they can never be resurrected. It is able to be cured by magical means. If anyone touches these mushrooms, they may suffer the same fate. The areas they dwell are the dungeons. They are able to speak Plant.

Mushroom, Screaming

Type: Plant
MR: 45 (Life)

Level: 3
Attack: +5

#App: 1-8
Damage: 1d6+7

STR:16 / DEX:20 / LCK:24 / CON:45 / INT:1 / CHR:7

Size: S-L
L4CR: 19
Move: 10`
AP: 45

Anyone that gets close to these odd mushrooms will cause them to emit a very loud screaming sound, which may attract nearby monsters. The areas they dwell are the dungeons. They are able to speak Plant.

Naga, Guardian

Type: Monster
MR: 155 (Life)

Level: 12
Attack: +16

#App: 1-2
Damage: 1d6+23

STR:25 / DEX:51 / LCK:38 / CON:155 / INT:32 / CHR:43

Size: L (20`)
L15CR: 30
Move: 150`
AP: 155

Their bite will be poisonous if they roll a '1' on their damage die roll. This poison will cause the victim to die unless they can make a L12SR vs. CON. The areas they dwell are the snowy forests, snowy mountains, dungeons, mountains, swamps, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Naga.

Naga, Spirit

Type: Monster
MR: 120 (Life)

Level: 9
Attack: +13

#App: 1-3
Damage: 1d6+19

STR:22 / DEX:42 / LCK:32 / CON:120 / INT:26 / CHR:35

Size: L (15`)
L12CR: 27
Move: 120`
AP: 120

Their bite will be poisonous if they roll a '1' on their damage die roll. This poison will cause the victim to die unless they can make a L9SR vs. CON. The areas they dwell are the snowy forests, snowy mountains, dungeons, mountains, swamps, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Naga.

Naga, Water

Type: Monster
MR: 105 (Life)

Level: 8
Attack: +11

#App: 1-4
Damage: 1d6+16

STR:21 / DEX:39 / LCK:30 / CON:105 / INT:23 / CHR:32

Size: M (10`)
L10CR: 25
Move: 90`/Swim 180`
AP: 105

Their bite will be poisonous if they roll a '1' on their damage die roll. This poison will cause the victim to die unless they can make a L8SR vs. CON. The areas they dwell are the rivers/lakes, and oceans. They are able to speak Naga.

Narwhale

STR:30 / DEX:18 / LCK:24 / CON:70 / INT:8 / CHR:15

Type: *Animal*

Level: 5

#App: 1-6

Size: L

Move: *Swim 210`*

MR: 70 (*Life*)

Attack: +8

Damage: 1d6+11

L7CR: 22

AP: 70

The areas they dwell are the oceans. They are able to speak Cetacean.

Neptar

STR:19 / DEX:22 / LCK:15 / CON:40 / INT:16 / CHR:22

Type: *Humanoid*

Level: 2

#App: 1-20

Size: M

Move: 120`/*Swim 180`*

MR: 40 (*Life*)

Attack: +5

Damage: 1d6+7

L4CR: 19

AP: 40

These humanoid fish-men live in the oceans of the world. They can come onto land whenever they feel the need, which is usually to pillage coastal settlements. The areas they dwell are the oceans. They are able to speak Common, Fish, and Neptar.

Nereid

STR:15 / DEX:19 / LCK:22 / CON:40 / INT:16 / CHR:23

Type: *Fey*

Level: 4

#App: 1-4

Size: M

Move: 120`

MR: 40 (*Life*)

Attack: +5

Damage: 1d6+7

L4CR: 19

AP: 40

These water female creatures will charm a male victim if they roll a '1' on their damage die roll. This charm will last forever unless they can make a L4SR vs. INT. Anyone charmed will be taken as a husband while a water breathing spell is cast on them to allow them to live underwater. The charm is broken if the nereid were killed or the nereid release them voluntarily. If the target is a not male, then they will instead suffer from blindness for 1d6 combat rounds where they can only use half of their combat dice (rounded up). The areas they dwell are the rivers/lakes, and oceans. They are able to speak Any.

Nixie

STR:14 / DEX:15 / LCK:17 / CON:20 / INT:14 / CHR:19

Type: *Fey*

Level: 1

#App: 1-20

Size: S (4`)

Move: 60`/*Swim 120`*

MR: 20 (*Life*)

Attack: +3

Damage: 1d6+4

L2CR: 17

AP: 20

These water sprites will charm a victim if they roll a '1' on their damage die roll. This charm will last forever unless they can make a L1SR vs. INT. Anyone charmed will be taken as a slave while a water breathing spell is cast on them to allow them to live underwater. The charm is broken if the nixie were killed or the nixie release them voluntarily. The areas they dwell are the rivers/lakes, and oceans. They are able to speak Any.

Nymph

STR:15 / DEX:18 / LCK:21 / CON:35 / INT:20 / CHR:26

Type: *Fey*

Level: 3

#App: 1-4

Size: M

Move: 120`

MR: 35 (*Life*)

Attack: +4

Damage: 1d6+5

L3CR: 18

AP: 35

Although friendly by nature, anyone attacking these beautiful female-looking creatures may suffer a horrible fate. They will undress if they roll a '1' on their damage die roll. Anyone looking upon them naked will die unless they can make a L3SR vs. LCK. A L3SR vs. DEX can also be made instead to maybe look away in time. The areas they dwell are the snowy forests, snowy hills, snowy mountains, rivers/lakes, forests, hills, mountains, oceans, jungle/tropical forests, and jungle/tropical hills. They are able to speak Fey.

Octopus, Giant

STR:28 / DEX:36 / LCK:20 / CON:95 / INT:11 / CHR:20

Type: *Animal*

Level: 8

#App: 1-3

Size: L

Move: 30`/*Swim 120`*

MR: 95 (*Life*)

Attack: +10

Damage: 1d6+14

L9CR: 24

AP: 95

The areas they dwell are the rivers/lakes, and oceans. They are able to speak Fish.

Ogre

STR:31 / DEX:25 / LCK:18 / CON:75 / INT:13 / CHR:20

Type: *Giant*

Level: 5

#App: 1-12

Size: L (8`)

Move: 90`

MR: 75 (*Life*)

Attack: +8

Damage: 1d6+11

L7CR: 22

AP: 75

The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Ogrish.

Ogre Mage

STR:35 / DEX:20 / LCK:27 / CON:90 / INT:24 / CHR:32

Type: Giant **Level:** 6 **#App:** 1-6 **Size:** L (10.5') **Move:** 90`/Fly 150`
MR: 90 (Life) **Attack:** +10 **Damage:** 1d6+14 **L9CR:** 24 **AP:** 90

These ogres have magical abilities that they use whenever the need arises. They can fly or turn to smoke. They can appear to be a human if they wish. The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Ogrish.

Ogre, Sea

STR:32 / DEX:25 / LCK:19 / CON:80 / INT:15 / CHR:22

Type: Giant **Level:** 5 **#App:** 1-14 **Size:** L (9') **Move:** 60`/Swim 120`
MR: 80 (Life) **Attack:** +9 **Damage:** 1d6+13 **L8CR:** 23 **AP:** 80

These ogres live under the sea and are covered in blue scales. They will always gain the surprise when underwater, but not when they come on land. The areas they dwell are the rivers/lakes, swamps, and jungle/tropical swamps. They are able to speak Ogrish.

Oozing Man

STR:20 / DEX:27 / LCK:35 / CON:90 / INT:10 / CHR:17

Type: Slime **Level:** 5 **#App:** 1-2 **Size:** M **Move:** 60`
MR: 90 (Life) **Attack:** +10 **Damage:** 1d6+14 **L9CR:** 24 **AP:** 90

This creature takes on a humanoid shape but is made completely of a dark red slime. If they roll a '1' on their damage die roll, they will cover a random metal object (worn or equipped by a target in front of them) with this slime. The areas they dwell are the dungeons.

Orke

STR:20 / DEX:17 / LCK:15 / CON:30 / INT:10 / CHR:15

Type: Humanoid **Level:** 1 **#App:** 1-20 **Size:** M (6'+) **Move:** 90`
MR: 30 (Life) **Attack:** +4 **Damage:** 1d6+5 **L3CR:** 18 **AP:** 30

The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Goblin, Ogrish, and Orkish.

Ostryx

STR:16 / DEX:25 / LCK:20 / CON:50 / INT:6 / CHR:12

Type: Animal **Level:** 3 **#App:** 1-6 **Size:** L (7'+) **Move:** 180`
MR: 50 (Life) **Attack:** +6 **Damage:** 1d6+8 **L5CR:** 20 **AP:** 50

These large birds cannot fly but run on their two legs and attack with a powerful beak. The areas they dwell are the forests, hills, plains, swamps, jungle/tropical forests, jungle/tropical hills, and jungle/tropical swamps. They are able to speak Avian.

Otter

STR:15 / DEX:18 / LCK:21 / CON:35 / INT:5 / CHR:10

Type: Animal **Level:** 1 **#App:** 1-4 **Size:** S **Move:** 120`/Swim 180`
MR: 35 (Life) **Attack:** +4 **Damage:** 1d6+5 **L3CR:** 18 **AP:** 35

The areas they dwell are the rivers/lakes. They are able to speak Ursine.

Otter, Giant

STR:18 / DEX:25 / LCK:31 / CON:75 / INT:11 / CHR:18

Type: Animal **Level:** 5 **#App:** 1-5 **Size:** L **Move:** 90`/Swim 180`
MR: 75 (Life) **Attack:** +8 **Damage:** 1d6+11 **L7CR:** 22 **AP:** 75

The areas they dwell are the rivers/lakes. They are able to speak Ursine.

Owl

STR:15 / DEX:21 / LCK:18 / CON:35 / INT:5 / CHR:10

Type: Animal **Level:** 1 **#App:** 1 **Size:** S (4-5') **Move:** 10`/Fly 270`
MR: 35 (Life) **Attack:** +4 **Damage:** 1d6+5 **L3CR:** 18 **AP:** 35

The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Avian.

Owl Beast

STR:34 / DEX:26 / LCK:19 / CON:85 / INT:14 / CHR:22

Type: *Beast* **Level:** 6 **#App:** 1-5 **Size:** L (8') **Move:** 120`
MR: 85 (Life) **Attack:** +9 **Damage:** 1d6+13 **L8CR:** 23 **AP:** 85

These creatures look like an ogre covered in reddish orange feathers and with huge claws. They have a head similar to an owl, with a powerful beak. The areas they dwell are the snowy forests, dungeons, forests, mountains, and swamps. They are able to speak Avian.

Owl, Giant

STR:17 / DEX:27 / LCK:22 / CON:60 / INT:10 / CHR:17

Type: *Animal* **Level:** 4 **#App:** 1-5 **Size:** M **Move:** 30`/Fly 180`
MR: 60 (Life) **Attack:** +7 **Damage:** 1d6+10 **L6CR:** 21 **AP:** 60

The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Avian.

Pegasus

STR:17 / DEX:27 / LCK:22 / CON:60 / INT:14 / CHR:21

Type: *Beast* **Level:** 4 **#App:** 1-10 **Size:** L **Move:** 240`/Fly 480`
MR: 60 (Life) **Attack:** +7 **Damage:** 1d6+10 **L6CR:** 21 **AP:** 60

The areas they dwell are the snowy forests, snowy mountains, rivers/lakes, deserts, forests, hills, mountains, oceans, jungle/tropical forests, jungle/tropical hills, and jungle/tropical mountains. They are able to speak Equine.

Peryton

STR:21 / DEX:26 / LCK:17 / CON:55 / INT:14 / CHR:21

Type: *Beast* **Level:** 4 **#App:** 1-8 **Size:** M **Move:** 120`/Fly 210`
MR: 55 (Life) **Attack:** +6 **Damage:** 1d6+8 **L5CR:** 20 **AP:** 55

These creatures have the head, neck, forelegs and antlers of a stag, combined with the plumage, wings and hindquarters of a large bird. They can only be harmed by magical weapons or spells. The areas they dwell are the snowy hills, snowy mountains, hills, mountains, jungle/tropical hills, and jungle/tropical mountains. They are able to speak Avian, and Bovine.

Phantom

STR:15 / DEX:19 / LCK:22 / CON:40 / INT:1 / CHR:6

Type: *Undead* **Level:** 1 **#App:** 1 **Size:** M **Move:** 90`
MR: 40 (Life) **Attack:** +5 **Damage:** 1d6+7 **L4CR:** 19 **AP:** 40

These creatures will produce a scary illusion if they roll a '1' on their damage die roll, causing targets to flee in terror unless they can make a L1SR vs. INT. This fear lasts for 1d6 combat rounds. They can only be harmed by magical weapons or spells. The areas they dwell are the dungeons, swamps, and jungle/tropical swamps. They are able to speak Undead.

Phoenix

STR:34 / DEX:79 / LCK:56 / CON:265 / INT:45 / CHR:60

Type: *Planar* **Level:** 20 **#App:** 1-4 **Size:** M **Move:** 60`/Fly 390`
MR: 265 (Life) **Attack:** +27 **Damage:** 1d6+40 **L26CR:** 41 **AP:** 265

This flaming bird will flap their fire wings if they roll a '1' on their damage die roll. This flame will automatically do 4d6 points of damage to everyone near the phoenix unless the targets can make a L20SR vs. LCK or DEX. This attack damage is in addition to any other damage during that round. If slain, the phoenix will turn into a pile of ash. If left alone, the phoenix will rise from those ashes the next day. If separated, they will not. The ashes can be sold to alchemists for very good price. The areas they dwell are the snowy forests, snowy plains, forests, plains, and jungle/tropical forests. They are able to speak Avian.

Pike, Giant

STR:18 / DEX:29 / LCK:23 / CON:65 / INT:1 / CHR:8

Type: *Animal* **Level:** 4 **#App:** 1-8 **Size:** L (9-14') **Move:** Swim 360`
MR: 65 (Life) **Attack:** +7 **Damage:** 1d6+10 **L6CR:** 21 **AP:** 65

The areas they dwell are the rivers/lakes. They are able to speak Fish.

Pixie

STR:15 / DEX:17 / LCK:20 / CON:30 / INT:19 / CHR:24

Type: Fey

Level: 1

#App: 1-8

Size: S (2.5')

Move: 60' Fly 120'

MR: 30 (Life)

Attack: +4

Damage: 1d6+5

L3CR: 18

AP: 30

Pixies always gain the surprise. They will use their special ability if they roll a '1' on their damage die roll. Roll 1 die to determine the ability. A roll of 1-3 means their sleeping toxin on their weapon hits someone. This toxin will make the victim fall asleep for 1d6 combat rounds unless they can make a L1SR vs. CON. If there are no more awake opponents, the pixie will steal all of the possessions of the victim(s). On a roll of 4-6, they will turn invisible. This happens before the start of the next combat round and will let the sprite get a free attack as though it got the surprise. The invisibility only lasts for one combat round, which they will reappear. The areas they dwell are the snowy forests, forests, and jungle/tropical forests. They are able to speak Elven, and Fey.

Plant, Whipper

STR:16 / DEX:20 / LCK:25 / CON:50 / INT:8 / CHR:14

Type: Plant

Level: 3

#App: 1-2

Size: Varies

Move: 30'

MR: 50 (Life)

Attack: +6

Damage: 1d6+8

L5CR: 20

AP: 50

This plant whips its vines around to attack, where it can only be truly killed if the roots are destroyed. The areas they dwell are the dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Plant.

Poltergeist

STR:13 / DEX:13 / LCK:14 / CON:5 / INT:6 / CHR:11

Type: Undead

Level: 1

#App: 1-8

Size: M

Move: 60'

MR: 5 (Life)

Attack: +1

Damage: 1d6+1

L1CR: 16

AP: 5

These undead spirits always stay in the same place and are always invisible. This causes anyone attacking them to only use half of their combat dice (rounded up). If the poltergeist were to roll a '1' on their damage die roll, they will cause a target to flee in terror for 1d6 combat rounds unless they can make a L1SR vs. INT. The areas they dwell are the snowy forests, snowy mountains, dungeons, deserts, and swamps. They are able to speak Undead.

Pony

STR:18 / DEX:15 / LCK:21 / CON:35 / INT:5 / CHR:11

Type: Animal

Level: 2

#App: 1

Size: L

Move: 120'

MR: 35 (Life)

Attack: +4

Damage: 1d6+5

L3CR: 18

AP: 35

The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Equine.

Porcupine, Giant

STR:19 / DEX:26 / LCK:34 / CON:85 / INT:10 / CHR:18

Type: Animal

Level: 6

#App: 1-2

Size: L

Move: 60'

MR: 85 (Life)

Attack: +9

Damage: 1d6+13

L8CR: 23

AP: 85

They will shoot their quills if they roll a '1' on their damage die roll. These quills will automatically do 2d6 points of damage to everyone near the porcupine unless the targets can make a L6SR vs. LCK or DEX. This attack damage is in addition to any other damage during that round. The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, forests, hills, mountains, plains, and swamps. They are able to speak Rodent.

Ram

STR:19 / DEX:22 / LCK:15 / CON:40 / INT:5 / CHR:11

Type: Animal

Level: 2

#App: 1-6

Size: M

Move: 150'

MR: 40 (Life)

Attack: +5

Damage: 1d6+7

L4CR: 19

AP: 40

The areas they dwell are the snowy hills, snowy mountains, snowy plains, deserts, hills, mountains, and plains. They are able to speak Bovine.

Ram, Giant

STR:22 / DEX:27 / LCK:17 / CON:60 / INT:7 / CHR:14

Type: Animal

Level: 4

#App: 1-8

Size: L (6')

Move: 150'

MR: 60 (Life)

Attack: +7

Damage: 1d6+10

L6CR: 21

AP: 60

The areas they dwell are the snowy hills, snowy mountains, hills, and mountains. They are able to speak Bovine.

Rat

STR:13 / DEX:14 / LCK:15 / CON:10 / INT:2 / CHR:7

Type: *Animal*

Level: 1

#App: 1-20

Size: S

Move: 120`

MR: 10 (*Life*)

Attack: +2

Damage: 1d6+2

L1CR: 16

AP: 10

The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Rodent.

Rat, Giant

STR:14 / DEX:15 / LCK:17 / CON:20 / INT:1 / CHR:6

Type: *Animal*

Level: 1

#App: 1-12

Size: S

Move: 90`

MR: 20 (*Life*)

Attack: +3

Damage: 1d6+4

L2CR: 17

AP: 20

The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Rodent.

Rattanu

STR:18 / DEX:29 / LCK:23 / CON:65 / INT:19 / CHR:26

Type: *Humanoid*

Level: 4

#App: 1-16

Size: S-M

Move: 120`

MR: 65 (*Life*)

Attack: +7

Damage: 1d6+10

L6CR: 21

AP: 65

These humanoid rats often live in abandoned buildings or under the city streets. They can fit through spaces that are just a tad too small for a human to fit through. The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, deserts, and swamps. They are able to speak Goblin, Rattanu, and Rodent.

Raven

STR:14 / DEX:17 / LCK:15 / CON:20 / INT:3 / CHR:8

Type: *Animal*

Level: 1

#App: 1-16

Size: S (2-4`)

Move: 10`/Fly 360`

MR: 20 (*Life*)

Attack: +3

Damage: 1d6+4

L2CR: 17

AP: 20

The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Avian.

Raven, Giant

STR:18 / DEX:30 / LCK:24 / CON:70 / INT:11 / CHR:18

Type: *Animal*

Level: 4

#App: 1-12

Size: M-L (6-10`)

Move: 30`/Fly 180`

MR: 70 (*Life*)

Attack: +8

Damage: 1d6+11

L7CR: 22

AP: 70

The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Avian.

Raven, Huge

STR:15 / DEX:20 / LCK:17 / CON:30 / INT:6 / CHR:11

Type: *Animal*

Level: 1

#App: 1-8

Size: M (4-6`)

Move: 10`/Fly 270`

MR: 30 (*Life*)

Attack: +4

Damage: 1d6+5

L3CR: 18

AP: 30

The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Avian.

Revenant

STR:32 / DEX:19 / LCK:25 / CON:80 / INT:24 / CHR:33

Type: *Undead*

Level: 8

#App: 1

Size: M

Move: 90`

MR: 80 (*Life*)

Attack: +9

Damage: 1d6+13

L8CR: 23

AP: 80

These undead creatures are those that risen to seek revenge on those that killed them. They will often leave others alone unless attacked. The areas they dwell are the snowy forests, snowy hills, dungeons, and swamps. They are able to speak Common, and Undead.

Rhinoceros

STR:40 / DEX:21 / LCK:30 / CON:110 / INT:12 / CHR:21

Type: *Animal*

Level: 9

#App: 1-6

Size: L

Move: 120`

MR: 110 (*Life*)

Attack: +12

Damage: 1d6+17

L11CR: 26

AP: 110

The areas they dwell are the deserts, forests, hills, mountains, plains, swamps, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Pachyderm.

Rhinoceros, Woolly

STR:49 / DEX:24 / LCK:36 / CON:145 / INT:16 / CHR:27

Type: *Animal* **Level:** 12 **#App:** 1-4 **Size:** L **Move:** 120`
MR: 145 (*Life*) **Attack:** +15 **Damage:** 1d6+22 **L14CR:** 29 **AP:** 145

The areas they dwell are the deserts, forests, hills, mountains, plains, swamps, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Pachyderm.

Roc

STR:65 / DEX:47 / LCK:30 / CON:210 / INT:22 / CHR:36

Type: *Beast* **Level:** 18 **#App:** 1-2 **Size:** L (60`+)
MR: 210 (*Life*) **Attack:** +22 **Damage:** 1d6+32 **L21CR:** 36 **AP:** 210

The areas they dwell are the jungle/tropical mountains. They are able to speak Avian.

Rock Tentacle

STR:40 / DEX:30 / LCK:21 / CON:110 / INT:25 / CHR:33

Type: *Monster* **Level:** 6 **#App:** 1 **Size:** M **Move:** 10`
MR: 110 (*Life*) **Attack:** +12 **Damage:** 1d6+17 **L11CR:** 26 **AP:** 110

These rocky, stalagmite looking creatures will attack with their 4 tentacles. They will use their tentacle spikes if they roll a '1' on their damage die roll. These spikes will cause the victim to suffer 2d6 points of damage unless they can make a L6SR vs. LCK or DEX. The areas they dwell are the snowy hills, snowy mountains, dungeons, mountains, jungle/tropical hills, and jungle/tropical mountains.

Sabretooth Tiger

STR:29 / DEX:37 / LCK:20 / CON:100 / INT:11 / CHR:20

Type: *Animal* **Level:** 8 **#App:** 1-2 **Size:** L **Move:** 120`
MR: 100 (*Life*) **Attack:** +11 **Damage:** 1d6+16 **L10CR:** 25 **AP:** 100

The areas they dwell are the jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Feline.

Satyr

STR:18 / DEX:31 / LCK:25 / CON:75 / INT:20 / CHR:27

Type: *Fey* **Level:** 5 **#App:** 1-8 **Size:** M **Move:** 180`
MR: 75 (*Life*) **Attack:** +8 **Damage:** 1d6+11 **L7CR:** 22 **AP:** 75

If they roll a '1' on their damage die roll, the satyr will play a song on their musical pipes. To determine which song, roll 1 die (1-Confusion:Characters attack each other; 2-Sleep:Characters pass out for 1d6 combat rounds; 3-Soothing:Characters stop fighting for 1d6 combat rounds; 4-Fear:Characters run away in terror for 1d6 combat rounds; 5-Relax:Characters begin to remove all equipment and clothing, dropping it to the ground where they will miss the next combat round picking it all up; 6-Sadness:Characters begin to cry for 1d6 combat rounds where the tears cause them to use only half of the combat dice[rounded up] during that time). This song will affect everyone near the satyr unless the targets can make a L5SR vs. INT. They can also choose to make a L5SR vs. DEX to see if they cover their ears in time. This song is in addition to any other damage during that round. The areas they dwell are the hills. They are able to speak Common, Elven, and Fey.

Sauriman

STR:26 / DEX:21 / LCK:17 / CON:55 / INT:13 / CHR:19

Type: *Reptile* **Level:** 3 **#App:** 1-20 **Size:** M (7') **Move:** 60`/Swim 120`
MR: 55 (*Life*) **Attack:** +6 **Damage:** 1d6+8 **L5CR:** 20 **AP:** 55

These lizardmen often live in jungles and swamps. They have dark green to greenish-blue scales and are strictly carnivores. The areas they dwell are the dungeons, rivers/lakes, swamps, and jungle/tropical swamps. They are able to speak Common, Saurian, and Sauriman.

Sauriman, Desert

STR:26 / DEX:21 / LCK:17 / CON:55 / INT:11 / CHR:17

Type: *Reptile* **Level:** 3 **#App:** 1-20 **Size:** M **Move:** 90`
MR: 55 (*Life*) **Attack:** +6 **Damage:** 1d6+8 **L5CR:** 20 **AP:** 55

These orange scaled lizardmen will use their fire breath if they roll a '1' on their damage die roll. This breath will automatically do 1d6 points of damage to everyone in front of the lizard man unless the targets can make a L3SR vs. LCK or DEX. This attack damage is in addition to any other damage during that round. The areas they dwell are the dungeons, deserts, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Common, Saurian, and Sauriman.

Scarecrow

STR:24 / DEX:30 / LCK:18 / CON:70 / INT:1 / CHR:8

Type: Construct

Level: 5

#App: 1-6

Size: M

Move: 60`

MR: 70 (Life)

Attack: +8

Damage: 1d6+11

L7CR: 22

AP: 70

The pumpkin head of this scarecrow will use a magic gaze if they roll a '1' on their damage die roll. This gaze will turn everyone looking at it into straw unless they can make a L5SR vs. LCK. A L5SR vs. DEX can also be made instead to maybe look away in time. The areas they dwell are the dungeons.

Scorpion, Clockwork

STR:27 / DEX:22 / LCK:17 / CON:60 / INT:1 / CHR:6

Type: Construct

Level: 1

#App: 1

Size: L (9`)

Move: 120`

MR: 60 (Life)

Attack: +7

Damage: 1d6+10

L6CR: 21

AP: 60

This magically constructed scorpion can only be harmed by magical weapons. Spells do not harm them. Their sting will be poisonous if they roll a '1' on their damage die roll. This poison will cause the victim to die unless they can make a L1SR vs. CON. The areas they dwell are the dungeons.

Scorpion, Giant

STR:20 / DEX:36 / LCK:28 / CON:95 / INT:1 / CHR:9

Type: Insect

Level: 6

#App: 1-4

Size: M

Move: 150`

MR: 95 (Life)

Attack: +10

Damage: 1d6+14

L9CR: 24

AP: 95

They will use their poison stinger if they roll a '1' on their damage die roll. This poison will cause the victim to die unless they can make a L6SR vs. CON. The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Spider.

Scorpion, Huge

STR:19 / DEX:32 / LCK:25 / CON:80 / INT:1 / CHR:8

Type: Insect

Level: 5

#App: 1-4

Size: M

Move: 120`

MR: 80 (Life)

Attack: +9

Damage: 1d6+13

L8CR: 23

AP: 80

They will use their poison stinger if they roll a '1' on their damage die roll. This poison will cause the victim to die unless they can make a L5SR vs. CON. The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Spider.

Scorpion, Large

STR:17 / DEX:26 / LCK:21 / CON:55 / INT:1 / CHR:7

Type: Insect

Level: 3

#App: 1-6

Size: S

Move: 90`

MR: 55 (Life)

Attack: +6

Damage: 1d6+8

L5CR: 20

AP: 55

They will use their poison stinger if they roll a '1' on their damage die roll. This poison will cause the victim to die unless they can make a L3SR vs. CON. The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Spider.

Sea Folk

STR:17 / DEX:26 / LCK:21 / CON:55 / INT:20 / CHR:26

Type: Humanoid

Level: 3

#App: 1-20

Size: M-L

Move: 120`/Swim 240`

MR: 55 (Life)

Attack: +6

Damage: 1d6+8

L5CR: 20

AP: 55

These humanoid fish will throw a net if they roll a '1' on their damage die roll. This net will cause the victim to be immobilized unless they can make a L3SR vs. STR. The areas they dwell are the oceans. They are able to speak Common, and Fish.

Sea Horse, Giant

STR:16 / DEX:24 / LCK:20 / CON:45 / INT:8 / CHR:14

Type: Animal

Level: 3

#App: 1-20

Size: L

Move: 210`

MR: 45 (Life)

Attack: +5

Damage: 1d6+7

L4CR: 19

AP: 45

The areas they dwell are the oceans. They are able to speak Fish.

Sea Lion

STR:26 / DEX:34 / LCK:19 / CON:85 / INT:12 / CHR:20

Type: *Beast*

Level: 6

#App: 1-10

Size: L

Move: 180`

MR: 85 (*Life*)

Attack: +9

Damage: 1d6+13

L8CR: 23

AP: 85

The areas they dwell are the oceans. They are able to speak Feline, and Fish.

Serpent, Flying

STR:22 / DEX:41 / LCK:31 / CON:115 / INT:30 / CHR:39

Type: *Reptile*

Level: 9

#App: 1-4

Size: M (12`)

Move: 60`/Fly 180`

MR: 115 (*Life*)

Attack: +12

Damage: 1d6+17

L11CR: 26

AP: 115

Their bite will be poisonous if they roll a '1' on their damage die roll. This poison will cause the victim to die unless they can make a L9SR vs. CON. The areas they dwell are the dungeons, and jungle/tropical hills. They are able to speak Serpentine.

Shade

STR:18 / DEX:24 / LCK:30 / CON:70 / INT:21 / CHR:27

Type: *Undead*

Level: 3

#App: 1-2

Size: As original creature

Move: Unique

MR: 70 (*Life*)

Attack: +8

Damage: 1d6+11

L7CR: 22

AP: 70

These creatures were once humanoids that were killed by the corruption of powerful dark magic. They now roam the world in a shadowy form that mimics their past form. They can only be harmed by magical weapons or spells. The areas they dwell are the snowy mountains, snowy plains, dungeons, deserts, mountains, plains, swamps, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Undead.

Shadow

STR:17 / DEX:21 / LCK:26 / CON:55 / INT:11 / CHR:18

Type: *Undead*

Level: 4

#App: 1-12

Size: M

Move: 120`

MR: 55 (*Life*)

Attack: +6

Damage: 1d6+8

L5CR: 20

AP: 55

These shadowy creatures can only be harmed by magical weapons or spells. They will drain a victim of 1 STR point if they roll a '1' on their damage die roll. The areas they dwell are the snowy forests, snowy mountains, dungeons, forests, mountains, swamps, jungle/tropical forests, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Undead.

Shark

STR:25 / DEX:32 / LCK:19 / CON:80 / INT:1 / CHR:9

Type: *Animal*

Level: 6

#App: 1-10

Size: M-L

Move: Swim 240`

MR: 80 (*Life*)

Attack: +9

Damage: 1d6+13

L8CR: 23

AP: 80

The areas they dwell are the oceans. They are able to speak Fish.

Shark, Land

STR:42 / DEX:32 / LCK:22 / CON:120 / INT:13 / CHR:22

Type: *Monster*

Level: 9

#App: 1-2

Size: L (9.5`)

Move: 140`/Burrow 30`

MR: 120 (*Life*)

Attack: +13

Damage: 1d6+19

L12CR: 27

AP: 120

The areas they dwell are the deserts, forests, hills, and plains.

Shark, Megalodon

STR:36 / DEX:49 / LCK:24 / CON:145 / INT:1 / CHR:12

Type: *Animal*

Level: 12

#App: 1-3

Size: L

Move: Swim 180`

MR: 145 (*Life*)

Attack: +15

Damage: 1d6+22

L14CR: 29

AP: 145

The areas they dwell are the oceans. They are able to speak Fish.

Shedu

STR:34 / DEX:45 / LCK:23 / CON:130 / INT:29 / CHR:39

Type: *Beast*

Level: 10

#App: 1-8

Size: L

Move: 120`/Fly 240`

MR: 130 (*Life*)

Attack: +14

Damage: 1d6+20

L13CR: 28

AP: 130

These magical creatures have a bull or lion body, eagle wings, and a human head. Only magical weapons or spells can harm them. The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, rivers/lakes, deserts, hills, mountains, plains, swamps, oceans, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Sphinx.

Shedu, Greater

STR:44 / DEX:60 / LCK:28 / CON:190 / INT:39 / CHR:51

Type: *Beast* **Level:** 15 **#App:** 1-2 **Size:** L (6`) **Move:** 150`/Fly 300`
MR: 190 (*Life*) **Attack:** +20 **Damage:** 1d6+29 **L19CR:** 34 **AP:** 190

These magical creatures have a bull or lion body, eagle wings, and a human head. Only magical weapons or spells can harm them. The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, rivers/lakes, deserts, hills, mountains, plains, swamps, oceans, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Sphinx.

Skeletal Animal

STR:15 / DEX:17 / LCK:14 / CON:20 / INT:1 / CHR:6

Type: *Undead* **Level:** 1 **#App:** 1-12 **Size:** S-M **Move:** 60`
MR: 20 (*Life*) **Attack:** +3 **Damage:** 1d6+4 **L2CR:** 17 **AP:** 20

The areas they dwell are the dungeons, swamps, and jungle/tropical swamps.

Skeletal Knight

STR:35 / DEX:47 / LCK:24 / CON:140 / INT:30 / CHR:40

Type: *Undead* **Level:** 10 **#App:** 1 **Size:** M **Move:** 60`
MR: 140 (*Life*) **Attack:** +15 **Damage:** 1d6+22 **L14CR:** 29 **AP:** 140

The areas they dwell are the dungeons.

Skeletal Wizard

STR:34 / DEX:45 / LCK:23 / CON:130 / INT:31 / CHR:40

Type: *Undead* **Level:** 9 **#App:** 1 **Size:** M **Move:** 60`
MR: 130 (*Life*) **Attack:** +14 **Damage:** 1d6+20 **L13CR:** 28 **AP:** 130

Only magical weapons or spells can affect these undead wizards...which were killed by their own magic causing them to roam the world in this fashion. They will unleash a magical spell if they roll a '1' on their damage die roll. This magic will take one of 6 forms on a single opponent. To determine which spell, roll 1 die (1-Disintegrates and dies; 2-Scared and runs away for 2d6 combat rounds; 3-Turns to solid crystal and dies; 4-Sleep for 2d6 combat rounds; 5-Flamed for 2d6 points of damage; 6-Charms where they attack friends for 2d6 combat rounds). A L9SR vs. LCK can be made to avoid the effects. The areas they dwell are the dungeons. They are able to speak Common, Undead, and Wizard Speech.

Skeleton

STR:16 / DEX:19 / LCK:14 / CON:25 / INT:1 / CHR:6

Type: *Undead* **Level:** 1 **#App:** 1-20 **Size:** M **Move:** 120`
MR: 25 (*Life*) **Attack:** +3 **Damage:** 1d6+4 **L2CR:** 17 **AP:** 25

The areas they dwell are the dungeons, swamps, and jungle/tropical swamps.

Skunk

STR:13 / DEX:15 / LCK:16 / CON:15 / INT:3 / CHR:8

Type: *Animal* **Level:** 1 **#App:** 1-6 **Size:** S **Move:** 120`
MR: 15 (*Life*) **Attack:** +2 **Damage:** 1d6+2 **L1CR:** 16 **AP:** 15

They will squirt musk if they roll a '1' on their damage die roll. This musk will cause the victim to smell horribly unless they can make a L1SR vs. LCK or DEX. While they smell, they will not be welcome in any civilizations and often have to burn their clothes or destroy their armor. They can attempt to wash their armor or clothing, but it would take a full day to accomplish this. The areas they dwell are the snowy forests, snowy hills, snowy mountains, dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Rodent.

Skunk, Giant

STR:18 / DEX:23 / LCK:29 / CON:65 / INT:8 / CHR:15

Type: *Animal* **Level:** 5 **#App:** 1 **Size:** M **Move:** 90`
MR: 65 (*Life*) **Attack:** +7 **Damage:** 1d6+10 **L6CR:** 21 **AP:** 65

They will squirt musk if they roll a '1' on their damage die roll. This musk will cause the victim to smell horribly unless they can make a L5SR vs. LCK or DEX. While they smell, they will not be welcome in any civilizations and often have to burn their clothes or destroy their armor. They can attempt to wash their armor or clothing, but it would take a full day to accomplish this. The areas they dwell are the snowy forests, snowy hills, snowy mountains, dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Rodent.

Slime, Green

STR:16 / DEX:20 / LCK:25 / CON:50 / INT:1 / CHR:8

Type: *Slime*

Level: 4

#App: 1

Size: L (10`)

Move: 60`

MR: 50 (*Life*)

Attack: +6

Damage: 1d6+8

L5CR: 20

AP: 50

They will use their poison slime if they roll a '1' on their damage die roll. This poison will cause the target to become paralyzed unless they can make a L4SR vs. CON. This paralysis lasts for 1 combat round. The areas they dwell are the dungeons, mountains, and jungle/tropical mountains.

Slitheran

STR:20 / DEX:37 / LCK:29 / CON:100 / INT:28 / CHR:36

Type: *Reptile*

Level: 7

#App: 1-4

Size: M

Move: 90`

MR: 100 (*Life*)

Attack: +11

Damage: 1d6+16

L10CR: 25

AP: 100

These serpent men will bite if they roll a '1' on their damage die roll. This poisonous bite will cause the victim to suffer a negative 2d6 to STR unless they can make a L7SR vs. CON. The `slitheran poison` will last an entire day unless cured and does not stack in effect. The areas they dwell are the dungeons, and jungle/tropical forests. They are able to speak Common, Saurian, Serpentine, and Slitheran.

Slug, Cave

STR:34 / DEX:19 / LCK:26 / CON:85 / INT:10 / CHR:17

Type: *Monster*

Level: 5

#App: 1-12

Size: M

Move: 10`

MR: 85 (*Life*)

Attack: +9

Damage: 1d6+13

L8CR: 23

AP: 85

The areas they dwell are the dungeons. They are able to speak Slug.

Slug, Giant

STR:45 / DEX:23 / LCK:34 / CON:130 / INT:1 / CHR:12

Type: *Monster*

Level: 12

#App: 1

Size: L

Move: 60`

MR: 130 (*Life*)

Attack: +14

Damage: 1d6+20

L13CR: 28

AP: 130

These slugs will spit acid if they roll a '1' on their damage die roll. This acid will cause the victim to suffer 3d6 points of damage unless they can make a L12SR vs. LCK or DEX. The acid also eats away all of the equipment the target holds, unless it is magical. The areas they dwell are the dungeons. They are able to speak Slug.

Snake, Amphisbaena

STR:28 / DEX:36 / LCK:20 / CON:95 / INT:11 / CHR:19

Type: *Reptile*

Level: 6

#App: 1-3

Size: M

Move: 120`

MR: 95 (*Life*)

Attack: +10

Damage: 1d6+14

L9CR: 24

AP: 95

This snake has heads at each end. Their bite will be poisonous if they roll a '1' on their damage die roll. This poison will cause the victim to die unless they can make a L6SR vs. CON, two times in a row. The areas they dwell are the dungeons, forests, mountains, plains, swamps, jungle/tropical forests, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Serpentine.

Snake, Constrictor

STR:27 / DEX:22 / LCK:17 / CON:60 / INT:7 / CHR:14

Type: *Reptile*

Level: 4

#App: 1-2

Size: M (15`)

Move: 90`

MR: 60 (*Life*)

Attack: +7

Damage: 1d6+10

L6CR: 21

AP: 60

They will grab and constrict a target if they roll a '1' on their damage die roll unless the target can make a L4SR vs. STR to stop it. Anyone held by this creature takes all of the combat damage dealt each combat round. The areas they dwell are the dungeons, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Serpentine.

Snake, Constrictor, Mystical

STR:36 / DEX:28 / LCK:20 / CON:95 / INT:11 / CHR:19

Type: *Reptile*

Level: 7

#App: 1-2

Size: L

Move: 90`

MR: 95 (*Life*)

Attack: +10

Damage: 1d6+14

L9CR: 24

AP: 95

Only magical weapon or spells harm this snake. They will grab and constrict a target if they roll a '1' on their damage die roll unless the target can make a L7SR vs. STR to stop it. Anyone held by this creature takes all of the combat damage dealt each combat round. The areas they dwell are the dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Serpentine.

Snake, Fire

STR:19 / DEX:22 / LCK:15 / CON:40 / INT:7 / CHR:13

Type: Reptile

Level: 2

#App: 1-6

Size: S (2-3')

Move: 40'

MR: 40 (Life)

Attack: +5

Damage: 1d6+7

L4CR: 19

AP: 40

These serpents are immune to all fire based attacks. They will grab and constrict a target if they roll a '1' on their damage die roll unless the target can make a L2SR vs. STR to stop it. Anyone held by this creature takes all of the combat damage dealt each combat round. The areas they dwell are the dungeons. They are able to speak Serpentine.

Snake, Poisonous

STR:20 / DEX:25 / LCK:16 / CON:50 / INT:6 / CHR:12

Type: Reptile

Level: 3

#App: 1-6

Size: S (5')

Move: 150'

MR: 50 (Life)

Attack: +6

Damage: 1d6+8

L5CR: 20

AP: 50

Their bite will be poisonous if they roll a '1' on their damage die roll. This poison will cause the victim to die unless they can make a L3SR vs. CON. The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Serpentine.

Snake, Poisonous, Large

STR:25 / DEX:31 / LCK:18 / CON:75 / INT:9 / CHR:16

Type: Reptile

Level: 5

#App: 1-6

Size: L

Move: 150'

MR: 75 (Life)

Attack: +8

Damage: 1d6+11

L7CR: 22

AP: 75

Their bite will be poisonous if they roll a '1' on their damage die roll. This poison will cause the victim to die unless they can make a L5SR vs. CON. The areas they dwell are the dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Serpentine.

Snake, Sea

STR:31 / DEX:41 / LCK:22 / CON:115 / INT:13 / CHR:22

Type: Reptile

Level: 9

#App: 1-8

Size: L

Move: 120'

MR: 115 (Life)

Attack: +12

Damage: 1d6+17

L11CR: 26

AP: 115

Their bite will be poisonous if they roll a '1' on their damage die roll. This poison will cause the victim to die unless they can make a L9SR vs. CON. When they first encounter a boat or small ship, there is a 1 in 6 chance they will wrap around it. If this happens, the ship will be sunk in 10 combat rounds. The areas they dwell are the oceans. They are able to speak Serpentine.

Snake, Steel

STR:22 / DEX:27 / LCK:17 / CON:60 / INT:1 / CHR:6

Type: Construct

Level: 1

#App: 1

Size: S (3')

Move: 120'

MR: 60 (Life)

Attack: +7

Damage: 1d6+10

L6CR: 21

AP: 60

This magically constructed serpent can only be harmed by magical weapons. Spells do not harm them. Their bite will be poisonous if they roll a '1' on their damage die roll. This poison will cause the victim to die unless they can make a L1SR vs. CON. The areas they dwell are the dungeons.

Snakemen

STR:23 / DEX:29 / LCK:18 / CON:65 / INT:17 / CHR:24

Type: Reptile

Level: 4

#App: 1-10

Size: M

Move: 90'/Swim 180'

MR: 65 (Life)

Attack: +7

Damage: 1d6+10

L6CR: 21

AP: 65

Their bite will inflict disease if they roll a '1' on their damage die roll. This disease will cause the victim to become a snakemen themselves, unless they can make a L4SR vs. CON. The disease will last forever unless cured. The areas they dwell are the dungeons, jungle/tropical forests, and jungle/tropical swamps. They are able to speak Saurian, and Serpentine.

Solifugid, Giant

STR:20 / DEX:37 / LCK:29 / CON:100 / INT:1 / CHR:9

Type: Insect

Level: 7

#App: 1-4

Size: L

Move: 120'

MR: 100 (Life)

Attack: +11

Damage: 1d6+16

L10CR: 25

AP: 100

They will grab and hold a target if they roll a '1' on their damage die roll unless the target can make a L7SR vs. STR to stop it. Anyone held by this creature takes all of the combat damage dealt each combat round. The areas they dwell are the dungeons. They are able to speak Spider.

Solifugid, Huge

STR:19 / DEX:34 / LCK:26 / CON:85 / INT:1 / CHR:9

Type: *Insect*

Level: 6

#App: 1-6

Size: *M*

Move: 90`

MR: 85 (*Life*)

Attack: +9

Damage: 1d6+13

L8CR: 23

AP: 85

They will grab and hold a target if they roll a '1' on their damage die roll unless the target can make a L6SR vs. STR to stop it. Anyone held by this creature takes all of the combat damage dealt each combat round. The areas they dwell are the dungeons. They are able to speak Spider.

Solifugid, Large

STR:17 / DEX:27 / LCK:22 / CON:60 / INT:1 / CHR:8

Type: *Insect*

Level: 4

#App: 1-6

Size: *M*

Move: 90`

MR: 60 (*Life*)

Attack: +7

Damage: 1d6+10

L6CR: 21

AP: 60

They will grab and hold a target if they roll a '1' on their damage die roll unless the target can make a L4SR vs. STR to stop it. Anyone held by this creature takes all of the combat damage dealt each combat round. The areas they dwell are the dungeons. They are able to speak Spider.

Spectre

STR:22 / DEX:32 / LCK:42 / CON:120 / INT:26 / CHR:35

Type: *Undead*

Level: 8

#App: 1-6

Size: *M*

Move: 150`/Fly 300`

MR: 120 (*Life*)

Attack: +13

Damage: 1d6+19

L12CR: 27

AP: 120

These ghostly creatures can only be harmed by magical weapons or spells. They will drain a victim if they roll a '1' on their damage die roll. The drain will reduce an attribute by 1 unless they can make a L8SR vs. INT. The attribute drained is determined by rolling 1 die (1-STR; 2-DEX; 3-CON; 4-INT; 5-LCK; 6-CHR). The areas they dwell are the snowy forests, snowy mountains, dungeons, hills, mountains, swamps, and jungle/tropical swamps. They are able to speak Undead.

Sphinx, Andro

STR:27 / DEX:42 / LCK:57 / CON:180 / INT:34 / CHR:45

Type: *Beast*

Level: 12

#App: 1

Size: *L (8`)*

Move: 180`/Fly 300`

MR: 180 (*Life*)

Attack: +19

Damage: 1d6+28

L18CR: 33

AP: 180

They will roar if they roll a '1' on their damage die roll. This roar will automatically cause targets to flee in terror unless they can make a L12SR vs. INT. A L12SR vs. DEX can also be made to see if ears are covered in time. This fear lasts for 3d6 combat rounds. The areas they dwell are the dungeons, jungle/tropical forests, jungle/tropical hills, and jungle/tropical mountains. They are able to speak Sphinx.

Sphinx, Crio

STR:25 / DEX:37 / LCK:50 / CON:150 / INT:23 / CHR:33

Type: *Beast*

Level: 10

#App: 1-4

Size: *L (7.5`)*

Move: 120`/Fly 240`

MR: 150 (*Life*)

Attack: +16

Damage: 1d6+23

L15CR: 30

AP: 150

The areas they dwell are the dungeons, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Sphinx.

Sphinx, Gyno

STR:23 / DEX:35 / LCK:46 / CON:135 / INT:32 / CHR:41

Type: *Beast*

Level: 8

#App: 1

Size: *L (7`)*

Move: 150`/Fly 240`

MR: 135 (*Life*)

Attack: +14

Damage: 1d6+20

L13CR: 28

AP: 135

These sphinxes are peaceful by nature. They will use their healing magic if they roll a '1' on their damage die roll, healing themselves 20 points of damage. The areas they dwell are the dungeons, jungle/tropical forests, jungle/tropical hills, and jungle/tropical mountains. They are able to speak Sphinx.

Sphinx, Hieraco

STR:23 / DEX:35 / LCK:46 / CON:135 / INT:19 / CHR:28

Type: *Beast*

Level: 9

#App: 1-6

Size: *L (7`)*

Move: 90`/Fly 360`

MR: 135 (*Life*)

Attack: +14

Damage: 1d6+20

L13CR: 28

AP: 135

The areas they dwell are the dungeons, jungle/tropical forests, jungle/tropical hills, and jungle/tropical mountains. They are able to speak Sphinx.

Spider, Astral

STR:18 / DEX:31 / LCK:25 / CON:75 / INT:13 / CHR:21

Type: *Beast* **Level:** 6 **#App:** 1-4 **Size:** L **Move:** 60`/On Web 150`
MR: 75 (*Life*) **Attack:** +8 **Damage:** 1d6+11 **L7CR:** 22 **AP:** 75

Only magical weapons or spells can harm these spiders. Their bite will be poisonous if they roll a '1' on their damage die roll. This poison will cause the victim to die unless they can make a L6SR vs. CON. If one makes their SR for this poison, they are instead wrapped in a sticky web where they must reduce their combat dice by half (rounded up) until they can free themselves. Making a L6SR vs. STR will accomplish this. The areas they dwell are the dungeons, forests, hills, mountains, jungle/tropical forests, jungle/tropical hills, and jungle/tropical mountains. They are able to speak Spider.

Spider, Giant

STR:19 / DEX:32 / LCK:25 / CON:80 / INT:12 / CHR:19

Type: *Insect* **Level:** 5 **#App:** 1-8 **Size:** L **Move:** 30`/On Web 120`
MR: 80 (*Life*) **Attack:** +9 **Damage:** 1d6+13 **L8CR:** 23 **AP:** 80

Their bite will be poisonous if they roll a '1' on their damage die roll. This poison will cause the victim to die unless they can make a L5SR vs. CON. If one makes their SR for this poison, they are instead wrapped in a sticky web where they must reduce their combat dice by half (rounded up) until they can free themselves. Making a L5SR vs. STR will accomplish this. The areas they dwell are the dungeons, forests, hills, mountains, jungle/tropical forests, jungle/tropical hills, and jungle/tropical mountains. They are able to speak Spider.

Spider, Giant, Lake

STR:18 / DEX:29 / LCK:23 / CON:65 / INT:10 / CHR:17

Type: *Insect* **Level:** 4 **#App:** 1-10 **Size:** M **Move:** 150`
MR: 65 (*Life*) **Attack:** +7 **Damage:** 1d6+10 **L6CR:** 21 **AP:** 65

Their bite will be poisonous if they roll a '1' on their damage die roll. This poison will cause the victim to die unless they can make a L4SR vs. CON. The areas they dwell are the rivers/lakes. They are able to speak Spider.

Spider, Giant, River

STR:21 / DEX:40 / LCK:30 / CON:110 / INT:14 / CHR:23

Type: *Insect* **Level:** 8 **#App:** 1-6 **Size:** L **Move:** 150`
MR: 110 (*Life*) **Attack:** +12 **Damage:** 1d6+17 **L11CR:** 26 **AP:** 110

Their bite will be poisonous if they roll a '1' on their damage die roll. This poison will cause the victim to die unless they can make a L8SR vs. CON. The areas they dwell are the rivers/lakes. They are able to speak Spider.

Spider, Huge

STR:16 / DEX:25 / LCK:20 / CON:50 / INT:6 / CHR:12

Type: *Insect* **Level:** 3 **#App:** 1-12 **Size:** M **Move:** 180`
MR: 50 (*Life*) **Attack:** +6 **Damage:** 1d6+8 **L5CR:** 20 **AP:** 50

Their bite will be poisonous if they roll a '1' on their damage die roll. This poison will cause the victim to die unless they can make a L3SR vs. CON. If one makes their SR for this poison, they are instead wrapped in a sticky web where they must reduce their combat dice by half (rounded up) until they can free themselves. Making a L3SR vs. STR will accomplish this. The areas they dwell are the dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Spider.

Spider, Large

STR:15 / DEX:20 / LCK:17 / CON:30 / INT:1 / CHR:7

Type: *Insect* **Level:** 2 **#App:** 1-12 **Size:** S **Move:** 60`/On Web 150`
MR: 30 (*Life*) **Attack:** +4 **Damage:** 1d6+5 **L3CR:** 18 **AP:** 30

Their bite will be poisonous if they roll a '1' on their damage die roll. This poison will cause the victim to die unless they can make a L2SR vs. CON. If one makes their SR for this poison, they are instead wrapped in a sticky web where they must reduce their combat dice by half (rounded up) until they can free themselves. Making a L2SR vs. STR will accomplish this. The areas they dwell are the dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Spider.

Spriggan

STR:20 / DEX:36 / LCK:28 / CON:95 / INT:25 / CHR:33

Type: Humanoid **Level:** 6 **#App:** 1-10 **Size:** S (3') or L (12') **Move:** 90'/Run 150'
MR: 95 (Life) **Attack:** +10 **Damage:** 1d6+14 **L9CR:** 24 **AP:** 95

These gnome-looking creatures will grow giant if they roll a '1' on their damage die roll. This allows them to add 2 more combat dice for their attacks. If they are moving around unnoticed, they will attempt to steal things from passing adventurers. Making a L6SR vs. DEX will allow one to catch a spriggan doing this. The areas they dwell are the snowy hills, snowy mountains, snowy plains, dungeons, hills, mountains, and plains. They are able to speak Dwarvish.

Sprite

STR:15 / DEX:17 / LCK:20 / CON:30 / INT:15 / CHR:20

Type: Fey **Level:** 1 **#App:** 1-20 **Size:** S (2') **Move:** 90'/Fly 180'
MR: 30 (Life) **Attack:** +4 **Damage:** 1d6+5 **L3CR:** 18 **AP:** 30

They will use their special ability if they roll a '1' on their damage die roll. Roll 1 die to determine the ability. A roll of 1-3 means their sleeping toxin on their weapon hits someone. This toxin will make the victim fall asleep for 1d6 combat rounds unless they can make a L1SR vs. CON. If there are no more awake opponents, the sprite will steal all of the possessions of the victim(s). On a roll of 4-6, they will turn invisible. This happens before the start of the next combat round and will let the sprite get a free attack as though it got the surprise. The invisibility only lasts for one combat round, which they will reappear. The areas they dwell are the forests. They are able to speak Common, Elven, and Fey.

Squid, Giant

STR:38 / DEX:51 / LCK:25 / CON:155 / INT:1 / CHR:12

Type: Animal **Level:** 12 **#App:** 1 **Size:** L **Move:** 30'/Swim 180'
MR: 155 (Life) **Attack:** +16 **Damage:** 1d6+23 **L15CR:** 30 **AP:** 155

The areas they dwell are the oceans. They are able to speak Fish.

Squirrel

STR:13 / DEX:16 / LCK:15 / CON:15 / INT:3 / CHR:8

Type: Animal **Level:** 1 **#App:** 1-6 **Size:** S **Move:** 90'
MR: 15 (Life) **Attack:** +2 **Damage:** 1d6+2 **L1CR:** 16 **AP:** 15

The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, deserts, forests, hills, mountains, plains, and swamps. They are able to speak Rodent.

Squirrel, Giant

STR:15 / DEX:22 / LCK:19 / CON:40 / INT:7 / CHR:13

Type: Animal **Level:** 2 **#App:** 1-12 **Size:** S (2') **Move:** 120'
MR: 40 (Life) **Attack:** +5 **Damage:** 1d6+7 **L4CR:** 19 **AP:** 40

The areas they dwell are the snowy forests, snowy mountains, forests, and mountains. They are able to speak Rodent.

Stag

STR:16 / DEX:24 / LCK:20 / CON:45 / INT:6 / CHR:12

Type: Animal **Level:** 3 **#App:** 1-4 **Size:** L **Move:** 240'
MR: 45 (Life) **Attack:** +5 **Damage:** 1d6+7 **L4CR:** 19 **AP:** 45

The areas they dwell are the forests, hills, and plains. They are able to speak Bovine.

Stag, Giant

STR:18 / DEX:29 / LCK:23 / CON:65 / INT:8 / CHR:15

Type: Animal **Level:** 5 **#App:** 1-2 **Size:** L **Move:** 210'
MR: 65 (Life) **Attack:** +7 **Damage:** 1d6+10 **L6CR:** 21 **AP:** 65

The areas they dwell are the hills, and mountains. They are able to speak Bovine.

Stalactite, Living

STR:17 / DEX:21 / LCK:26 / CON:55 / INT:1 / CHR:7

Type: Monster **Level:** 2 **#App:** 1-12 **Size:** S-M **Move:** 10'
MR: 55 (Life) **Attack:** +6 **Damage:** 1d6+8 **L5CR:** 20 **AP:** 55

These creatures look like stalactites and can walk on the ceilings of caves. If they surprise a target, they will drop from the ceiling and attempt to pierce through them. The target must make a L2SR vs. LCK or DEX to avoid being impaled, where death is immediate. The areas they dwell are the dungeons.

Statue, Bronze, Living

STR:46 / DEX:35 / LCK:23 / CON:135 / INT:1 / CHR:9

Type: Construct **Level:** 10 **#App:** 1 **Size:** L (7.5') **Move:** 60'
MR: 135 (Life) **Attack:** +14 **Damage:** 1d6+20 **L13CR:** 28 **AP:** 135

These living statues can only be harmed by magical weapons. Spells do not harm them. The areas they dwell are the dungeons.

Statue, Iron, Living

STR:39 / DEX:30 / LCK:21 / CON:105 / INT:1 / CHR:9

Type: Construct **Level:** 8 **#App:** 1 **Size:** L (7.5') **Move:** 60'
MR: 105 (Life) **Attack:** +11 **Damage:** 1d6+16 **L10CR:** 25 **AP:** 105

These living statues can only be harmed by magical weapons. Spells do not harm them. The areas they dwell are the dungeons.

Statue, Stone, Living

STR:31 / DEX:25 / LCK:18 / CON:75 / INT:1 / CHR:9

Type: Construct **Level:** 6 **#App:** 1 **Size:** L (7.5') **Move:** 60'
MR: 75 (Life) **Attack:** +8 **Damage:** 1d6+11 **L7CR:** 22 **AP:** 75

These living statues can only be harmed by magical weapons. Spells do not harm them. The areas they dwell are the dungeons.

Sting Ray

STR:14 / DEX:19 / LCK:16 / CON:25 / INT:1 / CHR:6

Type: Animal **Level:** 1 **#App:** 1-3 **Size:** S **Move:** Swim 90'
MR: 25 (Life) **Attack:** +3 **Damage:** 1d6+4 **L2CR:** 17 **AP:** 25

They will use their poison stinger tail if they roll a '1' on their damage die roll. This poison will cause the target to become paralyzed unless they can make a L1SR vs. CON. This paralysis lasts for 1d6 combat rounds unless cured. The areas they dwell are the oceans. They are able to speak Fish.

Strangle Weed

STR:16 / DEX:20 / LCK:25 / CON:50 / INT:6 / CHR:12

Type: Plant **Level:** 3 **#App:** 1-10 **Size:** S **Move:** None
MR: 50 (Life) **Attack:** +6 **Damage:** 1d6+8 **L5CR:** 20 **AP:** 50

This seaweed attacks by slapping opponents. It will attempt to strangle an opponent if they roll a '1' on their damage die roll. This will cause the victim to drown in 10 combat rounds unless they can make a L3SR vs. STR. The areas they dwell are the rivers/lakes, and oceans. They are able to speak Plant.

Succubus

STR:30 / DEX:40 / LCK:21 / CON:110 / INT:27 / CHR:35

Type: Planar **Level:** 6 **#App:** 1 **Size:** M (6') **Move:** 120'/Fly 180'
MR: 110 (Life) **Attack:** +12 **Damage:** 1d6+17 **L11CR:** 26 **AP:** 110

These female demons can only be harmed by magical weapons or spells. They will drain a victim if they roll a '1' on their damage die roll. The drain will reduce an attribute by 1 unless they can make a L6SR vs. INT. The attribute drained is determined by rolling 1 die (1-STR; 2-DEX; 3-CON; 4-INT; 5-LCK; 6-CHR). The areas they dwell are the dungeons, and deserts. They are able to speak Balrog, and Common.

Sundew, Giant

STR:20 / DEX:28 / LCK:36 / CON:95 / INT:13 / CHR:22

Type: Plant **Level:** 8 **#App:** 1-4 **Size:** M **Move:** 10'
MR: 95 (Life) **Attack:** +10 **Damage:** 1d6+14 **L9CR:** 24 **AP:** 95

This sticky plant will grab anyone coming near it if they fail a L8SR vs. LCK or DEX. While stuck, they will be slowly wrapped and suffocated after 10 combat rounds. Then the plant dissolves the corpse for nourishment. Other than this attack, the plant does not combat damage. It must be killed though to free anyone trapped in it. Those trapped in it may still attack but with only half their combat dice (rounded up). The areas they dwell are the dungeons, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Plant.

Suvar

STR:19 / DEX:32 / LCK:25 / CON:80 / INT:24 / CHR:31

Type: *Humanoid***Level:** 4**#App:** 1-20**Size:** S (3')**Move:** 90'**MR:** 80 (Life)**Attack:** +9**Damage:** 1d6+13**L8CR:** 23**AP:** 80

Unlike their gnome cousins, suvarts deal more in illegal ways of making a living. They have an almost black skin color and pure white eyes. They generally have no hair on their head but do have large moustaches that are bright white in color. They can see perfectly in non-magical darkness. The areas they dwell are the dungeons. They are able to speak Common, and Dwarvish.

Swordfish

STR:15 / DEX:22 / LCK:19 / CON:40 / INT:5 / CHR:11

Type: *Animal***Level:** 2**#App:** 1-8**Size:** M-L**Move:** Swim 240'**MR:** 40 (Life)**Attack:** +5**Damage:** 1d6+7**L4CR:** 19**AP:** 40

The areas they dwell are the oceans. They are able to speak Fish.

Sylph

STR:15 / DEX:18 / LCK:21 / CON:35 / INT:20 / CHR:26

Type: *Fey***Level:** 3**#App:** 1**Size:** M**Move:** 120' / Fly 360'**MR:** 35 (Life)**Attack:** +4**Damage:** 1d6+5**L3CR:** 18**AP:** 35

These beautiful pixie-like creatures will summon an air elemental if they roll a '1' on their damage die roll. The areas they dwell are the snowy mountains, mountains, and jungle/tropical mountains. They are able to speak Fey.

Talking Tree

STR:25 / DEX:37 / LCK:50 / CON:150 / INT:27 / CHR:37

Type: *Plant***Level:** 10**#App:** 1-20**Size:** L**Move:** 120'**MR:** 150 (Life)**Attack:** +16**Damage:** 1d6+23**L15CR:** 30**AP:** 150

These wise trees are often passed unnoticed. They are peaceful by nature and often give adventurers legends or rumors to send them on quest. They cannot move but they have the ability to launch magical balls of energy to do their damage. These orbs will have an additional effect if they roll a '1' on their damage die roll. The target will turn into a tree forever unless they can make a L10SR vs. CON. Any bows or crossbows made from the wood of this creature will have an additional 2 dice added for combat rolls. The areas they dwell are the snowy forests, forests, swamps, jungle/tropical forests, and jungle/tropical swamps. They are able to speak Elven, Fey, Plant, and Treekin.

Tick, Giant

STR:18 / DEX:29 / LCK:23 / CON:65 / INT:1 / CHR:7

Type: *Insect***Level:** 3**#App:** 1-10**Size:** S**Move:** 30'**MR:** 65 (Life)**Attack:** +7**Damage:** 1d6+10**L6CR:** 21**AP:** 65

They will attach themselves to a target if they roll a '1' on their damage die roll. They will then begin to suck the blood of the victim unless they can make a L3SR vs. STR to get it off. Anyone getting blood drained will suffer 1d6 points of damage per combat round. The areas they dwell are the dungeons, forests, swamps, jungle/tropical forests, and jungle/tropical swamps. They are able to speak Insect.

Tiger

STR:25 / DEX:32 / LCK:19 / CON:80 / INT:11 / CHR:19

Type: *Animal***Level:** 6**#App:** 1-4**Size:** L**Move:** 120'**MR:** 80 (Life)**Attack:** +9**Damage:** 1d6+13**L8CR:** 23**AP:** 80

The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Feline.

Tigran

STR:16 / DEX:24 / LCK:20 / CON:45 / INT:23 / CHR:29

Type: *Humanoid***Level:** 2**#App:** 1-20**Size:** M (5'+)**Move:** 150'**MR:** 45 (Life)**Attack:** +5**Damage:** 1d6+7**L4CR:** 19**AP:** 45

Tigran are a race of humanoid cats that vary in fur color and appearance. Some look like panthers, while others look like tigers. Others might look like a cheetah, and some might have a leopard appearance. They generally live in forest regions and will surprise anyone on a roll of 1-2 on one die. The areas they dwell are the snowy forests, snowy hills, dungeons, forests, hills, swamps, jungle/tropical forests, jungle/tropical hills, and jungle/tropical swamps. They are able to speak Common, Feline, and Tigran.

Titan

STR:67 / DEX:30 / LCK:49 / CON:220 / INT:42 / CHR:56

Type: Giant **Level:** 18 **#App:** 1 **Size:** L (18`+) **Move:** 150`/Run 210`
MR: 220 (Life) **Attack:** +23 **Damage:** 1d6+34 **L22CR:** 37 **AP:** 220

These glorious looking giants live in grand palaces and often have great wealth nearby. They will hurl a lightning bolt if they roll a '1' on their damage die roll. This bolt will automatically do 4d6 points of damage to the target unless they can make a L18SR vs. LCK or DEX. This attack damage is in addition to any other damage during that round. The areas they dwell are the snowy mountains, dungeons, mountains, oceans, and jungle/tropical mountains. They are able to speak Giant.

Titanotheres

STR:47 / DEX:24 / LCK:35 / CON:140 / INT:15 / CHR:26

Type: Animal **Level:** 12 **#App:** 1-12 **Size:** L (8`) **Move:** 120`
MR: 140 (Life) **Attack:** +15 **Damage:** 1d6+22 **L14CR:** 29 **AP:** 140

The areas they dwell are the deserts, forests, hills, plains, and swamps. They are able to speak Pachyderm.

Toad, Fire

STR:16 / DEX:20 / LCK:25 / CON:50 / INT:10 / CHR:17

Type: Beast **Level:** 5 **#App:** 1-6 **Size:** S **Move:** 60`
MR: 50 (Life) **Attack:** +6 **Damage:** 1d6+8 **L5CR:** 20 **AP:** 50

The areas they dwell are the dungeons, and deserts. They are able to speak Amphibian.

Toad, Giant

STR:16 / DEX:20 / LCK:25 / CON:50 / INT:6 / CHR:12

Type: Animal **Level:** 3 **#App:** 1-12 **Size:** M **Move:** 60`/Jump 60`
MR: 50 (Life) **Attack:** +6 **Damage:** 1d6+8 **L5CR:** 20 **AP:** 50

The areas they dwell are the dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Amphibian.

Toad, Ice

STR:19 / DEX:25 / LCK:32 / CON:80 / INT:16 / CHR:23

Type: Beast **Level:** 5 **#App:** 1-4 **Size:** L **Move:** 90`
MR: 80 (Life) **Attack:** +9 **Damage:** 1d6+13 **L8CR:** 23 **AP:** 80

The cold their bodies emit will force a nearby opponent to drop what is in their hands if the toad were to roll a '1' on their damage die roll. The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, and swamps. They are able to speak Amphibian.

Toad, Poisonous

STR:15 / DEX:18 / LCK:21 / CON:35 / INT:5 / CHR:11

Type: Animal **Level:** 2 **#App:** 1-8 **Size:** M **Move:** 60`/Jump 60`
MR: 35 (Life) **Attack:** +4 **Damage:** 1d6+5 **L3CR:** 18 **AP:** 35

Their bite will be poisonous if they roll a '1' on their damage die roll. This poison will cause the victim to die unless they can make a L2SR vs. CON. The areas they dwell are the dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Amphibian.

Tomb Watcher

STR:20 / DEX:28 / LCK:36 / CON:95 / INT:22 / CHR:30

Type: Undead **Level:** 6 **#App:** 1 **Size:** M **Move:** 120`
MR: 95 (Life) **Attack:** +10 **Damage:** 1d6+14 **L9CR:** 24 **AP:** 95

These undead skeletal creatures where robes and are always found keeping a watchful eye on a tomb or crypt. They will use their teleportation magic if they roll a '1' on their damage die roll. This magic will teleport the target about a mile away from the location. The areas they dwell are the snowy mountains, dungeons, deserts, mountains, and jungle/tropical mountains. They are able to speak Common, and Undead.

Tree, Dark Reaper

STR:29 / DEX:45 / LCK:62 / CON:200 / INT:30 / CHR:43

Type: Plant **Level:** 16 **#App:** 1 **Size:** L (6-9`) **Move:** 10`/Run 40`
MR: 200 (Life) **Attack:** +21 **Damage:** 1d6+31 **L20CR:** 35 **AP:** 200

These walking trees are often passed unnoticed. The areas they dwell are the snowy forests, snowy plains, forests, plains, and swamps. They are able to speak Plant, and Treekin.

Tree, Hanging

STR:20 / DEX:27 / LCK:35 / CON:90 / INT:14 / CHR:23

Type: Plant **Level:** 8 **#App:** 1 **Size:** L (20`+) **Move:** None
MR: 90 (Life) **Attack:** +10 **Damage:** 1d6+14 **L9CR:** 24 **AP:** 90

This tree attacks by slapping opponents with branches. It will attempt to strangle an opponent if they roll a '1' on their damage die roll. This will cause the victim to suffocate in 10 combat rounds unless they can make a L8SR vs. STR. The areas they dwell are the forests, hills, swamps, jungle/tropical forests, jungle/tropical hills, and jungle/tropical swamps. They are able to speak Plant, and Treekin.

Tree, Reaper

STR:21 / DEX:30 / LCK:39 / CON:105 / INT:23 / CHR:32

Type: Plant **Level:** 8 **#App:** 1 **Size:** L **Move:** 10`
MR: 105 (Life) **Attack:** +11 **Damage:** 1d6+16 **L10CR:** 25 **AP:** 105

These walking trees are often passed unnoticed. The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Plant, and Treekin.

Triton

STR:26 / DEX:21 / LCK:17 / CON:55 / INT:20 / CHR:26

Type: Planar **Level:** 3 **#App:** 1-20 **Size:** M **Move:** 150`
MR: 55 (Life) **Attack:** +6 **Damage:** 1d6+8 **L5CR:** 20 **AP:** 55

These merman-like creatures have two legs with fins instead of the merman's one. There is a 1 in 6 chance that they will have a magical sea shell horn that can be used once a day to calm the waters of the sea. The areas they dwell are the rivers/lakes, and oceans. They are able to speak Common, and Fish.

Troglodite

STR:24 / DEX:20 / LCK:16 / CON:45 / INT:10 / CHR:16

Type: Humanoid **Level:** 2 **#App:** 1-20 **Size:** M **Move:** 120`
MR: 45 (Life) **Attack:** +5 **Damage:** 1d6+7 **L4CR:** 19 **AP:** 45

These humanoid lizard men will use their slimy spit if they roll a '1' on their damage die roll. This spit will stick to the face of a victim unless they can make a L2SR vs. LCK or DEX. Once the face is covered, the victim cannot see and must reduce their combat dice by half (rounded up) for the next 1d6 combat rounds. Then the slime falls off the face. The areas they dwell are the dungeons. They are able to speak Saurian.

Troll

STR:37 / DEX:29 / LCK:20 / CON:100 / INT:15 / CHR:23

Type: Giant **Level:** 7 **#App:** 1-12 **Size:** L (8`+) **Move:** 120`
MR: 100 (Life) **Attack:** +11 **Damage:** 1d6+16 **L10CR:** 25 **AP:** 100

These creatures regenerate 5 damage points every combat round unless they were attacked by some fire based spell or weapon. The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Trollish.

Troll, Frost

STR:20 / DEX:17 / LCK:15 / CON:30 / INT:8 / CHR:14

Type: Giant **Level:** 2 **#App:** 1-6 **Size:** L (9`)
MR: 30 (Life) **Attack:** +4 **Damage:** 1d6+5 **L3CR:** 18 **AP:** 30

These creatures regenerate 2 damage points every combat round unless they were attacked by some fire based spell or weapon. They are also immune to any cold based effects. The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, and dungeons. They are able to speak Trollish.

Troll, Ghostly

STR:37 / DEX:29 / LCK:20 / CON:100 / INT:22 / CHR:30

Type: Giant **Level:** 6 **#App:** 1-2 **Size:** L (8`+) **Move:** 150`
MR: 100 (Life) **Attack:** +11 **Damage:** 1d6+16 **L10CR:** 25 **AP:** 100

These creatures regenerate 5 damage points every combat round unless they were attacked by some fire based spell or weapon. They are also immune to any cold based effects. Only magical weapons or spells can hurt them, along with any fire based attacks. The areas they dwell are the dungeons. They are able to speak Trollish.

Troll, Giant

STR:40 / DEX:30 / LCK:21 / CON:110 / INT:16 / CHR:25
Type: *Giant* **Level:** 8 **#App:** 1-12 **Size:** L (10`+) **Move:** 120`
MR: 110 (*Life*) **Attack:** +12 **Damage:** 1d6+17 **L11CR:** 26 **AP:** 110

These creatures regenerate 5 damage points every combat round unless they were attacked by some fire based spell or weapon. The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, deserts, forests, hills, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Trollish.

Troll, Giant, Two-Headed

STR:45 / DEX:34 / LCK:23 / CON:130 / INT:21 / CHR:31
Type: *Giant* **Level:** 10 **#App:** 1-3 **Size:** L (10`+) **Move:** 120`
MR: 130 (*Life*) **Attack:** +14 **Damage:** 1d6+20 **L13CR:** 28 **AP:** 130

These creatures regenerate 5 damage points every combat round unless they were attacked by some fire based spell or weapon. The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, deserts, forests, hills, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Trollish.

Troll, River

STR:36 / DEX:28 / LCK:20 / CON:95 / INT:15 / CHR:23
Type: *Giant* **Level:** 6 **#App:** 1-6 **Size:** M (7`+) **Move:** 30`/Swim 150`
MR: 95 (*Life*) **Attack:** +10 **Damage:** 1d6+14 **L9CR:** 24 **AP:** 95

These creatures regenerate 5 damage points every combat round unless they were attacked by some fire based spell or weapon. The areas they dwell are the rivers/lakes. They are able to speak Trollish.

Troll, Sea

STR:40 / DEX:30 / LCK:21 / CON:110 / INT:18 / CHR:26
Type: *Giant* **Level:** 7 **#App:** 1-8 **Size:** L (10`) **Move:** 30`/Swim 120`
MR: 110 (*Life*) **Attack:** +12 **Damage:** 1d6+17 **L11CR:** 26 **AP:** 110

These creatures regenerate 5 damage points every combat round unless they were attacked by some fire based spell or weapon. The areas they dwell are the oceans. They are able to speak Trollish.

Turtle, Giant, Sea

STR:59 / DEX:43 / LCK:28 / CON:185 / INT:1 / CHR:13
Type: *Reptile* **Level:** 15 **#App:** 1-3 **Size:** L **Move:** 10`/Swim 150`
MR: 185 (*Life*) **Attack:** +19 **Damage:** 1d6+28 **L18CR:** 33 **AP:** 185

They will also overturn large ships if a 1-2 is rolled on 1 die. The areas they dwell are the oceans. They are able to speak Saurian.

Turtle, Giant, Snapping

STR:44 / DEX:33 / LCK:23 / CON:125 / INT:1 / CHR:11
Type: *Reptile* **Level:** 10 **#App:** 1-4 **Size:** L **Move:** 30`/Swim 20`
MR: 125 (*Life*) **Attack:** +13 **Damage:** 1d6+19 **L12CR:** 27 **AP:** 125

They will also overturn large ships if a 1-2 is rolled on 1 die. The areas they dwell are the rivers/lakes. They are able to speak Saurian.

Unicorn

STR:20 / DEX:35 / LCK:27 / CON:90 / INT:17 / CHR:24
Type: *Beast* **Level:** 5 **#App:** 1-6 **Size:** L **Move:** 240`
MR: 90 (*Life*) **Attack:** +10 **Damage:** 1d6+14 **L9CR:** 24 **AP:** 90

These magical horses will turn invisible if they roll a '1' on their damage die roll. This happens before the start of the next combat round and will let the unicorn get a free attack as though it got the surprise. The invisibility only lasts for one combat round, which they will reappear. Anyone to seize a unicorn horn can use it as a magical athame (dagger) with Dice + Adds of 3+4. The areas they dwell are the forests, and hills. They are able to speak Equine.

Vampire

STR:46 / DEX:35 / LCK:23 / CON:135 / INT:30 / CHR:39

Type: Undead

Level: 9

#App: 1-4

Size: M

Move: 12`/180`

MR: 135 (Life)

Attack: +14

Damage: 1d6+20

L13CR: 28

AP: 135

These creatures of darkness will absorb any damage given to opponents and heal themselves (but not over their maximum MR). Anyone holding garlic may double the amount of combat dice they use against it. If holy water is thrown on the vampire, everyone attacking it may double the combat dice used. Sunlight turns them to dust and will often try and turn into a bat and flee if they are close to death. They can only be harmed by magical weapons. Spells do not harm them unless they are of a fiery nature. They will also flee from holy symbols and may only use half of their dice if in the presence of such a symbol. They can be instantly killed if something wooden is driven into their hearts or they are exposed to sunlight. The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Common, Undead, and Vampire.

Vulture

STR:15 / DEX:22 / LCK:19 / CON:40 / INT:5 / CHR:11

Type: Animal

Level: 2

#App: 1-16

Size: M (5-6`+)

Move: 30`/Fly 270`

MR: 40 (Life)

Attack: +5

Damage: 1d6+7

L4CR: 19

AP: 40

The areas they dwell are the deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Avian.

Vulture, Giant

STR:16 / DEX:24 / LCK:20 / CON:45 / INT:6 / CHR:12

Type: Animal

Level: 3

#App: 1-12

Size: L (12`+)

Move: 30`/Fly 240`

MR: 45 (Life)

Attack: +5

Damage: 1d6+7

L4CR: 19

AP: 45

The areas they dwell are the deserts, hills, mountains, plains, swamps, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Avian.

Wasp, Giant

STR:18 / DEX:30 / LCK:24 / CON:70 / INT:1 / CHR:8

Type: Insect

Level: 4

#App: 1-20

Size: M

Move: 60`/Fly 210`

MR: 70 (Life)

Attack: +8

Damage: 1d6+11

L7CR: 22

AP: 70

They will use their poison stinger if they roll a '1' on their damage die roll. This poison will cause the victim to die unless they can make a L4SR vs. CON. The areas they dwell are the rivers/lakes, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Insect.

Water Being

STR:18 / DEX:24 / LCK:30 / CON:70 / INT:19 / CHR:26

Type: Planar

Level: 4

#App: 1-3

Size: L (10`+)

Move: 120`

MR: 70 (Life)

Attack: +8

Damage: 1d6+11

L7CR: 22

AP: 70

This watery creature will unleash a wave of water if they roll a '1' on their damage die roll. This wave will cause the victims to drown and die unless they can make a L4SR vs. CON. The areas they dwell are the dungeons, rivers/lakes, and oceans. They are able to speak Wizard Speech.

Weasel

STR:14 / DEX:16 / LCK:19 / CON:25 / INT:4 / CHR:9

Type: Animal

Level: 1

#App: 1-2

Size: S

Move: 150`

MR: 25 (Life)

Attack: +3

Damage: 1d6+4

L2CR: 17

AP: 25

The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, deserts, forests, hills, mountains, plains, and swamps. They are able to speak Ursine.

Weasel, Giant

STR:17 / DEX:22 / LCK:27 / CON:60 / INT:7 / CHR:14

Type: Animal

Level: 4

#App: 1-8

Size: M

Move: 150`

MR: 60 (Life)

Attack: +7

Damage: 1d6+10

L6CR: 21

AP: 60

The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, forests, hills, mountains, plains, and swamps. They are able to speak Ursine.

Whale

STR:55 / DEX:26 / LCK:40 / CON:170 / INT:22 / CHR:34

Type: *Animal* **Level:** 14 **#App:** 1-8 **Size:** L **Move:** *Swim 180` to 240`*
MR: 170 (*Life*) **Attack:** +18 **Damage:** 1d6+26 **L17CR:** 32 **AP:** 170

The areas they dwell are the oceans. They are able to speak Cetacean.

Wight

STR:25 / DEX:31 / LCK:18 / CON:75 / INT:16 / CHR:23

Type: *Undead* **Level:** 5 **#App:** 1-10 **Size:** M **Move:** 120`
MR: 75 (*Life*) **Attack:** +8 **Damage:** 1d6+11 **L7CR:** 22 **AP:** 75

These zombie creatures can only be harmed by magical weapons or spells. They will drain a victim if they roll a '1' on their damage die roll. The drain will reduce an attribute by 1 unless they can make a L5SR vs. INT. The attribute drained is determined by rolling 1 die (1-STR; 2-DEX; 3-CON; 4-INT; 5-LCK; 6-CHR). The areas they dwell are the snowy forests, snowy mountains, dungeons, mountains, swamps, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Undead.

Will-O-Wisp

STR:26 / DEX:55 / LCK:40 / CON:170 / INT:33 / CHR:42

Type: *Monster* **Level:** 9 **#App:** 1-3 **Size:** S **Move:** *Fly 180`*
MR: 170 (*Life*) **Attack:** +18 **Damage:** 1d6+26 **L17CR:** 32 **AP:** 170

These glowing creatures float around and only come out at night. From a distance it will always seem to look like a lantern being held. If they are not discovered as being wisps, they will attempt to lure adventurers to their death and then consume their souls. If this happens, they can never be resurrected. The areas they dwell are the snowy mountains, dungeons, mountains, swamps, oceans, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Wisp.

Witch, Green

STR:25 / DEX:37 / LCK:50 / CON:150 / INT:25 / CHR:34

Type: *Humanoid* **Level:** 9 **#App:** 1 **Size:** M **Move:** 120`/*Swim 120`*
MR: 150 (*Life*) **Attack:** +16 **Damage:** 1d6+23 **L15CR:** 30 **AP:** 150

They will use their magic gaze if they roll a '1' on their damage die roll. This gaze will make everyone hallucinate for 2d6 combat rounds unless they can make a L9SR vs. INT. A L9SR vs. DEX can also be made instead to maybe look away in time. The areas they dwell are the snowy forests, snowy plains, dungeons, rivers/lakes, forests, plains, swamps, and oceans. They are able to speak Common, and Wizard Speech.

Witch, Night

STR:19 / DEX:26 / LCK:34 / CON:85 / INT:25 / CHR:34

Type: *Humanoid* **Level:** 8 **#App:** 1 **Size:** M **Move:** 90`
MR: 85 (*Life*) **Attack:** +9 **Damage:** 1d6+13 **L8CR:** 23 **AP:** 85

They will use their magic gaze if they roll a '1' on their damage die roll. This gaze will make everyone run away and scream uncontrollably for 2d6 combat rounds unless they can make a L8SR vs. INT. A L8SR vs. DEX can also be made instead to maybe look away in time. The areas they dwell are the snowy mountains, dungeons, mountains, swamps, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Common, and Wizard Speech.

Witch, Night, Greater

STR:23 / DEX:34 / LCK:45 / CON:130 / INT:26 / CHR:35

Type: *Humanoid* **Level:** 8 **#App:** 1-3 **Size:** L (7.5-8`) **Move:** 150`
MR: 130 (*Life*) **Attack:** +14 **Damage:** 1d6+20 **L13CR:** 28 **AP:** 130

They will use their magic gaze if they roll a '1' on their damage die roll. This gaze will turn everyone looking at it into dust unless they can make a L8SR vs. LCK. A L8SR vs. DEX can also be made instead to maybe look away in time. The areas they dwell are the snowy forests, snowy mountains, dungeons, forests, mountains, and swamps. They are able to speak Common, and Wizard Speech.

Witch, Sea

STR:16 / DEX:20 / LCK:24 / CON:45 / INT:13 / CHR:19

Type: *Humanoid* **Level:** 3 **#App:** 1-4 **Size:** M **Move:** 150`
MR: 45 (*Life*) **Attack:** +5 **Damage:** 1d6+7 **L4CR:** 19 **AP:** 45

They will use their magic gaze if they roll a '1' on their damage die roll. This gaze will make everyone attack each other for 1d6 combat rounds unless they can make a L3SR vs. INT. A L3SR vs. DEX can also be made instead to maybe look away in time. The areas they dwell are the rivers/lakes, and oceans. They are able to speak Common, and Wizard Speech.

Wolf

STR:20 / DEX:24 / LCK:16 / CON:45 / INT:8 / CHR:14

Type: *Animal* **Level:** 3 **#App:** 1-12 **Size:** S **Move:** 180`
MR: 45 (*Life*) **Attack:** +5 **Damage:** 1d6+7 **L4CR:** 19 **AP:** 45

The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Canine.

Wolf, Arctic

STR:26 / DEX:34 / LCK:19 / CON:85 / INT:17 / CHR:25

Type: *Animal* **Level:** 6 **#App:** 1-8 **Size:** L **Move:** 180`
MR: 85 (*Life*) **Attack:** +9 **Damage:** 1d6+13 **L8CR:** 23 **AP:** 85

They will use their frost breath if they roll a '1' on their damage die roll. This breath will automatically do 2d6 points of damage to a single target in front of the creature unless the targets can make a L6SR vs. LCK or DEX. This attack damage is in addition to any other damage during that round. Anyone frozen loses their next combat round getting the ice off. The areas they dwell are the snowy forests, snowy hills, snowy mountains, and dungeons. They are able to speak Canine.

Wolf, Dire

STR:22 / DEX:27 / LCK:17 / CON:60 / INT:11 / CHR:18

Type: *Animal* **Level:** 4 **#App:** 1-10 **Size:** M (L) **Move:** 180`
MR: 60 (*Life*) **Attack:** +7 **Damage:** 1d6+10 **L6CR:** 21 **AP:** 60

The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Canine.

Wolverine

STR:21 / DEX:26 / LCK:17 / CON:55 / INT:9 / CHR:15

Type: *Animal* **Level:** 3 **#App:** 1 **Size:** S **Move:** 120`
MR: 55 (*Life*) **Attack:** +6 **Damage:** 1d6+8 **L5CR:** 20 **AP:** 55

The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, and dungeons. They are able to speak Ursine.

Wolverine, Giant

STR:25 / DEX:32 / LCK:19 / CON:80 / INT:11 / CHR:18

Type: *Animal* **Level:** 5 **#App:** 1 **Size:** M **Move:** 150`
MR: 80 (*Life*) **Attack:** +9 **Damage:** 1d6+13 **L8CR:** 23 **AP:** 80

The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, and dungeons. They are able to speak Ursine.

Worm, Carcass

STR:21 / DEX:26 / LCK:17 / CON:55 / INT:1 / CHR:8

Type: *Monster* **Level:** 4 **#App:** 1-6 **Size:** L (9`) **Move:** 120`
MR: 55 (*Life*) **Attack:** +6 **Damage:** 1d6+8 **L5CR:** 20 **AP:** 55

They will paralyze a victim if they roll a '1' on their damage die roll. This paralysis will last for 1d6 combat rounds unless they can make a L4SR vs. CON. The areas they dwell are the dungeons, and mountains. They are able to speak Slug.

Worm, Cave

STR:34 / DEX:45 / LCK:23 / CON:130 / INT:1 / CHR:11

Type: *Monster* **Level:** 10 **#App:** 1-6 **Size:** L (30`) **Move:** 60`
MR: 130 (*Life*) **Attack:** +14 **Damage:** 1d6+20 **L13CR:** 28 **AP:** 130

The areas they dwell are the snowy mountains, dungeons, mountains, and jungle/tropical mountains. They are able to speak Slug.

Worm, Giant

STR:40 / DEX:55 / LCK:26 / CON:170 / INT:1 / CHR:13

Type: *Monster* **Level:** 15 **#App:** 1-2 **Size:** L (50`) **Move:** 90`
MR: 170 (*Life*) **Attack:** +18 **Damage:** 1d6+26 **L17CR:** 32 **AP:** 170

They will swallow a target whole if they roll a '1' on their damage die roll and the victim fails a L15SR vs. DEX or LCK. While inside, the victim will suffer 3d6 points of damage each combat round, but they can continue to attack as normal. The areas they dwell are the snowy hills, snowy plains, dungeons, deserts, hills, plains, and jungle/tropical hills. They are able to speak Slug.

Worm, Rock

STR:24 / DEX:30 / LCK:18 / CON:70 / INT:12 / CHR:18

Type: *Monster* **Level:** 3 **#App:** 1-2 **Size:** S **Move:** 120`/Burrow 30`
MR: 70 (*Life*) **Attack:** +8 **Damage:** 1d6+11 **L7CR:** 22 **AP:** 70

This worm can pass through stone by heating its body and melting the rock. The areas they dwell are the dungeons, jungle/tropical hills, and jungle/tropical mountains. They are able to speak Slug.

Wraith

STR:27 / DEX:35 / LCK:20 / CON:90 / INT:21 / CHR:29

Type: *Undead* **Level:** 6 **#App:** 1-12 **Size:** M **Move:** 120`/Fly 240`
MR: 90 (*Life*) **Attack:** +10 **Damage:** 1d6+14 **L9CR:** 24 **AP:** 90

These ghostly creatures can only be harmed by magical weapons or spells. They will drain a victim if they roll a '1' on their damage die roll. The drain will reduce an attribute by 1 unless they can make a L6SR vs. INT. The attribute drained is determined by rolling 1 die (1-STR; 2-DEX; 3-CON; 4-INT; 5-LCK; 6-CHR). The areas they dwell are the snowy mountains, dungeons, mountains, swamps, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Undead.

Wulfan

STR:24 / DEX:20 / LCK:16 / CON:45 / INT:18 / CHR:24

Type: *Humanoid* **Level:** 3 **#App:** 1-10 **Size:** M **Move:** 150`
MR: 45 (*Life*) **Attack:** +5 **Damage:** 1d6+7 **L4CR:** 19 **AP:** 45

Wulfan are a race of humanoid wolves that vary in fur color from white, gray, and varying shades of brown. There are rare wulfan that have black fur. They live in small villages called `packs` and can track others with their keen sense of smell. The areas they dwell are the snowy forests, snowy hills, dungeons, forests, hills, swamps, jungle/tropical forests, jungle/tropical hills, and jungle/tropical swamps. They are able to speak Canine, Common, and Wulfan.

Wurm

STR:39 / DEX:30 / LCK:21 / CON:105 / INT:19 / CHR:27

Type: *Dragon* **Level:** 7 **#App:** 1 **Size:** L (30`) **Move:** 120`/Fly 240`
MR: 105 (*Life*) **Attack:** +11 **Damage:** 1d6+16 **L10CR:** 25 **AP:** 105

They will use their fire breath if they roll a '1' on their damage die roll. This breath will automatically do 2d6 points of damage to everyone in front of the wurm unless the targets can make a L7SR vs. LCK or DEX. This attack damage is in addition to any other damage during that round. The areas they dwell are the dungeons. They are able to speak Dragon.

Wurm, Ancient

STR:51 / DEX:38 / LCK:25 / CON:155 / INT:34 / CHR:44

Type: *Dragon* **Level:** 11 **#App:** 1 **Size:** L (54`) **Move:** 120`/Fly 300`
MR: 155 (*Life*) **Attack:** +16 **Damage:** 1d6+23 **L15CR:** 30 **AP:** 155

They will use their fire breath if they roll a '1' on their damage die roll. This breath will automatically do 3d6 points of damage to everyone in front of the wurm unless the targets can make a L11SR vs. LCK or DEX. This attack damage is in addition to any other damage during that round. The areas they dwell are the dungeons. They are able to speak Common, and Dragon.

Wyvern

STR:41 / DEX:31 / LCK:22 / CON:115 / INT:17 / CHR:26

Type: *Dragon* **Level:** 8 **#App:** 1 **Size:** L (35`) **Move:** 60`/Fly 240`
MR: 115 (*Life*) **Attack:** +12 **Damage:** 1d6+17 **L11CR:** 26 **AP:** 115

These dragon-looking creatures will use their poison stinger tail if they roll a '1' on their damage die roll. This poison will kill an opponent unless the targets can make a L8SR vs. STR or CON. This attack is in addition to any other damage during that round. The areas they dwell are the dungeons, deserts, forests, mountains, plains, swamps, jungle/tropical forests, jungle/tropical mountains, and jungle/tropical swamps. They are able to speak Dragon.

Yeti

STR:30 / DEX:24 / LCK:18 / CON:70 / INT:15 / CHR:22

Type: *Beast* **Level:** 5 **#App:** 1-6 **Size:** L (8`) **Move:** 150`
MR: 70 (*Life*) **Attack:** +8 **Damage:** 1d6+11 **L7CR:** 22 **AP:** 70

Yetis are immune to any cold attacks. The areas they dwell are the snowy hills, snowy mountains, and dungeons. They are able to speak Simian.

Zaren

Type: Planar
MR: 105 (Life)

Level: 6
Attack: +11

STR:39 / DEX:30 / LCK:21 / CON:105 / INT:19 / CHR:27
#App: 1-4
Damage: 1d6+16
Size: M (4')
L10CR: 25
Move: 90'
AP: 105

These egg-shaped creatures are immune to all spells and can only be harmed by magical weapons. They have silver scales and one huge eye and an even larger mouth. They magically float around and have two powerful arms. They will eat an opponent's silver if they roll a '1' on their damage die roll. Their arms will quickly grab 2d6x10 silver from a single target and consume it as it is part of their diet. The areas they dwell are the snowy hills, snowy mountains, dungeons, hills, mountains, jungle/tropical hills, and jungle/tropical mountains. They are able to speak Zorn.

Zombie

Type: Undead
MR: 30 (Life)

Level: 2
Attack: +4

STR:20 / DEX:15 / LCK:17 / CON:30 / INT:1 / CHR:7
#App: 1-14
Damage: 1d6+5
Size: M
L3CR: 18
Move: 60'
AP: 30

The areas they dwell are the snowy forests, snowy hills, snowy mountains, snowy plains, dungeons, deserts, forests, hills, mountains, plains, swamps, jungle/tropical forests, jungle/tropical hills, jungle/tropical mountains, and jungle/tropical swamps.

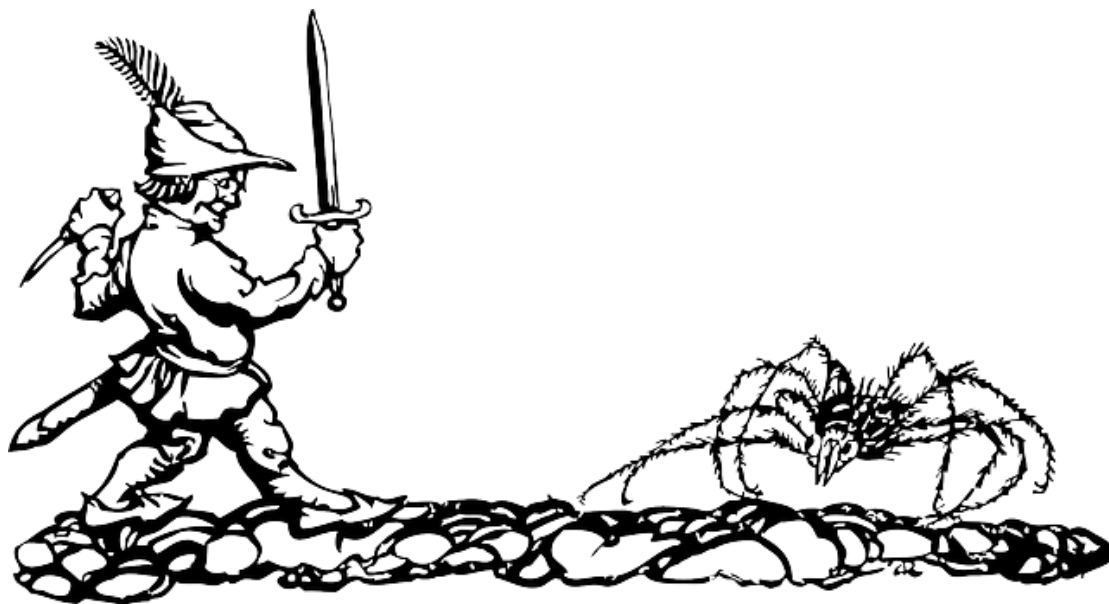
Zorn

Type: Planar
MR: 140 (Life)

Level: 8
Attack: +15

STR:47 / DEX:35 / LCK:24 / CON:140 / INT:22 / CHR:31
#App: 1-4
Damage: 1d6+22
Size: M (5')
L14CR: 29
Move: 90'
AP: 140

These egg-shaped creatures are immune to all spells and can only be harmed by magical weapons. They have golden scales and one huge eye and an even larger mouth. They magically float around and have two powerful arms. They will eat an opponent's gold if they roll a '1' on their damage die roll. Their arms will quickly grab 2d6x10 gold from a single target and consume it as it is part of their diet. The areas they dwell are the snowy hills, snowy mountains, dungeons, hills, mountains, jungle/tropical hills, and jungle/tropical mountains. They are able to speak Zorn.



MONSTER BY AREA

One of the best tools a Game Master can have is an easy listing of monsters by the areas they dwell. Having a list of creatures that crawl in the dungeons makes it much easier to fill your mazes and labyrinths with horrors that commonly lurk in them. Knowing what creatures walk the snowy north can make sure the cold forests have the right types of monsters to face. Each monster in the prior section does list where they commonly dwell, but the tables below allow for a quicker and easier method to sort through these creatures while creating your adventures. Each area has the monsters sorted by level of difficulty. The tables are merely guidelines, as you are free to put whatever monster wherever you want.

DUNGEON

Dungeon	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Al-Mi`raj	1	Beast	1-12	S (3`)	180`	30	+4	1d6+5	3 (18)	30
Bat	1	Animal	1-20	S	10`/Fly 240`	15	+2	1d6+2	1 (16)	15
Bat, Giant	1	Animal	1-12	S	30`/Fly 180`	20	+3	1d6+4	2 (17)	20
Cat, Wild	1	Animal	1-6	S	180`	35	+4	1d6+5	3 (18)	35
Centipede, Giant	1	Insect	1-14	S (1`+)	150`	10	+2	1d6+2	1 (16)	10
Centipede, Huge	1	Insect	1-12	S (6`)	210`	10	+2	1d6+2	1 (16)	10
Demon, Minor	1	Planar	1-12	S (3`)	90`/Fly 180`	50	+6	1d6+8	5 (20)	50
Dwarf	1	Humanoid	1-20	S (4`+)	60`	40	+5	1d6+7	4 (19)	40
Frog, Giant, Poisonous	1	Animal	1-12	S	30`/Swim 90`	20	+3	1d6+4	2 (17)	20
Fruglum	1	Humanoid	1-20	S-M	30`/Swim 150`	30	+4	1d6+5	3 (18)	30
Gnome	1	Humanoid	1-20	S (3`+)	60`	35	+4	1d6+5	3 (18)	35
Goblin	1	Humanoid	1-20	S (4`)	60`	30	+4	1d6+5	3 (18)	30
Gremlin	1	Planar	1-12	S (1`+)	60`/Fly 120`	30	+4	1d6+5	3 (18)	30
Hobling	1	Humanoid	1-20	S (3`+)	90`	25	+3	1d6+4	2 (17)	25
Kobold	1	Humanoid	1-20	S (3`)	60`	20	+3	1d6+4	2 (17)	20
Man, Bandit	1	Humanoid	1-20	M	120`	30	+4	1d6+5	3 (18)	30
Orke	1	Humanoid	1-20	M (6`+)	90`	30	+4	1d6+5	3 (18)	30
Owl	1	Animal	1	S (4-5`)	10`/Fly 270`	35	+4	1d6+5	3 (18)	35
Phantom	1	Undead	1	M	90`	40	+5	1d6+7	4 (19)	40
Poltergeist	1	Undead	1-8	M	60`	5	+1	1d6+1	1 (16)	5
Rat	1	Animal	1-20	S	120`	10	+2	1d6+2	1 (16)	10
Rat, Giant	1	Animal	1-12	S	90`	20	+3	1d6+4	2 (17)	20
Scorpion, Clockwork	1	Construct	1	L (9`)	120`	60	+7	1d6+10	6 (21)	60
Skeletal Animal	1	Undead	1-12	S-M	60`	20	+3	1d6+4	2 (17)	20
Skeleton	1	Undead	1-20	M	120`	25	+3	1d6+4	2 (17)	25
Skunk	1	Animal	1-6	S	120`	15	+2	1d6+2	1 (16)	15
Snake, Steel	1	Construct	1	S (3`)	120`	60	+7	1d6+10	6 (21)	60
Ant, Fire	2	Insect	1-20	S (2`)	180`	55	+6	1d6+8	5 (20)	55
Ant, Giant	2	Insect	1-20	S (2`)	180`	55	+6	1d6+8	5 (20)	55
Antaur Soldier	2	Insect	1-20	S	180`	55	+6	1d6+8	5 (20)	55
Assassin Bug	2	Insect	1-2	S (2`)	60`/Fly 180`	45	+5	1d6+7	4 (19)	45

Dungeon	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Badger	2	Animal	1-5	S	60`/Burrow 30`	50	+6	1d6+8	5 (20)	50
Bat, Fire	2	Animal	1-8	S	60`/Fly 200`	30	+4	1d6+5	3 (18)	30
Bat, Piercing	2	Animal	1-20	S	30`/Fly 180`	30	+4	1d6+5	3 (18)	30
Beetle, Giant, Fire	2	Insect	1-10	S (2.5`)	120`	50	+6	1d6+8	5 (20)	50
Corpse, Walking	2	Undead	1	M	60`	30	+4	1d6+5	3 (18)	30
Cricket, Large	2	Insect	1-8	S-M	60`/Jump 30`	50	+6	1d6+8	5 (20)	50
Dwurman	2	Humanoid	1-8	S (4`)	60`	50	+6	1d6+8	5 (20)	50
Elemental, Air	2	Elemental	1	L	360`	25	+3	1d6+4	2 (17)	25
Elf	2	Humanoid	1-20	M (5`+)	120`	45	+5	1d6+7	4 (19)	45
Frog, Giant	2	Animal	1-10	S-M (3-6`)	30`/Swim 90`	35	+4	1d6+5	3 (18)	35
Frog, Giant, Killer	2	Animal	1-12	S	60`/Swim 120`	30	+4	1d6+5	3 (18)	30
Ghoul	2	Undead	1-14	M	90`	40	+5	1d6+7	4 (19)	40
Gnoll	2	Humanoid	1-20	L (7`+)	90`	45	+5	1d6+7	4 (19)	45
Greyling	2	Fey	1-12	S (1.5`)	120`	85	+9	1d6+13	8 (23)	85
Hobgoblin	2	Humanoid	1-20	M (6.5`)	90`	45	+5	1d6+7	4 (19)	45
Leech, Giant	2	Animal	1-12	S-M	30`	25	+3	1d6+4	2 (17)	25
Man, Caveman	2	Humanoid	1-20	M	120`	35	+4	1d6+5	3 (18)	35
Manta-Ray, Flying	2	Beast	1-3	S	Fly 180`	25	+3	1d6+4	2 (17)	25
Morlock	2	Monster	1-20	M	120`	45	+5	1d6+7	4 (19)	45
Muck Man	2	Beast	1-12	S (4`)	30`	20	+3	1d6+4	2 (17)	20
Snake, Fire	2	Reptile	1-6	S (2-3`)	40`	40	+5	1d6+7	4 (19)	40
Spider, Large	2	Insect	1-12	S	60`/On Web 150`	30	+4	1d6+5	3 (18)	30
Stalactite, Living	2	Monster	1-12	S-M	10`	55	+6	1d6+8	5 (20)	55
Tigran	2	Humanoid	1-20	M (5`+)	150`	45	+5	1d6+7	4 (19)	45
Toad, Poisonous	2	Animal	1-8	M	60`/Jump 60`	35	+4	1d6+5	3 (18)	35
Troglodite	2	Humanoid	1-20	M	120`	45	+5	1d6+7	4 (19)	45
Troll, Frost	2	Giant	1-6	L (9`)	90`	30	+4	1d6+5	3 (18)	30
Zombie	2	Undead	1-14	M	60`	30	+4	1d6+5	3 (18)	30
Centipede, Great	3	Insect	1-4	M (5`)	180`	55	+6	1d6+8	5 (20)	55
Crabman	3	Humanoid	1-12	L (9`)	90`/Swim 60`	60	+7	1d6+10	6 (21)	60
Daklafar	3	Humanoid	1-20	M (5`)	120`	60	+7	1d6+10	6 (21)	60
Demon, Lesser	3	Planar	1	S	90`/Fly 180`	80	+9	1d6+13	8 (23)	80
Devil, Minor	3	Planar	1-3	M	120`	80	+9	1d6+13	8 (23)	80

Dungeon	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Fly, Giant, Bluebottle	3	Insect	1-10	M	90` / Fly 300`	50	+6	1d6+8	5 (20)	50
Gnoll, Greater	3	Humanoid	1-14	M (6.5`)	120`	55	+6	1d6+8	5 (20)	55
Harpy	3	Beast	1-12	M	60` / Fly 150`	45	+5	1d6+7	4 (19)	45
Hound, Death	3	Beast	1-10	M (4`)	120`	45	+5	1d6+7	4 (19)	45
Imp	3	Planar	1	S (2`)	60` / Fly 180`	70	+8	1d6+11	7 (22)	70
Imp, Lava	3	Planar	1	M (5`)	120` / Fly 240`	50	+6	1d6+8	5 (20)	50
Imp, Smoke	3	Planar	1	M (5`)	120` / Fly 240`	60	+7	1d6+10	6 (21)	60
Mushroom Man	3	Plant	1-12	S-L (2` per HD)	90`	30	+4	1d6+5	3 (18)	30
Mushroom, Purple	3	Plant	1-4	S-M	10`	45	+5	1d6+7	4 (19)	45
Mushroom, Screaming	3	Plant	1-8	S-L	10`	45	+5	1d6+7	4 (19)	45
Plant, Whipper	3	Plant	1-2	Varies	30`	50	+6	1d6+8	5 (20)	50
Sauriman	3	Reptile	1-20	M (7`)	60` / Swim 120`	55	+6	1d6+8	5 (20)	55
Sauriman, Desert	3	Reptile	1-20	M	90`	55	+6	1d6+8	5 (20)	55
Scorpion, Large	3	Insect	1-6	S	90`	55	+6	1d6+8	5 (20)	55
Shade	3	Undead	1-2	As original creature	Unique	70	+8	1d6+11	7 (22)	70
Snake, Poisonous	3	Reptile	1-6	S (5`)	150`	50	+6	1d6+8	5 (20)	50
Spider, Huge	3	Insect	1-12	M	180`	50	+6	1d6+8	5 (20)	50
Tick, Giant	3	Insect	1-10	S	30`	65	+7	1d6+10	6 (21)	65
Toad, Giant	3	Animal	1-12	M	60` / Jump 60`	50	+6	1d6+8	5 (20)	50
Wolf	3	Animal	1-12	S	180`	45	+5	1d6+7	4 (19)	45
Wolverine	3	Animal	1	S	120`	55	+6	1d6+8	5 (20)	55
Worm, Rock	3	Monster	1-2	S	120` / Burrow 30`	70	+8	1d6+11	7 (22)	70
Wulfan	3	Humanoid	1-10	M	150`	45	+5	1d6+7	4 (19)	45
Antaur Knight	4	Insect	1-20	M	150`	80	+9	1d6+13	8 (23)	80
Bugbear	4	Humanoid	1-20	L (7`+)	90`	65	+7	1d6+10	6 (21)	65
Bumblebee, Honey, Giant	4	Insect	1-10	M	90` / Fly 300`	60	+7	1d6+10	6 (21)	60
Doppelganger	4	Humanoid	1-10	M	90`	65	+7	1d6+10	6 (21)	65
Drake, Fire	4	Dragon	1	S (4`)	60` / Fly 180`	65	+7	1d6+10	6 (21)	65
Elemental, Earth	4	Elemental	1	L	60`	50	+6	1d6+8	5 (20)	50
Ghast	4	Undead	1-6	M	150`	70	+8	1d6+11	7 (22)	70
Hound, Shadow	4	Planar	1-12	M	180`	60	+7	1d6+10	6 (21)	60
Imp, Fire	4	Planar	1	M (5`)	120` / Fly 240`	65	+7	1d6+10	6 (21)	65
Imp, Steam	4	Planar	1	M (5`)	120` / Fly 240`	55	+6	1d6+8	5 (20)	55

Dungeon	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Leprechaun	4	Fey	1-3	S (2')	150'	50	+6	1d6+8	5 (20)	50
Lizard, Giant	4	Reptile	1-12	L (15')	150'	65	+7	1d6+10	6 (21)	65
Lizard, Ice	4	Reptile	1-4	S (3')	90'	85	+9	1d6+13	8 (23)	85
Lycanthrope, Wererat	4	Humanoid	1-16	S-M	120'	60	+7	1d6+10	6 (21)	60
Man-Jackal	4	Beast	1-4	S (M)	120'	70	+8	1d6+11	7 (22)	70
Rattanu	4	Humanoid	1-16	S-M	120'	65	+7	1d6+10	6 (21)	65
Shadow	4	Undead	1-12	M	120'	55	+6	1d6+8	5 (20)	55
Slime, Green	4	Slime	1	L (10')	60'	50	+6	1d6+8	5 (20)	50
Snake, Constrictor	4	Reptile	1-2	M (15')	90'	60	+7	1d6+10	6 (21)	60
Snakemen	4	Reptile	1-10	M	90' / Swim 180'	65	+7	1d6+10	6 (21)	65
Solifugid, Large	4	Insect	1-6	M	90'	60	+7	1d6+10	6 (21)	60
Suvar	4	Humanoid	1-20	S (3')	90'	80	+9	1d6+13	8 (23)	80
Water Being	4	Planar	1-3	L (10'+)	120'	70	+8	1d6+11	7 (22)	70
Wolf, Dire	4	Animal	1-10	M (L)	180'	60	+7	1d6+10	6 (21)	60
Worm, Carcass	4	Monster	1-6	L (9')	120'	55	+6	1d6+8	5 (20)	55
Ape, Carnivorous	5	Animal	1-8	L (7'+)	120'	70	+8	1d6+11	7 (22)	70
Beetle, Giant, Boring	5	Insect	1-12	L (9')	60'	85	+9	1d6+13	8 (23)	85
Bumblebee, Soldier, Giant	5	Insect	1	M	120' / Fly 300'	75	+8	1d6+11	7 (22)	75
Caterwaul	5	Monster	1	M	180' / Run 240'	70	+8	1d6+11	7 (22)	70
Cobra	5	Reptile	1-4	M	120'	75	+8	1d6+11	7 (22)	75
Cockatrice	5	Monster	1-6	S	60' / Fly 180'	70	+8	1d6+11	7 (22)	70
Cyclops	5	Giant	1-8	L (9')	120'	85	+9	1d6+13	8 (23)	85
Gargoyle	5	Beast	1-10	M	90' / Fly 150'	75	+8	1d6+11	7 (22)	75
Golem, Flesh	5	Construct	1	L (7.5')	80'	55	+6	1d6+8	5 (20)	55
Haunt	5	Undead	1	M	60'	90	+10	1d6+14	9 (24)	90
Hornet, Giant	5	Insect	1	M	Fly 240'	80	+9	1d6+13	8 (23)	80
Lycanthrope, Werewolf	5	Humanoid	1-12	M	150'	75	+8	1d6+11	7 (22)	75
Man, Berserker	5	Humanoid	1-20	M	120'	65	+7	1d6+10	6 (21)	65
Ogre	5	Giant	1-12	L (8')	90'	75	+8	1d6+11	7 (22)	75
Oozing Man	5	Slime	1-2	M	60'	90	+10	1d6+14	9 (24)	90
Scarecrow	5	Construct	1-6	M	60'	70	+8	1d6+11	7 (22)	70
Scorpion, Huge	5	Insect	1-4	M	120'	80	+9	1d6+13	8 (23)	80
Skunk, Giant	5	Animal	1	M	90'	65	+7	1d6+10	6 (21)	65

Dungeon	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Slug, Cave	5	Monster	1-12	M	10`	85	+9	1d6+13	8 (23)	85
Snake, Poisonous, Large	5	Reptile	1-6	L	150`	75	+8	1d6+11	7 (22)	75
Spider, Giant	5	Insect	1-8	L	30`/On Web 120`	80	+9	1d6+13	8 (23)	80
Toad, Fire	5	Beast	1-6	S	60`	50	+6	1d6+8	5 (20)	50
Toad, Ice	5	Beast	1-4	L	90`	80	+9	1d6+13	8 (23)	80
Wight	5	Undead	1-10	M	120`	75	+8	1d6+11	7 (22)	75
Wolverine, Giant	5	Animal	1	M	150`	80	+9	1d6+13	8 (23)	80
Yeti	5	Beast	1-6	L (8`)	150`	70	+8	1d6+11	7 (22)	70
Beetle, Razor	6	Insect	1-3	L	60`	95	+10	1d6+14	9 (24)	95
Bloodworm, Giant	6	Monster	1-4	L (20`)	60`	90	+10	1d6+14	9 (24)	90
Coeurl	6	Monster	1-5	L	150`	90	+10	1d6+14	9 (24)	90
Devil, Lesser	6	Planar	1-2	L (9`)	120`	110	+12	1d6+17	11 (26)	110
Dragon, Shadow	6	Dragon	1	L (20-30`)	180`/Fly 240`	120	+13	1d6+19	12 (27)	120
Dragon, White	6	Dragon	1	L (24`)	120`/Fly 300`	95	+10	1d6+14	9 (24)	95
Elemental, Acid	6	Elemental	1	L	120`	80	+9	1d6+13	8 (23)	80
Elemental, Fire	6	Elemental	1	L	120`	75	+8	1d6+11	7 (22)	75
Fly, Giant, Horsefly	6	Insect	1-4	L	60`/Fly 270`	85	+9	1d6+13	8 (23)	85
Gargoyle, Stone	6	Beast	1-8	M	60`/Fly 120`	100	+11	1d6+16	10 (25)	100
Hound, Hell	6	Planar	1-8	M	120`	90	+10	1d6+14	9 (24)	90
Lizard, Stone	6	Reptile	1-2	M-L (5-12`)	60`	95	+10	1d6+14	9 (24)	95
Lizard, Subterranean	6	Reptile	1-6	L (20`)	120`	85	+9	1d6+13	8 (23)	85
Man-Wolf	6	Beast	1-3	M	150`	95	+10	1d6+14	9 (24)	95
Medusa	6	Monster	1-3	M	90`	85	+9	1d6+13	8 (23)	85
Monkey, Vile	6	Monster	1-12	M	90`	80	+9	1d6+13	8 (23)	80
Ogre Mage	6	Giant	1-6	L (10.5`)	90`/Fly 150`	90	+10	1d6+14	9 (24)	90
Owl Beast	6	Beast	1-5	L (8`)	120`	85	+9	1d6+13	8 (23)	85
Rock Tentacle	6	Monster	1	M	10`	110	+12	1d6+17	11 (26)	110
Scorpion, Giant	6	Insect	1-4	M	150`	95	+10	1d6+14	9 (24)	95
Snake, Amphisbaena	6	Reptile	1-3	M	120`	95	+10	1d6+14	9 (24)	95
Solifugid, Huge	6	Insect	1-6	M	90`	85	+9	1d6+13	8 (23)	85
Spider, Astral	6	Beast	1-4	L	60`/On Web 150`	75	+8	1d6+11	7 (22)	75
Spriggan	6	Humanoid	1-10	S (3`) or L (12`)	90`/Run 150`	95	+10	1d6+14	9 (24)	95
Statue, Stone, Living	6	Construct	1	L (7.5`)	60`	75	+8	1d6+11	7 (22)	75

Dungeon	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Succubus	6	Planar	1	M (6`)	120`/Fly 180`	110	+12	1d6+17	11 (26)	110
Tomb Watcher	6	Undead	1	M	120`	95	+10	1d6+14	9 (24)	95
Troll, Ghostly	6	Giant	1-2	L (8`+)	150`	100	+11	1d6+16	10 (25)	100
Wolf, Arctic	6	Animal	1-8	L	180`	85	+9	1d6+13	8 (23)	85
Wraith	6	Undead	1-12	M	120`/Fly 240`	90	+10	1d6+14	9 (24)	90
Zaren	6	Planar	1-4	M (4`)	90`	105	+11	1d6+16	10 (25)	105
Antaur Leader	7	Insect	1-3	L	150`	115	+12	1d6+17	11 (26)	115
Banshee	7	Undead	1	M	150`	120	+13	1d6+19	12 (27)	120
Basilisk	7	Beast	1-4	M (7`)	60`	100	+11	1d6+16	10 (25)	100
Bear, Cave	7	Animal	1-2	L (12`+)	120`	90	+10	1d6+14	9 (24)	90
Bumblebee, Giant	7	Insect	1	L	60`/Fly 240`	90	+10	1d6+14	9 (24)	90
Devil, Lower	7	Planar	1-2	M	120`	120	+13	1d6+19	12 (27)	120
Dragon, Black	7	Dragon	1	L (30`)	120`/Fly 240`	105	+11	1d6+16	10 (25)	105
Dragon, Brass	7	Dragon	1	L (30`)	120`/Fly 240`	110	+12	1d6+17	11 (26)	110
Dragon, Skeletal	7	Undead/Dragon	1	L (30`)	120`/Fly 240`	105	+11	1d6+16	10 (25)	105
Golem, Clay	7	Construct	1	L (8`)	70`	90	+10	1d6+14	9 (24)	90
Horse, Hell	7	Planar	1	L	150`/Fly 360`	140	+15	1d6+22	14 (29)	140
Leucrotta	7	Beast	1-4	L	180`	100	+11	1d6+16	10 (25)	100
Lion, Spotted	7	Animal	1-8	L	120`	95	+10	1d6+14	9 (24)	95
Mantaran	7	Insect	1-12	M (6`)	180`	95	+10	1d6+14	9 (24)	95
Manticore	7	Beast	1-4	L	120`/Fly 180`	100	+11	1d6+16	10 (25)	100
Minotaur	7	Beast	1-8	L	120`	90	+10	1d6+14	9 (24)	90
Mummy	7	Undead	1-8	M	60`	105	+11	1d6+16	10 (25)	105
Slitheran	7	Reptile	1-4	M	90`	100	+11	1d6+16	10 (25)	100
Snake, Constrictor, Mystical	7	Reptile	1-2	L	90`	95	+10	1d6+14	9 (24)	95
Solifugid, Giant	7	Insect	1-4	L	120`	100	+11	1d6+16	10 (25)	100
Troll	7	Giant	1-12	L (8`+)	120`	100	+11	1d6+16	10 (25)	100
Wyrn	7	Dragon	1	L (30`)	120`/Fly 240`	105	+11	1d6+16	10 (25)	105
Apparition	8	Undead	1-4	M	240`	130	+14	1d6+20	13 (28)	130
Betrayer of Eyes	8	Monster	1	L (4-6`)	30`	120	+13	1d6+19	12 (27)	120
Cat, Hell	8	Planar	1	L	120`	100	+11	1d6+16	10 (25)	100
Demon Serpent	8	Planar	1-5	M	90`	105	+11	1d6+16	10 (25)	105
Demon, Lower	8	Planar	1-3	L (7`)	90`/Fly 180`	130	+14	1d6+20	13 (28)	130

Dungeon	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Demon, Shadow	8	Planar	1	M	90`/Fly 180`	115	+12	1d6+17	11 (26)	115
Djinn	8	Planar	1	L (10.5`)	90`/Fly 240`	110	+12	1d6+17	11 (26)	110
Dragon, Copper	8	Dragon	1	L (36`)	90`/Fly 240`	125	+13	1d6+19	12 (27)	125
Dragon, Green	8	Dragon	1	L (36`)	90`/Fly 240`	120	+13	1d6+19	12 (27)	120
Elemental, Water	8	Elemental	1	L	60`/Fly 180`	100	+11	1d6+16	10 (25)	100
Golem, Ruby	8	Construct	1	L (8`)	80`	115	+12	1d6+17	11 (26)	115
Golem, Stone	8	Construct	1	L (9.5`)	60`	105	+11	1d6+16	10 (25)	105
Gorgon	8	Beast	1-4	L	120`	120	+13	1d6+19	12 (27)	120
Lammasu	8	Monster	1-8	L	120`/Fly 240`	100	+11	1d6+16	10 (25)	100
Lycanthrope, Werebear	8	Humanoid	1-4	L	90`	120	+13	1d6+19	12 (27)	120
Revenant	8	Undead	1	M	90`	80	+9	1d6+13	8 (23)	80
Spectre	8	Undead	1-6	M	150`/Fly 300`	120	+13	1d6+19	12 (27)	120
Sphinx, Gyno	8	Beast	1	L (7`)	150`/Fly 240`	135	+14	1d6+20	13 (28)	135
Statue, Iron, Living	8	Construct	1	L (7.5`)	60`	105	+11	1d6+16	10 (25)	105
Sundew, Giant	8	Plant	1-4	M	10`	95	+10	1d6+14	9 (24)	95
Troll, Giant	8	Giant	1-12	L (10`+)	120`	110	+12	1d6+17	11 (26)	110
Witch, Night	8	Humanoid	1	M	90`	85	+9	1d6+13	8 (23)	85
Witch, Night, Greater	8	Humanoid	1-3	L (7.5-8`)	150`	130	+14	1d6+20	13 (28)	130
Wyvern	8	Dragon	1	L (35`)	60`/Fly 240`	115	+12	1d6+17	11 (26)	115
Zorn	8	Planar	1-4	M (5`)	90`	140	+15	1d6+22	14 (29)	140
Ant Lion	9	Insect	1	L	90`/Burrow 10`	130	+14	1d6+20	13 (28)	130
Beetle, Death Watch	9	Insect	1	L (5`)	120`	125	+13	1d6+19	12 (27)	125
Centipede, Monstrous	9	Insect	1	L (18`)	150`	110	+12	1d6+17	11 (26)	110
Chimera	9	Beast	1-4	L (4`)	90`/Fly 180`	115	+12	1d6+17	11 (26)	115
Demon	9	Planar	1	L (12`)	90`/Fly 180`	140	+15	1d6+22	14 (29)	140
Dragon, Blue	9	Dragon	1	L (42`)	90`/Fly 240`	130	+14	1d6+20	13 (28)	130
Dragon, Bronze	9	Dragon	1	L (42`)	90`/Fly 240`	140	+15	1d6+22	14 (29)	140
Dragon, Ghost	9	Undead/Dragon	1	L (42`)	90`/Fly 240`	130	+14	1d6+20	13 (28)	130
Dread Knight	9	Undead	1	M	90`/Run 120`	140	+15	1d6+22	14 (29)	140
Giant, Hill	9	Giant	1-10	L (10.5`)	120`	120	+13	1d6+19	12 (27)	120
Hulking Beast	9	Monster	1-4	L (8`)	60`/Burrow 60`	130	+14	1d6+20	13 (28)	130
Hydra	9	Dragon	1	L	90`	115	+12	1d6+17	11 (26)	115
Lamia	9	Beast	1	M	240`	125	+13	1d6+19	12 (27)	125

Dungeon	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Lion, Winged	9	Beast	1	L (5')	150' /Fly 90'	110	+12	1d6+17	11 (26)	110
Man-Plant	9	Plant	1-3	L	60'	140	+15	1d6+22	14 (29)	140
Naga, Spirit	9	Monster	1-3	L (15')	120'	120	+13	1d6+19	12 (27)	120
Serpent, Flying	9	Reptile	1-4	M (12')	60' /Fly 180'	115	+12	1d6+17	11 (26)	115
Skeletal Wizard	9	Undead	1	M	60'	130	+14	1d6+20	13 (28)	130
Sphinx, Hieraco	9	Beast	1-6	L (7')	90' /Fly 360'	135	+14	1d6+20	13 (28)	135
Vampire	9	Undead	1-4	M	12' /180'	135	+14	1d6+20	13 (28)	135
Will-O-Wisp	9	Monster	1-3	S	Fly 180'	170	+18	1d6+26	17 (32)	170
Witch, Green	9	Humanoid	1	M	120' /Swim 120'	150	+16	1d6+23	15 (30)	150
Barghest	10	Beast	1-2	M-L	150'	140	+15	1d6+22	14 (29)	140
Basilisk, Greater	10	Beast	1-2	L (12')	60'	140	+15	1d6+22	14 (29)	140
Black Ooze	10	Slime	1-4	S-L (5-8')	60'	120	+13	1d6+19	12 (27)	120
Cave Netter	10	Insect	1-4	L (20')	10' /Fly 90'	120	+13	1d6+19	12 (27)	120
Cerberus	10	Planar	1	M (6')	120'	145	+15	1d6+22	14 (29)	145
Dragon, Mist	10	Dragon	1	L (51')	60' /Fly 330'	160	+17	1d6+25	16 (31)	160
Dragon, Red	10	Dragon	1	L (48')	90' /Fly 240'	155	+16	1d6+23	15 (30)	155
Dragon, Silver	10	Dragon	1	L (48')	90' /Fly 240'	155	+16	1d6+23	15 (30)	155
Dragon, Zombie	10	Undead/Dragon	1	L (48')	90' /Fly 240'	155	+16	1d6+23	15 (30)	155
Efreet	10	Planar	1	L (12')	90' /Fly 240'	140	+15	1d6+22	14 (29)	140
Elemental, Smoke	10	Elemental	1	L	360'	125	+13	1d6+19	12 (27)	125
Ettin	10	Giant	1-4	L (13')	120'	135	+14	1d6+20	13 (28)	135
Ghost	10	Undead	1	M	90'	140	+15	1d6+22	14 (29)	140
Giant, Stone	10	Giant	1-8	L (12')	120'	150	+16	1d6+23	15 (30)	150
Golem, Iron	10	Construct	1	L (12')	60'	140	+15	1d6+22	14 (29)	140
Lizard, Fire	10	Reptile	1-4	L (30')	90'	135	+14	1d6+20	13 (28)	135
Shedu	10	Beast	1-8	L	120' /Fly 240'	130	+14	1d6+20	13 (28)	130
Skeletal Knight	10	Undead	1	M	60'	140	+15	1d6+22	14 (29)	140
Sphinx, Crio	10	Beast	1-4	L (7.5')	120' /Fly 240'	150	+16	1d6+23	15 (30)	150
Statue, Bronze, Living	10	Construct	1	L (7.5')	60'	135	+14	1d6+20	13 (28)	135
Troll, Giant, Two-Headed	10	Giant	1-3	L (10'+)	120'	130	+14	1d6+20	13 (28)	130
Worm, Cave	10	Monster	1-6	L (30')	60'	130	+14	1d6+20	13 (28)	130
Cave Tentacle	11	Monster	1-3	L	30'	160	+17	1d6+25	16 (31)	160
Demon, Great	11	Planar	1	L (10.5')	90' /Fly 180'	160	+17	1d6+25	16 (31)	160

Dungeon	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Demon, Greater	11	Planar	1	L (9')	90' /Fly 180'	160	+17	1d6+25	16 (31)	160
Devil	11	Planar	1	L (10.5')	120'	160	+17	1d6+25	16 (31)	160
Dragon, Gold	11	Dragon	1	L (54')	120' /Fly 300'	170	+18	1d6+26	17 (32)	170
Giant, Frost	11	Giant	1-8	L (15')	120'	140	+15	1d6+22	14 (29)	140
Golem, Emerald	11	Construct	1	L (10')	80'	155	+16	1d6+23	15 (30)	155
Lamia, Royal	11	Beast	1	M	90'	130	+14	1d6+20	13 (28)	130
Wyrn, Ancient	11	Dragon	1	L (54')	120' /Fly 300'	155	+16	1d6+23	15 (30)	155
Cave Wrapper	12	Monster	1	L	30'	155	+16	1d6+23	15 (30)	155
Elemental, Rock	12	Elemental	1	L	60'	150	+16	1d6+23	15 (30)	150
Frost Crawler	12	Monster	1	L (21-42')	120'	155	+16	1d6+23	15 (30)	155
Giant, Fire	12	Giant	1-8	L (12')	120'	155	+16	1d6+23	15 (30)	155
Lich	12	Undead	1	M	60'	170	+18	1d6+26	17 (32)	170
Naga, Guardian	12	Monster	1-2	L (20')	150'	155	+16	1d6+23	15 (30)	155
Slug, Giant	12	Monster	1	L	60'	130	+14	1d6+20	13 (28)	130
Sphinx, Andro	12	Beast	1	L (8')	180' /Fly 300'	180	+19	1d6+28	18 (33)	180
Dragon, Cloud	13	Dragon	1	L (66')	60' /Fly 390'	190	+20	1d6+29	19 (34)	190
Dragon, Lich	13	Undead/Dragon	1	L (66')	60' /Fly 390'	190	+20	1d6+29	19 (34)	190
Golem, Diamond	13	Construct	1	L (12')	80'	180	+19	1d6+28	18 (33)	180
Lammasu, Greater	13	Monster	1-2	L (5')	150' /Fly 300'	165	+17	1d6+25	16 (31)	165
Elemental, Lightning	14	Elemental	1	L	120'	175	+18	1d6+26	17 (32)	175
Shedu, Greater	15	Beast	1-2	L (6')	150' /Fly 300'	190	+20	1d6+29	19 (34)	190
Worm, Giant	15	Monster	1-2	L (50')	90'	170	+18	1d6+26	17 (32)	170
Demon, Grand	16	Planar	1	L (15')	90' /Fly 180'	210	+22	1d6+32	21 (36)	210
Elemental, Blood	16	Elemental	1	L	60' /Fly 180'	200	+21	1d6+31	20 (35)	200
Devil, Great	17	Planar	1	L (10')	120'	220	+23	1d6+34	22 (37)	220
Titan	18	Giant	1	L (18'+)	150' /Run 210'	220	+23	1d6+34	22 (37)	220
Devil, Greater	19	Planar	1	M (7')	120'	240	+25	1d6+37	24 (39)	240
Demon, Lord	20	Planar	1	L (18')	90' /Fly 180'	250	+26	1d6+38	25 (40)	250
Devil, Grand	20	Planar	1	L (12')	120'	250	+26	1d6+38	25 (40)	250
Devil, Lord	20	Planar	1	L (13.5')	120'	250	+26	1d6+38	25 (40)	250
Lich, Ancient	20	Undead	1	M	60'	260	+27	1d6+40	26 (41)	260

FOREST

Forest	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Al-Mi`raj	1	Beast	1-12	S (3`)	180`	30	+4	1d6+5	3 (18)	30
Bat	1	Animal	1-20	S	10`/Fly 240`	15	+2	1d6+2	1 (16)	15
Bat, Giant	1	Animal	1-12	S	30`/Fly 180`	20	+3	1d6+4	2 (17)	20
Brownie	1	Fey	1-12	S (1.5`)	120`	40	+5	1d6+7	4 (19)	40
Cat, Wild	1	Animal	1-6	S	180`	35	+4	1d6+5	3 (18)	35
Centipede, Giant	1	Insect	1-14	S (1`+)	150`	10	+2	1d6+2	1 (16)	10
Centipede, Huge	1	Insect	1-12	S (6")	210`	10	+2	1d6+2	1 (16)	10
Dwarf	1	Humanoid	1-20	S (4`+)	60`	40	+5	1d6+7	4 (19)	40
Fairy	1	Fey	1-6	S (1`)	60`/Fly 120`	30	+4	1d6+5	3 (18)	30
Fairy Drake	1	Dragon	1-6	S (1-1.5`)	60`/Fly 240`	35	+4	1d6+5	3 (18)	35
Falcon, Large	1	Animal	1-2	S (3-4`+)	10`/Fly 330`	30	+4	1d6+5	3 (18)	30
Frog, Giant, Poisonous	1	Animal	1-12	S	30`/Swim 90`	20	+3	1d6+4	2 (17)	20
Fruglum	1	Humanoid	1-20	S-M	30`/Swim 150`	30	+4	1d6+5	3 (18)	30
Gnome	1	Humanoid	1-20	S (3`+)	60`	35	+4	1d6+5	3 (18)	35
Goblin	1	Humanoid	1-20	S (4`)	60`	30	+4	1d6+5	3 (18)	30
Hawk	1	Animal	1-2	S (2-3`)	10`/Fly 360`	35	+4	1d6+5	3 (18)	35
Jackal	1	Animal	1-6	S	120`	20	+3	1d6+4	2 (17)	20
Kobold	1	Humanoid	1-20	S (3`)	60`	20	+3	1d6+4	2 (17)	20
Man, Bandit	1	Humanoid	1-20	M	120`	30	+4	1d6+5	3 (18)	30
Man, Pilgrim	1	Humanoid	1-20	M	120`	30	+4	1d6+5	3 (18)	30
Orke	1	Humanoid	1-20	M (6`+)	90`	30	+4	1d6+5	3 (18)	30
Owl	1	Animal	1	S (4-5`)	10`/Fly 270`	35	+4	1d6+5	3 (18)	35
Pixie	1	Fey	1-8	S (2.5`)	60`/Fly 120`	30	+4	1d6+5	3 (18)	30
Rat	1	Animal	1-20	S	120`	10	+2	1d6+2	1 (16)	10
Rat, Giant	1	Animal	1-12	S	90`	20	+3	1d6+4	2 (17)	20
Raven	1	Animal	1-16	S (2-4`)	10`/Fly 360`	20	+3	1d6+4	2 (17)	20
Raven, Huge	1	Animal	1-8	M (4-6`)	10`/Fly 270`	30	+4	1d6+5	3 (18)	30
Skunk	1	Animal	1-6	S	120`	15	+2	1d6+2	1 (16)	15
Sprite	1	Fey	1-20	S (2`)	90`/Fly 180`	30	+4	1d6+5	3 (18)	30
Squirrel	1	Animal	1-6	S	90`	15	+2	1d6+2	1 (16)	15
Weasel	1	Animal	1-2	S	150`	25	+3	1d6+4	2 (17)	25

Forest	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Ant, Fire	2	Insect	1-20	S (2`)	180`	55	+6	1d6+8	5 (20)	55
Ant, Giant	2	Insect	1-20	S (2`)	180`	55	+6	1d6+8	5 (20)	55
Assassin Bug	2	Insect	1-2	S (2`)	60`/Fly 180`	45	+5	1d6+7	4 (19)	45
Badger	2	Animal	1-5	S	60`/Burrow 30`	50	+6	1d6+8	5 (20)	50
Bat, Fire	2	Animal	1-8	S	60`/Fly 200`	30	+4	1d6+5	3 (18)	30
Bat, Piercing	2	Animal	1-20	S	30`/Fly 180`	30	+4	1d6+5	3 (18)	30
Beetle, Giant, Fire	2	Insect	1-10	S (2.5`)	120`	50	+6	1d6+8	5 (20)	50
Cattle, Wild	2	Animal	1-20	L	150`	35	+4	1d6+5	3 (18)	35
Dog, Wild	2	Animal	1-12	S	150`	35	+4	1d6+5	3 (18)	35
Dragonling Familiar	2	Dragon	1	S (1.5`)	60`/Fly 240`	60	+7	1d6+10	6 (21)	60
Dryad	2	Fey	1-6	M	120`	25	+3	1d6+4	2 (17)	25
Eagle	2	Animal	1-2	M (6`)	10`/Fly 300`	40	+5	1d6+7	4 (19)	40
Elf	2	Humanoid	1-20	M (5`+)	120`	45	+5	1d6+7	4 (19)	45
Frog, Giant	2	Animal	1-10	S-M (3-6`)	30`/Swim 90`	35	+4	1d6+5	3 (18)	35
Frog, Giant, Killer	2	Animal	1-12	S	60`/Swim 120`	30	+4	1d6+5	3 (18)	30
Gnoll	2	Humanoid	1-20	L (7`+)	90`	45	+5	1d6+7	4 (19)	45
Greyling	2	Fey	1-12	S (1.5`)	120`	85	+9	1d6+13	8 (23)	85
Hobgoblin	2	Humanoid	1-20	M (6.5`)	90`	45	+5	1d6+7	4 (19)	45
Horse, Light	2	Animal	1	L	240`	35	+4	1d6+5	3 (18)	35
Horse, Wild	2	Animal	1	L	240`	35	+4	1d6+5	3 (18)	35
Man, Caveman	2	Humanoid	1-20	M	120`	35	+4	1d6+5	3 (18)	35
Manta-Ray, Flying	2	Beast	1-3	S	Fly 180`	25	+3	1d6+4	2 (17)	25
Pony	2	Animal	1	L	120`	35	+4	1d6+5	3 (18)	35
Spider, Large	2	Insect	1-12	S	60`/On Web 150`	30	+4	1d6+5	3 (18)	30
Squirrel, Giant	2	Animal	1-12	S (2`)	120`	40	+5	1d6+7	4 (19)	40
Tigran	2	Humanoid	1-20	M (5`+)	150`	45	+5	1d6+7	4 (19)	45
Toad, Poisonous	2	Animal	1-8	M	60`/Jump 60`	35	+4	1d6+5	3 (18)	35
Vulture	2	Animal	1-16	M (5-6`+)	30`/Fly 270`	40	+5	1d6+7	4 (19)	40
Zombie	2	Undead	1-14	M	60`	30	+4	1d6+5	3 (18)	30
Beetle, Giant, Bombadier	3	Insect	1-10	M (4`)	90`	60	+7	1d6+10	6 (21)	60
Boar, Warthog	3	Animal	1-6	M (2.5`)	120`	45	+5	1d6+7	4 (19)	45
Camel, Wild	3	Animal	1-12	L	210`	45	+5	1d6+7	4 (19)	45
Centipede, Great	3	Insect	1-4	M (5`)	180`	55	+6	1d6+8	5 (20)	55

Forest	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Cheetah	3	Animal	1-4	M	150`/Run 450`	55	+6	1d6+8	5 (20)	55
Fly, Giant, Bluebottle	3	Insect	1-10	M	90`/Fly 300`	50	+6	1d6+8	5 (20)	50
Gnoll, Greater	3	Humanoid	1-14	M (6.5`)	120`	55	+6	1d6+8	5 (20)	55
Harpy	3	Beast	1-12	M	60`/Fly 150`	45	+5	1d6+7	4 (19)	45
Horse, Draft	3	Animal	1	L	120`	45	+5	1d6+7	4 (19)	45
Horse, Medium	3	Animal	1	L	180`	45	+5	1d6+7	4 (19)	45
Mule	3	Animal	1	L	120`	45	+5	1d6+7	4 (19)	45
Nymph	3	Fey	1-4	M	120`	35	+4	1d6+5	3 (18)	35
Ostryx	3	Animal	1-6	L (7`+)	180`	50	+6	1d6+8	5 (20)	50
Plant, Whipper	3	Plant	1-2	Varies	30`	50	+6	1d6+8	5 (20)	50
Scorpion, Large	3	Insect	1-6	S	90`	55	+6	1d6+8	5 (20)	55
Snake, Poisonous	3	Reptile	1-6	S (5`)	150`	50	+6	1d6+8	5 (20)	50
Spider, Huge	3	Insect	1-12	M	180`	50	+6	1d6+8	5 (20)	50
Stag	3	Animal	1-4	L	240`	45	+5	1d6+7	4 (19)	45
Tick, Giant	3	Insect	1-10	S	30`	65	+7	1d6+10	6 (21)	65
Toad, Giant	3	Animal	1-12	M	60`/Jump 60`	50	+6	1d6+8	5 (20)	50
Wolf	3	Animal	1-12	S	180`	45	+5	1d6+7	4 (19)	45
Wulfan	3	Humanoid	1-10	M	150`	45	+5	1d6+7	4 (19)	45
Bear, Black	4	Animal	1-3	M (6`+)	120`	55	+6	1d6+8	5 (20)	55
Beaver, Giant	4	Animal	1-20	M (6`)	60`/Swim 120`	60	+7	1d6+10	6 (21)	60
Boar, Wild	4	Animal	1-12	M (3`)	150`	55	+6	1d6+8	5 (20)	55
Bugbear	4	Humanoid	1-20	L (7`+)	90`	65	+7	1d6+10	6 (21)	65
Bull	4	Animal	1-20	L (5`)	150`	55	+6	1d6+8	5 (20)	55
Bumblebee, Honey, Giant	4	Insect	1-10	M	90`/Fly 300`	60	+7	1d6+10	6 (21)	60
Centaur	4	Fey	1-16	L	180`	65	+7	1d6+10	6 (21)	65
Eagle, Giant	4	Animal	1-20	M (20`)	30`/Fly 480`	55	+6	1d6+8	5 (20)	55
Horse, Heavy	4	Animal	1	L	150`	55	+6	1d6+8	5 (20)	55
Hound, Shadow	4	Planar	1-12	M	180`	60	+7	1d6+10	6 (21)	60
Leprechaun	4	Fey	1-3	S (2`)	150`	50	+6	1d6+8	5 (20)	50
Lizard, Giant	4	Reptile	1-12	L (15`)	150`	65	+7	1d6+10	6 (21)	65
Man-Jackal	4	Beast	1-4	S (M)	120`	70	+8	1d6+11	7 (22)	70
Owl, Giant	4	Animal	1-5	M	30`/Fly 180`	60	+7	1d6+10	6 (21)	60
Pegasus	4	Beast	1-10	L	240`/Fly 480`	60	+7	1d6+10	6 (21)	60

Forest	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Raven, Giant	4	Animal	1-12	M-L (6-10`)	30`/Fly 180`	70	+8	1d6+11	7 (22)	70
Shadow	4	Undead	1-12	M	120`	55	+6	1d6+8	5 (20)	55
Wasp, Giant	4	Insect	1-20	M	60`/Fly 210`	70	+8	1d6+11	7 (22)	70
Weasel, Giant	4	Animal	1-8	M	150`	60	+7	1d6+10	6 (21)	60
Wolf, Dire	4	Animal	1-10	M (L)	180`	60	+7	1d6+10	6 (21)	60
Beetle, Giant, Boring	5	Insect	1-12	L (9`)	60`	85	+9	1d6+13	8 (23)	85
Bumblebee, Soldier, Giant	5	Insect	1	M	120`/Fly 300`	75	+8	1d6+11	7 (22)	75
Cobra	5	Reptile	1-4	M	120`	75	+8	1d6+11	7 (22)	75
Cockatrice	5	Monster	1-6	S	60`/Fly 180`	70	+8	1d6+11	7 (22)	70
Gargoyle	5	Beast	1-10	M	90`/Fly 150`	75	+8	1d6+11	7 (22)	75
Hornet, Giant	5	Insect	1	M	Fly 240`	80	+9	1d6+13	8 (23)	80
Lycanthrope, Werewolf	5	Humanoid	1-12	M	150`	75	+8	1d6+11	7 (22)	75
Man, Berserker	5	Humanoid	1-20	M	120`	65	+7	1d6+10	6 (21)	65
Ogre	5	Giant	1-12	L (8`)	90`	75	+8	1d6+11	7 (22)	75
Scorpion, Huge	5	Insect	1-4	M	120`	80	+9	1d6+13	8 (23)	80
Skunk, Giant	5	Animal	1	M	90`	65	+7	1d6+10	6 (21)	65
Snake, Poisonous, Large	5	Reptile	1-6	L	150`	75	+8	1d6+11	7 (22)	75
Spider, Giant	5	Insect	1-8	L	30`/On Web 120`	80	+9	1d6+13	8 (23)	80
Unicorn	5	Beast	1-6	L	240`	90	+10	1d6+14	9 (24)	90
Bear, Brown	6	Animal	1-6	L (9`+)	120`	80	+9	1d6+13	8 (23)	80
Beetle, Razor	6	Insect	1-3	L	60`	95	+10	1d6+14	9 (24)	95
Coecur	6	Monster	1-5	L	150`	90	+10	1d6+14	9 (24)	90
Fly, Giant, Horsefly	6	Insect	1-4	L	60`/Fly 270`	85	+9	1d6+13	8 (23)	85
Lion	6	Animal	1-12	L	120`	85	+9	1d6+13	8 (23)	85
Lycanthrope, Wereboar	6	Humanoid	1-8	L	120`	90	+10	1d6+14	9 (24)	90
Man-Wolf	6	Beast	1-3	M	150`	95	+10	1d6+14	9 (24)	95
Medusa	6	Monster	1-3	M	90`	85	+9	1d6+13	8 (23)	85
Monkey, Vile	6	Monster	1-12	M	90`	80	+9	1d6+13	8 (23)	80
Ogre Mage	6	Giant	1-6	L (10.5`)	90`/Fly 150`	90	+10	1d6+14	9 (24)	90
Owl Beast	6	Beast	1-5	L (8`)	120`	85	+9	1d6+13	8 (23)	85
Porcupine, Giant	6	Animal	1-2	L	60`	85	+9	1d6+13	8 (23)	85
Scorpion, Giant	6	Insect	1-4	M	150`	95	+10	1d6+14	9 (24)	95
Snake, Amphisbaena	6	Reptile	1-3	M	120`	95	+10	1d6+14	9 (24)	95

Forest	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Spider, Astral	6	Beast	1-4	L	60`/On Web 150`	75	+8	1d6+11	7 (22)	75
Tiger	6	Animal	1-4	L	120`	80	+9	1d6+13	8 (23)	80
Banshee	7	Undead	1	M	150`	120	+13	1d6+19	12 (27)	120
Basilisk	7	Beast	1-4	M (7`)	60`	100	+11	1d6+16	10 (25)	100
Bear, Cave	7	Animal	1-2	L (12`+)	120`	90	+10	1d6+14	9 (24)	90
Beetle, Giant, Stag	7	Insect	1-12	L (10`)	60`	105	+11	1d6+16	10 (25)	105
Boar, Giant	7	Animal	1-8	L (5`)	120`	90	+10	1d6+14	9 (24)	90
Bumblebee, Giant	7	Insect	1	L	60`/Fly 240`	90	+10	1d6+14	9 (24)	90
Catoblepas	7	Beast	1-3	L (6`)	60`	85	+9	1d6+13	8 (23)	85
Lycanthrope, Weretiger	7	Humanoid	1-6	L	120`	105	+11	1d6+16	10 (25)	105
Minotaur	7	Beast	1-8	L	120`	90	+10	1d6+14	9 (24)	90
Mummy	7	Undead	1-8	M	60`	105	+11	1d6+16	10 (25)	105
Snake, Constrictor, Mystical	7	Reptile	1-2	L	90`	95	+10	1d6+14	9 (24)	95
Troll	7	Giant	1-12	L (8`+)	120`	100	+11	1d6+16	10 (25)	100
Dragon, Green	8	Dragon	1	L (36`)	90`/Fly 240`	120	+13	1d6+19	12 (27)	120
Gorgon	8	Beast	1-4	L	120`	120	+13	1d6+19	12 (27)	120
Lammasu	8	Monster	1-8	L	120`/Fly 240`	100	+11	1d6+16	10 (25)	100
Lycanthrope, Werebear	8	Humanoid	1-4	L	90`	120	+13	1d6+19	12 (27)	120
Sundew, Giant	8	Plant	1-4	M	10`	95	+10	1d6+14	9 (24)	95
Tree, Hanging	8	Plant	1	L (20`+)	None	90	+10	1d6+14	9 (24)	90
Tree, Reaper	8	Plant	1	L	10`	105	+11	1d6+16	10 (25)	105
Troll, Giant	8	Giant	1-12	L (10`+)	120`	110	+12	1d6+17	11 (26)	110
Witch, Night, Greater	8	Humanoid	1-3	L (7.5-8`)	150`	130	+14	1d6+20	13 (28)	130
Wyvern	8	Dragon	1	L (35`)	60`/Fly 240`	115	+12	1d6+17	11 (26)	115
Ant Lion	9	Insect	1	L	90`/Burrow 10`	130	+14	1d6+20	13 (28)	130
Bear, Polar	9	Animal	1-6	L (14`)	120`/Swim 90`	110	+12	1d6+17	11 (26)	110
Beetle, Death Watch	9	Insect	1	L (5`)	120`	125	+13	1d6+19	12 (27)	125
Centipede, Monstrous	9	Insect	1	L (18`)	150`	110	+12	1d6+17	11 (26)	110
Giant, Hill	9	Giant	1-10	L (10.5`)	120`	120	+13	1d6+19	12 (27)	120
Hydra	9	Dragon	1	L	90`	115	+12	1d6+17	11 (26)	115
Rhinoceros	9	Animal	1-6	L	120`	110	+12	1d6+17	11 (26)	110
Shark, Land	9	Monster	1-2	L (9.5`)	140`/Burrow 30`	120	+13	1d6+19	12 (27)	120
Vampire	9	Undead	1-4	M	12`/180`	135	+14	1d6+20	13 (28)	135

Forest	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Witch, Green	9	Humanoid	1	M	120`/Swim 120`	150	+16	1d6+23	15 (30)	150
Barghest	10	Beast	1-2	M-L	150`	140	+15	1d6+22	14 (29)	140
Basilisk, Greater	10	Beast	1-2	L (12`)	60`	140	+15	1d6+22	14 (29)	140
Dragon, Mist	10	Dragon	1	L (51`)	60`/Fly 330`	160	+17	1d6+25	16 (31)	160
Dragon, Red	10	Dragon	1	L (48`)	90`/Fly 240`	155	+16	1d6+23	15 (30)	155
Ettin	10	Giant	1-4	L (13`)	120`	135	+14	1d6+20	13 (28)	135
Ghost	10	Undead	1	M	90`	140	+15	1d6+22	14 (29)	140
Mantis, Giant	10	Insect	1	L (12`)	60`/Fly 120`	135	+14	1d6+20	13 (28)	135
Talking Tree	10	Plant	1-20	L	120`	150	+16	1d6+23	15 (30)	150
Troll, Giant, Two-Headed	10	Giant	1-3	L (10`+)	120`	130	+14	1d6+20	13 (28)	130
Dragon, Gold	11	Dragon	1	L (54`)	120`/Fly 300`	170	+18	1d6+26	17 (32)	170
Giant, Frost	11	Giant	1-8	L (15`)	120`	140	+15	1d6+22	14 (29)	140
Beetle, Giant, Rhinoceros	12	Insect	1-6	L (12`)	60`	160	+17	1d6+25	16 (31)	160
Giant, Fire	12	Giant	1-8	L (12`)	120`	155	+16	1d6+23	15 (30)	155
Mastodon	12	Animal	1-12	L (10`)	150`	140	+15	1d6+22	14 (29)	140
Rhinoceros, Woolly	12	Animal	1-4	L	120`	145	+15	1d6+22	14 (29)	145
Titanotheres	12	Animal	1-12	L (8`)	120`	140	+15	1d6+22	14 (29)	140
Lammasu, Greater	13	Monster	1-2	L (5`)	150`/Fly 300`	165	+17	1d6+25	16 (31)	165
Baluchitherium	14	Animal	1-3	L (20`)	120`	165	+17	1d6+25	16 (31)	165
Tree, Dark Reaper	16	Plant	1	L (6-9`)	10`/Run 40`	200	+21	1d6+31	20 (35)	200
Phoenix	20	Planar	1-4	M	60`/Fly 390`	265	+27	1d6+40	26 (41)	265

HILLS

Hills	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Bat	1	Animal	1-20	S	10' /Fly 240'	15	+2	1d6+2	1 (16)	15
Bat, Giant	1	Animal	1-12	S	30' /Fly 180'	20	+3	1d6+4	2 (17)	20
Brownie	1	Fey	1-12	S (1.5')	120'	40	+5	1d6+7	4 (19)	40
Cat, Wild	1	Animal	1-6	S	180'	35	+4	1d6+5	3 (18)	35
Centipede, Giant	1	Insect	1-14	S (1'+)	150'	10	+2	1d6+2	1 (16)	10
Centipede, Huge	1	Insect	1-12	S (6")	210'	10	+2	1d6+2	1 (16)	10
Dwarf	1	Humanoid	1-20	S (4'+)	60'	40	+5	1d6+7	4 (19)	40
Falcon, Large	1	Animal	1-2	S (3-4'+)	10' /Fly 330'	30	+4	1d6+5	3 (18)	30
Gnome	1	Humanoid	1-20	S (3'+)	60'	35	+4	1d6+5	3 (18)	35
Goblin	1	Humanoid	1-20	S (4')	60'	30	+4	1d6+5	3 (18)	30
Jackal	1	Animal	1-6	S	120'	20	+3	1d6+4	2 (17)	20
Kobold	1	Humanoid	1-20	S (3')	60'	20	+3	1d6+4	2 (17)	20
Man, Bandit	1	Humanoid	1-20	M	120'	30	+4	1d6+5	3 (18)	30
Man, Pilgrim	1	Humanoid	1-20	M	120'	30	+4	1d6+5	3 (18)	30
Orke	1	Humanoid	1-20	M (6'+)	90'	30	+4	1d6+5	3 (18)	30
Owl	1	Animal	1	S (4-5')	10' /Fly 270'	35	+4	1d6+5	3 (18)	35
Rat	1	Animal	1-20	S	120'	10	+2	1d6+2	1 (16)	10
Rat, Giant	1	Animal	1-12	S	90'	20	+3	1d6+4	2 (17)	20
Raven	1	Animal	1-16	S (2-4')	10' /Fly 360'	20	+3	1d6+4	2 (17)	20
Raven, Huge	1	Animal	1-8	M (4-6')	10' /Fly 270'	30	+4	1d6+5	3 (18)	30
Skunk	1	Animal	1-6	S	120'	15	+2	1d6+2	1 (16)	15
Squirrel	1	Animal	1-6	S	90'	15	+2	1d6+2	1 (16)	15
Weasel	1	Animal	1-2	S	150'	25	+3	1d6+4	2 (17)	25
Ant, Fire	2	Insect	1-20	S (2')	180'	55	+6	1d6+8	5 (20)	55
Ant, Giant	2	Insect	1-20	S (2')	180'	55	+6	1d6+8	5 (20)	55
Assassin Bug	2	Insect	1-2	S (2')	60' /Fly 180'	45	+5	1d6+7	4 (19)	45
Badger	2	Animal	1-5	S	60' /Burrow 30'	50	+6	1d6+8	5 (20)	50
Bat, Fire	2	Animal	1-8	S	60' /Fly 200'	30	+4	1d6+5	3 (18)	30
Beetle, Giant, Fire	2	Insect	1-10	S (2.5')	120'	50	+6	1d6+8	5 (20)	50
Cattle, Wild	2	Animal	1-20	L	150'	35	+4	1d6+5	3 (18)	35
Corpse, Walking	2	Undead	1	M	60'	30	+4	1d6+5	3 (18)	30

Hills	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Dog, Wild	2	Animal	1-12	S	150`	35	+4	1d6+5	3 (18)	35
Dragonling Familiar	2	Dragon	1	S (1.5`)	60`/Fly 240`	60	+7	1d6+10	6 (21)	60
Eagle	2	Animal	1-2	M (6`)	10`/Fly 300`	40	+5	1d6+7	4 (19)	40
Elf	2	Humanoid	1-20	M (5`+)	120`	45	+5	1d6+7	4 (19)	45
Falcoran	2	Humanoid	1-10	M	60`/Fly 360`	35	+4	1d6+5	3 (18)	35
Ghoul	2	Undead	1-14	M	90`	40	+5	1d6+7	4 (19)	40
Gnoll	2	Humanoid	1-20	L (7`+)	90`	45	+5	1d6+7	4 (19)	45
Goat	2	Animal	1-8	M	150`	35	+4	1d6+5	3 (18)	35
Hobgoblin	2	Humanoid	1-20	M (6.5`)	90`	45	+5	1d6+7	4 (19)	45
Horse, Light	2	Animal	1	L	240`	35	+4	1d6+5	3 (18)	35
Horse, Wild	2	Animal	1	L	240`	35	+4	1d6+5	3 (18)	35
Man, Caveman	2	Humanoid	1-20	M	120`	35	+4	1d6+5	3 (18)	35
Pony	2	Animal	1	L	120`	35	+4	1d6+5	3 (18)	35
Ram	2	Animal	1-6	M	150`	40	+5	1d6+7	4 (19)	40
Spider, Large	2	Insect	1-12	S	60`/On Web 150`	30	+4	1d6+5	3 (18)	30
Tigran	2	Humanoid	1-20	M (5`+)	150`	45	+5	1d6+7	4 (19)	45
Toad, Poisonous	2	Animal	1-8	M	60`/Jump 60`	35	+4	1d6+5	3 (18)	35
Vulture	2	Animal	1-16	M (5-6`+)	30`/Fly 270`	40	+5	1d6+7	4 (19)	40
Zombie	2	Undead	1-14	M	60`	30	+4	1d6+5	3 (18)	30
Beetle, Giant, Bombadier	3	Insect	1-10	M (4`)	90`	60	+7	1d6+10	6 (21)	60
Boar, Warthog	3	Animal	1-6	M (2.5`)	120`	45	+5	1d6+7	4 (19)	45
Camel, Wild	3	Animal	1-12	L	210`	45	+5	1d6+7	4 (19)	45
Centipede, Great	3	Insect	1-4	M (5`)	180`	55	+6	1d6+8	5 (20)	55
Cheetah	3	Animal	1-4	M	150`/Run 450`	55	+6	1d6+8	5 (20)	55
Fly, Giant, Bluebottle	3	Insect	1-10	M	90`/Fly 300`	50	+6	1d6+8	5 (20)	50
Gnoll, Greater	3	Humanoid	1-14	M (6.5`)	120`	55	+6	1d6+8	5 (20)	55
Harpy	3	Beast	1-12	M	60`/Fly 150`	45	+5	1d6+7	4 (19)	45
Horse, Draft	3	Animal	1	L	120`	45	+5	1d6+7	4 (19)	45
Horse, Medium	3	Animal	1	L	180`	45	+5	1d6+7	4 (19)	45
Mule	3	Animal	1	L	120`	45	+5	1d6+7	4 (19)	45
Nymph	3	Fey	1-4	M	120`	35	+4	1d6+5	3 (18)	35
Ostryx	3	Animal	1-6	L (7`+)	180`	50	+6	1d6+8	5 (20)	50
Plant, Whipper	3	Plant	1-2	Varies	30`	50	+6	1d6+8	5 (20)	50

Hills	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Scorpion, Large	3	Insect	1-6	S	90`	55	+6	1d6+8	5 (20)	55
Snake, Poisonous	3	Reptile	1-6	S (5`)	150`	50	+6	1d6+8	5 (20)	50
Spider, Huge	3	Insect	1-12	M	180`	50	+6	1d6+8	5 (20)	50
Stag	3	Animal	1-4	L	240`	45	+5	1d6+7	4 (19)	45
Toad, Giant	3	Animal	1-12	M	60`/Jump 60`	50	+6	1d6+8	5 (20)	50
Vulture, Giant	3	Animal	1-12	L (12`+)	30`/Fly 240`	45	+5	1d6+7	4 (19)	45
Wolf	3	Animal	1-12	S	180`	45	+5	1d6+7	4 (19)	45
Wulfan	3	Humanoid	1-10	M	150`	45	+5	1d6+7	4 (19)	45
Bear, Black	4	Animal	1-3	M (6`+)	120`	55	+6	1d6+8	5 (20)	55
Beaver, Giant	4	Animal	1-20	M (6`)	60`/Swim 120`	60	+7	1d6+10	6 (21)	60
Boar, Wild	4	Animal	1-12	M (3`)	150`	55	+6	1d6+8	5 (20)	55
Bugbear	4	Humanoid	1-20	L (7`+)	90`	65	+7	1d6+10	6 (21)	65
Bull	4	Animal	1-20	L (5`)	150`	55	+6	1d6+8	5 (20)	55
Bumblebee, Honey, Giant	4	Insect	1-10	M	90`/Fly 300`	60	+7	1d6+10	6 (21)	60
Centaur	4	Fey	1-16	L	180`	65	+7	1d6+10	6 (21)	65
Drake, Fire	4	Dragon	1	S (4`)	60`/Fly 180`	65	+7	1d6+10	6 (21)	65
Eagle, Giant	4	Animal	1-20	M (20`)	30`/Fly 480`	55	+6	1d6+8	5 (20)	55
Ghast	4	Undead	1-6	M	150`	70	+8	1d6+11	7 (22)	70
Goat, Giant	4	Animal	1-12	L (5`+)	180`	55	+6	1d6+8	5 (20)	55
Hippogriff	4	Animal	1-10	L	180`/Fly 360`	65	+7	1d6+10	6 (21)	65
Horse, Heavy	4	Animal	1	L	150`	55	+6	1d6+8	5 (20)	55
Hound, Shadow	4	Planar	1-12	M	180`	60	+7	1d6+10	6 (21)	60
Leprechaun	4	Fey	1-3	S (2`)	150`	50	+6	1d6+8	5 (20)	50
Lion, Mountain	4	Animal	1-2	M	150`	60	+7	1d6+10	6 (21)	60
Man-Jackal	4	Beast	1-4	S (M)	120`	70	+8	1d6+11	7 (22)	70
Owl, Giant	4	Animal	1-5	M	30`/Fly 180`	60	+7	1d6+10	6 (21)	60
Pegasus	4	Beast	1-10	L	240`/Fly 480`	60	+7	1d6+10	6 (21)	60
Peryton	4	Beast	1-8	M	120`/Fly 210`	55	+6	1d6+8	5 (20)	55
Ram, Giant	4	Animal	1-8	L (6`)	150`	60	+7	1d6+10	6 (21)	60
Raven, Giant	4	Animal	1-12	M-L (6-10`)	30`/Fly 180`	70	+8	1d6+11	7 (22)	70
Wasp, Giant	4	Insect	1-20	M	60`/Fly 210`	70	+8	1d6+11	7 (22)	70
Weasel, Giant	4	Animal	1-8	M	150`	60	+7	1d6+10	6 (21)	60
Wolf, Dire	4	Animal	1-10	M (L)	180`	60	+7	1d6+10	6 (21)	60

Hills	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Beetle, Giant, Boring	5	Insect	1-12	L (9`)	60`	85	+9	1d6+13	8 (23)	85
Bumblebee, Soldier, Giant	5	Insect	1	M	120`/Fly 300`	75	+8	1d6+11	7 (22)	75
Cobra	5	Reptile	1-4	M	120`	75	+8	1d6+11	7 (22)	75
Cockatrice	5	Monster	1-6	S	60`/Fly 180`	70	+8	1d6+11	7 (22)	70
Cyclops	5	Giant	1-8	L (9`)	120`	85	+9	1d6+13	8 (23)	85
Hornet, Giant	5	Insect	1	M	Fly 240`	80	+9	1d6+13	8 (23)	80
Lycanthrope, Werewolf	5	Humanoid	1-12	M	150`	75	+8	1d6+11	7 (22)	75
Man, Berserker	5	Humanoid	1-20	M	120`	65	+7	1d6+10	6 (21)	65
Ogre	5	Giant	1-12	L (8`)	90`	75	+8	1d6+11	7 (22)	75
Satyr	5	Fey	1-8	M	180`	75	+8	1d6+11	7 (22)	75
Scorpion, Huge	5	Insect	1-4	M	120`	80	+9	1d6+13	8 (23)	80
Skunk, Giant	5	Animal	1	M	90`	65	+7	1d6+10	6 (21)	65
Snake, Poisonous, Large	5	Reptile	1-6	L	150`	75	+8	1d6+11	7 (22)	75
Spider, Giant	5	Insect	1-8	L	30`/On Web 120`	80	+9	1d6+13	8 (23)	80
Stag, Giant	5	Animal	1-2	L	210`	65	+7	1d6+10	6 (21)	65
Unicorn	5	Beast	1-6	L	240`	90	+10	1d6+14	9 (24)	90
Bear, Brown	6	Animal	1-6	L (9`+)	120`	80	+9	1d6+13	8 (23)	80
Beetle, Razor	6	Insect	1-3	L	60`	95	+10	1d6+14	9 (24)	95
Bloodworm, Giant	6	Monster	1-4	L (20`)	60`	90	+10	1d6+14	9 (24)	90
Coeurl	6	Monster	1-5	L	150`	90	+10	1d6+14	9 (24)	90
Fly, Giant, Horsefly	6	Insect	1-4	L	60`/Fly 270`	85	+9	1d6+13	8 (23)	85
Gargoyle, Stone	6	Beast	1-8	M	60`/Fly 120`	100	+11	1d6+16	10 (25)	100
Hound, Hell	6	Planar	1-8	M	120`	90	+10	1d6+14	9 (24)	90
Lion	6	Animal	1-12	L	120`	85	+9	1d6+13	8 (23)	85
Lizard, Stone	6	Reptile	1-2	M-L (5-12`)	60`	95	+10	1d6+14	9 (24)	95
Lycanthrope, Wereboar	6	Humanoid	1-8	L	120`	90	+10	1d6+14	9 (24)	90
Man-Wolf	6	Beast	1-3	M	150`	95	+10	1d6+14	9 (24)	95
Medusa	6	Monster	1-3	M	90`	85	+9	1d6+13	8 (23)	85
Monkey, Vile	6	Monster	1-12	M	90`	80	+9	1d6+13	8 (23)	80
Ogre Mage	6	Giant	1-6	L (10.5`)	90`/Fly 150`	90	+10	1d6+14	9 (24)	90
Porcupine, Giant	6	Animal	1-2	L	60`	85	+9	1d6+13	8 (23)	85
Scorpion, Giant	6	Insect	1-4	M	150`	95	+10	1d6+14	9 (24)	95
Spider, Astral	6	Beast	1-4	L	60`/On Web 150`	75	+8	1d6+11	7 (22)	75

Hills	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Spriggan	6	Humanoid	1-10	S (3`) or L (12`)	90`/Run 150`	95	+10	1d6+14	9 (24)	95
Tiger	6	Animal	1-4	L	120`	80	+9	1d6+13	8 (23)	80
Zaren	6	Planar	1-4	M (4`)	90`	105	+11	1d6+16	10 (25)	105
Banshee	7	Undead	1	M	150`	120	+13	1d6+19	12 (27)	120
Basilisk	7	Beast	1-4	M (7`)	60`	100	+11	1d6+16	10 (25)	100
Bear, Cave	7	Animal	1-2	L (12`+)	120`	90	+10	1d6+14	9 (24)	90
Beetle, Giant, Stag	7	Insect	1-12	L (10`)	60`	105	+11	1d6+16	10 (25)	105
Boar, Giant	7	Animal	1-8	L (5`)	120`	90	+10	1d6+14	9 (24)	90
Bumblebee, Giant	7	Insect	1	L	60`/Fly 240`	90	+10	1d6+14	9 (24)	90
Griffin	7	Beast	1-12	L	120`/Fly 300`	105	+11	1d6+16	10 (25)	105
Lycanthrope, Weretiger	7	Humanoid	1-6	L	120`	105	+11	1d6+16	10 (25)	105
Manticore	7	Beast	1-4	L	120`/Fly 180`	100	+11	1d6+16	10 (25)	100
Minotaur	7	Beast	1-8	L	120`	90	+10	1d6+14	9 (24)	90
Mummy	7	Undead	1-8	M	60`	105	+11	1d6+16	10 (25)	105
Snake, Constrictor, Mystical	7	Reptile	1-2	L	90`	95	+10	1d6+14	9 (24)	95
Troll	7	Giant	1-12	L (8+`)	120`	100	+11	1d6+16	10 (25)	100
Dragon, Green	8	Dragon	1	L (36`)	90`/Fly 240`	120	+13	1d6+19	12 (27)	120
Gorgon	8	Beast	1-4	L	120`	120	+13	1d6+19	12 (27)	120
Lammasu	8	Monster	1-8	L	120`/Fly 240`	100	+11	1d6+16	10 (25)	100
Lycanthrope, Werebear	8	Humanoid	1-4	L	90`	120	+13	1d6+19	12 (27)	120
Spectre	8	Undead	1-6	M	150`/Fly 300`	120	+13	1d6+19	12 (27)	120
Sundew, Giant	8	Plant	1-4	M	10`	95	+10	1d6+14	9 (24)	95
Tree, Hanging	8	Plant	1	L (20`+)	None	90	+10	1d6+14	9 (24)	90
Tree, Reaper	8	Plant	1	L	10`	105	+11	1d6+16	10 (25)	105
Troll, Giant	8	Giant	1-12	L (10`+)	120`	110	+12	1d6+17	11 (26)	110
Zorn	8	Planar	1-4	M (5`)	90`	140	+15	1d6+22	14 (29)	140
Ant Lion	9	Insect	1	L	90`/Burrow 10`	130	+14	1d6+20	13 (28)	130
Bear, Polar	9	Animal	1-6	L (14`)	120`/Swim 90`	110	+12	1d6+17	11 (26)	110
Centipede, Monstrous	9	Insect	1	L (18`)	150`	110	+12	1d6+17	11 (26)	110
Chimera	9	Beast	1-4	L (4`)	90`/Fly 180`	115	+12	1d6+17	11 (26)	115
Giant, Hill	9	Giant	1-10	L (10.5`)	120`	120	+13	1d6+19	12 (27)	120
Rhinoceros	9	Animal	1-6	L	120`	110	+12	1d6+17	11 (26)	110
Shark, Land	9	Monster	1-2	L (9.5`)	140`/Burrow 30`	120	+13	1d6+19	12 (27)	120

Hills	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Vampire	9	Undead	1-4	M	12` / 180`	135	+14	1d6+20	13 (28)	135
Barghest	10	Beast	1-2	M-L	150`	140	+15	1d6+22	14 (29)	140
Basilisk, Greater	10	Beast	1-2	L (12`)	60`	140	+15	1d6+22	14 (29)	140
Dragon, Red	10	Dragon	1	L (48`)	90` / Fly 240`	155	+16	1d6+23	15 (30)	155
Ettin	10	Giant	1-4	L (13`)	120`	135	+14	1d6+20	13 (28)	135
Ghost	10	Undead	1	M	90`	140	+15	1d6+22	14 (29)	140
Giant, Stone	10	Giant	1-8	L (12`)	120`	150	+16	1d6+23	15 (30)	150
Mantis, Giant	10	Insect	1	L (12`)	60` / Fly 120`	135	+14	1d6+20	13 (28)	135
Shedu	10	Beast	1-8	L	120` / Fly 240`	130	+14	1d6+20	13 (28)	130
Troll, Giant, Two-Headed	10	Giant	1-3	L (10`+)	120`	130	+14	1d6+20	13 (28)	130
Dragon, Gold	11	Dragon	1	L (54`)	120` / Fly 300`	170	+18	1d6+26	17 (32)	170
Giant, Frost	11	Giant	1-8	L (15`)	120`	140	+15	1d6+22	14 (29)	140
Beetle, Giant, Rhinoceros	12	Insect	1-6	L (12`)	60`	160	+17	1d6+25	16 (31)	160
Giant, Fire	12	Giant	1-8	L (12`)	120`	155	+16	1d6+23	15 (30)	155
Ki-rin	12	Beast	1	L	240` / Fly 480`	195	+20	1d6+29	19 (34)	195
Mastodon	12	Animal	1-12	L (10`)	150`	140	+15	1d6+22	14 (29)	140
Rhinoceros, Woolly	12	Animal	1-4	L	120`	145	+15	1d6+22	14 (29)	145
Titanotheres	12	Animal	1-12	L (8`)	120`	140	+15	1d6+22	14 (29)	140
Giant, Cloud	13	Giant	1-6	L (18`)	150`	170	+18	1d6+26	17 (32)	170
Lammasu, Greater	13	Monster	1-2	L (5`)	150` / Fly 300`	165	+17	1d6+25	16 (31)	165
Giant, Fog	14	Giant	1-4	L (18`)	150`	185	+19	1d6+28	18 (33)	185
Shedu, Greater	15	Beast	1-2	L (6`)	150` / Fly 300`	190	+20	1d6+29	19 (34)	190
Worm, Giant	15	Monster	1-2	L (50`)	90`	170	+18	1d6+26	17 (32)	170

MOUNTAINS

Mountains	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Bat	1	Animal	1-20	S	10`/Fly 240`	15	+2	1d6+2	1 (16)	15
Bat, Giant	1	Animal	1-12	S	30`/Fly 180`	20	+3	1d6+4	2 (17)	20
Cat, Wild	1	Animal	1-6	S	180`	35	+4	1d6+5	3 (18)	35
Centipede, Giant	1	Insect	1-14	S (1`+)	150`	10	+2	1d6+2	1 (16)	10
Centipede, Huge	1	Insect	1-12	S (6")	210`	10	+2	1d6+2	1 (16)	10
Dwarf	1	Humanoid	1-20	S (4`+)	60`	40	+5	1d6+7	4 (19)	40
Falcon, Large	1	Animal	1-2	S (3-4`+)	10`/Fly 330`	30	+4	1d6+5	3 (18)	30
Gnome	1	Humanoid	1-20	S (3`+)	60`	35	+4	1d6+5	3 (18)	35
Goblin	1	Humanoid	1-20	S (4`)	60`	30	+4	1d6+5	3 (18)	30
Hawk	1	Animal	1-2	S (2-3`)	10`/Fly 360`	35	+4	1d6+5	3 (18)	35
Kobold	1	Humanoid	1-20	S (3`)	60`	20	+3	1d6+4	2 (17)	20
Man, Bandit	1	Humanoid	1-20	M	120`	30	+4	1d6+5	3 (18)	30
Man, Pilgrim	1	Humanoid	1-20	M	120`	30	+4	1d6+5	3 (18)	30
Orke	1	Humanoid	1-20	M (6`+)	90`	30	+4	1d6+5	3 (18)	30
Owl	1	Animal	1	S (4-5`)	10`/Fly 270`	35	+4	1d6+5	3 (18)	35
Rat	1	Animal	1-20	S	120`	10	+2	1d6+2	1 (16)	10
Rat, Giant	1	Animal	1-12	S	90`	20	+3	1d6+4	2 (17)	20
Raven	1	Animal	1-16	S (2-4`)	10`/Fly 360`	20	+3	1d6+4	2 (17)	20
Raven, Huge	1	Animal	1-8	M (4-6`)	10`/Fly 270`	30	+4	1d6+5	3 (18)	30
Skunk	1	Animal	1-6	S	120`	15	+2	1d6+2	1 (16)	15
Squirrel	1	Animal	1-6	S	90`	15	+2	1d6+2	1 (16)	15
Weasel	1	Animal	1-2	S	150`	25	+3	1d6+4	2 (17)	25
Badger	2	Animal	1-5	S	60`/Burrow 30`	50	+6	1d6+8	5 (20)	50
Bat, Fire	2	Animal	1-8	S	60`/Fly 200`	30	+4	1d6+5	3 (18)	30
Beetle, Giant, Fire	2	Insect	1-10	S (2.5`)	120`	50	+6	1d6+8	5 (20)	50
Cattle, Wild	2	Animal	1-20	L	150`	35	+4	1d6+5	3 (18)	35
Corpse, Walking	2	Undead	1	M	60`	30	+4	1d6+5	3 (18)	30
Dog, Wild	2	Animal	1-12	S	150`	35	+4	1d6+5	3 (18)	35
Dragonling Familiar	2	Dragon	1	S (1.5`)	60`/Fly 240`	60	+7	1d6+10	6 (21)	60
Eagle	2	Animal	1-2	M (6`)	10`/Fly 300`	40	+5	1d6+7	4 (19)	40
Elf	2	Humanoid	1-20	M (5`+)	120`	45	+5	1d6+7	4 (19)	45

Mountains	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Falcoran	2	Humanoid	1-10	M	60`/Fly 360`	35	+4	1d6+5	3 (18)	35
Ghoul	2	Undead	1-14	M	90`	40	+5	1d6+7	4 (19)	40
Gnoll	2	Humanoid	1-20	L (7`+)	90`	45	+5	1d6+7	4 (19)	45
Goat	2	Animal	1-8	M	150`	35	+4	1d6+5	3 (18)	35
Hobgoblin	2	Humanoid	1-20	M (6.5`)	90`	45	+5	1d6+7	4 (19)	45
Horse, Light	2	Animal	1	L	240`	35	+4	1d6+5	3 (18)	35
Horse, Wild	2	Animal	1	L	240`	35	+4	1d6+5	3 (18)	35
Man, Caveman	2	Humanoid	1-20	M	120`	35	+4	1d6+5	3 (18)	35
Manta-Ray, Flying	2	Beast	1-3	S	Fly 180`	25	+3	1d6+4	2 (17)	25
Pony	2	Animal	1	L	120`	35	+4	1d6+5	3 (18)	35
Ram	2	Animal	1-6	M	150`	40	+5	1d6+7	4 (19)	40
Spider, Large	2	Insect	1-12	S	60`/On Web 150`	30	+4	1d6+5	3 (18)	30
Squirrel, Giant	2	Animal	1-12	S (2`)	120`	40	+5	1d6+7	4 (19)	40
Toad, Poisonous	2	Animal	1-8	M	60`/Jump 60`	35	+4	1d6+5	3 (18)	35
Vulture	2	Animal	1-16	M (5-6`+)	30`/Fly 270`	40	+5	1d6+7	4 (19)	40
Zombie	2	Undead	1-14	M	60`	30	+4	1d6+5	3 (18)	30
Centipede, Great	3	Insect	1-4	M (5`)	180`	55	+6	1d6+8	5 (20)	55
Cheetah	3	Animal	1-4	M	150`/Run 450`	55	+6	1d6+8	5 (20)	55
Fly, Giant, Bluebottle	3	Insect	1-10	M	90`/Fly 300`	50	+6	1d6+8	5 (20)	50
Gnoll, Greater	3	Humanoid	1-14	M (6.5`)	120`	55	+6	1d6+8	5 (20)	55
Harpy	3	Beast	1-12	M	60`/Fly 150`	45	+5	1d6+7	4 (19)	45
Horse, Draft	3	Animal	1	L	120`	45	+5	1d6+7	4 (19)	45
Horse, Medium	3	Animal	1	L	180`	45	+5	1d6+7	4 (19)	45
Mule	3	Animal	1	L	120`	45	+5	1d6+7	4 (19)	45
Nymph	3	Fey	1-4	M	120`	35	+4	1d6+5	3 (18)	35
Plant, Whipper	3	Plant	1-2	Varies	30`	50	+6	1d6+8	5 (20)	50
Scorpion, Large	3	Insect	1-6	S	90`	55	+6	1d6+8	5 (20)	55
Shade	3	Undead	1-2	As original creature	Unique	70	+8	1d6+11	7 (22)	70
Snake, Poisonous	3	Reptile	1-6	S (5`)	150`	50	+6	1d6+8	5 (20)	50
Spider, Huge	3	Insect	1-12	M	180`	50	+6	1d6+8	5 (20)	50
Sylph	3	Fey	1	M	120`/Fly 360`	35	+4	1d6+5	3 (18)	35
Toad, Giant	3	Animal	1-12	M	60`/Jump 60`	50	+6	1d6+8	5 (20)	50
Vulture, Giant	3	Animal	1-12	L (12`+)	30`/Fly 240`	45	+5	1d6+7	4 (19)	45

Mountains	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Wolf	3	Animal	1-12	S	180`	45	+5	1d6+7	4 (19)	45
Bear, Black	4	Animal	1-3	M (6`+)	120`	55	+6	1d6+8	5 (20)	55
Bugbear	4	Humanoid	1-20	L (7`+)	90`	65	+7	1d6+10	6 (21)	65
Bumblebee, Honey, Giant	4	Insect	1-10	M	90` /Fly 300`	60	+7	1d6+10	6 (21)	60
Doppelganger	4	Humanoid	1-10	M	90`	65	+7	1d6+10	6 (21)	65
Drake, Fire	4	Dragon	1	S (4`)	60` /Fly 180`	65	+7	1d6+10	6 (21)	65
Eagle, Giant	4	Animal	1-20	M (20`)	30` /Fly 480`	55	+6	1d6+8	5 (20)	55
Elemental, Earth	4	Elemental	1	L	60`	50	+6	1d6+8	5 (20)	50
Ghast	4	Undead	1-6	M	150`	70	+8	1d6+11	7 (22)	70
Goat, Giant	4	Animal	1-12	L (5`+)	180`	55	+6	1d6+8	5 (20)	55
Hippogriff	4	Animal	1-10	L	180` /Fly 360`	65	+7	1d6+10	6 (21)	65
Horse, Heavy	4	Animal	1	L	150`	55	+6	1d6+8	5 (20)	55
Hound, Shadow	4	Planar	1-12	M	180`	60	+7	1d6+10	6 (21)	60
Lion, Mountain	4	Animal	1-2	M	150`	60	+7	1d6+10	6 (21)	60
Owl, Giant	4	Animal	1-5	M	30` /Fly 180`	60	+7	1d6+10	6 (21)	60
Pegasus	4	Beast	1-10	L	240` /Fly 480`	60	+7	1d6+10	6 (21)	60
Peryton	4	Beast	1-8	M	120` /Fly 210`	55	+6	1d6+8	5 (20)	55
Ram, Giant	4	Animal	1-8	L (6`)	150`	60	+7	1d6+10	6 (21)	60
Raven, Giant	4	Animal	1-12	M-L (6-10`)	30` /Fly 180`	70	+8	1d6+11	7 (22)	70
Shadow	4	Undead	1-12	M	120`	55	+6	1d6+8	5 (20)	55
Slime, Green	4	Slime	1	L (10`)	60`	50	+6	1d6+8	5 (20)	50
Wasp, Giant	4	Insect	1-20	M	60` /Fly 210`	70	+8	1d6+11	7 (22)	70
Weasel, Giant	4	Animal	1-8	M	150`	60	+7	1d6+10	6 (21)	60
Wolf, Dire	4	Animal	1-10	M (L)	180`	60	+7	1d6+10	6 (21)	60
Worm, Carcass	4	Monster	1-6	L (9`)	120`	55	+6	1d6+8	5 (20)	55
Beetle, Giant, Boring	5	Insect	1-12	L (9`)	60`	85	+9	1d6+13	8 (23)	85
Bumblebee, Soldier, Giant	5	Insect	1	M	120` /Fly 300`	75	+8	1d6+11	7 (22)	75
Caterwaul	5	Monster	1	M	180` /Run 240`	70	+8	1d6+11	7 (22)	70
Cobra	5	Reptile	1-4	M	120`	75	+8	1d6+11	7 (22)	75
Cockatrice	5	Monster	1-6	S	60` /Fly 180`	70	+8	1d6+11	7 (22)	70
Cyclops	5	Giant	1-8	L (9`)	120`	85	+9	1d6+13	8 (23)	85
Gargoyle	5	Beast	1-10	M	90` /Fly 150`	75	+8	1d6+11	7 (22)	75
Hornet, Giant	5	Insect	1	M	Fly 240`	80	+9	1d6+13	8 (23)	80

Mountains	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Lycanthrope, Werewolf	5	Humanoid	1-12	M	150`	75	+8	1d6+11	7 (22)	75
Man, Berserker	5	Humanoid	1-20	M	120`	65	+7	1d6+10	6 (21)	65
Ogre	5	Giant	1-12	L (8`)	90`	75	+8	1d6+11	7 (22)	75
Scorpion, Huge	5	Insect	1-4	M	120`	80	+9	1d6+13	8 (23)	80
Skunk, Giant	5	Animal	1	M	90`	65	+7	1d6+10	6 (21)	65
Snake, Poisonous, Large	5	Reptile	1-6	L	150`	75	+8	1d6+11	7 (22)	75
Spider, Giant	5	Insect	1-8	L	30`/On Web 120`	80	+9	1d6+13	8 (23)	80
Stag, Giant	5	Animal	1-2	L	210`	65	+7	1d6+10	6 (21)	65
Wight	5	Undead	1-10	M	120`	75	+8	1d6+11	7 (22)	75
Bear, Brown	6	Animal	1-6	L (9`+)	120`	80	+9	1d6+13	8 (23)	80
Coecurl	6	Monster	1-5	L	150`	90	+10	1d6+14	9 (24)	90
Fly, Giant, Horsefly	6	Insect	1-4	L	60`/Fly 270`	85	+9	1d6+13	8 (23)	85
Gargoyle, Stone	6	Beast	1-8	M	60`/Fly 120`	100	+11	1d6+16	10 (25)	100
Hound, Hell	6	Planar	1-8	M	120`	90	+10	1d6+14	9 (24)	90
Lion	6	Animal	1-12	L	120`	85	+9	1d6+13	8 (23)	85
Lizard, Stone	6	Reptile	1-2	M-L (5-12`)	60`	95	+10	1d6+14	9 (24)	95
Man-Wolf	6	Beast	1-3	M	150`	95	+10	1d6+14	9 (24)	95
Medusa	6	Monster	1-3	M	90`	85	+9	1d6+13	8 (23)	85
Monkey, Vile	6	Monster	1-12	M	90`	80	+9	1d6+13	8 (23)	80
Ogre Mage	6	Giant	1-6	L (10.5`)	90`/Fly 150`	90	+10	1d6+14	9 (24)	90
Owl Beast	6	Beast	1-5	L (8`)	120`	85	+9	1d6+13	8 (23)	85
Porcupine, Giant	6	Animal	1-2	L	60`	85	+9	1d6+13	8 (23)	85
Rock Tentacle	6	Monster	1	M	10`	110	+12	1d6+17	11 (26)	110
Scorpion, Giant	6	Insect	1-4	M	150`	95	+10	1d6+14	9 (24)	95
Snake, Amphisbaena	6	Reptile	1-3	M	120`	95	+10	1d6+14	9 (24)	95
Spider, Astral	6	Beast	1-4	L	60`/On Web 150`	75	+8	1d6+11	7 (22)	75
Spriggan	6	Humanoid	1-10	S (3`) or L (12`)	90`/Run 150`	95	+10	1d6+14	9 (24)	95
Tiger	6	Animal	1-4	L	120`	80	+9	1d6+13	8 (23)	80
Tomb Watcher	6	Undead	1	M	120`	95	+10	1d6+14	9 (24)	95
Wraith	6	Undead	1-12	M	120`/Fly 240`	90	+10	1d6+14	9 (24)	90
Zaren	6	Planar	1-4	M (4`)	90`	105	+11	1d6+16	10 (25)	105
Basilisk	7	Beast	1-4	M (7`)	60`	100	+11	1d6+16	10 (25)	100
Bear, Cave	7	Animal	1-2	L (12`+)	120`	90	+10	1d6+14	9 (24)	90

Mountains	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Bumblebee, Giant	7	Insect	1	L	60`/Fly 240`	90	+10	1d6+14	9 (24)	90
Dragon, Black	7	Dragon	1	L (30`)	120`/Fly 240`	105	+11	1d6+16	10 (25)	105
Griffin	7	Beast	1-12	L	120`/Fly 300`	105	+11	1d6+16	10 (25)	105
Horse, Hell	7	Planar	1	L	150`/Fly 360`	140	+15	1d6+22	14 (29)	140
Leucrotta	7	Beast	1-4	L	180`	100	+11	1d6+16	10 (25)	100
Lion, Spotted	7	Animal	1-8	L	120`	95	+10	1d6+14	9 (24)	95
Lycanthrope, Weretiger	7	Humanoid	1-6	L	120`	105	+11	1d6+16	10 (25)	105
Manticore	7	Beast	1-4	L	120`/Fly 180`	100	+11	1d6+16	10 (25)	100
Minotaur	7	Beast	1-8	L	120`	90	+10	1d6+14	9 (24)	90
Mummy	7	Undead	1-8	M	60`	105	+11	1d6+16	10 (25)	105
Snake, Constrictor, Mystical	7	Reptile	1-2	L	90`	95	+10	1d6+14	9 (24)	95
Troll	7	Giant	1-12	L (8+`)	120`	100	+11	1d6+16	10 (25)	100
Gorgon	8	Beast	1-4	L	120`	120	+13	1d6+19	12 (27)	120
Lammasu	8	Monster	1-8	L	120`/Fly 240`	100	+11	1d6+16	10 (25)	100
Lycanthrope, Werebear	8	Humanoid	1-4	L	90`	120	+13	1d6+19	12 (27)	120
Spectre	8	Undead	1-6	M	150`/Fly 300`	120	+13	1d6+19	12 (27)	120
Sundew, Giant	8	Plant	1-4	M	10`	95	+10	1d6+14	9 (24)	95
Tree, Reaper	8	Plant	1	L	10`	105	+11	1d6+16	10 (25)	105
Witch, Night	8	Humanoid	1	M	90`	85	+9	1d6+13	8 (23)	85
Witch, Night, Greater	8	Humanoid	1-3	L (7.5-8`)	150`	130	+14	1d6+20	13 (28)	130
Wyvern	8	Dragon	1	L (35`)	60`/Fly 240`	115	+12	1d6+17	11 (26)	115
Zorn	8	Planar	1-4	M (5`)	90`	140	+15	1d6+22	14 (29)	140
Bear, Polar	9	Animal	1-6	L (14`)	120`/Swim 90`	110	+12	1d6+17	11 (26)	110
Centipede, Monstrous	9	Insect	1	L (18`)	150`	110	+12	1d6+17	11 (26)	110
Chimera	9	Beast	1-4	L (4`)	90`/Fly 180`	115	+12	1d6+17	11 (26)	115
Dragon, Bronze	9	Dragon	1	L (42`)	90`/Fly 240`	140	+15	1d6+22	14 (29)	140
Giant, Hill	9	Giant	1-10	L (10.5`)	120`	120	+13	1d6+19	12 (27)	120
Hydra	9	Dragon	1	L	90`	115	+12	1d6+17	11 (26)	115
Naga, Spirit	9	Monster	1-3	L (15`)	120`	120	+13	1d6+19	12 (27)	120
Rhinoceros	9	Animal	1-6	L	120`	110	+12	1d6+17	11 (26)	110
Vampire	9	Undead	1-4	M	12`/180`	135	+14	1d6+20	13 (28)	135
Will-O-Wisp	9	Monster	1-3	S	Fly 180`	170	+18	1d6+26	17 (32)	170
Barghest	10	Beast	1-2	M-L	150`	140	+15	1d6+22	14 (29)	140

Mountains	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Basilisk, Greater	10	Beast	1-2	L (12`)	60`	140	+15	1d6+22	14 (29)	140
Black Ooze	10	Slime	1-4	S-L (5-8`)	60`	120	+13	1d6+19	12 (27)	120
Dragon, Red	10	Dragon	1	L (48`)	90` /Fly 240`	155	+16	1d6+23	15 (30)	155
Dragon, Silver	10	Dragon	1	L (48`)	90` /Fly 240`	155	+16	1d6+23	15 (30)	155
Ettin	10	Giant	1-4	L (13`)	120`	135	+14	1d6+20	13 (28)	135
Ghost	10	Undead	1	M	90`	140	+15	1d6+22	14 (29)	140
Giant, Stone	10	Giant	1-8	L (12`)	120`	150	+16	1d6+23	15 (30)	150
Lizard, Fire	10	Reptile	1-4	L (30`)	90`	135	+14	1d6+20	13 (28)	135
Shedu	10	Beast	1-8	L	120` /Fly 240`	130	+14	1d6+20	13 (28)	130
Worm, Cave	10	Monster	1-6	L (30`)	60`	130	+14	1d6+20	13 (28)	130
Dragon, Gold	11	Dragon	1	L (54`)	120` /Fly 300`	170	+18	1d6+26	17 (32)	170
Giant, Frost	11	Giant	1-8	L (15`)	120`	140	+15	1d6+22	14 (29)	140
Elemental, Rock	12	Elemental	1	L	60`	150	+16	1d6+23	15 (30)	150
Giant, Fire	12	Giant	1-8	L (12`)	120`	155	+16	1d6+23	15 (30)	155
Giant, Mountain	12	Giant	1-4	L (14`)	120`	150	+16	1d6+23	15 (30)	150
Ki-rin	12	Beast	1	L	240` /Fly 480`	195	+20	1d6+29	19 (34)	195
Mastodon	12	Animal	1-12	L (10`)	150`	140	+15	1d6+22	14 (29)	140
Naga, Guardian	12	Monster	1-2	L (20`)	150`	155	+16	1d6+23	15 (30)	155
Rhinoceros, Woolly	12	Animal	1-4	L	120`	145	+15	1d6+22	14 (29)	145
Dragon, Cloud	13	Dragon	1	L (66`)	60` /Fly 390`	190	+20	1d6+29	19 (34)	190
Giant, Cloud	13	Giant	1-6	L (18`)	150`	170	+18	1d6+26	17 (32)	170
Lammasu, Greater	13	Monster	1-2	L (5`)	150` /Fly 300`	165	+17	1d6+25	16 (31)	165
Shedu, Greater	15	Beast	1-2	L (6`)	150` /Fly 300`	190	+20	1d6+29	19 (34)	190
Giant, Storm	16	Giant	1-4	L (21`)	150`	205	+21	1d6+31	20 (35)	205
Titan	18	Giant	1	L (18`+)	150` /Run 210`	220	+23	1d6+34	22 (37)	220

PLAINS

Plains	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Al-Mi`raj	1	Beast	1-12	S (3`)	180`	30	+4	1d6+5	3 (18)	30
Bat	1	Animal	1-20	S	10`/Fly 240`	15	+2	1d6+2	1 (16)	15
Bat, Giant	1	Animal	1-12	S	30`/Fly 180`	20	+3	1d6+4	2 (17)	20
Cat, Wild	1	Animal	1-6	S	180`	35	+4	1d6+5	3 (18)	35
Centipede, Giant	1	Insect	1-14	S (1`+)	150`	10	+2	1d6+2	1 (16)	10
Centipede, Huge	1	Insect	1-12	S (6")	210`	10	+2	1d6+2	1 (16)	10
Dwarf	1	Humanoid	1-20	S (4`+)	60`	40	+5	1d6+7	4 (19)	40
Falcon, Large	1	Animal	1-2	S (3-4`+)	10`/Fly 330`	30	+4	1d6+5	3 (18)	30
Frog, Giant, Poisonous	1	Animal	1-12	S	30`/Swim 90`	20	+3	1d6+4	2 (17)	20
Goblin	1	Humanoid	1-20	S (4`)	60`	30	+4	1d6+5	3 (18)	30
Hawk	1	Animal	1-2	S (2-3`)	10`/Fly 360`	35	+4	1d6+5	3 (18)	35
Jackal	1	Animal	1-6	S	120`	20	+3	1d6+4	2 (17)	20
Man, Bandit	1	Humanoid	1-20	M	120`	30	+4	1d6+5	3 (18)	30
Man, Nomad	1	Humanoid	1-20	M	120`	30	+4	1d6+5	3 (18)	30
Man, Pilgrim	1	Humanoid	1-20	M	120`	30	+4	1d6+5	3 (18)	30
Orke	1	Humanoid	1-20	M (6`+)	90`	30	+4	1d6+5	3 (18)	30
Owl	1	Animal	1	S (4-5`)	10`/Fly 270`	35	+4	1d6+5	3 (18)	35
Rat	1	Animal	1-20	S	120`	10	+2	1d6+2	1 (16)	10
Rat, Giant	1	Animal	1-12	S	90`	20	+3	1d6+4	2 (17)	20
Raven	1	Animal	1-16	S (2-4`)	10`/Fly 360`	20	+3	1d6+4	2 (17)	20
Raven, Huge	1	Animal	1-8	M (4-6`)	10`/Fly 270`	30	+4	1d6+5	3 (18)	30
Skunk	1	Animal	1-6	S	120`	15	+2	1d6+2	1 (16)	15
Squirrel	1	Animal	1-6	S	90`	15	+2	1d6+2	1 (16)	15
Weasel	1	Animal	1-2	S	150`	25	+3	1d6+4	2 (17)	25
Ant, Fire	2	Insect	1-20	S (2`)	180`	55	+6	1d6+8	5 (20)	55
Ant, Giant	2	Insect	1-20	S (2`)	180`	55	+6	1d6+8	5 (20)	55
Assassin Bug	2	Insect	1-2	S (2`)	60`/Fly 180`	45	+5	1d6+7	4 (19)	45
Badger	2	Animal	1-5	S	60`/Burrow 30`	50	+6	1d6+8	5 (20)	50
Bat, Fire	2	Animal	1-8	S	60`/Fly 200`	30	+4	1d6+5	3 (18)	30
Cattle, Wild	2	Animal	1-20	L	150`	35	+4	1d6+5	3 (18)	35
Dog, Wild	2	Animal	1-12	S	150`	35	+4	1d6+5	3 (18)	35

Plains	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Frog, Giant	2	Animal	1-10	S-M (3-6`)	30`/Swim 90`	35	+4	1d6+5	3 (18)	35
Frog, Giant, Killer	2	Animal	1-12	S	60`/Swim 120`	30	+4	1d6+5	3 (18)	30
Ghoul	2	Undead	1-14	M	90`	40	+5	1d6+7	4 (19)	40
Gnoll	2	Humanoid	1-20	L (7`+)	90`	45	+5	1d6+7	4 (19)	45
Goat	2	Animal	1-8	M	150`	35	+4	1d6+5	3 (18)	35
Hobgoblin	2	Humanoid	1-20	M (6.5`)	90`	45	+5	1d6+7	4 (19)	45
Horse, Light	2	Animal	1	L	240`	35	+4	1d6+5	3 (18)	35
Horse, Wild	2	Animal	1	L	240`	35	+4	1d6+5	3 (18)	35
Pony	2	Animal	1	L	120`	35	+4	1d6+5	3 (18)	35
Ram	2	Animal	1-6	M	150`	40	+5	1d6+7	4 (19)	40
Spider, Large	2	Insect	1-12	S	60`/On Web 150`	30	+4	1d6+5	3 (18)	30
Toad, Poisonous	2	Animal	1-8	M	60`/Jump 60`	35	+4	1d6+5	3 (18)	35
Vulture	2	Animal	1-16	M (5-6`+)	30`/Fly 270`	40	+5	1d6+7	4 (19)	40
Zombie	2	Undead	1-14	M	60`	30	+4	1d6+5	3 (18)	30
Boar, Warthog	3	Animal	1-6	M (2.5`)	120`	45	+5	1d6+7	4 (19)	45
Camel, Wild	3	Animal	1-12	L	210`	45	+5	1d6+7	4 (19)	45
Centipede, Great	3	Insect	1-4	M (5`)	180`	55	+6	1d6+8	5 (20)	55
Cheetah	3	Animal	1-4	M	150`/Run 450`	55	+6	1d6+8	5 (20)	55
Fly, Giant, Bluebottle	3	Insect	1-10	M	90`/Fly 300`	50	+6	1d6+8	5 (20)	50
Gnoll, Greater	3	Humanoid	1-14	M (6.5`)	120`	55	+6	1d6+8	5 (20)	55
Harpy	3	Beast	1-12	M	60`/Fly 150`	45	+5	1d6+7	4 (19)	45
Horse, Draft	3	Animal	1	L	120`	45	+5	1d6+7	4 (19)	45
Horse, Medium	3	Animal	1	L	180`	45	+5	1d6+7	4 (19)	45
Mule	3	Animal	1	L	120`	45	+5	1d6+7	4 (19)	45
Ostryx	3	Animal	1-6	L (7`+)	180`	50	+6	1d6+8	5 (20)	50
Plant, Whipper	3	Plant	1-2	Varies	30`	50	+6	1d6+8	5 (20)	50
Scorpion, Large	3	Insect	1-6	S	90`	55	+6	1d6+8	5 (20)	55
Shade	3	Undead	1-2	As original creature	Unique	70	+8	1d6+11	7 (22)	70
Snake, Poisonous	3	Reptile	1-6	S (5`)	150`	50	+6	1d6+8	5 (20)	50
Spider, Huge	3	Insect	1-12	M	180`	50	+6	1d6+8	5 (20)	50
Stag	3	Animal	1-4	L	240`	45	+5	1d6+7	4 (19)	45
Toad, Giant	3	Animal	1-12	M	60`/Jump 60`	50	+6	1d6+8	5 (20)	50
Vulture, Giant	3	Animal	1-12	L (12`+)	30`/Fly 240`	45	+5	1d6+7	4 (19)	45

Plains	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Wolf	3	Animal	1-12	S	180`	45	+5	1d6+7	4 (19)	45
Boar, Wild	4	Animal	1-12	M (3`)	150`	55	+6	1d6+8	5 (20)	55
Bugbear	4	Humanoid	1-20	L (7`+)	90`	65	+7	1d6+10	6 (21)	65
Bull	4	Animal	1-20	L (5`)	150`	55	+6	1d6+8	5 (20)	55
Bumblebee, Honey, Giant	4	Insect	1-10	M	90` /Fly 300`	60	+7	1d6+10	6 (21)	60
Centaur	4	Fey	1-16	L	180`	65	+7	1d6+10	6 (21)	65
Ghast	4	Undead	1-6	M	150`	70	+8	1d6+11	7 (22)	70
Goat, Giant	4	Animal	1-12	L (5`+)	180`	55	+6	1d6+8	5 (20)	55
Horse, Heavy	4	Animal	1	L	150`	55	+6	1d6+8	5 (20)	55
Hound, Shadow	4	Planar	1-12	M	180`	60	+7	1d6+10	6 (21)	60
Leprechaun	4	Fey	1-3	S (2`)	150`	50	+6	1d6+8	5 (20)	50
Lion, Mountain	4	Animal	1-2	M	150`	60	+7	1d6+10	6 (21)	60
Lizard, Giant	4	Reptile	1-12	L (15`)	150`	65	+7	1d6+10	6 (21)	65
Owl, Giant	4	Animal	1-5	M	30` /Fly 180`	60	+7	1d6+10	6 (21)	60
Raven, Giant	4	Animal	1-12	M-L (6-10`)	30` /Fly 180`	70	+8	1d6+11	7 (22)	70
Wasp, Giant	4	Insect	1-20	M	60` /Fly 210`	70	+8	1d6+11	7 (22)	70
Weasel, Giant	4	Animal	1-8	M	150`	60	+7	1d6+10	6 (21)	60
Wolf, Dire	4	Animal	1-10	M (L)	180`	60	+7	1d6+10	6 (21)	60
Bumblebee, Soldier, Giant	5	Insect	1	M	120` /Fly 300`	75	+8	1d6+11	7 (22)	75
Caterwaul	5	Monster	1	M	180` /Run 240`	70	+8	1d6+11	7 (22)	70
Cobra	5	Reptile	1-4	M	120`	75	+8	1d6+11	7 (22)	75
Cockatrice	5	Monster	1-6	S	60` /Fly 180`	70	+8	1d6+11	7 (22)	70
Hornet, Giant	5	Insect	1	M	Fly 240`	80	+9	1d6+13	8 (23)	80
Lycanthrope, Werewolf	5	Humanoid	1-12	M	150`	75	+8	1d6+11	7 (22)	75
Man, Berserker	5	Humanoid	1-20	M	120`	65	+7	1d6+10	6 (21)	65
Ogre	5	Giant	1-12	L (8`)	90`	75	+8	1d6+11	7 (22)	75
Scorpion, Huge	5	Insect	1-4	M	120`	80	+9	1d6+13	8 (23)	80
Skunk, Giant	5	Animal	1	M	90`	65	+7	1d6+10	6 (21)	65
Snake, Poisonous, Large	5	Reptile	1-6	L	150`	75	+8	1d6+11	7 (22)	75
Beetle, Razor	6	Insect	1-3	L	60`	95	+10	1d6+14	9 (24)	95
Bloodworm, Giant	6	Monster	1-4	L (20`)	60`	90	+10	1d6+14	9 (24)	90
Coearl	6	Monster	1-5	L	150`	90	+10	1d6+14	9 (24)	90
Fly, Giant, Horsefly	6	Insect	1-4	L	60` /Fly 270`	85	+9	1d6+13	8 (23)	85

Plains	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Lion	6	Animal	1-12	L	120`	85	+9	1d6+13	8 (23)	85
Lycanthrope, Wereboar	6	Humanoid	1-8	L	120`	90	+10	1d6+14	9 (24)	90
Man-Wolf	6	Beast	1-3	M	150`	95	+10	1d6+14	9 (24)	95
Medusa	6	Monster	1-3	M	90`	85	+9	1d6+13	8 (23)	85
Monkey, Vile	6	Monster	1-12	M	90`	80	+9	1d6+13	8 (23)	80
Ogre Mage	6	Giant	1-6	L (10.5`)	90`/Fly 150`	90	+10	1d6+14	9 (24)	90
Porcupine, Giant	6	Animal	1-2	L	60`	85	+9	1d6+13	8 (23)	85
Scorpion, Giant	6	Insect	1-4	M	150`	95	+10	1d6+14	9 (24)	95
Snake, Amphisbaena	6	Reptile	1-3	M	120`	95	+10	1d6+14	9 (24)	95
Spriggan	6	Humanoid	1-10	S (3`) or L (12`)	90`/Run 150`	95	+10	1d6+14	9 (24)	95
Tiger	6	Animal	1-4	L	120`	80	+9	1d6+13	8 (23)	80
Banshee	7	Undead	1	M	150`	120	+13	1d6+19	12 (27)	120
Basilisk	7	Beast	1-4	M (7`)	60`	100	+11	1d6+16	10 (25)	100
Beetle, Giant, Stag	7	Insect	1-12	L (10`)	60`	105	+11	1d6+16	10 (25)	105
Boar, Giant	7	Animal	1-8	L (5`)	120`	90	+10	1d6+14	9 (24)	90
Bumblebee, Giant	7	Insect	1	L	60`/Fly 240`	90	+10	1d6+14	9 (24)	90
Lion, Spotted	7	Animal	1-8	L	120`	95	+10	1d6+14	9 (24)	95
Lycanthrope, Weretiger	7	Humanoid	1-6	L	120`	105	+11	1d6+16	10 (25)	105
Manticore	7	Beast	1-4	L	120`/Fly 180`	100	+11	1d6+16	10 (25)	100
Mummy	7	Undead	1-8	M	60`	105	+11	1d6+16	10 (25)	105
Snake, Constrictor, Mystical	7	Reptile	1-2	L	90`	95	+10	1d6+14	9 (24)	95
Troll	7	Giant	1-12	L (8+`)	120`	100	+11	1d6+16	10 (25)	100
Gorgon	8	Beast	1-4	L	120`	120	+13	1d6+19	12 (27)	120
Lammasu	8	Monster	1-8	L	120`/Fly 240`	100	+11	1d6+16	10 (25)	100
Sundew, Giant	8	Plant	1-4	M	10`	95	+10	1d6+14	9 (24)	95
Tree, Reaper	8	Plant	1	L	10`	105	+11	1d6+16	10 (25)	105
Wyvern	8	Dragon	1	L (35`)	60`/Fly 240`	115	+12	1d6+17	11 (26)	115
Ant Lion	9	Insect	1	L	90`/Burrow 10`	130	+14	1d6+20	13 (28)	130
Bear, Polar	9	Animal	1-6	L (14`)	120`/Swim 90`	110	+12	1d6+17	11 (26)	110
Centipede, Monstrous	9	Insect	1	L (18`)	150`	110	+12	1d6+17	11 (26)	110
Dragon, Blue	9	Dragon	1	L (42`)	90`/Fly 240`	130	+14	1d6+20	13 (28)	130
Giant, Hill	9	Giant	1-10	L (10.5`)	120`	120	+13	1d6+19	12 (27)	120
Hydra	9	Dragon	1	L	90`	115	+12	1d6+17	11 (26)	115

Plains	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Rhinoceros	9	Animal	1-6	L	120`	110	+12	1d6+17	11 (26)	110
Shark, Land	9	Monster	1-2	L (9.5`)	140`/Burrow 30`	120	+13	1d6+19	12 (27)	120
Vampire	9	Undead	1-4	M	12`/180`	135	+14	1d6+20	13 (28)	135
Witch, Green	9	Humanoid	1	M	120`/Swim 120`	150	+16	1d6+23	15 (30)	150
Barghest	10	Beast	1-2	M-L	150`	140	+15	1d6+22	14 (29)	140
Basilisk, Greater	10	Beast	1-2	L (12`)	60`	140	+15	1d6+22	14 (29)	140
Ghost	10	Undead	1	M	90`	140	+15	1d6+22	14 (29)	140
Shedu	10	Beast	1-8	L	120`/Fly 240`	130	+14	1d6+20	13 (28)	130
Troll, Giant, Two-Headed	10	Giant	1-3	L (10`+)	120`	130	+14	1d6+20	13 (28)	130
Dragon, Gold	11	Dragon	1	L (54`)	120`/Fly 300`	170	+18	1d6+26	17 (32)	170
Giant, Fire	12	Giant	1-8	L (12`)	120`	155	+16	1d6+23	15 (30)	155
Mastodon	12	Animal	1-12	L (10`)	150`	140	+15	1d6+22	14 (29)	140
Rhinoceros, Woolly	12	Animal	1-4	L	120`	145	+15	1d6+22	14 (29)	145
Titanotheres	12	Animal	1-12	L (8`)	120`	140	+15	1d6+22	14 (29)	140
Lammasu, Greater	13	Monster	1-2	L (5`)	150`/Fly 300`	165	+17	1d6+25	16 (31)	165
Baluchitherium	14	Animal	1-3	L (20`)	120`	165	+17	1d6+25	16 (31)	165
Giant, Fog	14	Giant	1-4	L (18`)	150`	185	+19	1d6+28	18 (33)	185
Shedu, Greater	15	Beast	1-2	L (6`)	150`/Fly 300`	190	+20	1d6+29	19 (34)	190
Worm, Giant	15	Monster	1-2	L (50`)	90`	170	+18	1d6+26	17 (32)	170
Tree, Dark Reaper	16	Plant	1	L (6-9`)	10`/Run 40`	200	+21	1d6+31	20 (35)	200
Phoenix	20	Planar	1-4	M	60`/Fly 390`	265	+27	1d6+40	26 (41)	265

SWAMP

Swamp	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Bat	1	Animal	1-20	S	10`/Fly 240`	15	+2	1d6+2	1 (16)	15
Bat, Giant	1	Animal	1-12	S	30`/Fly 180`	20	+3	1d6+4	2 (17)	20
Brownie	1	Fey	1-12	S (1.5`)	120`	40	+5	1d6+7	4 (19)	40
Cat, Wild	1	Animal	1-6	S	180`	35	+4	1d6+5	3 (18)	35
Centipede, Giant	1	Insect	1-14	S (1`+)	150`	10	+2	1d6+2	1 (16)	10
Centipede, Huge	1	Insect	1-12	S (6")	210`	10	+2	1d6+2	1 (16)	10
Falcon, Large	1	Animal	1-2	S (3-4`+)	10`/Fly 330`	30	+4	1d6+5	3 (18)	30
Frog, Giant, Poisonous	1	Animal	1-12	S	30`/Swim 90`	20	+3	1d6+4	2 (17)	20
Fruglum	1	Humanoid	1-20	S-M	30`/Swim 150`	30	+4	1d6+5	3 (18)	30
Goblin	1	Humanoid	1-20	S (4`)	60`	30	+4	1d6+5	3 (18)	30
Hawk	1	Animal	1-2	S (2-3`)	10`/Fly 360`	35	+4	1d6+5	3 (18)	35
Jackal	1	Animal	1-6	S	120`	20	+3	1d6+4	2 (17)	20
Kobold	1	Humanoid	1-20	S (3`)	60`	20	+3	1d6+4	2 (17)	20
Man, Bandit	1	Humanoid	1-20	M	120`	30	+4	1d6+5	3 (18)	30
Man, Merchant	1	Humanoid	1-20	M	120`	30	+4	1d6+5	3 (18)	30
Man, Pilgrim	1	Humanoid	1-20	M	120`	30	+4	1d6+5	3 (18)	30
Man, Pirate	1	Humanoid	1-20	M	120`	30	+4	1d6+5	3 (18)	30
Orke	1	Humanoid	1-20	M (6`+)	90`	30	+4	1d6+5	3 (18)	30
Owl	1	Animal	1	S (4-5`)	10`/Fly 270`	35	+4	1d6+5	3 (18)	35
Phantom	1	Undead	1	M	90`	40	+5	1d6+7	4 (19)	40
Poltergeist	1	Undead	1-8	M	60`	5	+1	1d6+1	1 (16)	5
Rat	1	Animal	1-20	S	120`	10	+2	1d6+2	1 (16)	10
Rat, Giant	1	Animal	1-12	S	90`	20	+3	1d6+4	2 (17)	20
Raven	1	Animal	1-16	S (2-4`)	10`/Fly 360`	20	+3	1d6+4	2 (17)	20
Raven, Huge	1	Animal	1-8	M (4-6`)	10`/Fly 270`	30	+4	1d6+5	3 (18)	30
Skeletal Animal	1	Undead	1-12	S-M	60`	20	+3	1d6+4	2 (17)	20
Skeleton	1	Undead	1-20	M	120`	25	+3	1d6+4	2 (17)	25
Skunk	1	Animal	1-6	S	120`	15	+2	1d6+2	1 (16)	15
Squirrel	1	Animal	1-6	S	90`	15	+2	1d6+2	1 (16)	15
Weasel	1	Animal	1-2	S	150`	25	+3	1d6+4	2 (17)	25
Assassin Bug	2	Insect	1-2	S (2`)	60`/Fly 180`	45	+5	1d6+7	4 (19)	45
Badger	2	Animal	1-5	S	60`/Burrow 30`	50	+6	1d6+8	5 (20)	50

Swamp	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Bat, Fire	2	Animal	1-8	S	60`/Fly 200`	30	+4	1d6+5	3 (18)	30
Beetle, Giant, Fire	2	Insect	1-10	S (2.5`)	120`	50	+6	1d6+8	5 (20)	50
Cattle, Wild	2	Animal	1-20	L	150`	35	+4	1d6+5	3 (18)	35
Corpse, Walking	2	Undead	1	M	60`	30	+4	1d6+5	3 (18)	30
Dog, Wild	2	Animal	1-12	S	150`	35	+4	1d6+5	3 (18)	35
Elf	2	Humanoid	1-20	M (5`+)	120`	45	+5	1d6+7	4 (19)	45
Frog, Giant	2	Animal	1-10	S-M (3-6`)	30`/Swim 90`	35	+4	1d6+5	3 (18)	35
Frog, Giant, Killer	2	Animal	1-12	S	60`/Swim 120`	30	+4	1d6+5	3 (18)	30
Ghoul	2	Undead	1-14	M	90`	40	+5	1d6+7	4 (19)	40
Gnoll	2	Humanoid	1-20	L (7`+)	90`	45	+5	1d6+7	4 (19)	45
Greyling	2	Fey	1-12	S (1.5`)	120`	85	+9	1d6+13	8 (23)	85
Hobgoblin	2	Humanoid	1-20	M (6.5`)	90`	45	+5	1d6+7	4 (19)	45
Horse, Light	2	Animal	1	L	240`	35	+4	1d6+5	3 (18)	35
Horse, Wild	2	Animal	1	L	240`	35	+4	1d6+5	3 (18)	35
Leech, Giant	2	Animal	1-12	S-M	30`	25	+3	1d6+4	2 (17)	25
Manta-Ray, Flying	2	Beast	1-3	S	Fly 180`	25	+3	1d6+4	2 (17)	25
Muck Man	2	Beast	1-12	S (4`)	30`	20	+3	1d6+4	2 (17)	20
Pony	2	Animal	1	L	120`	35	+4	1d6+5	3 (18)	35
Spider, Large	2	Insect	1-12	S	60`/On Web 150`	30	+4	1d6+5	3 (18)	30
Tigran	2	Humanoid	1-20	M (5`+)	150`	45	+5	1d6+7	4 (19)	45
Toad, Poisonous	2	Animal	1-8	M	60`/Jump 60`	35	+4	1d6+5	3 (18)	35
Vulture	2	Animal	1-16	M (5-6`+)	30`/Fly 270`	40	+5	1d6+7	4 (19)	40
Zombie	2	Undead	1-14	M	60`	30	+4	1d6+5	3 (18)	30
Alligator	3	Reptile	1-14	L (8-15`)	60`/Swim 120`	55	+6	1d6+8	5 (20)	55
Beetle, Giant, Bombadier	3	Insect	1-10	M (4`)	90`	60	+7	1d6+10	6 (21)	60
Boar, Warthog	3	Animal	1-6	M (2.5`)	120`	45	+5	1d6+7	4 (19)	45
Camel, Wild	3	Animal	1-12	L	210`	45	+5	1d6+7	4 (19)	45
Centipede, Great	3	Insect	1-4	M (5`)	180`	55	+6	1d6+8	5 (20)	55
Cheetah	3	Animal	1-4	M	150`/Run 450`	55	+6	1d6+8	5 (20)	55
Crab, Giant	3	Animal	1-12	L (4`+)	90`	65	+7	1d6+10	6 (21)	65
Crabman	3	Humanoid	1-12	L (9`)	90`/Swim 60`	60	+7	1d6+10	6 (21)	60
Crocodile	3	Reptile	1-14	L (8-15`)	60`/Swim 120`	55	+6	1d6+8	5 (20)	55
Dog, War	3	Animal	1	M	120`	50	+6	1d6+8	5 (20)	50
Fly, Giant, Bluebottle	3	Insect	1-10	M	90`/Fly 300`	50	+6	1d6+8	5 (20)	50

Swamp	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Gnoll, Greater	3	Humanoid	1-14	M (6.5`)	120`	55	+6	1d6+8	5 (20)	55
Harpy	3	Beast	1-12	M	60` /Fly 150`	45	+5	1d6+7	4 (19)	45
Horse, Draft	3	Animal	1	L	120`	45	+5	1d6+7	4 (19)	45
Horse, Medium	3	Animal	1	L	180`	45	+5	1d6+7	4 (19)	45
Mule	3	Animal	1	L	120`	45	+5	1d6+7	4 (19)	45
Ostryx	3	Animal	1-6	L (7`+)	180`	50	+6	1d6+8	5 (20)	50
Plant, Whipper	3	Plant	1-2	Varies	30`	50	+6	1d6+8	5 (20)	50
Sauriman	3	Reptile	1-20	M (7`)	60` /Swim 120`	55	+6	1d6+8	5 (20)	55
Scorpion, Large	3	Insect	1-6	S	90`	55	+6	1d6+8	5 (20)	55
Shade	3	Undead	1-2	As original creature	Unique	70	+8	1d6+11	7 (22)	70
Snake, Poisonous	3	Reptile	1-6	S (5`)	150`	50	+6	1d6+8	5 (20)	50
Spider, Huge	3	Insect	1-12	M	180`	50	+6	1d6+8	5 (20)	50
Tick, Giant	3	Insect	1-10	S	30`	65	+7	1d6+10	6 (21)	65
Toad, Giant	3	Animal	1-12	M	60` /Jump 60`	50	+6	1d6+8	5 (20)	50
Vulture, Giant	3	Animal	1-12	L (12`+)	30` /Fly 240`	45	+5	1d6+7	4 (19)	45
Wolf	3	Animal	1-12	S	180`	45	+5	1d6+7	4 (19)	45
Wulfan	3	Humanoid	1-10	M	150`	45	+5	1d6+7	4 (19)	45
Bear, Black	4	Animal	1-3	M (6`+)	120`	55	+6	1d6+8	5 (20)	55
Boar, Wild	4	Animal	1-12	M (3`)	150`	55	+6	1d6+8	5 (20)	55
Bugbear	4	Humanoid	1-20	L (7`+)	90`	65	+7	1d6+10	6 (21)	65
Bull	4	Animal	1-20	L (5`)	150`	55	+6	1d6+8	5 (20)	55
Bumblebee, Honey, Giant	4	Insect	1-10	M	90` /Fly 300`	60	+7	1d6+10	6 (21)	60
Doppelganger	4	Humanoid	1-10	M	90`	65	+7	1d6+10	6 (21)	65
Ghast	4	Undead	1-6	M	150`	70	+8	1d6+11	7 (22)	70
Horse, Heavy	4	Animal	1	L	150`	55	+6	1d6+8	5 (20)	55
Hound, Shadow	4	Planar	1-12	M	180`	60	+7	1d6+10	6 (21)	60
Lizard, Giant	4	Reptile	1-12	L (15`)	150`	65	+7	1d6+10	6 (21)	65
Lycanthrope, Wererat	4	Humanoid	1-16	S-M	120`	60	+7	1d6+10	6 (21)	60
Man-Jackal	4	Beast	1-4	S (M)	120`	70	+8	1d6+11	7 (22)	70
Owl, Giant	4	Animal	1-5	M	30` /Fly 180`	60	+7	1d6+10	6 (21)	60
Rattanu	4	Humanoid	1-16	S-M	120`	65	+7	1d6+10	6 (21)	65
Raven, Giant	4	Animal	1-12	M-L (6-10`)	30` /Fly 180`	70	+8	1d6+11	7 (22)	70
Shadow	4	Undead	1-12	M	120`	55	+6	1d6+8	5 (20)	55
Wasp, Giant	4	Insect	1-20	M	60` /Fly 210`	70	+8	1d6+11	7 (22)	70

Swamp	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Weasel, Giant	4	Animal	1-8	M	150`	60	+7	1d6+10	6 (21)	60
Wolf, Dire	4	Animal	1-10	M (L)	180`	60	+7	1d6+10	6 (21)	60
Beetle, Giant, Boring	5	Insect	1-12	L (9`)	60`	85	+9	1d6+13	8 (23)	85
Bumblebee, Soldier, Giant	5	Insect	1	M	120` /Fly 300`	75	+8	1d6+11	7 (22)	75
Bunyip	5	Beast	1	M (6`)	120`	50	+6	1d6+8	5 (20)	50
Caterwaul	5	Monster	1	M	180` /Run 240`	70	+8	1d6+11	7 (22)	70
Cobra	5	Reptile	1-4	M	120`	75	+8	1d6+11	7 (22)	75
Cockatrice	5	Monster	1-6	S	60` /Fly 180`	70	+8	1d6+11	7 (22)	70
Crayfish, Giant	5	Animal	1-4	L (8`+)	60` /Swim 120`	80	+9	1d6+13	8 (23)	80
Gargoyle	5	Beast	1-10	M	90` /Fly 150`	75	+8	1d6+11	7 (22)	75
Haunt	5	Undead	1	M	60`	90	+10	1d6+14	9 (24)	90
Hornet, Giant	5	Insect	1	M	Fly 240`	80	+9	1d6+13	8 (23)	80
Kelpie	5	Plant	1-4	M	90` /Swim 120`	85	+9	1d6+13	8 (23)	85
Lycanthrope, Werewolf	5	Humanoid	1-12	M	150`	75	+8	1d6+11	7 (22)	75
Man, Berserker	5	Humanoid	1-20	M	120`	65	+7	1d6+10	6 (21)	65
Ogre	5	Giant	1-12	L (8`)	90`	75	+8	1d6+11	7 (22)	75
Ogre, Sea	5	Giant	1-14	L (9`)	60` /Swim 120`	80	+9	1d6+13	8 (23)	80
Scorpion, Huge	5	Insect	1-4	M	120`	80	+9	1d6+13	8 (23)	80
Skunk, Giant	5	Animal	1	M	90`	65	+7	1d6+10	6 (21)	65
Snake, Poisonous, Large	5	Reptile	1-6	L	150`	75	+8	1d6+11	7 (22)	75
Toad, Ice	5	Beast	1-4	L	90`	80	+9	1d6+13	8 (23)	80
Wight	5	Undead	1-10	M	120`	75	+8	1d6+11	7 (22)	75
Bear, Brown	6	Animal	1-6	L (9`+)	120`	80	+9	1d6+13	8 (23)	80
Beetle, Razor	6	Insect	1-3	L	60`	95	+10	1d6+14	9 (24)	95
Coeurl	6	Monster	1-5	L	150`	90	+10	1d6+14	9 (24)	90
Dragon, White	6	Dragon	1	L (24`)	120` /Fly 300`	95	+10	1d6+14	9 (24)	95
Fly, Giant, Horsefly	6	Insect	1-4	L	60` /Fly 270`	85	+9	1d6+13	8 (23)	85
Hound, Ghost	6	Beast	1-12	M (3`)	300`	80	+9	1d6+13	8 (23)	80
Hound, Hell	6	Planar	1-8	M	120`	90	+10	1d6+14	9 (24)	90
Lion	6	Animal	1-12	L	120`	85	+9	1d6+13	8 (23)	85
Lycanthrope, Wereboar	6	Humanoid	1-8	L	120`	90	+10	1d6+14	9 (24)	90
Man-Wolf	6	Beast	1-3	M	150`	95	+10	1d6+14	9 (24)	95
Medusa	6	Monster	1-3	M	90`	85	+9	1d6+13	8 (23)	85
Monkey, Vile	6	Monster	1-12	M	90`	80	+9	1d6+13	8 (23)	80

Swamp	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Ogre Mage	6	Giant	1-6	L (10.5')	90' /Fly 150'	90	+10	1d6+14	9 (24)	90
Owl Beast	6	Beast	1-5	L (8')	120'	85	+9	1d6+13	8 (23)	85
Porcupine, Giant	6	Animal	1-2	L	60'	85	+9	1d6+13	8 (23)	85
Scorpion, Giant	6	Insect	1-4	M	150'	95	+10	1d6+14	9 (24)	95
Snake, Amphisbaena	6	Reptile	1-3	M	120'	95	+10	1d6+14	9 (24)	95
Tiger	6	Animal	1-4	L	120'	80	+9	1d6+13	8 (23)	80
Wraith	6	Undead	1-12	M	120' /Fly 240'	90	+10	1d6+14	9 (24)	90
Alligator, Giant	7	Reptile	1-12	L (21-30')	60' /Swim 120'	100	+11	1d6+16	10 (25)	100
Basilisk	7	Beast	1-4	M (7')	60'	100	+11	1d6+16	10 (25)	100
Beetle, Giant, Stag	7	Insect	1-12	L (10')	60'	105	+11	1d6+16	10 (25)	105
Boar, Giant	7	Animal	1-8	L (5')	120'	90	+10	1d6+14	9 (24)	90
Bumblebee, Giant	7	Insect	1	L	60' /Fly 240'	90	+10	1d6+14	9 (24)	90
Crocodile, Giant	7	Reptile	1-12	L (21-30')	60' /Swim 120'	100	+11	1d6+16	10 (25)	100
Dragon, Black	7	Dragon	1	L (30')	120' /Fly 240'	105	+11	1d6+16	10 (25)	105
Leucrotta	7	Beast	1-4	L	180'	100	+11	1d6+16	10 (25)	100
Lion, Spotted	7	Animal	1-8	L	120'	95	+10	1d6+14	9 (24)	95
Lycanthrope, Weretiger	7	Humanoid	1-6	L	120'	105	+11	1d6+16	10 (25)	105
Manticore	7	Beast	1-4	L	120' /Fly 180'	100	+11	1d6+16	10 (25)	100
Minotaur	7	Beast	1-8	L	120'	90	+10	1d6+14	9 (24)	90
Mummy	7	Undead	1-8	M	60'	105	+11	1d6+16	10 (25)	105
Snake, Constrictor, Mystical	7	Reptile	1-2	L	90'	95	+10	1d6+14	9 (24)	95
Troll	7	Giant	1-12	L (8+')	120'	100	+11	1d6+16	10 (25)	100
Betrayer of Eyes	8	Monster	1	L (4-6')	30'	120	+13	1d6+19	12 (27)	120
Dragon, Green	8	Dragon	1	L (36')	90' /Fly 240'	120	+13	1d6+19	12 (27)	120
Dragonfly, Giant	8	Insect	1-6	M	10' /Fly 360'	115	+12	1d6+17	11 (26)	115
Gorgon	8	Beast	1-4	L	120'	120	+13	1d6+19	12 (27)	120
Lammasu	8	Monster	1-8	L	120' /Fly 240'	100	+11	1d6+16	10 (25)	100
Lycanthrope, Werebear	8	Humanoid	1-4	L	90'	120	+13	1d6+19	12 (27)	120
Revenant	8	Undead	1	M	90'	80	+9	1d6+13	8 (23)	80
Spectre	8	Undead	1-6	M	150' /Fly 300'	120	+13	1d6+19	12 (27)	120
Sundew, Giant	8	Plant	1-4	M	10'	95	+10	1d6+14	9 (24)	95
Tree, Hanging	8	Plant	1	L (20'+)	None	90	+10	1d6+14	9 (24)	90
Tree, Reaper	8	Plant	1	L	10'	105	+11	1d6+16	10 (25)	105
Troll, Giant	8	Giant	1-12	L (10'+)	120'	110	+12	1d6+17	11 (26)	110

Swamp	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Witch, Night	8	Humanoid	1	M	90`	85	+9	1d6+13	8 (23)	85
Witch, Night, Greater	8	Humanoid	1-3	L (7.5-8`)	150`	130	+14	1d6+20	13 (28)	130
Wyvern	8	Dragon	1	L (35`)	60`/Fly 240`	115	+12	1d6+17	11 (26)	115
Beetle, Death Watch	9	Insect	1	L (5`)	120`	125	+13	1d6+19	12 (27)	125
Centipede, Monstrous	9	Insect	1	L (18`)	150`	110	+12	1d6+17	11 (26)	110
Giant, Hill	9	Giant	1-10	L (10.5`)	120`	120	+13	1d6+19	12 (27)	120
Hydra	9	Dragon	1	L	90`	115	+12	1d6+17	11 (26)	115
Man-Plant	9	Plant	1-3	L	60`	140	+15	1d6+22	14 (29)	140
Naga, Spirit	9	Monster	1-3	L (15`)	120`	120	+13	1d6+19	12 (27)	120
Rhinoceros	9	Animal	1-6	L	120`	110	+12	1d6+17	11 (26)	110
Vampire	9	Undead	1-4	M	12`/180`	135	+14	1d6+20	13 (28)	135
Will-O-Wisp	9	Monster	1-3	S	Fly 180`	170	+18	1d6+26	17 (32)	170
Witch, Green	9	Humanoid	1	M	120`/Swim 120`	150	+16	1d6+23	15 (30)	150
Barghest	10	Beast	1-2	M-L	150`	140	+15	1d6+22	14 (29)	140
Basilisk, Greater	10	Beast	1-2	L (12`)	60`	140	+15	1d6+22	14 (29)	140
Dragon, Mist	10	Dragon	1	L (51`)	60`/Fly 330`	160	+17	1d6+25	16 (31)	160
Ghost	10	Undead	1	M	90`	140	+15	1d6+22	14 (29)	140
Shedu	10	Beast	1-8	L	120`/Fly 240`	130	+14	1d6+20	13 (28)	130
Talking Tree	10	Plant	1-20	L	120`	150	+16	1d6+23	15 (30)	150
Troll, Giant, Two-Headed	10	Giant	1-3	L (10`+)	120`	130	+14	1d6+20	13 (28)	130
Dragon, Gold	11	Dragon	1	L (54`)	120`/Fly 300`	170	+18	1d6+26	17 (32)	170
Beetle, Giant, Rhinoceros	12	Insect	1-6	L (12`)	60`	160	+17	1d6+25	16 (31)	160
Mastodon	12	Animal	1-12	L (10`)	150`	140	+15	1d6+22	14 (29)	140
Naga, Guardian	12	Monster	1-2	L (20`)	150`	155	+16	1d6+23	15 (30)	155
Rhinoceros, Woolly	12	Animal	1-4	L	120`	145	+15	1d6+22	14 (29)	145
Titanother	12	Animal	1-12	L (8`)	120`	140	+15	1d6+22	14 (29)	140
Lammasu, Greater	13	Monster	1-2	L (5`)	150`/Fly 300`	165	+17	1d6+25	16 (31)	165
Mammoth	13	Animal	1-12	L (10-14`)	120`	155	+16	1d6+23	15 (30)	155
Giant, Fog	14	Giant	1-4	L (18`)	150`	185	+19	1d6+28	18 (33)	185
Shedu, Greater	15	Beast	1-2	L (6`)	150`/Fly 300`	190	+20	1d6+29	19 (34)	190
Tree, Dark Reaper	16	Plant	1	L (6-9`)	10`/Run 40`	200	+21	1d6+31	20 (35)	200

DESERT

Desert	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Bat	1	Animal	1-20	S	10' /Fly 240'	15	+2	1d6+2	1 (16)	15
Bat, Giant	1	Animal	1-12	S	30' /Fly 180'	20	+3	1d6+4	2 (17)	20
Cat, Wild	1	Animal	1-6	S	180'	35	+4	1d6+5	3 (18)	35
Centipede, Giant	1	Insect	1-14	S (1'+)	150'	10	+2	1d6+2	1 (16)	10
Centipede, Huge	1	Insect	1-12	S (6")	210'	10	+2	1d6+2	1 (16)	10
Dwarf	1	Humanoid	1-20	S (4'+)	60'	40	+5	1d6+7	4 (19)	40
Falcon, Large	1	Animal	1-2	S (3-4'+)	10' /Fly 330'	30	+4	1d6+5	3 (18)	30
Goblin	1	Humanoid	1-20	S (4')	60'	30	+4	1d6+5	3 (18)	30
Hawk	1	Animal	1-2	S (2-3')	10' /Fly 360'	35	+4	1d6+5	3 (18)	35
Jackal	1	Animal	1-6	S	120'	20	+3	1d6+4	2 (17)	20
Man, Bandit	1	Humanoid	1-20	M	120'	30	+4	1d6+5	3 (18)	30
Man, Merchant	1	Humanoid	1-20	M	120'	30	+4	1d6+5	3 (18)	30
Man, Nomad	1	Humanoid	1-20	M	120'	30	+4	1d6+5	3 (18)	30
Man, Pilgrim	1	Humanoid	1-20	M	120'	30	+4	1d6+5	3 (18)	30
Orke	1	Humanoid	1-20	M (6'+)	90'	30	+4	1d6+5	3 (18)	30
Owl	1	Animal	1	S (4-5')	10' /Fly 270'	35	+4	1d6+5	3 (18)	35
Poltergeist	1	Undead	1-8	M	60'	5	+1	1d6+1	1 (16)	5
Rat	1	Animal	1-20	S	120'	10	+2	1d6+2	1 (16)	10
Rat, Giant	1	Animal	1-12	S	90'	20	+3	1d6+4	2 (17)	20
Raven	1	Animal	1-16	S (2-4')	10' /Fly 360'	20	+3	1d6+4	2 (17)	20
Raven, Huge	1	Animal	1-8	M (4-6')	10' /Fly 270'	30	+4	1d6+5	3 (18)	30
Skunk	1	Animal	1-6	S	120'	15	+2	1d6+2	1 (16)	15
Squirrel	1	Animal	1-6	S	90'	15	+2	1d6+2	1 (16)	15
Weasel	1	Animal	1-2	S	150'	25	+3	1d6+4	2 (17)	25
Ant, Giant	2	Insect	1-20	S (2')	180'	55	+6	1d6+8	5 (20)	55
Badger	2	Animal	1-5	S	60' /Burrow 30'	50	+6	1d6+8	5 (20)	50
Bat, Fire	2	Animal	1-8	S	60' /Fly 200'	30	+4	1d6+5	3 (18)	30
Cattle, Wild	2	Animal	1-20	L	150'	35	+4	1d6+5	3 (18)	35
Corpse, Walking	2	Undead	1	M	60'	30	+4	1d6+5	3 (18)	30
Dog, Wild	2	Animal	1-12	S	150'	35	+4	1d6+5	3 (18)	35
Goat	2	Animal	1-8	M	150'	35	+4	1d6+5	3 (18)	35
Hobgoblin	2	Humanoid	1-20	M (6.5')	90'	45	+5	1d6+7	4 (19)	45
Horse, Light	2	Animal	1	L	240'	35	+4	1d6+5	3 (18)	35
Horse, Wild	2	Animal	1	L	240'	35	+4	1d6+5	3 (18)	35

Desert	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Pony	2	Animal	1	L	120`	35	+4	1d6+5	3 (18)	35
Ram	2	Animal	1-6	M	150`	40	+5	1d6+7	4 (19)	40
Spider, Large	2	Insect	1-12	S	60`/On Web 150`	30	+4	1d6+5	3 (18)	30
Toad, Poisonous	2	Animal	1-8	M	60`/Jump 60`	35	+4	1d6+5	3 (18)	35
Vulture	2	Animal	1-16	M (5-6`+)	30`/Fly 270`	40	+5	1d6+7	4 (19)	40
Zombie	2	Undead	1-14	M	60`	30	+4	1d6+5	3 (18)	30
Camel, Wild	3	Animal	1-12	L	210`	45	+5	1d6+7	4 (19)	45
Centipede, Great	3	Insect	1-4	M (5`)	180`	55	+6	1d6+8	5 (20)	55
Cheetah	3	Animal	1-4	M	150`/Run 450`	55	+6	1d6+8	5 (20)	55
Dog, War	3	Animal	1	M	120`	50	+6	1d6+8	5 (20)	50
Fly, Giant, Bluebottle	3	Insect	1-10	M	90`/Fly 300`	50	+6	1d6+8	5 (20)	50
Gnoll, Greater	3	Humanoid	1-14	M (6.5`)	120`	55	+6	1d6+8	5 (20)	55
Harpy	3	Beast	1-12	M	60`/Fly 150`	45	+5	1d6+7	4 (19)	45
Horse, Draft	3	Animal	1	L	120`	45	+5	1d6+7	4 (19)	45
Horse, Medium	3	Animal	1	L	180`	45	+5	1d6+7	4 (19)	45
Hound, Death	3	Beast	1-10	M (4`)	120`	45	+5	1d6+7	4 (19)	45
Plant, Whipper	3	Plant	1-2	Varies	30`	50	+6	1d6+8	5 (20)	50
Sauriman, Desert	3	Reptile	1-20	M	90`	55	+6	1d6+8	5 (20)	55
Scorpion, Large	3	Insect	1-6	S	90`	55	+6	1d6+8	5 (20)	55
Shade	3	Undead	1-2	As original creature	Unique	70	+8	1d6+11	7 (22)	70
Snake, Poisonous	3	Reptile	1-6	S (5`)	150`	50	+6	1d6+8	5 (20)	50
Spider, Huge	3	Insect	1-12	M	180`	50	+6	1d6+8	5 (20)	50
Toad, Giant	3	Animal	1-12	M	60`/Jump 60`	50	+6	1d6+8	5 (20)	50
Vulture, Giant	3	Animal	1-12	L (12`+)	30`/Fly 240`	45	+5	1d6+7	4 (19)	45
Wolf	3	Animal	1-12	S	180`	45	+5	1d6+7	4 (19)	45
Bugbear	4	Humanoid	1-20	L (7`+)	90`	65	+7	1d6+10	6 (21)	65
Bull	4	Animal	1-20	L (5`)	150`	55	+6	1d6+8	5 (20)	55
Bumblebee, Honey, Giant	4	Insect	1-10	M	90`/Fly 300`	60	+7	1d6+10	6 (21)	60
Goat, Giant	4	Animal	1-12	L (5`+)	180`	55	+6	1d6+8	5 (20)	55
Horse, Heavy	4	Animal	1	L	150`	55	+6	1d6+8	5 (20)	55
Hound, Shadow	4	Planar	1-12	M	180`	60	+7	1d6+10	6 (21)	60
Lion, Mountain	4	Animal	1-2	M	150`	60	+7	1d6+10	6 (21)	60
Lycanthrope, Wererat	4	Humanoid	1-16	S-M	120`	60	+7	1d6+10	6 (21)	60
Man-Jackal	4	Beast	1-4	S (M)	120`	70	+8	1d6+11	7 (22)	70
Owl, Giant	4	Animal	1-5	M	30`/Fly 180`	60	+7	1d6+10	6 (21)	60
Pegasus	4	Beast	1-10	L	240`/Fly 480`	60	+7	1d6+10	6 (21)	60

Desert	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Rattanu	4	Humanoid	1-16	S-M	120`	65	+7	1d6+10	6 (21)	65
Raven, Giant	4	Animal	1-12	M-L (6-10`)	30`/Fly 180`	70	+8	1d6+11	7 (22)	70
Wasp, Giant	4	Insect	1-20	M	60`/Fly 210`	70	+8	1d6+11	7 (22)	70
Wolf, Dire	4	Animal	1-10	M (L)	180`	60	+7	1d6+10	6 (21)	60
Bumblebee, Soldier, Giant	5	Insect	1	M	120`/Fly 300`	75	+8	1d6+11	7 (22)	75
Cobra	5	Reptile	1-4	M	120`	75	+8	1d6+11	7 (22)	75
Cockatrice	5	Monster	1-6	S	60`/Fly 180`	70	+8	1d6+11	7 (22)	70
Hornet, Giant	5	Insect	1	M	Fly 240`	80	+9	1d6+13	8 (23)	80
Lycanthrope, Werewolf	5	Humanoid	1-12	M	150`	75	+8	1d6+11	7 (22)	75
Man, Berserker	5	Humanoid	1-20	M	120`	65	+7	1d6+10	6 (21)	65
Ogre	5	Giant	1-12	L (8`)	90`	75	+8	1d6+11	7 (22)	75
Scorpion, Huge	5	Insect	1-4	M	120`	80	+9	1d6+13	8 (23)	80
Skunk, Giant	5	Animal	1	M	90`	65	+7	1d6+10	6 (21)	65
Snake, Poisonous, Large	5	Reptile	1-6	L	150`	75	+8	1d6+11	7 (22)	75
Toad, Fire	5	Beast	1-6	S	60`	50	+6	1d6+8	5 (20)	50
Bloodworm, Giant	6	Monster	1-4	L (20`)	60`	90	+10	1d6+14	9 (24)	90
Coeurl	6	Monster	1-5	L	150`	90	+10	1d6+14	9 (24)	90
Dragon, White	6	Dragon	1	L (24`)	120`/Fly 300`	95	+10	1d6+14	9 (24)	95
Elemental, Fire	6	Elemental	1	L	120`	75	+8	1d6+11	7 (22)	75
Fly, Giant, Horsefly	6	Insect	1-4	L	60`/Fly 270`	85	+9	1d6+13	8 (23)	85
Hound, Ghost	6	Beast	1-12	M (3`)	300`	80	+9	1d6+13	8 (23)	80
Hound, Hell	6	Planar	1-8	M	120`	90	+10	1d6+14	9 (24)	90
Lion	6	Animal	1-12	L	120`	85	+9	1d6+13	8 (23)	85
Lizard, Stone	6	Reptile	1-2	M-L (5-12`)	60`	95	+10	1d6+14	9 (24)	95
Lycanthrope, Wereboar	6	Humanoid	1-8	L	120`	90	+10	1d6+14	9 (24)	90
Man-Wolf	6	Beast	1-3	M	150`	95	+10	1d6+14	9 (24)	95
Medusa	6	Monster	1-3	M	90`	85	+9	1d6+13	8 (23)	85
Scorpion, Giant	6	Insect	1-4	M	150`	95	+10	1d6+14	9 (24)	95
Succubus	6	Planar	1	M (6`)	120`/Fly 180`	110	+12	1d6+17	11 (26)	110
Tiger	6	Animal	1-4	L	120`	80	+9	1d6+13	8 (23)	80
Tomb Watcher	6	Undead	1	M	120`	95	+10	1d6+14	9 (24)	95
Banshee	7	Undead	1	M	150`	120	+13	1d6+19	12 (27)	120
Bumblebee, Giant	7	Insect	1	L	60`/Fly 240`	90	+10	1d6+14	9 (24)	90
Griffin	7	Beast	1-12	L	120`/Fly 300`	105	+11	1d6+16	10 (25)	105
Lion, Spotted	7	Animal	1-8	L	120`	95	+10	1d6+14	9 (24)	95
Manticore	7	Beast	1-4	L	120`/Fly 180`	100	+11	1d6+16	10 (25)	100

Desert	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Mummy	7	Undead	1-8	M	60`	105	+11	1d6+16	10 (25)	105
Snake, Constrictor, Mystical	7	Reptile	1-2	L	90`	95	+10	1d6+14	9 (24)	95
Troll	7	Giant	1-12	L (8+)	120`	100	+11	1d6+16	10 (25)	100
Gorgon	8	Beast	1-4	L	120`	120	+13	1d6+19	12 (27)	120
Lammasu	8	Monster	1-8	L	120` / Fly 240`	100	+11	1d6+16	10 (25)	100
Troll, Giant	8	Giant	1-12	L (10+)	120`	110	+12	1d6+17	11 (26)	110
Wyvern	8	Dragon	1	L (35)	60` / Fly 240`	115	+12	1d6+17	11 (26)	115
Ant Lion	9	Insect	1	L	90` / Burrow 10`	130	+14	1d6+20	13 (28)	130
Centipede, Monstrous	9	Insect	1	L (18)	150`	110	+12	1d6+17	11 (26)	110
Chimera	9	Beast	1-4	L (4)	90` / Fly 180`	115	+12	1d6+17	11 (26)	115
Dragon, Blue	9	Dragon	1	L (42)	90` / Fly 240`	130	+14	1d6+20	13 (28)	130
Lamia	9	Beast	1	M	240`	125	+13	1d6+19	12 (27)	125
Rhinoceros	9	Animal	1-6	L	120`	110	+12	1d6+17	11 (26)	110
Shark, Land	9	Monster	1-2	L (9.5)	140` / Burrow 30`	120	+13	1d6+19	12 (27)	120
Vampire	9	Undead	1-4	M	12` / 180`	135	+14	1d6+20	13 (28)	135
Barghest	10	Beast	1-2	M-L	150`	140	+15	1d6+22	14 (29)	140
Shedu	10	Beast	1-8	L	120` / Fly 240`	130	+14	1d6+20	13 (28)	130
Troll, Giant, Two-Headed	10	Giant	1-3	L (10+)	120`	130	+14	1d6+20	13 (28)	130
Dragon, Gold	11	Dragon	1	L (54)	120` / Fly 300`	170	+18	1d6+26	17 (32)	170
Lamia, Royal	11	Beast	1	M	90`	130	+14	1d6+20	13 (28)	130
Frost Crawler	12	Monster	1	L (21-42)	120`	155	+16	1d6+23	15 (30)	155
Giant, Fire	12	Giant	1-8	L (12)	120`	155	+16	1d6+23	15 (30)	155
Mastodon	12	Animal	1-12	L (10)	150`	140	+15	1d6+22	14 (29)	140
Rhinoceros, Woolly	12	Animal	1-4	L	120`	145	+15	1d6+22	14 (29)	145
Titanotheres	12	Animal	1-12	L (8)	120`	140	+15	1d6+22	14 (29)	140
Lammasu, Greater	13	Monster	1-2	L (5)	150` / Fly 300`	165	+17	1d6+25	16 (31)	165
Shedu, Greater	15	Beast	1-2	L (6)	150` / Fly 300`	190	+20	1d6+29	19 (34)	190
Worm, Giant	15	Monster	1-2	L (50)	90`	170	+18	1d6+26	17 (32)	170

FRESHWATER

Freshwater	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Eel, Weed	1	Animal	1-20	S (6`)	150`	20	+3	1d6+4	2 (17)	20
Falcon, Large	1	Animal	1-2	S (3-4`+)	10`/Fly 330`	30	+4	1d6+5	3 (18)	30
Frog, Giant, Poisonous	1	Animal	1-12	S	30`/Swim 90`	20	+3	1d6+4	2 (17)	20
Hawk	1	Animal	1-2	S (2-3`)	10`/Fly 360`	35	+4	1d6+5	3 (18)	35
Nixie	1	Fey	1-20	S (4`)	60`/Swim 120`	20	+3	1d6+4	2 (17)	20
Otter	1	Animal	1-4	S	120`/Swim 180`	35	+4	1d6+5	3 (18)	35
Barracuda	2	Animal	1-12	S-L	300`	40	+5	1d6+7	4 (19)	40
Dragonfish	2	Animal	1	S	Swim 60`	50	+6	1d6+8	5 (20)	50
Eagle	2	Animal	1-2	M (6`)	10`/Fly 300`	40	+5	1d6+7	4 (19)	40
Falcoran	2	Humanoid	1-10	M	60`/Fly 360`	35	+4	1d6+5	3 (18)	35
Frog, Giant	2	Animal	1-10	S-M (3-6`)	30`/Swim 90`	35	+4	1d6+5	3 (18)	35
Frog, Giant, Killer	2	Animal	1-12	S	60`/Swim 120`	30	+4	1d6+5	3 (18)	30
Lamprey, Normal	2	Animal	1-2	S	120`	35	+4	1d6+5	3 (18)	35
Leech, Giant	2	Animal	1-12	S-M	30`	25	+3	1d6+4	2 (17)	25
Mermen	2	Humanoid	1-20	M	10`/Swim 180`	35	+4	1d6+5	3 (18)	35
Muck Man	2	Beast	1-12	S (4`)	30`	20	+3	1d6+4	2 (17)	20
Alligator	3	Reptile	1-14	L (8-15`)	60`/Swim 120`	55	+6	1d6+8	5 (20)	55
Crab, Giant	3	Animal	1-12	L (4`+)	90`	65	+7	1d6+10	6 (21)	65
Crocodile	3	Reptile	1-14	L (8-15`)	60`/Swim 120`	55	+6	1d6+8	5 (20)	55
Harpy	3	Beast	1-12	M	60`/Fly 150`	45	+5	1d6+7	4 (19)	45
Nymph	3	Fey	1-4	M	120`	35	+4	1d6+5	3 (18)	35
Sauriman	3	Reptile	1-20	M (7`)	60`/Swim 120`	55	+6	1d6+8	5 (20)	55
Strangle Weed	3	Plant	1-10	S	None	50	+6	1d6+8	5 (20)	50
Triton	3	Planar	1-20	M	150`	55	+6	1d6+8	5 (20)	55
Witch, Sea	3	Humanoid	1-4	M	150`	45	+5	1d6+7	4 (19)	45
Beaver, Giant	4	Animal	1-20	M (6`)	60`/Swim 120`	60	+7	1d6+10	6 (21)	60
Beetle, Giant, Water	4	Insect	1-12	L (6`)	30`/Swim 120`	75	+8	1d6+11	7 (22)	75
Eagle, Giant	4	Animal	1-20	M (20`)	30`/Fly 480`	55	+6	1d6+8	5 (20)	55
Hippocampus	4	Animal	1-8	L	Swim 240`	65	+7	1d6+10	6 (21)	65
Hippogriff	4	Animal	1-10	L	180`/Fly 360`	65	+7	1d6+10	6 (21)	65
Nereid	4	Fey	1-4	M	120`	40	+5	1d6+7	4 (19)	40

Freshwater	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Pegasus	4	Beast	1-10	L	240`/Fly 480`	60	+7	1d6+10	6 (21)	60
Pike, Giant	4	Animal	1-8	L (9-14`)	Swim 360`	65	+7	1d6+10	6 (21)	65
Spider, Giant, Lake	4	Insect	1-10	M	150`	65	+7	1d6+10	6 (21)	65
Wasp, Giant	4	Insect	1-20	M	60`/Fly 210`	70	+8	1d6+11	7 (22)	70
Water Being	4	Planar	1-3	L (10`+)	120`	70	+8	1d6+11	7 (22)	70
Bunyip	5	Beast	1	M (6`)	120`	50	+6	1d6+8	5 (20)	50
Cockatrice	5	Monster	1-6	S	60`/Fly 180`	70	+8	1d6+11	7 (22)	70
Crayfish, Giant	5	Animal	1-4	L (8`+)	60`/Swim 120`	80	+9	1d6+13	8 (23)	80
Eel, Giant	5	Animal	1-4	M (20`)	60`	70	+8	1d6+11	7 (22)	70
Gargoyle	5	Beast	1-10	M	90`/Fly 150`	75	+8	1d6+11	7 (22)	75
Kelpie	5	Plant	1-4	M	90`/Swim 120`	85	+9	1d6+13	8 (23)	85
Lamprey, Giant	5	Animal	1-4	S	90`	70	+8	1d6+11	7 (22)	70
Ogre, Sea	5	Giant	1-14	L (9`)	60`/Swim 120`	80	+9	1d6+13	8 (23)	80
Otter, Giant	5	Animal	1-5	L	90`/Swim 180`	75	+8	1d6+11	7 (22)	75
Dragon, White	6	Dragon	1	L (24`)	120`/Fly 300`	95	+10	1d6+14	9 (24)	95
Troll, River	6	Giant	1-6	M (7`+)	30`/Swim 150`	95	+10	1d6+14	9 (24)	95
Alligator, Giant	7	Reptile	1-12	L (21-30`)	60`/Swim 120`	100	+11	1d6+16	10 (25)	100
Crocodile, Giant	7	Reptile	1-12	L (21-30`)	60`/Swim 120`	100	+11	1d6+16	10 (25)	100
Dragon, Black	7	Dragon	1	L (30`)	120`/Fly 240`	105	+11	1d6+16	10 (25)	105
Griffin	7	Beast	1-12	L	120`/Fly 300`	105	+11	1d6+16	10 (25)	105
Manticore	7	Beast	1-4	L	120`/Fly 180`	100	+11	1d6+16	10 (25)	100
Dragon, Green	8	Dragon	1	L (36`)	90`/Fly 240`	120	+13	1d6+19	12 (27)	120
Dragonfly, Giant	8	Insect	1-6	M	10`/Fly 360`	115	+12	1d6+17	11 (26)	115
Elemental, Water	8	Elemental	1	L	60`/Fly 180`	100	+11	1d6+16	10 (25)	100
Gar, Giant	8	Animal	1-6	L (21-30`)	Swim 300`	115	+12	1d6+17	11 (26)	115
Hippopotamus	8	Animal	1-12	L	90`/Swim 120`	100	+11	1d6+16	10 (25)	100
Lammasu	8	Monster	1-8	L	120`/Fly 240`	100	+11	1d6+16	10 (25)	100
Naga, Water	8	Monster	1-4	M (10`)	90`/Swim 180`	105	+11	1d6+16	10 (25)	105
Octopus, Giant	8	Animal	1-3	L	30`/Swim 120`	95	+10	1d6+14	9 (24)	95
Spider, Giant, River	8	Insect	1-6	L	150`	110	+12	1d6+17	11 (26)	110
Bear, Polar	9	Animal	1-6	L (14`)	120`/Swim 90`	110	+12	1d6+17	11 (26)	110
Catfish, Giant	9	Animal	1	L (16-24`)	Swim 180`	105	+11	1d6+16	10 (25)	105
Dragon, Bronze	9	Dragon	1	L (42`)	90`/Fly 240`	140	+15	1d6+22	14 (29)	140

Freshwater	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Witch, Green	9	Humanoid	1	M	120`/Swim 120`	150	+16	1d6+23	15 (30)	150
Dragon, Mist	10	Dragon	1	L (51`)	60`/Fly 330`	160	+17	1d6+25	16 (31)	160
Dragon, Red	10	Dragon	1	L (48`)	90`/Fly 240`	155	+16	1d6+23	15 (30)	155
Dragon, Silver	10	Dragon	1	L (48`)	90`/Fly 240`	155	+16	1d6+23	15 (30)	155
Shedu	10	Beast	1-8	L	120`/Fly 240`	130	+14	1d6+20	13 (28)	130
Turtle, Giant, Snapping	10	Reptile	1-4	L	30`/Swim 20`	125	+13	1d6+19	12 (27)	125
Behemoth	11	Animal	1-4	L	60`/Swim 120`	140	+15	1d6+22	14 (29)	140
Dragon, Gold	11	Dragon	1	L (54`)	120`/Fly 300`	170	+18	1d6+26	17 (32)	170
Ki-rin	12	Beast	1	L	240`/Fly 480`	195	+20	1d6+29	19 (34)	195
Dragon Turtle	13	Reptile	1	L (30`)	30`/Swim 90`	180	+19	1d6+28	18 (33)	180
Dragon, Cloud	13	Dragon	1	L (66`)	60`/Fly 390`	190	+20	1d6+29	19 (34)	190
Lammasu, Greater	13	Monster	1-2	L (5`)	150`/Fly 300`	165	+17	1d6+25	16 (31)	165
Afanc	15	Animal	1	L (50`)	Swim 150`	170	+18	1d6+26	17 (32)	170
Dinosaur, Elasmosaurus	15	Reptile	1-2	L (50`)	150`	165	+17	1d6+25	16 (31)	165
Shedu, Greater	15	Beast	1-2	L (6`)	150`/Fly 300`	190	+20	1d6+29	19 (34)	190
Giant, Storm	16	Giant	1-4	L (21`)	150`	205	+21	1d6+31	20 (35)	205

SEA & OCEANS

Sea & Oceans	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Eel, Weed	1	Animal	1-20	S (6`)	150`	20	+3	1d6+4	2 (17)	20
Falcon, Large	1	Animal	1-2	S (3-4`+)	10`/Fly 330`	30	+4	1d6+5	3 (18)	30
Fish, Glow	1	Monster	1-12	S (1`)	300`	25	+3	1d6+4	2 (17)	25
Frog, Giant, Poisonous	1	Animal	1-12	S	30`/Swim 90`	20	+3	1d6+4	2 (17)	20
Hawk	1	Animal	1-2	S (2-3`)	10`/Fly 360`	35	+4	1d6+5	3 (18)	35
Man, Merchant	1	Humanoid	1-20	M	120`	30	+4	1d6+5	3 (18)	30
Man, Pirate	1	Humanoid	1-20	M	120`	30	+4	1d6+5	3 (18)	30
Nixie	1	Fey	1-20	S (4`)	60`/Swim 120`	20	+3	1d6+4	2 (17)	20
Sting Ray	1	Animal	1-3	S	Swim 90`	25	+3	1d6+4	2 (17)	25
Barracuda	2	Animal	1-12	S-L	300`	40	+5	1d6+7	4 (19)	40
Eagle	2	Animal	1-2	M (6`)	10`/Fly 300`	40	+5	1d6+7	4 (19)	40
Eel, Electric	2	Animal	1-3	M (9`)	120`	25	+3	1d6+4	2 (17)	25
Falcoran	2	Humanoid	1-10	M	60`/Fly 360`	35	+4	1d6+5	3 (18)	35
Frog, Giant	2	Animal	1-10	S-M (3-6`)	30`/Swim 90`	35	+4	1d6+5	3 (18)	35
Frog, Giant, Killer	2	Animal	1-12	S	60`/Swim 120`	30	+4	1d6+5	3 (18)	30
Jellyfish, Giant	2	Animal	1-10	S-L	10`	30	+4	1d6+5	3 (18)	30
Lamprey, Normal	2	Animal	1-2	S	120`	35	+4	1d6+5	3 (18)	35
Manta-Ray, Fanged	2	Monster	1-20	M	120`	40	+5	1d6+7	4 (19)	40
Mermen	2	Humanoid	1-20	M	10`/Swim 180`	35	+4	1d6+5	3 (18)	35
Neptar	2	Humanoid	1-20	M	120`/Swim 180`	40	+5	1d6+7	4 (19)	40
Swordfish	2	Animal	1-8	M-L	Swim 240`	40	+5	1d6+7	4 (19)	40
Crab, Giant	3	Animal	1-12	L (4`+)	90`	65	+7	1d6+10	6 (21)	65
Crabman	3	Humanoid	1-12	L (9`)	90`/Swim 60`	60	+7	1d6+10	6 (21)	60
Dolphin	3	Animal	1-12	M	300`	55	+6	1d6+8	5 (20)	55
Harpy	3	Beast	1-12	M	60`/Fly 150`	45	+5	1d6+7	4 (19)	45
Nymph	3	Fey	1-4	M	120`	35	+4	1d6+5	3 (18)	35
Sea Folk	3	Humanoid	1-20	M-L	120`/Swim 240`	55	+6	1d6+8	5 (20)	55
Sea Horse, Giant	3	Animal	1-20	L	210`	45	+5	1d6+7	4 (19)	45
Strangle Weed	3	Plant	1-10	S	None	50	+6	1d6+8	5 (20)	50
Triton	3	Planar	1-20	M	150`	55	+6	1d6+8	5 (20)	55
Witch, Sea	3	Humanoid	1-4	M	150`	45	+5	1d6+7	4 (19)	45

Sea & Oceans	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Eagle, Giant	4	Animal	1-20	M (20`)	30`/Fly 480`	55	+6	1d6+8	5 (20)	55
Hippocampus	4	Animal	1-8	L	Swim 240`	65	+7	1d6+10	6 (21)	65
Hippogriff	4	Animal	1-10	L	180`/Fly 360`	65	+7	1d6+10	6 (21)	65
Nereid	4	Fey	1-4	M	120`	40	+5	1d6+7	4 (19)	40
Pegasus	4	Beast	1-10	L	240`/Fly 480`	60	+7	1d6+10	6 (21)	60
Water Being	4	Planar	1-3	L (10`+)	120`	70	+8	1d6+11	7 (22)	70
Eel, Giant	5	Animal	1-4	M (20`)	60`	70	+8	1d6+11	7 (22)	70
Kelpie	5	Plant	1-4	M	90`/Swim 120`	85	+9	1d6+13	8 (23)	85
Lamprey, Giant	5	Animal	1-4	S	90`	70	+8	1d6+11	7 (22)	70
Narwhale	5	Animal	1-6	L	Swim 210`	70	+8	1d6+11	7 (22)	70
Dragon, White	6	Dragon	1	L (24`)	120`/Fly 300`	95	+10	1d6+14	9 (24)	95
Sea Lion	6	Beast	1-10	L	180`	85	+9	1d6+13	8 (23)	85
Shark	6	Animal	1-10	M-L	Swim 240`	80	+9	1d6+13	8 (23)	80
Dinosaur, Archelon	7	Reptile	1-4	L (12`)	30`/Swim 150`	105	+11	1d6+16	10 (25)	105
Dragon, Black	7	Dragon	1	L (30`)	120`/Fly 240`	105	+11	1d6+16	10 (25)	105
Eel, Electric, Giant	7	Animal	1	L (20-40`)	Swim 90`	90	+10	1d6+14	9 (24)	90
Griffin	7	Beast	1-12	L	120`/Fly 300`	105	+11	1d6+16	10 (25)	105
Manticore	7	Beast	1-4	L	120`/Fly 180`	100	+11	1d6+16	10 (25)	100
Troll, Sea	7	Giant	1-8	L (10`)	30`/Swim 120`	110	+12	1d6+17	11 (26)	110
Dragon, Green	8	Dragon	1	L (36`)	90`/Fly 240`	120	+13	1d6+19	12 (27)	120
Elemental, Water	8	Elemental	1	L	60`/Fly 180`	100	+11	1d6+16	10 (25)	100
Lammasu	8	Monster	1-8	L	120`/Fly 240`	100	+11	1d6+16	10 (25)	100
Naga, Water	8	Monster	1-4	M (10`)	90`/Swim 180`	105	+11	1d6+16	10 (25)	105
Octopus, Giant	8	Animal	1-3	L	30`/Swim 120`	95	+10	1d6+14	9 (24)	95
Dragon, Bronze	9	Dragon	1	L (42`)	90`/Fly 240`	140	+15	1d6+22	14 (29)	140
Manta-Ray	9	Animal	1	L	Swim 180`	110	+12	1d6+17	11 (26)	110
Snake, Sea	9	Reptile	1-8	L	120`	115	+12	1d6+17	11 (26)	115
Will-O-Wisp	9	Monster	1-3	S	Fly 180`	170	+18	1d6+26	17 (32)	170
Witch, Green	9	Humanoid	1	M	120`/Swim 120`	150	+16	1d6+23	15 (30)	150
Dinosaur, Dinichthys	10	Reptile	1-4	L (25`+)	210`	115	+12	1d6+17	11 (26)	115
Dragon, Mist	10	Dragon	1	L (51`)	60`/Fly 330`	160	+17	1d6+25	16 (31)	160
Dragon, Red	10	Dragon	1	L (48`)	90`/Fly 240`	155	+16	1d6+23	15 (30)	155
Dragon, Silver	10	Dragon	1	L (48`)	90`/Fly 240`	155	+16	1d6+23	15 (30)	155

Sea & Oceans	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Shedu	10	Beast	1-8	L	120`/Fly 240`	130	+14	1d6+20	13 (28)	130
Darkwater Eye	11	Monster	1	L (3-5`)	Swim 60`	135	+14	1d6+20	13 (28)	135
Dragon, Gold	11	Dragon	1	L (54`)	120`/Fly 300`	170	+18	1d6+26	17 (32)	170
Dinosaur, Mosasaurus	12	Reptile	1-3	L (50`)	30`/Swim 150`	135	+14	1d6+20	13 (28)	135
Ki-rin	12	Beast	1	L	240`/Fly 480`	195	+20	1d6+29	19 (34)	195
Shark, Megalodon	12	Animal	1-3	L	Swim 180`	145	+15	1d6+22	14 (29)	145
Squid, Giant	12	Animal	1	L	30`/Swim 180`	155	+16	1d6+23	15 (30)	155
Dragon Turtle	13	Reptile	1	L (30`)	30`/Swim 90`	180	+19	1d6+28	18 (33)	180
Dragon, Cloud	13	Dragon	1	L (66`)	60`/Fly 390`	190	+20	1d6+29	19 (34)	190
Lammasu, Greater	13	Monster	1-2	L (5`)	150`/Fly 300`	165	+17	1d6+25	16 (31)	165
Whale	14	Animal	1-8	L	Swim 180` to 240`	170	+18	1d6+26	17 (32)	170
Afanc	15	Animal	1	L (50`)	Swim 150`	170	+18	1d6+26	17 (32)	170
Dinosaur, Elasmosaurus	15	Reptile	1-2	L (50`)	150`	165	+17	1d6+25	16 (31)	165
Shedu, Greater	15	Beast	1-2	L (6`)	150`/Fly 300`	190	+20	1d6+29	19 (34)	190
Turtle, Giant, Sea	15	Reptile	1-3	L	10`/Swim 150`	185	+19	1d6+28	18 (33)	185
Giant, Storm	16	Giant	1-4	L (21`)	150`	205	+21	1d6+31	20 (35)	205
Titan	18	Giant	1	L (18`+)	150`/Run 210`	220	+23	1d6+34	22 (37)	220
Dinosaur, Plesiosaurus	20	Reptile	1-3	L (50`+)	150`	215	+22	1d6+32	21 (36)	215
Kraken	20	Beast	1	L	Swim 200`	235	+24	1d6+35	23 (38)	235

SNOWY FOREST

Snowy Forest	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Bat	1	Animal	1-20	S	10`/Fly 240`	15	+2	1d6+2	1 (16)	15
Bat, Giant	1	Animal	1-12	S	30`/Fly 180`	20	+3	1d6+4	2 (17)	20
Brownie	1	Fey	1-12	S (1.5`)	120`	40	+5	1d6+7	4 (19)	40
Cat, Wild	1	Animal	1-6	S	180`	35	+4	1d6+5	3 (18)	35
Centipede, Giant	1	Insect	1-14	S (1`+)	150`	10	+2	1d6+2	1 (16)	10
Centipede, Huge	1	Insect	1-12	S (6")	210`	10	+2	1d6+2	1 (16)	10
Dwarf	1	Humanoid	1-20	S (4`+)	60`	40	+5	1d6+7	4 (19)	40
Fairy	1	Fey	1-6	S (1`)	60`/Fly 120`	30	+4	1d6+5	3 (18)	30
Fairy Drake	1	Dragon	1-6	S (1-1.5`)	60`/Fly 240`	35	+4	1d6+5	3 (18)	35
Falcon, Large	1	Animal	1-2	S (3-4`+)	10`/Fly 330`	30	+4	1d6+5	3 (18)	30
Gnome	1	Humanoid	1-20	S (3`+)	60`	35	+4	1d6+5	3 (18)	35
Goblin	1	Humanoid	1-20	S (4`)	60`	30	+4	1d6+5	3 (18)	30
Hawk	1	Animal	1-2	S (2-3`)	10`/Fly 360`	35	+4	1d6+5	3 (18)	35
Hobling	1	Humanoid	1-20	S (3`+)	90`	25	+3	1d6+4	2 (17)	25
Kobold	1	Humanoid	1-20	S (3`)	60`	20	+3	1d6+4	2 (17)	20
Man, Bandit	1	Humanoid	1-20	M	120`	30	+4	1d6+5	3 (18)	30
Man, Merchant	1	Humanoid	1-20	M	120`	30	+4	1d6+5	3 (18)	30
Man, Pilgrim	1	Humanoid	1-20	M	120`	30	+4	1d6+5	3 (18)	30
Orke	1	Humanoid	1-20	M (6`+)	90`	30	+4	1d6+5	3 (18)	30
Owl	1	Animal	1	S (4-5`)	10`/Fly 270`	35	+4	1d6+5	3 (18)	35
Pixie	1	Fey	1-8	S (2.5`)	60`/Fly 120`	30	+4	1d6+5	3 (18)	30
Poltergeist	1	Undead	1-8	M	60`	5	+1	1d6+1	1 (16)	5
Rat	1	Animal	1-20	S	120`	10	+2	1d6+2	1 (16)	10
Rat, Giant	1	Animal	1-12	S	90`	20	+3	1d6+4	2 (17)	20
Raven	1	Animal	1-16	S (2-4`)	10`/Fly 360`	20	+3	1d6+4	2 (17)	20
Raven, Huge	1	Animal	1-8	M (4-6`)	10`/Fly 270`	30	+4	1d6+5	3 (18)	30
Skunk	1	Animal	1-6	S	120`	15	+2	1d6+2	1 (16)	15
Squirrel	1	Animal	1-6	S	90`	15	+2	1d6+2	1 (16)	15
Weasel	1	Animal	1-2	S	150`	25	+3	1d6+4	2 (17)	25
Badger	2	Animal	1-5	S	60`/Burrow 30`	50	+6	1d6+8	5 (20)	50
Bat, Fire	2	Animal	1-8	S	60`/Fly 200`	30	+4	1d6+5	3 (18)	30

Snowy Forest	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Bat, Piercing	2	Animal	1-20	S	30`/Fly 180`	30	+4	1d6+5	3 (18)	30
Dog, Wild	2	Animal	1-12	S	150`	35	+4	1d6+5	3 (18)	35
Eagle	2	Animal	1-2	M (6`)	10`/Fly 300`	40	+5	1d6+7	4 (19)	40
Elf	2	Humanoid	1-20	M (5`+)	120`	45	+5	1d6+7	4 (19)	45
Ghoul	2	Undead	1-14	M	90`	40	+5	1d6+7	4 (19)	40
Greyling	2	Fey	1-12	S (1.5`)	120`	85	+9	1d6+13	8 (23)	85
Hobgoblin	2	Humanoid	1-20	M (6.5`)	90`	45	+5	1d6+7	4 (19)	45
Horse, Light	2	Animal	1	L	240`	35	+4	1d6+5	3 (18)	35
Horse, Wild	2	Animal	1	L	240`	35	+4	1d6+5	3 (18)	35
Man, Caveman	2	Humanoid	1-20	M	120`	35	+4	1d6+5	3 (18)	35
Manta-Ray, Flying	2	Beast	1-3	S	Fly 180`	25	+3	1d6+4	2 (17)	25
Pony	2	Animal	1	L	120`	35	+4	1d6+5	3 (18)	35
Squirrel, Giant	2	Animal	1-12	S (2`)	120`	40	+5	1d6+7	4 (19)	40
Tigran	2	Humanoid	1-20	M (5`+)	150`	45	+5	1d6+7	4 (19)	45
Troll, Frost	2	Giant	1-6	L (9`)	90`	30	+4	1d6+5	3 (18)	30
Zombie	2	Undead	1-14	M	60`	30	+4	1d6+5	3 (18)	30
Beetle, Giant, Bombadier	3	Insect	1-10	M (4`)	90`	60	+7	1d6+10	6 (21)	60
Boar, Warthog	3	Animal	1-6	M (2.5`)	120`	45	+5	1d6+7	4 (19)	45
Camel, Wild	3	Animal	1-12	L	210`	45	+5	1d6+7	4 (19)	45
Centipede, Great	3	Insect	1-4	M (5`)	180`	55	+6	1d6+8	5 (20)	55
Dog, War	3	Animal	1	M	120`	50	+6	1d6+8	5 (20)	50
Fly, Giant, Bluebottle	3	Insect	1-10	M	90`/Fly 300`	50	+6	1d6+8	5 (20)	50
Harpy	3	Beast	1-12	M	60`/Fly 150`	45	+5	1d6+7	4 (19)	45
Horse, Draft	3	Animal	1	L	120`	45	+5	1d6+7	4 (19)	45
Horse, Medium	3	Animal	1	L	180`	45	+5	1d6+7	4 (19)	45
Lynx, Giant	3	Animal	1-4	M	120`	50	+6	1d6+8	5 (20)	50
Mule	3	Animal	1	L	120`	45	+5	1d6+7	4 (19)	45
Nymph	3	Fey	1-4	M	120`	35	+4	1d6+5	3 (18)	35
Scorpion, Large	3	Insect	1-6	S	90`	55	+6	1d6+8	5 (20)	55
Snake, Poisonous	3	Reptile	1-6	S (5`)	150`	50	+6	1d6+8	5 (20)	50
Wolf	3	Animal	1-12	S	180`	45	+5	1d6+7	4 (19)	45
Wolverine	3	Animal	1	S	120`	55	+6	1d6+8	5 (20)	55
Wulfan	3	Humanoid	1-10	M	150`	45	+5	1d6+7	4 (19)	45

Snowy Forest	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Bear, Black	4	Animal	1-3	M (6`+)	120`	55	+6	1d6+8	5 (20)	55
Beaver, Giant	4	Animal	1-20	M (6`)	60`/Swim 120`	60	+7	1d6+10	6 (21)	60
Boar, Wild	4	Animal	1-12	M (3`)	150`	55	+6	1d6+8	5 (20)	55
Bugbear	4	Humanoid	1-20	L (7`+)	90`	65	+7	1d6+10	6 (21)	65
Eagle, Giant	4	Animal	1-20	M (20`)	30`/Fly 480`	55	+6	1d6+8	5 (20)	55
Horse, Heavy	4	Animal	1	L	150`	55	+6	1d6+8	5 (20)	55
Hound, Shadow	4	Planar	1-12	M	180`	60	+7	1d6+10	6 (21)	60
Lion, Mountain	4	Animal	1-2	M	150`	60	+7	1d6+10	6 (21)	60
Lycanthrope, Wererat	4	Humanoid	1-16	S-M	120`	60	+7	1d6+10	6 (21)	60
Owl, Giant	4	Animal	1-5	M	30`/Fly 180`	60	+7	1d6+10	6 (21)	60
Pegasus	4	Beast	1-10	L	240`/Fly 480`	60	+7	1d6+10	6 (21)	60
Rattanu	4	Humanoid	1-16	S-M	120`	65	+7	1d6+10	6 (21)	65
Raven, Giant	4	Animal	1-12	M-L (6-10`)	30`/Fly 180`	70	+8	1d6+11	7 (22)	70
Shadow	4	Undead	1-12	M	120`	55	+6	1d6+8	5 (20)	55
Weasel, Giant	4	Animal	1-8	M	150`	60	+7	1d6+10	6 (21)	60
Wolf, Dire	4	Animal	1-10	M (L)	180`	60	+7	1d6+10	6 (21)	60
Gargoyle	5	Beast	1-10	M	90`/Fly 150`	75	+8	1d6+11	7 (22)	75
Lycanthrope, Werewolf	5	Humanoid	1-12	M	150`	75	+8	1d6+11	7 (22)	75
Man, Berserker	5	Humanoid	1-20	M	120`	65	+7	1d6+10	6 (21)	65
Ogre	5	Giant	1-12	L (8`)	90`	75	+8	1d6+11	7 (22)	75
Scorpion, Huge	5	Insect	1-4	M	120`	80	+9	1d6+13	8 (23)	80
Skunk, Giant	5	Animal	1	M	90`	65	+7	1d6+10	6 (21)	65
Toad, Ice	5	Beast	1-4	L	90`	80	+9	1d6+13	8 (23)	80
Wight	5	Undead	1-10	M	120`	75	+8	1d6+11	7 (22)	75
Wolverine, Giant	5	Animal	1	M	150`	80	+9	1d6+13	8 (23)	80
Bear, Brown	6	Animal	1-6	L (9`+)	120`	80	+9	1d6+13	8 (23)	80
Dragon, White	6	Dragon	1	L (24`)	120`/Fly 300`	95	+10	1d6+14	9 (24)	95
Fly, Giant, Horsefly	6	Insect	1-4	L	60`/Fly 270`	85	+9	1d6+13	8 (23)	85
Hound, Ghost	6	Beast	1-12	M (3`)	300`	80	+9	1d6+13	8 (23)	80
Lycanthrope, Wereboar	6	Humanoid	1-8	L	120`	90	+10	1d6+14	9 (24)	90
Man-Wolf	6	Beast	1-3	M	150`	95	+10	1d6+14	9 (24)	95
Medusa	6	Monster	1-3	M	90`	85	+9	1d6+13	8 (23)	85
Ogre Mage	6	Giant	1-6	L (10.5`)	90`/Fly 150`	90	+10	1d6+14	9 (24)	90

Snowy Forest	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Owl Beast	6	Beast	1-5	L (8´)	120´	85	+9	1d6+13	8 (23)	85
Porcupine, Giant	6	Animal	1-2	L	60´	85	+9	1d6+13	8 (23)	85
Scorpion, Giant	6	Insect	1-4	M	150´	95	+10	1d6+14	9 (24)	95
Tiger	6	Animal	1-4	L	120´	80	+9	1d6+13	8 (23)	80
Wolf, Arctic	6	Animal	1-8	L	180´	85	+9	1d6+13	8 (23)	85
Banshee	7	Undead	1	M	150´	120	+13	1d6+19	12 (27)	120
Bear, Cave	7	Animal	1-2	L (12´+)	120´	90	+10	1d6+14	9 (24)	90
Boar, Giant	7	Animal	1-8	L (5´)	120´	90	+10	1d6+14	9 (24)	90
Lycanthrope, Weretiger	7	Humanoid	1-6	L	120´	105	+11	1d6+16	10 (25)	105
Manticore	7	Beast	1-4	L	120´/Fly 180´	100	+11	1d6+16	10 (25)	100
Minotaur	7	Beast	1-8	L	120´	90	+10	1d6+14	9 (24)	90
Mummy	7	Undead	1-8	M	60´	105	+11	1d6+16	10 (25)	105
Troll	7	Giant	1-12	L (8´+)	120´	100	+11	1d6+16	10 (25)	100
Demon, Shadow	8	Planar	1	M	90´/Fly 180´	115	+12	1d6+17	11 (26)	115
Dragon, Green	8	Dragon	1	L (36´)	90´/Fly 240´	120	+13	1d6+19	12 (27)	120
Gorgon	8	Beast	1-4	L	120´	120	+13	1d6+19	12 (27)	120
Lycanthrope, Werebear	8	Humanoid	1-4	L	90´	120	+13	1d6+19	12 (27)	120
Revenant	8	Undead	1	M	90´	80	+9	1d6+13	8 (23)	80
Spectre	8	Undead	1-6	M	150´/Fly 300´	120	+13	1d6+19	12 (27)	120
Tree, Reaper	8	Plant	1	L	10´	105	+11	1d6+16	10 (25)	105
Troll, Giant	8	Giant	1-12	L (10´+)	120´	110	+12	1d6+17	11 (26)	110
Witch, Night, Greater	8	Humanoid	1-3	L (7.5-8´)	150´	130	+14	1d6+20	13 (28)	130
Bear, Polar	9	Animal	1-6	L (14´)	120´/Swim 90´	110	+12	1d6+17	11 (26)	110
Centipede, Monstrous	9	Insect	1	L (18´)	150´	110	+12	1d6+17	11 (26)	110
Giant, Hill	9	Giant	1-10	L (10.5´)	120´	120	+13	1d6+19	12 (27)	120
Hydra	9	Dragon	1	L	90´	115	+12	1d6+17	11 (26)	115
Naga, Spirit	9	Monster	1-3	L (15´)	120´	120	+13	1d6+19	12 (27)	120
Vampire	9	Undead	1-4	M	12´/180´	135	+14	1d6+20	13 (28)	135
Witch, Green	9	Humanoid	1	M	120´/Swim 120´	150	+16	1d6+23	15 (30)	150
Barghest	10	Beast	1-2	M-L	150´	140	+15	1d6+22	14 (29)	140
Dragon, Red	10	Dragon	1	L (48´)	90´/Fly 240´	155	+16	1d6+23	15 (30)	155
Ghost	10	Undead	1	M	90´	140	+15	1d6+22	14 (29)	140
Shedu	10	Beast	1-8	L	120´/Fly 240´	130	+14	1d6+20	13 (28)	130

Snowy Forest	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Talking Tree	10	Plant	1-20	L	120`	150	+16	1d6+23	15 (30)	150
Troll, Giant, Two-Headed	10	Giant	1-3	L (10`+)	120`	130	+14	1d6+20	13 (28)	130
Dragon, Gold	11	Dragon	1	L (54`)	120` /Fly 300`	170	+18	1d6+26	17 (32)	170
Giant, Frost	11	Giant	1-8	L (15`)	120`	140	+15	1d6+22	14 (29)	140
Giant, Fire	12	Giant	1-8	L (12`)	120`	155	+16	1d6+23	15 (30)	155
Mastodon	12	Animal	1-12	L (10`)	150`	140	+15	1d6+22	14 (29)	140
Naga, Guardian	12	Monster	1-2	L (20`)	150`	155	+16	1d6+23	15 (30)	155
Mammoth	13	Animal	1-12	L (10-14`)	120`	155	+16	1d6+23	15 (30)	155
Baluchitherium	14	Animal	1-3	L (20`)	120`	165	+17	1d6+25	16 (31)	165
Shedu, Greater	15	Beast	1-2	L (6`)	150` /Fly 300`	190	+20	1d6+29	19 (34)	190
Tree, Dark Reaper	16	Plant	1	L (6-9`)	10` /Run 40`	200	+21	1d6+31	20 (35)	200
Phoenix	20	Planar	1-4	M	60` /Fly 390`	265	+27	1d6+40	26 (41)	265

SNOWY HILLS

Snowy Hills	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Bat	1	Animal	1-20	S	10`/Fly 240`	15	+2	1d6+2	1 (16)	15
Bat, Giant	1	Animal	1-12	S	30`/Fly 180`	20	+3	1d6+4	2 (17)	20
Brownie	1	Fey	1-12	S (1.5`)	120`	40	+5	1d6+7	4 (19)	40
Cat, Wild	1	Animal	1-6	S	180`	35	+4	1d6+5	3 (18)	35
Centipede, Giant	1	Insect	1-14	S (1`+)	150`	10	+2	1d6+2	1 (16)	10
Centipede, Huge	1	Insect	1-12	S (6")	210`	10	+2	1d6+2	1 (16)	10
Dwarf	1	Humanoid	1-20	S (4`+)	60`	40	+5	1d6+7	4 (19)	40
Falcon, Large	1	Animal	1-2	S (3-4`+)	10`/Fly 330`	30	+4	1d6+5	3 (18)	30
Gnome	1	Humanoid	1-20	S (3`+)	60`	35	+4	1d6+5	3 (18)	35
Goblin	1	Humanoid	1-20	S (4`)	60`	30	+4	1d6+5	3 (18)	30
Hawk	1	Animal	1-2	S (2-3`)	10`/Fly 360`	35	+4	1d6+5	3 (18)	35
Hobling	1	Humanoid	1-20	S (3`+)	90`	25	+3	1d6+4	2 (17)	25
Kobold	1	Humanoid	1-20	S (3`)	60`	20	+3	1d6+4	2 (17)	20
Man, Bandit	1	Humanoid	1-20	M	120`	30	+4	1d6+5	3 (18)	30
Man, Merchant	1	Humanoid	1-20	M	120`	30	+4	1d6+5	3 (18)	30
Man, Pilgrim	1	Humanoid	1-20	M	120`	30	+4	1d6+5	3 (18)	30
Orke	1	Humanoid	1-20	M (6`+)	90`	30	+4	1d6+5	3 (18)	30
Owl	1	Animal	1	S (4-5`)	10`/Fly 270`	35	+4	1d6+5	3 (18)	35
Rat	1	Animal	1-20	S	120`	10	+2	1d6+2	1 (16)	10
Rat, Giant	1	Animal	1-12	S	90`	20	+3	1d6+4	2 (17)	20
Raven	1	Animal	1-16	S (2-4`)	10`/Fly 360`	20	+3	1d6+4	2 (17)	20
Raven, Huge	1	Animal	1-8	M (4-6`)	10`/Fly 270`	30	+4	1d6+5	3 (18)	30
Skunk	1	Animal	1-6	S	120`	15	+2	1d6+2	1 (16)	15
Squirrel	1	Animal	1-6	S	90`	15	+2	1d6+2	1 (16)	15
Weasel	1	Animal	1-2	S	150`	25	+3	1d6+4	2 (17)	25
Badger	2	Animal	1-5	S	60`/Burrow 30`	50	+6	1d6+8	5 (20)	50
Bat, Fire	2	Animal	1-8	S	60`/Fly 200`	30	+4	1d6+5	3 (18)	30
Corpse, Walking	2	Undead	1	M	60`	30	+4	1d6+5	3 (18)	30
Dog, Wild	2	Animal	1-12	S	150`	35	+4	1d6+5	3 (18)	35
Eagle	2	Animal	1-2	M (6`)	10`/Fly 300`	40	+5	1d6+7	4 (19)	40
Elf	2	Humanoid	1-20	M (5`+)	120`	45	+5	1d6+7	4 (19)	45

Snowy Hills	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Falcoran	2	Humanoid	1-10	M	60`/Fly 360`	35	+4	1d6+5	3 (18)	35
Ghoul	2	Undead	1-14	M	90`	40	+5	1d6+7	4 (19)	40
Goat	2	Animal	1-8	M	150`	35	+4	1d6+5	3 (18)	35
Hobgoblin	2	Humanoid	1-20	M (6.5`)	90`	45	+5	1d6+7	4 (19)	45
Horse, Light	2	Animal	1	L	240`	35	+4	1d6+5	3 (18)	35
Horse, Wild	2	Animal	1	L	240`	35	+4	1d6+5	3 (18)	35
Man, Caveman	2	Humanoid	1-20	M	120`	35	+4	1d6+5	3 (18)	35
Pony	2	Animal	1	L	120`	35	+4	1d6+5	3 (18)	35
Ram	2	Animal	1-6	M	150`	40	+5	1d6+7	4 (19)	40
Tigran	2	Humanoid	1-20	M (5`+)	150`	45	+5	1d6+7	4 (19)	45
Troll, Frost	2	Giant	1-6	L (9`)	90`	30	+4	1d6+5	3 (18)	30
Zombie	2	Undead	1-14	M	60`	30	+4	1d6+5	3 (18)	30
Beetle, Giant, Bombadier	3	Insect	1-10	M (4`)	90`	60	+7	1d6+10	6 (21)	60
Boar, Warthog	3	Animal	1-6	M (2.5`)	120`	45	+5	1d6+7	4 (19)	45
Camel, Wild	3	Animal	1-12	L	210`	45	+5	1d6+7	4 (19)	45
Centipede, Great	3	Insect	1-4	M (5`)	180`	55	+6	1d6+8	5 (20)	55
Dog, War	3	Animal	1	M	120`	50	+6	1d6+8	5 (20)	50
Fly, Giant, Bluebottle	3	Insect	1-10	M	90`/Fly 300`	50	+6	1d6+8	5 (20)	50
Harpy	3	Beast	1-12	M	60`/Fly 150`	45	+5	1d6+7	4 (19)	45
Horse, Draft	3	Animal	1	L	120`	45	+5	1d6+7	4 (19)	45
Horse, Medium	3	Animal	1	L	180`	45	+5	1d6+7	4 (19)	45
Lynx, Giant	3	Animal	1-4	M	120`	50	+6	1d6+8	5 (20)	50
Mule	3	Animal	1	L	120`	45	+5	1d6+7	4 (19)	45
Nymph	3	Fey	1-4	M	120`	35	+4	1d6+5	3 (18)	35
Scorpion, Large	3	Insect	1-6	S	90`	55	+6	1d6+8	5 (20)	55
Snake, Poisonous	3	Reptile	1-6	S (5`)	150`	50	+6	1d6+8	5 (20)	50
Wolf	3	Animal	1-12	S	180`	45	+5	1d6+7	4 (19)	45
Wolverine	3	Animal	1	S	120`	55	+6	1d6+8	5 (20)	55
Wulfan	3	Humanoid	1-10	M	150`	45	+5	1d6+7	4 (19)	45
Bear, Black	4	Animal	1-3	M (6`+)	120`	55	+6	1d6+8	5 (20)	55
Beaver, Giant	4	Animal	1-20	M (6`)	60`/Swim 120`	60	+7	1d6+10	6 (21)	60
Boar, Wild	4	Animal	1-12	M (3`)	150`	55	+6	1d6+8	5 (20)	55
Bugbear	4	Humanoid	1-20	L (7`+)	90`	65	+7	1d6+10	6 (21)	65

Snowy Hills	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Eagle, Giant	4	Animal	1-20	M (20`)	30`/Fly 480`	55	+6	1d6+8	5 (20)	55
Ghast	4	Undead	1-6	M	150`	70	+8	1d6+11	7 (22)	70
Goat, Giant	4	Animal	1-12	L (5`+)	180`	55	+6	1d6+8	5 (20)	55
Hippogriff	4	Animal	1-10	L	180`/Fly 360`	65	+7	1d6+10	6 (21)	65
Horse, Heavy	4	Animal	1	L	150`	55	+6	1d6+8	5 (20)	55
Hound, Shadow	4	Planar	1-12	M	180`	60	+7	1d6+10	6 (21)	60
Lion, Mountain	4	Animal	1-2	M	150`	60	+7	1d6+10	6 (21)	60
Lizard, Ice	4	Reptile	1-4	S (3`)	90`	85	+9	1d6+13	8 (23)	85
Lycanthrope, Wererat	4	Humanoid	1-16	S-M	120`	60	+7	1d6+10	6 (21)	60
Owl, Giant	4	Animal	1-5	M	30`/Fly 180`	60	+7	1d6+10	6 (21)	60
Peryton	4	Beast	1-8	M	120`/Fly 210`	55	+6	1d6+8	5 (20)	55
Ram, Giant	4	Animal	1-8	L (6`)	150`	60	+7	1d6+10	6 (21)	60
Rattanu	4	Humanoid	1-16	S-M	120`	65	+7	1d6+10	6 (21)	65
Raven, Giant	4	Animal	1-12	M-L (6-10`)	30`/Fly 180`	70	+8	1d6+11	7 (22)	70
Weasel, Giant	4	Animal	1-8	M	150`	60	+7	1d6+10	6 (21)	60
Wolf, Dire	4	Animal	1-10	M (L)	180`	60	+7	1d6+10	6 (21)	60
Cyclops	5	Giant	1-8	L (9`)	120`	85	+9	1d6+13	8 (23)	85
Lycanthrope, Werewolf	5	Humanoid	1-12	M	150`	75	+8	1d6+11	7 (22)	75
Man, Berserker	5	Humanoid	1-20	M	120`	65	+7	1d6+10	6 (21)	65
Ogre	5	Giant	1-12	L (8`)	90`	75	+8	1d6+11	7 (22)	75
Scorpion, Huge	5	Insect	1-4	M	120`	80	+9	1d6+13	8 (23)	80
Skunk, Giant	5	Animal	1	M	90`	65	+7	1d6+10	6 (21)	65
Toad, Ice	5	Beast	1-4	L	90`	80	+9	1d6+13	8 (23)	80
Wolverine, Giant	5	Animal	1	M	150`	80	+9	1d6+13	8 (23)	80
Yeti	5	Beast	1-6	L (8`)	150`	70	+8	1d6+11	7 (22)	70
Bear, Brown	6	Animal	1-6	L (9`+)	120`	80	+9	1d6+13	8 (23)	80
Dragon, White	6	Dragon	1	L (24`)	120`/Fly 300`	95	+10	1d6+14	9 (24)	95
Fly, Giant, Horsefly	6	Insect	1-4	L	60`/Fly 270`	85	+9	1d6+13	8 (23)	85
Gargoyle, Stone	6	Beast	1-8	M	60`/Fly 120`	100	+11	1d6+16	10 (25)	100
Hound, Ghost	6	Beast	1-12	M (3`)	300`	80	+9	1d6+13	8 (23)	80
Lizard, Stone	6	Reptile	1-2	M-L (5-12`)	60`	95	+10	1d6+14	9 (24)	95
Lycanthrope, Wereboar	6	Humanoid	1-8	L	120`	90	+10	1d6+14	9 (24)	90
Man-Wolf	6	Beast	1-3	M	150`	95	+10	1d6+14	9 (24)	95

Snowy Hills	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Medusa	6	Monster	1-3	M	90`	85	+9	1d6+13	8 (23)	85
Ogre Mage	6	Giant	1-6	L (10.5`)	90`/Fly 150`	90	+10	1d6+14	9 (24)	90
Porcupine, Giant	6	Animal	1-2	L	60`	85	+9	1d6+13	8 (23)	85
Rock Tentacle	6	Monster	1	M	10`	110	+12	1d6+17	11 (26)	110
Scorpion, Giant	6	Insect	1-4	M	150`	95	+10	1d6+14	9 (24)	95
Spriggan	6	Humanoid	1-10	S (3`) or L (12`)	90`/Run 150`	95	+10	1d6+14	9 (24)	95
Tiger	6	Animal	1-4	L	120`	80	+9	1d6+13	8 (23)	80
Wolf, Arctic	6	Animal	1-8	L	180`	85	+9	1d6+13	8 (23)	85
Zaren	6	Planar	1-4	M (4`)	90`	105	+11	1d6+16	10 (25)	105
Banshee	7	Undead	1	M	150`	120	+13	1d6+19	12 (27)	120
Bear, Cave	7	Animal	1-2	L (12`+)	120`	90	+10	1d6+14	9 (24)	90
Boar, Giant	7	Animal	1-8	L (5`)	120`	90	+10	1d6+14	9 (24)	90
Griffin	7	Beast	1-12	L	120`/Fly 300`	105	+11	1d6+16	10 (25)	105
Lycanthrope, Weretiger	7	Humanoid	1-6	L	120`	105	+11	1d6+16	10 (25)	105
Manticore	7	Beast	1-4	L	120`/Fly 180`	100	+11	1d6+16	10 (25)	100
Minotaur	7	Beast	1-8	L	120`	90	+10	1d6+14	9 (24)	90
Mummy	7	Undead	1-8	M	60`	105	+11	1d6+16	10 (25)	105
Troll	7	Giant	1-12	L (8+`)	120`	100	+11	1d6+16	10 (25)	100
Dragon, Green	8	Dragon	1	L (36`)	90`/Fly 240`	120	+13	1d6+19	12 (27)	120
Gorgon	8	Beast	1-4	L	120`	120	+13	1d6+19	12 (27)	120
Lycanthrope, Werebear	8	Humanoid	1-4	L	90`	120	+13	1d6+19	12 (27)	120
Revenant	8	Undead	1	M	90`	80	+9	1d6+13	8 (23)	80
Tree, Reaper	8	Plant	1	L	10`	105	+11	1d6+16	10 (25)	105
Troll, Giant	8	Giant	1-12	L (10`+)	120`	110	+12	1d6+17	11 (26)	110
Zorn	8	Planar	1-4	M (5`)	90`	140	+15	1d6+22	14 (29)	140
Bear, Polar	9	Animal	1-6	L (14`)	120`/Swim 90`	110	+12	1d6+17	11 (26)	110
Centipede, Monstrous	9	Insect	1	L (18`)	150`	110	+12	1d6+17	11 (26)	110
Giant, Hill	9	Giant	1-10	L (10.5`)	120`	120	+13	1d6+19	12 (27)	120
Vampire	9	Undead	1-4	M	12`/180`	135	+14	1d6+20	13 (28)	135
Barghest	10	Beast	1-2	M-L	150`	140	+15	1d6+22	14 (29)	140
Dragon, Red	10	Dragon	1	L (48`)	90`/Fly 240`	155	+16	1d6+23	15 (30)	155
Ghost	10	Undead	1	M	90`	140	+15	1d6+22	14 (29)	140
Giant, Stone	10	Giant	1-8	L (12`)	120`	150	+16	1d6+23	15 (30)	150

Snowy Hills	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Shedu	10	Beast	1-8	L	120`/Fly 240`	130	+14	1d6+20	13 (28)	130
Troll, Giant, Two-Headed	10	Giant	1-3	L (10`+)	120`	130	+14	1d6+20	13 (28)	130
Dragon, Gold	11	Dragon	1	L (54`)	120`/Fly 300`	170	+18	1d6+26	17 (32)	170
Giant, Frost	11	Giant	1-8	L (15`)	120`	140	+15	1d6+22	14 (29)	140
Frost Crawler	12	Monster	1	L (21-42`)	120`	155	+16	1d6+23	15 (30)	155
Giant, Fire	12	Giant	1-8	L (12`)	120`	155	+16	1d6+23	15 (30)	155
Ki-rin	12	Beast	1	L	240`/Fly 480`	195	+20	1d6+29	19 (34)	195
Mastodon	12	Animal	1-12	L (10`)	150`	140	+15	1d6+22	14 (29)	140
Giant, Cloud	13	Giant	1-6	L (18`)	150`	170	+18	1d6+26	17 (32)	170
Mammoth	13	Animal	1-12	L (10-14`)	120`	155	+16	1d6+23	15 (30)	155
Giant, Fog	14	Giant	1-4	L (18`)	150`	185	+19	1d6+28	18 (33)	185
Shedu, Greater	15	Beast	1-2	L (6`)	150`/Fly 300`	190	+20	1d6+29	19 (34)	190
Worm, Giant	15	Monster	1-2	L (50`)	90`	170	+18	1d6+26	17 (32)	170

SNOWY MOUNTAINS

Snowy Mountains	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Bat	1	Animal	1-20	S	10`/Fly 240`	15	+2	1d6+2	1 (16)	15
Bat, Giant	1	Animal	1-12	S	30`/Fly 180`	20	+3	1d6+4	2 (17)	20
Cat, Wild	1	Animal	1-6	S	180`	35	+4	1d6+5	3 (18)	35
Centipede, Giant	1	Insect	1-14	S (1`+)	150`	10	+2	1d6+2	1 (16)	10
Centipede, Huge	1	Insect	1-12	S (6")	210`	10	+2	1d6+2	1 (16)	10
Dwarf	1	Humanoid	1-20	S (4`+)	60`	40	+5	1d6+7	4 (19)	40
Falcon, Large	1	Animal	1-2	S (3-4`+)	10`/Fly 330`	30	+4	1d6+5	3 (18)	30
Gnome	1	Humanoid	1-20	S (3`+)	60`	35	+4	1d6+5	3 (18)	35
Goblin	1	Humanoid	1-20	S (4`)	60`	30	+4	1d6+5	3 (18)	30
Hawk	1	Animal	1-2	S (2-3`)	10`/Fly 360`	35	+4	1d6+5	3 (18)	35
Kobold	1	Humanoid	1-20	S (3`)	60`	20	+3	1d6+4	2 (17)	20
Man, Bandit	1	Humanoid	1-20	M	120`	30	+4	1d6+5	3 (18)	30
Man, Merchant	1	Humanoid	1-20	M	120`	30	+4	1d6+5	3 (18)	30
Man, Pilgrim	1	Humanoid	1-20	M	120`	30	+4	1d6+5	3 (18)	30
Orke	1	Humanoid	1-20	M (6`+)	90`	30	+4	1d6+5	3 (18)	30
Owl	1	Animal	1	S (4-5`)	10`/Fly 270`	35	+4	1d6+5	3 (18)	35
Poltergeist	1	Undead	1-8	M	60`	5	+1	1d6+1	1 (16)	5
Rat	1	Animal	1-20	S	120`	10	+2	1d6+2	1 (16)	10
Rat, Giant	1	Animal	1-12	S	90`	20	+3	1d6+4	2 (17)	20
Raven	1	Animal	1-16	S (2-4`)	10`/Fly 360`	20	+3	1d6+4	2 (17)	20
Raven, Huge	1	Animal	1-8	M (4-6`)	10`/Fly 270`	30	+4	1d6+5	3 (18)	30
Skunk	1	Animal	1-6	S	120`	15	+2	1d6+2	1 (16)	15
Squirrel	1	Animal	1-6	S	90`	15	+2	1d6+2	1 (16)	15
Weasel	1	Animal	1-2	S	150`	25	+3	1d6+4	2 (17)	25
Badger	2	Animal	1-5	S	60`/Burrow 30`	50	+6	1d6+8	5 (20)	50
Bat, Fire	2	Animal	1-8	S	60`/Fly 200`	30	+4	1d6+5	3 (18)	30
Corpse, Walking	2	Undead	1	M	60`	30	+4	1d6+5	3 (18)	30
Dog, Wild	2	Animal	1-12	S	150`	35	+4	1d6+5	3 (18)	35
Eagle	2	Animal	1-2	M (6`)	10`/Fly 300`	40	+5	1d6+7	4 (19)	40
Elf	2	Humanoid	1-20	M (5`+)	120`	45	+5	1d6+7	4 (19)	45
Falcoran	2	Humanoid	1-10	M	60`/Fly 360`	35	+4	1d6+5	3 (18)	35

Snowy Mountains	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Ghoul	2	Undead	1-14	M	90`	40	+5	1d6+7	4 (19)	40
Goat	2	Animal	1-8	M	150`	35	+4	1d6+5	3 (18)	35
Hobgoblin	2	Humanoid	1-20	M (6.5`)	90`	45	+5	1d6+7	4 (19)	45
Horse, Light	2	Animal	1	L	240`	35	+4	1d6+5	3 (18)	35
Horse, Wild	2	Animal	1	L	240`	35	+4	1d6+5	3 (18)	35
Man, Caveman	2	Humanoid	1-20	M	120`	35	+4	1d6+5	3 (18)	35
Manta-Ray, Flying	2	Beast	1-3	S	Fly 180`	25	+3	1d6+4	2 (17)	25
Pony	2	Animal	1	L	120`	35	+4	1d6+5	3 (18)	35
Ram	2	Animal	1-6	M	150`	40	+5	1d6+7	4 (19)	40
Squirrel, Giant	2	Animal	1-12	S (2`)	120`	40	+5	1d6+7	4 (19)	40
Troll, Frost	2	Giant	1-6	L (9`)	90`	30	+4	1d6+5	3 (18)	30
Zombie	2	Undead	1-14	M	60`	30	+4	1d6+5	3 (18)	30
Centipede, Great	3	Insect	1-4	M (5`)	180`	55	+6	1d6+8	5 (20)	55
Dog, War	3	Animal	1	M	120`	50	+6	1d6+8	5 (20)	50
Fly, Giant, Bluebottle	3	Insect	1-10	M	90` /Fly 300`	50	+6	1d6+8	5 (20)	50
Harpy	3	Beast	1-12	M	60` /Fly 150`	45	+5	1d6+7	4 (19)	45
Horse, Draft	3	Animal	1	L	120`	45	+5	1d6+7	4 (19)	45
Horse, Medium	3	Animal	1	L	180`	45	+5	1d6+7	4 (19)	45
Lynx, Giant	3	Animal	1-4	M	120`	50	+6	1d6+8	5 (20)	50
Mule	3	Animal	1	L	120`	45	+5	1d6+7	4 (19)	45
Nymph	3	Fey	1-4	M	120`	35	+4	1d6+5	3 (18)	35
Scorpion, Large	3	Insect	1-6	S	90`	55	+6	1d6+8	5 (20)	55
Shade	3	Undead	1-2	As original creature	Unique	70	+8	1d6+11	7 (22)	70
Snake, Poisonous	3	Reptile	1-6	S (5`)	150`	50	+6	1d6+8	5 (20)	50
Sylph	3	Fey	1	M	120` /Fly 360`	35	+4	1d6+5	3 (18)	35
Wolf	3	Animal	1-12	S	180`	45	+5	1d6+7	4 (19)	45
Wolverine	3	Animal	1	S	120`	55	+6	1d6+8	5 (20)	55
Bear, Black	4	Animal	1-3	M (6`+)	120`	55	+6	1d6+8	5 (20)	55
Bugbear	4	Humanoid	1-20	L (7`+)	90`	65	+7	1d6+10	6 (21)	65
Doppelganger	4	Humanoid	1-10	M	90`	65	+7	1d6+10	6 (21)	65
Eagle, Giant	4	Animal	1-20	M (20`)	30` /Fly 480`	55	+6	1d6+8	5 (20)	55
Elemental, Earth	4	Elemental	1	L	60`	50	+6	1d6+8	5 (20)	50
Ghast	4	Undead	1-6	M	150`	70	+8	1d6+11	7 (22)	70

Snowy Mountains	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Goat, Giant	4	Animal	1-12	L (5`+)	180`	55	+6	1d6+8	5 (20)	55
Hippogriff	4	Animal	1-10	L	180`/Fly 360`	65	+7	1d6+10	6 (21)	65
Horse, Heavy	4	Animal	1	L	150`	55	+6	1d6+8	5 (20)	55
Hound, Shadow	4	Planar	1-12	M	180`	60	+7	1d6+10	6 (21)	60
Lion, Mountain	4	Animal	1-2	M	150`	60	+7	1d6+10	6 (21)	60
Lizard, Ice	4	Reptile	1-4	S (3`)	90`	85	+9	1d6+13	8 (23)	85
Lycanthrope, Wererat	4	Humanoid	1-16	S-M	120`	60	+7	1d6+10	6 (21)	60
Owl, Giant	4	Animal	1-5	M	30`/Fly 180`	60	+7	1d6+10	6 (21)	60
Pegasus	4	Beast	1-10	L	240`/Fly 480`	60	+7	1d6+10	6 (21)	60
Peryton	4	Beast	1-8	M	120`/Fly 210`	55	+6	1d6+8	5 (20)	55
Ram, Giant	4	Animal	1-8	L (6`)	150`	60	+7	1d6+10	6 (21)	60
Rattanu	4	Humanoid	1-16	S-M	120`	65	+7	1d6+10	6 (21)	65
Raven, Giant	4	Animal	1-12	M-L (6-10`)	30`/Fly 180`	70	+8	1d6+11	7 (22)	70
Shadow	4	Undead	1-12	M	120`	55	+6	1d6+8	5 (20)	55
Weasel, Giant	4	Animal	1-8	M	150`	60	+7	1d6+10	6 (21)	60
Wolf, Dire	4	Animal	1-10	M (L)	180`	60	+7	1d6+10	6 (21)	60
Caterwaul	5	Monster	1	M	180`/Run 240`	70	+8	1d6+11	7 (22)	70
Cyclops	5	Giant	1-8	L (9`)	120`	85	+9	1d6+13	8 (23)	85
Gargoyle	5	Beast	1-10	M	90`/Fly 150`	75	+8	1d6+11	7 (22)	75
Haunt	5	Undead	1	M	60`	90	+10	1d6+14	9 (24)	90
Lycanthrope, Werewolf	5	Humanoid	1-12	M	150`	75	+8	1d6+11	7 (22)	75
Man, Berserker	5	Humanoid	1-20	M	120`	65	+7	1d6+10	6 (21)	65
Ogre	5	Giant	1-12	L (8`)	90`	75	+8	1d6+11	7 (22)	75
Scorpion, Huge	5	Insect	1-4	M	120`	80	+9	1d6+13	8 (23)	80
Skunk, Giant	5	Animal	1	M	90`	65	+7	1d6+10	6 (21)	65
Toad, Ice	5	Beast	1-4	L	90`	80	+9	1d6+13	8 (23)	80
Wight	5	Undead	1-10	M	120`	75	+8	1d6+11	7 (22)	75
Wolverine, Giant	5	Animal	1	M	150`	80	+9	1d6+13	8 (23)	80
Yeti	5	Beast	1-6	L (8`)	150`	70	+8	1d6+11	7 (22)	70
Bear, Brown	6	Animal	1-6	L (9`+)	120`	80	+9	1d6+13	8 (23)	80
Dragon, White	6	Dragon	1	L (24`)	120`/Fly 300`	95	+10	1d6+14	9 (24)	95
Fly, Giant, Horsefly	6	Insect	1-4	L	60`/Fly 270`	85	+9	1d6+13	8 (23)	85
Gargoyle, Stone	6	Beast	1-8	M	60`/Fly 120`	100	+11	1d6+16	10 (25)	100

Snowy Mountains	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Hound, Ghost	6	Beast	1-12	M (3')	300'	80	+9	1d6+13	8 (23)	80
Lizard, Stone	6	Reptile	1-2	M-L (5-12')	60'	95	+10	1d6+14	9 (24)	95
Man-Wolf	6	Beast	1-3	M	150'	95	+10	1d6+14	9 (24)	95
Medusa	6	Monster	1-3	M	90'	85	+9	1d6+13	8 (23)	85
Ogre Mage	6	Giant	1-6	L (10.5')	90' /Fly 150'	90	+10	1d6+14	9 (24)	90
Porcupine, Giant	6	Animal	1-2	L	60'	85	+9	1d6+13	8 (23)	85
Rock Tentacle	6	Monster	1	M	10'	110	+12	1d6+17	11 (26)	110
Scorpion, Giant	6	Insect	1-4	M	150'	95	+10	1d6+14	9 (24)	95
Spriggan	6	Humanoid	1-10	S (3') or L (12')	90' /Run 150'	95	+10	1d6+14	9 (24)	95
Tiger	6	Animal	1-4	L	120'	80	+9	1d6+13	8 (23)	80
Tomb Watcher	6	Undead	1	M	120'	95	+10	1d6+14	9 (24)	95
Wolf, Arctic	6	Animal	1-8	L	180'	85	+9	1d6+13	8 (23)	85
Wraith	6	Undead	1-12	M	120' /Fly 240'	90	+10	1d6+14	9 (24)	90
Zaren	6	Planar	1-4	M (4')	90'	105	+11	1d6+16	10 (25)	105
Bear, Cave	7	Animal	1-2	L (12'+)	120'	90	+10	1d6+14	9 (24)	90
Griffin	7	Beast	1-12	L	120' /Fly 300'	105	+11	1d6+16	10 (25)	105
Horse, Hell	7	Planar	1	L	150' /Fly 360'	140	+15	1d6+22	14 (29)	140
Leucrotta	7	Beast	1-4	L	180'	100	+11	1d6+16	10 (25)	100
Lion, Spotted	7	Animal	1-8	L	120'	95	+10	1d6+14	9 (24)	95
Lycanthrope, Weretiger	7	Humanoid	1-6	L	120'	105	+11	1d6+16	10 (25)	105
Manticore	7	Beast	1-4	L	120' /Fly 180'	100	+11	1d6+16	10 (25)	100
Minotaur	7	Beast	1-8	L	120'	90	+10	1d6+14	9 (24)	90
Mummy	7	Undead	1-8	M	60'	105	+11	1d6+16	10 (25)	105
Troll	7	Giant	1-12	L (8'+)	120'	100	+11	1d6+16	10 (25)	100
Demon, Shadow	8	Planar	1	M	90' /Fly 180'	115	+12	1d6+17	11 (26)	115
Gorgon	8	Beast	1-4	L	120'	120	+13	1d6+19	12 (27)	120
Lycanthrope, Werebear	8	Humanoid	1-4	L	90'	120	+13	1d6+19	12 (27)	120
Spectre	8	Undead	1-6	M	150' /Fly 300'	120	+13	1d6+19	12 (27)	120
Tree, Reaper	8	Plant	1	L	10'	105	+11	1d6+16	10 (25)	105
Troll, Giant	8	Giant	1-12	L (10'+)	120'	110	+12	1d6+17	11 (26)	110
Witch, Night	8	Humanoid	1	M	90'	85	+9	1d6+13	8 (23)	85
Witch, Night, Greater	8	Humanoid	1-3	L (7.5-8')	150'	130	+14	1d6+20	13 (28)	130
Zorn	8	Planar	1-4	M (5')	90'	140	+15	1d6+22	14 (29)	140

Snowy Mountains	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Bear, Polar	9	Animal	1-6	L (14')	120`/Swim 90`	110	+12	1d6+17	11 (26)	110
Centipede, Monstrous	9	Insect	1	L (18')	150`	110	+12	1d6+17	11 (26)	110
Giant, Hill	9	Giant	1-10	L (10.5')	120`	120	+13	1d6+19	12 (27)	120
Hydra	9	Dragon	1	L	90`	115	+12	1d6+17	11 (26)	115
Naga, Spirit	9	Monster	1-3	L (15')	120`	120	+13	1d6+19	12 (27)	120
Vampire	9	Undead	1-4	M	12`/180`	135	+14	1d6+20	13 (28)	135
Will-O-Wisp	9	Monster	1-3	S	Fly 180`	170	+18	1d6+26	17 (32)	170
Barghest	10	Beast	1-2	M-L	150`	140	+15	1d6+22	14 (29)	140
Dragon, Red	10	Dragon	1	L (48')	90`/Fly 240`	155	+16	1d6+23	15 (30)	155
Dragon, Silver	10	Dragon	1	L (48')	90`/Fly 240`	155	+16	1d6+23	15 (30)	155
Ettin	10	Giant	1-4	L (13')	120`	135	+14	1d6+20	13 (28)	135
Ghost	10	Undead	1	M	90`	140	+15	1d6+22	14 (29)	140
Giant, Stone	10	Giant	1-8	L (12')	120`	150	+16	1d6+23	15 (30)	150
Shedu	10	Beast	1-8	L	120`/Fly 240`	130	+14	1d6+20	13 (28)	130
Troll, Giant, Two-Headed	10	Giant	1-3	L (10'+)	120`	130	+14	1d6+20	13 (28)	130
Worm, Cave	10	Monster	1-6	L (30')	60`	130	+14	1d6+20	13 (28)	130
Dragon, Gold	11	Dragon	1	L (54')	120`/Fly 300`	170	+18	1d6+26	17 (32)	170
Giant, Frost	11	Giant	1-8	L (15')	120`	140	+15	1d6+22	14 (29)	140
Elemental, Rock	12	Elemental	1	L	60`	150	+16	1d6+23	15 (30)	150
Frost Crawler	12	Monster	1	L (21-42')	120`	155	+16	1d6+23	15 (30)	155
Giant, Fire	12	Giant	1-8	L (12')	120`	155	+16	1d6+23	15 (30)	155
Giant, Mountain	12	Giant	1-4	L (14')	120`	150	+16	1d6+23	15 (30)	150
Ki-rin	12	Beast	1	L	240`/Fly 480`	195	+20	1d6+29	19 (34)	195
Mastodon	12	Animal	1-12	L (10')	150`	140	+15	1d6+22	14 (29)	140
Naga, Guardian	12	Monster	1-2	L (20')	150`	155	+16	1d6+23	15 (30)	155
Giant, Cloud	13	Giant	1-6	L (18')	150`	170	+18	1d6+26	17 (32)	170
Mammoth	13	Animal	1-12	L (10-14')	120`	155	+16	1d6+23	15 (30)	155
Shedu, Greater	15	Beast	1-2	L (6')	150`/Fly 300`	190	+20	1d6+29	19 (34)	190
Giant, Storm	16	Giant	1-4	L (21')	150`	205	+21	1d6+31	20 (35)	205
Titan	18	Giant	1	L (18'+)	150`/Run 210`	220	+23	1d6+34	22 (37)	220

SNOWY PLAINS

Snowy Plains	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Bat	1	Animal	1-20	S	10`/Fly 240`	15	+2	1d6+2	1 (16)	15
Bat, Giant	1	Animal	1-12	S	30`/Fly 180`	20	+3	1d6+4	2 (17)	20
Cat, Wild	1	Animal	1-6	S	180`	35	+4	1d6+5	3 (18)	35
Centipede, Giant	1	Insect	1-14	S (1`+)	150`	10	+2	1d6+2	1 (16)	10
Centipede, Huge	1	Insect	1-12	S (6")	210`	10	+2	1d6+2	1 (16)	10
Dwarf	1	Humanoid	1-20	S (4`+)	60`	40	+5	1d6+7	4 (19)	40
Falcon, Large	1	Animal	1-2	S (3-4`+)	10`/Fly 330`	30	+4	1d6+5	3 (18)	30
Goblin	1	Humanoid	1-20	S (4`)	60`	30	+4	1d6+5	3 (18)	30
Hawk	1	Animal	1-2	S (2-3`)	10`/Fly 360`	35	+4	1d6+5	3 (18)	35
Hobling	1	Humanoid	1-20	S (3`+)	90`	25	+3	1d6+4	2 (17)	25
Man, Bandit	1	Humanoid	1-20	M	120`	30	+4	1d6+5	3 (18)	30
Man, Merchant	1	Humanoid	1-20	M	120`	30	+4	1d6+5	3 (18)	30
Man, Nomad	1	Humanoid	1-20	M	120`	30	+4	1d6+5	3 (18)	30
Man, Pilgrim	1	Humanoid	1-20	M	120`	30	+4	1d6+5	3 (18)	30
Orke	1	Humanoid	1-20	M (6`+)	90`	30	+4	1d6+5	3 (18)	30
Owl	1	Animal	1	S (4-5`)	10`/Fly 270`	35	+4	1d6+5	3 (18)	35
Rat	1	Animal	1-20	S	120`	10	+2	1d6+2	1 (16)	10
Rat, Giant	1	Animal	1-12	S	90`	20	+3	1d6+4	2 (17)	20
Raven	1	Animal	1-16	S (2-4`)	10`/Fly 360`	20	+3	1d6+4	2 (17)	20
Raven, Huge	1	Animal	1-8	M (4-6`)	10`/Fly 270`	30	+4	1d6+5	3 (18)	30
Squirrel	1	Animal	1-6	S	90`	15	+2	1d6+2	1 (16)	15
Weasel	1	Animal	1-2	S	150`	25	+3	1d6+4	2 (17)	25
Badger	2	Animal	1-5	S	60`/Burrow 30`	50	+6	1d6+8	5 (20)	50
Bat, Fire	2	Animal	1-8	S	60`/Fly 200`	30	+4	1d6+5	3 (18)	30
Dog, Wild	2	Animal	1-12	S	150`	35	+4	1d6+5	3 (18)	35
Ghoul	2	Undead	1-14	M	90`	40	+5	1d6+7	4 (19)	40
Goat	2	Animal	1-8	M	150`	35	+4	1d6+5	3 (18)	35
Hobgoblin	2	Humanoid	1-20	M (6.5`)	90`	45	+5	1d6+7	4 (19)	45
Horse, Light	2	Animal	1	L	240`	35	+4	1d6+5	3 (18)	35
Horse, Wild	2	Animal	1	L	240`	35	+4	1d6+5	3 (18)	35
Pony	2	Animal	1	L	120`	35	+4	1d6+5	3 (18)	35

Snowy Plains	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Ram	2	Animal	1-6	M	150`	40	+5	1d6+7	4 (19)	40
Troll, Frost	2	Giant	1-6	L (9`)	90`	30	+4	1d6+5	3 (18)	30
Zombie	2	Undead	1-14	M	60`	30	+4	1d6+5	3 (18)	30
Boar, Warthog	3	Animal	1-6	M (2.5`)	120`	45	+5	1d6+7	4 (19)	45
Camel, Wild	3	Animal	1-12	L	210`	45	+5	1d6+7	4 (19)	45
Centipede, Great	3	Insect	1-4	M (5`)	180`	55	+6	1d6+8	5 (20)	55
Dog, War	3	Animal	1	M	120`	50	+6	1d6+8	5 (20)	50
Fly, Giant, Bluebottle	3	Insect	1-10	M	90` /Fly 300`	50	+6	1d6+8	5 (20)	50
Harpy	3	Beast	1-12	M	60` /Fly 150`	45	+5	1d6+7	4 (19)	45
Horse, Draft	3	Animal	1	L	120`	45	+5	1d6+7	4 (19)	45
Horse, Medium	3	Animal	1	L	180`	45	+5	1d6+7	4 (19)	45
Lynx, Giant	3	Animal	1-4	M	120`	50	+6	1d6+8	5 (20)	50
Mule	3	Animal	1	L	120`	45	+5	1d6+7	4 (19)	45
Scorpion, Large	3	Insect	1-6	S	90`	55	+6	1d6+8	5 (20)	55
Shade	3	Undead	1-2	As original creature	Unique	70	+8	1d6+11	7 (22)	70
Snake, Poisonous	3	Reptile	1-6	S (5`)	150`	50	+6	1d6+8	5 (20)	50
Wolf	3	Animal	1-12	S	180`	45	+5	1d6+7	4 (19)	45
Wolverine	3	Animal	1	S	120`	55	+6	1d6+8	5 (20)	55
Boar, Wild	4	Animal	1-12	M (3`)	150`	55	+6	1d6+8	5 (20)	55
Bugbear	4	Humanoid	1-20	L (7`+)	90`	65	+7	1d6+10	6 (21)	65
Ghast	4	Undead	1-6	M	150`	70	+8	1d6+11	7 (22)	70
Goat, Giant	4	Animal	1-12	L (5`+)	180`	55	+6	1d6+8	5 (20)	55
Horse, Heavy	4	Animal	1	L	150`	55	+6	1d6+8	5 (20)	55
Hound, Shadow	4	Planar	1-12	M	180`	60	+7	1d6+10	6 (21)	60
Lion, Mountain	4	Animal	1-2	M	150`	60	+7	1d6+10	6 (21)	60
Lycanthrope, Wererat	4	Humanoid	1-16	S-M	120`	60	+7	1d6+10	6 (21)	60
Owl, Giant	4	Animal	1-5	M	30` /Fly 180`	60	+7	1d6+10	6 (21)	60
Rattanu	4	Humanoid	1-16	S-M	120`	65	+7	1d6+10	6 (21)	65
Raven, Giant	4	Animal	1-12	M-L (6-10`)	30` /Fly 180`	70	+8	1d6+11	7 (22)	70
Weasel, Giant	4	Animal	1-8	M	150`	60	+7	1d6+10	6 (21)	60
Wolf, Dire	4	Animal	1-10	M (L)	180`	60	+7	1d6+10	6 (21)	60
Caterwaul	5	Monster	1	M	180` /Run 240`	70	+8	1d6+11	7 (22)	70
Lycanthrope, Werewolf	5	Humanoid	1-12	M	150`	75	+8	1d6+11	7 (22)	75

Snowy Plains	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Man, Berserker	5	Humanoid	1-20	M	120`	65	+7	1d6+10	6 (21)	65
Ogre	5	Giant	1-12	L (8`)	90`	75	+8	1d6+11	7 (22)	75
Scorpion, Huge	5	Insect	1-4	M	120`	80	+9	1d6+13	8 (23)	80
Toad, Ice	5	Beast	1-4	L	90`	80	+9	1d6+13	8 (23)	80
Wolverine, Giant	5	Animal	1	M	150`	80	+9	1d6+13	8 (23)	80
Dragon, White	6	Dragon	1	L (24`)	120`/Fly 300`	95	+10	1d6+14	9 (24)	95
Fly, Giant, Horsefly	6	Insect	1-4	L	60`/Fly 270`	85	+9	1d6+13	8 (23)	85
Hound, Ghost	6	Beast	1-12	M (3`)	300`	80	+9	1d6+13	8 (23)	80
Lycanthrope, Wereboar	6	Humanoid	1-8	L	120`	90	+10	1d6+14	9 (24)	90
Man-Wolf	6	Beast	1-3	M	150`	95	+10	1d6+14	9 (24)	95
Medusa	6	Monster	1-3	M	90`	85	+9	1d6+13	8 (23)	85
Ogre Mage	6	Giant	1-6	L (10.5`)	90`/Fly 150`	90	+10	1d6+14	9 (24)	90
Porcupine, Giant	6	Animal	1-2	L	60`	85	+9	1d6+13	8 (23)	85
Scorpion, Giant	6	Insect	1-4	M	150`	95	+10	1d6+14	9 (24)	95
Spriggan	6	Humanoid	1-10	S (3`) or L (12`)	90`/Run 150`	95	+10	1d6+14	9 (24)	95
Tiger	6	Animal	1-4	L	120`	80	+9	1d6+13	8 (23)	80
Banshee	7	Undead	1	M	150`	120	+13	1d6+19	12 (27)	120
Boar, Giant	7	Animal	1-8	L (5`)	120`	90	+10	1d6+14	9 (24)	90
Lion, Spotted	7	Animal	1-8	L	120`	95	+10	1d6+14	9 (24)	95
Lycanthrope, Weretiger	7	Humanoid	1-6	L	120`	105	+11	1d6+16	10 (25)	105
Manticore	7	Beast	1-4	L	120`/Fly 180`	100	+11	1d6+16	10 (25)	100
Mummy	7	Undead	1-8	M	60`	105	+11	1d6+16	10 (25)	105
Troll	7	Giant	1-12	L (8+`)	120`	100	+11	1d6+16	10 (25)	100
Gorgon	8	Beast	1-4	L	120`	120	+13	1d6+19	12 (27)	120
Tree, Reaper	8	Plant	1	L	10`	105	+11	1d6+16	10 (25)	105
Troll, Giant	8	Giant	1-12	L (10`+)	120`	110	+12	1d6+17	11 (26)	110
Bear, Polar	9	Animal	1-6	L (14`)	120`/Swim 90`	110	+12	1d6+17	11 (26)	110
Centipede, Monstrous	9	Insect	1	L (18`)	150`	110	+12	1d6+17	11 (26)	110
Giant, Hill	9	Giant	1-10	L (10.5`)	120`	120	+13	1d6+19	12 (27)	120
Hydra	9	Dragon	1	L	90`	115	+12	1d6+17	11 (26)	115
Vampire	9	Undead	1-4	M	12`/180`	135	+14	1d6+20	13 (28)	135
Witch, Green	9	Humanoid	1	M	120`/Swim 120`	150	+16	1d6+23	15 (30)	150
Barghest	10	Beast	1-2	M-L	150`	140	+15	1d6+22	14 (29)	140

Snowy Plains	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Ghost	10	Undead	1	M	90`	140	+15	1d6+22	14 (29)	140
Shedu	10	Beast	1-8	L	120`/Fly 240`	130	+14	1d6+20	13 (28)	130
Troll, Giant, Two-Headed	10	Giant	1-3	L (10`+)	120`	130	+14	1d6+20	13 (28)	130
Dragon, Gold	11	Dragon	1	L (54`)	120`/Fly 300`	170	+18	1d6+26	17 (32)	170
Frost Crawler	12	Monster	1	L (21-42`)	120`	155	+16	1d6+23	15 (30)	155
Giant, Fire	12	Giant	1-8	L (12`)	120`	155	+16	1d6+23	15 (30)	155
Mastodon	12	Animal	1-12	L (10`)	150`	140	+15	1d6+22	14 (29)	140
Mammoth	13	Animal	1-12	L (10-14`)	120`	155	+16	1d6+23	15 (30)	155
Baluchitherium	14	Animal	1-3	L (20`)	120`	165	+17	1d6+25	16 (31)	165
Giant, Fog	14	Giant	1-4	L (18`)	150`	185	+19	1d6+28	18 (33)	185
Shedu, Greater	15	Beast	1-2	L (6`)	150`/Fly 300`	190	+20	1d6+29	19 (34)	190
Worm, Giant	15	Monster	1-2	L (50`)	90`	170	+18	1d6+26	17 (32)	170
Tree, Dark Reaper	16	Plant	1	L (6-9`)	10`/Run 40`	200	+21	1d6+31	20 (35)	200
Phoenix	20	Planar	1-4	M	60`/Fly 390`	265	+27	1d6+40	26 (41)	265

JUNGLE & TROPICAL FOREST

Jungle/Tropical Forest	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Bat	1	Animal	1-20	S	10`/Fly 240`	15	+2	1d6+2	1 (16)	15
Bat, Giant	1	Animal	1-12	S	30`/Fly 180`	20	+3	1d6+4	2 (17)	20
Brownie	1	Fey	1-12	S (1.5`)	120`	40	+5	1d6+7	4 (19)	40
Cat, Wild	1	Animal	1-6	S	180`	35	+4	1d6+5	3 (18)	35
Centipede, Giant	1	Insect	1-14	S (1`+)	150`	10	+2	1d6+2	1 (16)	10
Centipede, Huge	1	Insect	1-12	S (6")	210`	10	+2	1d6+2	1 (16)	10
Dwarf	1	Humanoid	1-20	S (4`+)	60`	40	+5	1d6+7	4 (19)	40
Fairy	1	Fey	1-6	S (1`)	60`/Fly 120`	30	+4	1d6+5	3 (18)	30
Fairy Drake	1	Dragon	1-6	S (1-1.5`)	60`/Fly 240`	35	+4	1d6+5	3 (18)	35
Falcon, Large	1	Animal	1-2	S (3-4`+)	10`/Fly 330`	30	+4	1d6+5	3 (18)	30
Frog, Giant, Poisonous	1	Animal	1-12	S	30`/Swim 90`	20	+3	1d6+4	2 (17)	20
Fruglum	1	Humanoid	1-20	S-M	30`/Swim 150`	30	+4	1d6+5	3 (18)	30
Gnome	1	Humanoid	1-20	S (3`+)	60`	35	+4	1d6+5	3 (18)	35
Goblin	1	Humanoid	1-20	S (4`)	60`	30	+4	1d6+5	3 (18)	30
Hawk	1	Animal	1-2	S (2-3`)	10`/Fly 360`	35	+4	1d6+5	3 (18)	35
Jackal	1	Animal	1-6	S	120`	20	+3	1d6+4	2 (17)	20
Kobold	1	Humanoid	1-20	S (3`)	60`	20	+3	1d6+4	2 (17)	20
Man, Bandit	1	Humanoid	1-20	M	120`	30	+4	1d6+5	3 (18)	30
Man, Pilgrim	1	Humanoid	1-20	M	120`	30	+4	1d6+5	3 (18)	30
Orke	1	Humanoid	1-20	M (6`+)	90`	30	+4	1d6+5	3 (18)	30
Owl	1	Animal	1	S (4-5`)	10`/Fly 270`	35	+4	1d6+5	3 (18)	35
Pixie	1	Fey	1-8	S (2.5`)	60`/Fly 120`	30	+4	1d6+5	3 (18)	30
Rat	1	Animal	1-20	S	120`	10	+2	1d6+2	1 (16)	10
Rat, Giant	1	Animal	1-12	S	90`	20	+3	1d6+4	2 (17)	20
Raven	1	Animal	1-16	S (2-4`)	10`/Fly 360`	20	+3	1d6+4	2 (17)	20
Raven, Huge	1	Animal	1-8	M (4-6`)	10`/Fly 270`	30	+4	1d6+5	3 (18)	30
Skunk	1	Animal	1-6	S	120`	15	+2	1d6+2	1 (16)	15
Ant, Fire	2	Insect	1-20	S (2`)	180`	55	+6	1d6+8	5 (20)	55
Ant, Giant	2	Insect	1-20	S (2`)	180`	55	+6	1d6+8	5 (20)	55
Assassin Bug	2	Insect	1-2	S (2`)	60`/Fly 180`	45	+5	1d6+7	4 (19)	45
Baboon	2	Animal	1-20	S (4`+)	120`	35	+4	1d6+5	3 (18)	35

Jungle/Tropical Forest	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Bat, Fire	2	Animal	1-8	S	60`/Fly 200`	30	+4	1d6+5	3 (18)	30
Bat, Piercing	2	Animal	1-20	S	30`/Fly 180`	30	+4	1d6+5	3 (18)	30
Beetle, Giant, Fire	2	Insect	1-10	S (2.5`)	120`	50	+6	1d6+8	5 (20)	50
Bird, Flightless	2	Animal	1-12	M	180`	35	+4	1d6+5	3 (18)	35
Cattle, Wild	2	Animal	1-20	L	150`	35	+4	1d6+5	3 (18)	35
Dog, Wild	2	Animal	1-12	S	150`	35	+4	1d6+5	3 (18)	35
Elf	2	Humanoid	1-20	M (5`+)	120`	45	+5	1d6+7	4 (19)	45
Frog, Giant	2	Animal	1-10	S-M (3-6`)	30`/Swim 90`	35	+4	1d6+5	3 (18)	35
Frog, Giant, Killer	2	Animal	1-12	S	60`/Swim 120`	30	+4	1d6+5	3 (18)	30
Gnoll	2	Humanoid	1-20	L (7`+)	90`	45	+5	1d6+7	4 (19)	45
Greyling	2	Fey	1-12	S (1.5`)	120`	85	+9	1d6+13	8 (23)	85
Horse, Light	2	Animal	1	L	240`	35	+4	1d6+5	3 (18)	35
Horse, Wild	2	Animal	1	L	240`	35	+4	1d6+5	3 (18)	35
Man, Caveman	2	Humanoid	1-20	M	120`	35	+4	1d6+5	3 (18)	35
Man, Tribe	2	Humanoid	1-20	M	120`	35	+4	1d6+5	3 (18)	35
Manta-Ray, Flying	2	Beast	1-3	S	Fly 180`	25	+3	1d6+4	2 (17)	25
Pony	2	Animal	1	L	120`	35	+4	1d6+5	3 (18)	35
Spider, Large	2	Insect	1-12	S	60`/On Web 150`	30	+4	1d6+5	3 (18)	30
Tigran	2	Humanoid	1-20	M (5`+)	150`	45	+5	1d6+7	4 (19)	45
Toad, Poisonous	2	Animal	1-8	M	60`/Jump 60`	35	+4	1d6+5	3 (18)	35
Vulture	2	Animal	1-16	M (5-6`+)	30`/Fly 270`	40	+5	1d6+7	4 (19)	40
Zombie	2	Undead	1-14	M	60`	30	+4	1d6+5	3 (18)	30
Beetle, Giant, Bombadier	3	Insect	1-10	M (4`)	90`	60	+7	1d6+10	6 (21)	60
Boar, Warthog	3	Animal	1-6	M (2.5`)	120`	45	+5	1d6+7	4 (19)	45
Camel, Wild	3	Animal	1-12	L	210`	45	+5	1d6+7	4 (19)	45
Centipede, Great	3	Insect	1-4	M (5`)	180`	55	+6	1d6+8	5 (20)	55
Cheetah	3	Animal	1-4	M	150`/Run 450`	55	+6	1d6+8	5 (20)	55
Fly, Giant, Bluebottle	3	Insect	1-10	M	90`/Fly 300`	50	+6	1d6+8	5 (20)	50
Gnoll, Greater	3	Humanoid	1-14	M (6.5`)	120`	55	+6	1d6+8	5 (20)	55
Harpy	3	Beast	1-12	M	60`/Fly 150`	45	+5	1d6+7	4 (19)	45
Horse, Draft	3	Animal	1	L	120`	45	+5	1d6+7	4 (19)	45
Horse, Medium	3	Animal	1	L	180`	45	+5	1d6+7	4 (19)	45
Hyena	3	Animal	1-12	M	120`	45	+5	1d6+7	4 (19)	45

Jungle/Tropical Forest	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Mule	3	Animal	1	L	120`	45	+5	1d6+7	4 (19)	45
Nymph	3	Fey	1-4	M	120`	35	+4	1d6+5	3 (18)	35
Ostryx	3	Animal	1-6	L (7`+)	180`	50	+6	1d6+8	5 (20)	50
Plant, Whipper	3	Plant	1-2	Varies	30`	50	+6	1d6+8	5 (20)	50
Sauriman, Desert	3	Reptile	1-20	M	90`	55	+6	1d6+8	5 (20)	55
Scorpion, Large	3	Insect	1-6	S	90`	55	+6	1d6+8	5 (20)	55
Snake, Poisonous	3	Reptile	1-6	S (5`)	150`	50	+6	1d6+8	5 (20)	50
Spider, Huge	3	Insect	1-12	M	180`	50	+6	1d6+8	5 (20)	50
Tick, Giant	3	Insect	1-10	S	30`	65	+7	1d6+10	6 (21)	65
Toad, Giant	3	Animal	1-12	M	60`/Jump 60`	50	+6	1d6+8	5 (20)	50
Wolf	3	Animal	1-12	S	180`	45	+5	1d6+7	4 (19)	45
Wulfan	3	Humanoid	1-10	M	150`	45	+5	1d6+7	4 (19)	45
Ape, Beast	4	Beast	1-7	L (9`)	90`	70	+8	1d6+11	7 (22)	70
Boar, Wild	4	Animal	1-12	M (3`)	150`	55	+6	1d6+8	5 (20)	55
Bugbear	4	Humanoid	1-20	L (7`+)	90`	65	+7	1d6+10	6 (21)	65
Bull	4	Animal	1-20	L (5`)	150`	55	+6	1d6+8	5 (20)	55
Bumblebee, Honey, Giant	4	Insect	1-10	M	90`/Fly 300`	60	+7	1d6+10	6 (21)	60
Horse, Heavy	4	Animal	1	L	150`	55	+6	1d6+8	5 (20)	55
Hound, Shadow	4	Planar	1-12	M	180`	60	+7	1d6+10	6 (21)	60
Leopard	4	Animal	1-2	M	120`	60	+7	1d6+10	6 (21)	60
Lion, Mountain	4	Animal	1-2	M	150`	60	+7	1d6+10	6 (21)	60
Lizard, Giant	4	Reptile	1-12	L (15`)	150`	65	+7	1d6+10	6 (21)	65
Man-Jackal	4	Beast	1-4	S (M)	120`	70	+8	1d6+11	7 (22)	70
Owl, Giant	4	Animal	1-5	M	30`/Fly 180`	60	+7	1d6+10	6 (21)	60
Pegasus	4	Beast	1-10	L	240`/Fly 480`	60	+7	1d6+10	6 (21)	60
Raven, Giant	4	Animal	1-12	M-L (6-10`)	30`/Fly 180`	70	+8	1d6+11	7 (22)	70
Shadow	4	Undead	1-12	M	120`	55	+6	1d6+8	5 (20)	55
Snake, Constrictor	4	Reptile	1-2	M (15`)	90`	60	+7	1d6+10	6 (21)	60
Snakemen	4	Reptile	1-10	M	90`/Swim 180`	65	+7	1d6+10	6 (21)	65
Wasp, Giant	4	Insect	1-20	M	60`/Fly 210`	70	+8	1d6+11	7 (22)	70
Wolf, Dire	4	Animal	1-10	M (L)	180`	60	+7	1d6+10	6 (21)	60
Ape, Carnivorous	5	Animal	1-8	L (7`+)	120`	70	+8	1d6+11	7 (22)	70
Beetle, Giant, Boring	5	Insect	1-12	L (9`)	60`	85	+9	1d6+13	8 (23)	85

Jungle/Tropical Forest	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Bumblebee, Soldier, Giant	5	Insect	1	M	120`/Fly 300`	75	+8	1d6+11	7 (22)	75
Cobra	5	Reptile	1-4	M	120`	75	+8	1d6+11	7 (22)	75
Cockatrice	5	Monster	1-6	S	60`/Fly 180`	70	+8	1d6+11	7 (22)	70
Gargoyle	5	Beast	1-10	M	90`/Fly 150`	75	+8	1d6+11	7 (22)	75
Gorilla	5	Animal	1-4	M (6`)	120`	70	+8	1d6+11	7 (22)	70
Hornet, Giant	5	Insect	1	M	Fly 240`	80	+9	1d6+13	8 (23)	80
Hyena, Giant	5	Animal	1-8	L	120`	65	+7	1d6+10	6 (21)	65
Jaguar	5	Animal	1-2	L	150`	70	+8	1d6+11	7 (22)	70
Lycanthrope, Werewolf	5	Humanoid	1-12	M	150`	75	+8	1d6+11	7 (22)	75
Man, Berserker	5	Humanoid	1-20	M	120`	65	+7	1d6+10	6 (21)	65
Ogre	5	Giant	1-12	L (8`)	90`	75	+8	1d6+11	7 (22)	75
Scorpion, Huge	5	Insect	1-4	M	120`	80	+9	1d6+13	8 (23)	80
Skunk, Giant	5	Animal	1	M	90`	65	+7	1d6+10	6 (21)	65
Snake, Poisonous, Large	5	Reptile	1-6	L	150`	75	+8	1d6+11	7 (22)	75
Spider, Giant	5	Insect	1-8	L	30`/On Web 120`	80	+9	1d6+13	8 (23)	80
Coeurl	6	Monster	1-5	L	150`	90	+10	1d6+14	9 (24)	90
Dinosaur, Iguanadon	6	Reptile	1-12	L (30`)	150`	90	+10	1d6+14	9 (24)	90
Fly, Giant, Horsefly	6	Insect	1-4	L	60`/Fly 270`	85	+9	1d6+13	8 (23)	85
Lion	6	Animal	1-12	L	120`	85	+9	1d6+13	8 (23)	85
Lycanthrope, Wereboar	6	Humanoid	1-8	L	120`	90	+10	1d6+14	9 (24)	90
Man-Wolf	6	Beast	1-3	M	150`	95	+10	1d6+14	9 (24)	95
Medusa	6	Monster	1-3	M	90`	85	+9	1d6+13	8 (23)	85
Monkey, Vile	6	Monster	1-12	M	90`	80	+9	1d6+13	8 (23)	80
Ogre Mage	6	Giant	1-6	L (10.5`)	90`/Fly 150`	90	+10	1d6+14	9 (24)	90
Scorpion, Giant	6	Insect	1-4	M	150`	95	+10	1d6+14	9 (24)	95
Snake, Amphisbaena	6	Reptile	1-3	M	120`	95	+10	1d6+14	9 (24)	95
Spider, Astral	6	Beast	1-4	L	60`/On Web 150`	75	+8	1d6+11	7 (22)	75
Tiger	6	Animal	1-4	L	120`	80	+9	1d6+13	8 (23)	80
Banshee	7	Undead	1	M	150`	120	+13	1d6+19	12 (27)	120
Basilisk	7	Beast	1-4	M (7`)	60`	100	+11	1d6+16	10 (25)	100
Boar, Giant	7	Animal	1-8	L (5`)	120`	90	+10	1d6+14	9 (24)	90
Bumblebee, Giant	7	Insect	1	L	60`/Fly 240`	90	+10	1d6+14	9 (24)	90
Catoblepas	7	Beast	1-3	L (6`)	60`	85	+9	1d6+13	8 (23)	85

Jungle/Tropical Forest	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Lycanthrope, Weretiger	7	Humanoid	1-6	L	120`	105	+11	1d6+16	10 (25)	105
Manticore	7	Beast	1-4	L	120`/Fly 180`	100	+11	1d6+16	10 (25)	100
Minotaur	7	Beast	1-8	L	120`	90	+10	1d6+14	9 (24)	90
Mummy	7	Undead	1-8	M	60`	105	+11	1d6+16	10 (25)	105
Slitheran	7	Reptile	1-4	M	90`	100	+11	1d6+16	10 (25)	100
Snake, Constrictor, Mystical	7	Reptile	1-2	L	90`	95	+10	1d6+14	9 (24)	95
Troll	7	Giant	1-12	L (8+`)	120`	100	+11	1d6+16	10 (25)	100
Dinosaur, Ceratosaurus	8	Reptile	1-4	L (17`)	150`	105	+11	1d6+16	10 (25)	105
Dinosaur, Monoclonius	8	Reptile	1-12	L (18`)	60`	115	+12	1d6+17	11 (26)	115
Dinosaur, Plateosaurus	8	Reptile	1-10	L (20`+)	120`	105	+11	1d6+16	10 (25)	105
Dragon, Green	8	Dragon	1	L (36`)	90`/Fly 240`	120	+13	1d6+19	12 (27)	120
Gorgon	8	Beast	1-4	L	120`	120	+13	1d6+19	12 (27)	120
Lammasu	8	Monster	1-8	L	120`/Fly 240`	100	+11	1d6+16	10 (25)	100
Sabretooth Tiger	8	Animal	1-2	L	120`	100	+11	1d6+16	10 (25)	100
Sphinx, Gyno	8	Beast	1	L (7`)	150`/Fly 240`	135	+14	1d6+20	13 (28)	135
Sundew, Giant	8	Plant	1-4	M	10`	95	+10	1d6+14	9 (24)	95
Tree, Hanging	8	Plant	1	L (20`+)	None	90	+10	1d6+14	9 (24)	90
Tree, Reaper	8	Plant	1	L	10`	105	+11	1d6+16	10 (25)	105
Troll, Giant	8	Giant	1-12	L (10`+)	120`	110	+12	1d6+17	11 (26)	110
Wyvern	8	Dragon	1	L (35`)	60`/Fly 240`	115	+12	1d6+17	11 (26)	115
Ant Lion	9	Insect	1	L	90`/Burrow 10`	130	+14	1d6+20	13 (28)	130
Centipede, Monstrous	9	Insect	1	L (18`)	150`	110	+12	1d6+17	11 (26)	110
Dinosaur, Ankylosaurus	9	Reptile	1-5	L (15`+)	60`	140	+15	1d6+22	14 (29)	140
Dinosaur, Paleoscincus	9	Reptile	1-3	L (20`)	30`	155	+16	1d6+23	15 (30)	155
Giant, Hill	9	Giant	1-10	L (10.5`)	120`	120	+13	1d6+19	12 (27)	120
Hydra	9	Dragon	1	L	90`	115	+12	1d6+17	11 (26)	115
Sphinx, Hieraco	9	Beast	1-6	L (7`)	90`/Fly 360`	135	+14	1d6+20	13 (28)	135
Vampire	9	Undead	1-4	M	12`/180`	135	+14	1d6+20	13 (28)	135
Barghest	10	Beast	1-2	M-L	150`	140	+15	1d6+22	14 (29)	140
Basilisk, Greater	10	Beast	1-2	L (12`)	60`	140	+15	1d6+22	14 (29)	140
Dinosaur, Styracosaurus	10	Reptile	1-8	L (18`)	60`	135	+14	1d6+20	13 (28)	135
Dinosaur, Teratosaurus	10	Reptile	1-3	L (20`)	180`	125	+13	1d6+19	12 (27)	125
Dragon, Mist	10	Dragon	1	L (51`)	60`/Fly 330`	160	+17	1d6+25	16 (31)	160

Jungle/Tropical Forest	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Dragon, Red	10	Dragon	1	L (48`)	90` /Fly 240`	155	+16	1d6+23	15 (30)	155
Elephant, Jungle	10	Animal	1-20	L (9`+)	120`	120	+13	1d6+19	12 (27)	120
Ghost	10	Undead	1	M	90`	140	+15	1d6+22	14 (29)	140
Mantis, Giant	10	Insect	1	L (12`)	60` /Fly 120`	135	+14	1d6+20	13 (28)	135
Shedu	10	Beast	1-8	L	120` /Fly 240`	130	+14	1d6+20	13 (28)	130
Sphinx, Crio	10	Beast	1-4	L (7.5`)	120` /Fly 240`	150	+16	1d6+23	15 (30)	150
Talking Tree	10	Plant	1-20	L	120`	150	+16	1d6+23	15 (30)	150
Troll, Giant, Two-Headed	10	Giant	1-3	L (10`+)	120`	130	+14	1d6+20	13 (28)	130
Dragon, Gold	11	Dragon	1	L (54`)	120` /Fly 300`	170	+18	1d6+26	17 (32)	170
Elephant, Plains	11	Animal	1-12	L (11`+)	150`	130	+14	1d6+20	13 (28)	130
Beetle, Giant, Rhinoceros	12	Insect	1-6	L (12`)	60`	160	+17	1d6+25	16 (31)	160
Dinosaur, Anatosaurus	12	Reptile	1-12	L (30`+)	120`	145	+15	1d6+22	14 (29)	145
Dinosaur, Lambeosaurus	12	Reptile	1-10	L (20`+)	120`	140	+15	1d6+22	14 (29)	140
Dinosaur, Megalosaurus	12	Reptile	1-2	L (25`)	120`	145	+15	1d6+22	14 (29)	145
Dinosaur, Pentaceratops	12	Reptile	1-12	L (20`+)	90`	155	+16	1d6+23	15 (30)	155
Giant, Fire	12	Giant	1-8	L (12`)	120`	155	+16	1d6+23	15 (30)	155
Sphinx, Andro	12	Beast	1	L (8`)	180` /Fly 300`	180	+19	1d6+28	18 (33)	180
Dinosaur, Gorgosaurus	13	Reptile	1-2	L (30`+)	150`	155	+16	1d6+23	15 (30)	155
Lammasu, Greater	13	Monster	1-2	L (5`)	150` /Fly 300`	165	+17	1d6+25	16 (31)	165
Baluchitherium	14	Animal	1-3	L (20`)	120`	165	+17	1d6+25	16 (31)	165
Shedu, Greater	15	Beast	1-2	L (6`)	150` /Fly 300`	190	+20	1d6+29	19 (34)	190
Dinosaur, Triceratops	16	Reptile	1-8	L (24`+)	90`	195	+20	1d6+29	19 (34)	195
Dinosaur, Stegosaurus	18	Reptile	1-8	L (25`)	60`	215	+22	1d6+32	21 (36)	215
Dinosaur, Tyrannosaurus Rex	18	Reptile	1-2	L (50`)	150`	205	+21	1d6+31	20 (35)	205
Dinosaur, Camarasaurus	20	Reptile	1-8	L (50`)	60`	220	+23	1d6+34	22 (37)	220
Phoenix	20	Planar	1-4	M	60` /Fly 390`	265	+27	1d6+40	26 (41)	265
Dinosaur, Cetiosaurus	21	Reptile	1-4	L (60`)	60`	260	+27	1d6+40	26 (41)	260
Dinosaur, Diplodocus	21	Reptile	1-6	L (80`)	60`	260	+27	1d6+40	26 (41)	260
Dinosaur, Brontosaurus	22	Reptile	1-6	L (70`)	60`	325	+33	1d6+49	32 (47)	325
Dinosaur, Brachiosaurus	23	Reptile	1-6	L (60`)	60`	385	+39	1d6+58	38 (53)	385

JUNGLE & TROPICAL HILLS

Jungle/Tropical Hills	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Bat	1	Animal	1-20	S	10`/Fly 240`	15	+2	1d6+2	1 (16)	15
Bat, Giant	1	Animal	1-12	S	30`/Fly 180`	20	+3	1d6+4	2 (17)	20
Brownie	1	Fey	1-12	S (1.5`)	120`	40	+5	1d6+7	4 (19)	40
Cat, Wild	1	Animal	1-6	S	180`	35	+4	1d6+5	3 (18)	35
Centipede, Giant	1	Insect	1-14	S (1`+)	150`	10	+2	1d6+2	1 (16)	10
Centipede, Huge	1	Insect	1-12	S (6")	210`	10	+2	1d6+2	1 (16)	10
Dwarf	1	Humanoid	1-20	S (4`+)	60`	40	+5	1d6+7	4 (19)	40
Falcon, Large	1	Animal	1-2	S (3-4`+)	10`/Fly 330`	30	+4	1d6+5	3 (18)	30
Gnome	1	Humanoid	1-20	S (3`+)	60`	35	+4	1d6+5	3 (18)	35
Goblin	1	Humanoid	1-20	S (4`)	60`	30	+4	1d6+5	3 (18)	30
Hawk	1	Animal	1-2	S (2-3`)	10`/Fly 360`	35	+4	1d6+5	3 (18)	35
Jackal	1	Animal	1-6	S	120`	20	+3	1d6+4	2 (17)	20
Kobold	1	Humanoid	1-20	S (3`)	60`	20	+3	1d6+4	2 (17)	20
Man, Bandit	1	Humanoid	1-20	M	120`	30	+4	1d6+5	3 (18)	30
Man, Pilgrim	1	Humanoid	1-20	M	120`	30	+4	1d6+5	3 (18)	30
Owl	1	Animal	1	S (4-5`)	10`/Fly 270`	35	+4	1d6+5	3 (18)	35
Rat	1	Animal	1-20	S	120`	10	+2	1d6+2	1 (16)	10
Rat, Giant	1	Animal	1-12	S	90`	20	+3	1d6+4	2 (17)	20
Raven	1	Animal	1-16	S (2-4`)	10`/Fly 360`	20	+3	1d6+4	2 (17)	20
Raven, Huge	1	Animal	1-8	M (4-6`)	10`/Fly 270`	30	+4	1d6+5	3 (18)	30
Skunk	1	Animal	1-6	S	120`	15	+2	1d6+2	1 (16)	15
Ant, Fire	2	Insect	1-20	S (2`)	180`	55	+6	1d6+8	5 (20)	55
Ant, Giant	2	Insect	1-20	S (2`)	180`	55	+6	1d6+8	5 (20)	55
Antaur Soldier	2	Insect	1-20	S	180`	55	+6	1d6+8	5 (20)	55
Assassin Bug	2	Insect	1-2	S (2`)	60`/Fly 180`	45	+5	1d6+7	4 (19)	45
Baboon	2	Animal	1-20	S (4`+)	120`	35	+4	1d6+5	3 (18)	35
Bat, Fire	2	Animal	1-8	S	60`/Fly 200`	30	+4	1d6+5	3 (18)	30
Beetle, Giant, Fire	2	Insect	1-10	S (2.5`)	120`	50	+6	1d6+8	5 (20)	50
Bird, Flightless	2	Animal	1-12	M	180`	35	+4	1d6+5	3 (18)	35
Cattle, Wild	2	Animal	1-20	L	150`	35	+4	1d6+5	3 (18)	35
Corpse, Walking	2	Undead	1	M	60`	30	+4	1d6+5	3 (18)	30

Jungle/Tropical Hills	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Dog, Wild	2	Animal	1-12	S	150`	35	+4	1d6+5	3 (18)	35
Elf	2	Humanoid	1-20	M (5`+)	120`	45	+5	1d6+7	4 (19)	45
Falcoran	2	Humanoid	1-10	M	60`/Fly 360`	35	+4	1d6+5	3 (18)	35
Ghoul	2	Undead	1-14	M	90`	40	+5	1d6+7	4 (19)	40
Gnoll	2	Humanoid	1-20	L (7`+)	90`	45	+5	1d6+7	4 (19)	45
Hobgoblin	2	Humanoid	1-20	M (6.5`)	90`	45	+5	1d6+7	4 (19)	45
Horse, Light	2	Animal	1	L	240`	35	+4	1d6+5	3 (18)	35
Horse, Wild	2	Animal	1	L	240`	35	+4	1d6+5	3 (18)	35
Man, Caveman	2	Humanoid	1-20	M	120`	35	+4	1d6+5	3 (18)	35
Pony	2	Animal	1	L	120`	35	+4	1d6+5	3 (18)	35
Spider, Large	2	Insect	1-12	S	60`/On Web 150`	30	+4	1d6+5	3 (18)	30
Tigran	2	Humanoid	1-20	M (5`+)	150`	45	+5	1d6+7	4 (19)	45
Toad, Poisonous	2	Animal	1-8	M	60`/Jump 60`	35	+4	1d6+5	3 (18)	35
Vulture	2	Animal	1-16	M (5-6`+)	30`/Fly 270`	40	+5	1d6+7	4 (19)	40
Zombie	2	Undead	1-14	M	60`	30	+4	1d6+5	3 (18)	30
Beetle, Giant, Bombadier	3	Insect	1-10	M (4`)	90`	60	+7	1d6+10	6 (21)	60
Boar, Warthog	3	Animal	1-6	M (2.5`)	120`	45	+5	1d6+7	4 (19)	45
Camel, Wild	3	Animal	1-12	L	210`	45	+5	1d6+7	4 (19)	45
Centipede, Great	3	Insect	1-4	M (5`)	180`	55	+6	1d6+8	5 (20)	55
Cheetah	3	Animal	1-4	M	150`/Run 450`	55	+6	1d6+8	5 (20)	55
Fly, Giant, Bluebottle	3	Insect	1-10	M	90`/Fly 300`	50	+6	1d6+8	5 (20)	50
Gnoll, Greater	3	Humanoid	1-14	M (6.5`)	120`	55	+6	1d6+8	5 (20)	55
Harpy	3	Beast	1-12	M	60`/Fly 150`	45	+5	1d6+7	4 (19)	45
Horse, Draft	3	Animal	1	L	120`	45	+5	1d6+7	4 (19)	45
Horse, Medium	3	Animal	1	L	180`	45	+5	1d6+7	4 (19)	45
Hyena	3	Animal	1-12	M	120`	45	+5	1d6+7	4 (19)	45
Mule	3	Animal	1	L	120`	45	+5	1d6+7	4 (19)	45
Nymph	3	Fey	1-4	M	120`	35	+4	1d6+5	3 (18)	35
Ostryx	3	Animal	1-6	L (7`+)	180`	50	+6	1d6+8	5 (20)	50
Plant, Whipper	3	Plant	1-2	Varies	30`	50	+6	1d6+8	5 (20)	50
Sauriman, Desert	3	Reptile	1-20	M	90`	55	+6	1d6+8	5 (20)	55
Scorpion, Large	3	Insect	1-6	S	90`	55	+6	1d6+8	5 (20)	55
Spider, Huge	3	Insect	1-12	M	180`	50	+6	1d6+8	5 (20)	50

Jungle/Tropical Hills	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Toad, Giant	3	Animal	1-12	M	60`/Jump 60`	50	+6	1d6+8	5 (20)	50
Vulture, Giant	3	Animal	1-12	L (12`+)	30`/Fly 240`	45	+5	1d6+7	4 (19)	45
Wolf	3	Animal	1-12	S	180`	45	+5	1d6+7	4 (19)	45
Worm, Rock	3	Monster	1-2	S	120`/Burrow 30`	70	+8	1d6+11	7 (22)	70
Wulfan	3	Humanoid	1-10	M	150`	45	+5	1d6+7	4 (19)	45
Antaur Knight	4	Insect	1-20	M	150`	80	+9	1d6+13	8 (23)	80
Boar, Wild	4	Animal	1-12	M (3`)	150`	55	+6	1d6+8	5 (20)	55
Bugbear	4	Humanoid	1-20	L (7`+)	90`	65	+7	1d6+10	6 (21)	65
Bull	4	Animal	1-20	L (5`)	150`	55	+6	1d6+8	5 (20)	55
Bumblebee, Honey, Giant	4	Insect	1-10	M	90`/Fly 300`	60	+7	1d6+10	6 (21)	60
Dinosaur, Pteranodon	4	Reptile	1-12	L (30`)	30`/Fly 150`	55	+6	1d6+8	5 (20)	55
Drake, Fire	4	Dragon	1	S (4`)	60`/Fly 180`	65	+7	1d6+10	6 (21)	65
Ghast	4	Undead	1-6	M	150`	70	+8	1d6+11	7 (22)	70
Hippogriff	4	Animal	1-10	L	180`/Fly 360`	65	+7	1d6+10	6 (21)	65
Horse, Heavy	4	Animal	1	L	150`	55	+6	1d6+8	5 (20)	55
Hound, Shadow	4	Planar	1-12	M	180`	60	+7	1d6+10	6 (21)	60
Leopard	4	Animal	1-2	M	120`	60	+7	1d6+10	6 (21)	60
Lion, Mountain	4	Animal	1-2	M	150`	60	+7	1d6+10	6 (21)	60
Man-Jackal	4	Beast	1-4	S (M)	120`	70	+8	1d6+11	7 (22)	70
Owl, Giant	4	Animal	1-5	M	30`/Fly 180`	60	+7	1d6+10	6 (21)	60
Pegasus	4	Beast	1-10	L	240`/Fly 480`	60	+7	1d6+10	6 (21)	60
Peryton	4	Beast	1-8	M	120`/Fly 210`	55	+6	1d6+8	5 (20)	55
Raven, Giant	4	Animal	1-12	M-L (6-10`)	30`/Fly 180`	70	+8	1d6+11	7 (22)	70
Snake, Constrictor	4	Reptile	1-2	M (15`)	90`	60	+7	1d6+10	6 (21)	60
Wasp, Giant	4	Insect	1-20	M	60`/Fly 210`	70	+8	1d6+11	7 (22)	70
Wolf, Dire	4	Animal	1-10	M (L)	180`	60	+7	1d6+10	6 (21)	60
Ape, Carnivorous	5	Animal	1-8	L (7`+)	120`	70	+8	1d6+11	7 (22)	70
Beetle, Giant, Boring	5	Insect	1-12	L (9`)	60`	85	+9	1d6+13	8 (23)	85
Bumblebee, Soldier, Giant	5	Insect	1	M	120`/Fly 300`	75	+8	1d6+11	7 (22)	75
Cobra	5	Reptile	1-4	M	120`	75	+8	1d6+11	7 (22)	75
Cockatrice	5	Monster	1-6	S	60`/Fly 180`	70	+8	1d6+11	7 (22)	70
Cyclops	5	Giant	1-8	L (9`)	120`	85	+9	1d6+13	8 (23)	85
Hornet, Giant	5	Insect	1	M	Fly 240`	80	+9	1d6+13	8 (23)	80

Jungle/Tropical Hills	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Hyena, Giant	5	Animal	1-8	L	120`	65	+7	1d6+10	6 (21)	65
Jaguar	5	Animal	1-2	L	150`	70	+8	1d6+11	7 (22)	70
Lycanthrope, Werewolf	5	Humanoid	1-12	M	150`	75	+8	1d6+11	7 (22)	75
Man, Berserker	5	Humanoid	1-20	M	120`	65	+7	1d6+10	6 (21)	65
Ogre	5	Giant	1-12	L (8`)	90`	75	+8	1d6+11	7 (22)	75
Scorpion, Huge	5	Insect	1-4	M	120`	80	+9	1d6+13	8 (23)	80
Skunk, Giant	5	Animal	1	M	90`	65	+7	1d6+10	6 (21)	65
Snake, Poisonous, Large	5	Reptile	1-6	L	150`	75	+8	1d6+11	7 (22)	75
Spider, Giant	5	Insect	1-8	L	30`/On Web 120`	80	+9	1d6+13	8 (23)	80
Bloodworm, Giant	6	Monster	1-4	L (20`)	60`	90	+10	1d6+14	9 (24)	90
Coeurl	6	Monster	1-5	L	150`	90	+10	1d6+14	9 (24)	90
Dinosaur, Iguanadon	6	Reptile	1-12	L (30`)	150`	90	+10	1d6+14	9 (24)	90
Fly, Giant, Horsefly	6	Insect	1-4	L	60`/Fly 270`	85	+9	1d6+13	8 (23)	85
Gargoyle, Stone	6	Beast	1-8	M	60`/Fly 120`	100	+11	1d6+16	10 (25)	100
Hound, Hell	6	Planar	1-8	M	120`	90	+10	1d6+14	9 (24)	90
Lion	6	Animal	1-12	L	120`	85	+9	1d6+13	8 (23)	85
Lizard, Stone	6	Reptile	1-2	M-L (5-12`)	60`	95	+10	1d6+14	9 (24)	95
Lycanthrope, Wereboar	6	Humanoid	1-8	L	120`	90	+10	1d6+14	9 (24)	90
Man-Wolf	6	Beast	1-3	M	150`	95	+10	1d6+14	9 (24)	95
Medusa	6	Monster	1-3	M	90`	85	+9	1d6+13	8 (23)	85
Monkey, Vile	6	Monster	1-12	M	90`	80	+9	1d6+13	8 (23)	80
Ogre Mage	6	Giant	1-6	L (10.5`)	90`/Fly 150`	90	+10	1d6+14	9 (24)	90
Rock Tentacle	6	Monster	1	M	10`	110	+12	1d6+17	11 (26)	110
Scorpion, Giant	6	Insect	1-4	M	150`	95	+10	1d6+14	9 (24)	95
Spider, Astral	6	Beast	1-4	L	60`/On Web 150`	75	+8	1d6+11	7 (22)	75
Tiger	6	Animal	1-4	L	120`	80	+9	1d6+13	8 (23)	80
Zaren	6	Planar	1-4	M (4`)	90`	105	+11	1d6+16	10 (25)	105
Antaur Leader	7	Insect	1-3	L	150`	115	+12	1d6+17	11 (26)	115
Basilisk	7	Beast	1-4	M (7`)	60`	100	+11	1d6+16	10 (25)	100
Boar, Giant	7	Animal	1-8	L (5`)	120`	90	+10	1d6+14	9 (24)	90
Bumblebee, Giant	7	Insect	1	L	60`/Fly 240`	90	+10	1d6+14	9 (24)	90
Lycanthrope, Weretiger	7	Humanoid	1-6	L	120`	105	+11	1d6+16	10 (25)	105
Manticore	7	Beast	1-4	L	120`/Fly 180`	100	+11	1d6+16	10 (25)	100

Jungle/Tropical Hills	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Minotaur	7	Beast	1-8	L	120`	90	+10	1d6+14	9 (24)	90
Mummy	7	Undead	1-8	M	60`	105	+11	1d6+16	10 (25)	105
Snake, Constrictor, Mystical	7	Reptile	1-2	L	90`	95	+10	1d6+14	9 (24)	95
Troll	7	Giant	1-12	L (8+`)	120`	100	+11	1d6+16	10 (25)	100
Demon Serpent	8	Planar	1-5	M	90`	105	+11	1d6+16	10 (25)	105
Dinosaur, Ceratosaurus	8	Reptile	1-4	L (17`)	150`	105	+11	1d6+16	10 (25)	105
Dinosaur, Monoclonius	8	Reptile	1-12	L (18`)	60`	115	+12	1d6+17	11 (26)	115
Dinosaur, Plateosaurus	8	Reptile	1-10	L (20`+)	120`	105	+11	1d6+16	10 (25)	105
Dragon, Copper	8	Dragon	1	L (36`)	90` /Fly 240`	125	+13	1d6+19	12 (27)	125
Dragon, Green	8	Dragon	1	L (36`)	90` /Fly 240`	120	+13	1d6+19	12 (27)	120
Gorgon	8	Beast	1-4	L	120`	120	+13	1d6+19	12 (27)	120
Lammasu	8	Monster	1-8	L	120` /Fly 240`	100	+11	1d6+16	10 (25)	100
Sabretooth Tiger	8	Animal	1-2	L	120`	100	+11	1d6+16	10 (25)	100
Sphinx, Gyno	8	Beast	1	L (7`)	150` /Fly 240`	135	+14	1d6+20	13 (28)	135
Sundew, Giant	8	Plant	1-4	M	10`	95	+10	1d6+14	9 (24)	95
Tree, Hanging	8	Plant	1	L (20`+)	None	90	+10	1d6+14	9 (24)	90
Tree, Reaper	8	Plant	1	L	10`	105	+11	1d6+16	10 (25)	105
Troll, Giant	8	Giant	1-12	L (10`+)	120`	110	+12	1d6+17	11 (26)	110
Zorn	8	Planar	1-4	M (5`)	90`	140	+15	1d6+22	14 (29)	140
Ant Lion	9	Insect	1	L	90` /Burrow 10`	130	+14	1d6+20	13 (28)	130
Centipede, Monstrous	9	Insect	1	L (18`)	150`	110	+12	1d6+17	11 (26)	110
Chimera	9	Beast	1-4	L (4`)	90` /Fly 180`	115	+12	1d6+17	11 (26)	115
Dinosaur, Ankylosaurus	9	Reptile	1-5	L (15`+)	60`	140	+15	1d6+22	14 (29)	140
Dinosaur, Paleoscincus	9	Reptile	1-3	L (20`)	30`	155	+16	1d6+23	15 (30)	155
Giant, Hill	9	Giant	1-10	L (10.5`)	120`	120	+13	1d6+19	12 (27)	120
Rhinoceros	9	Animal	1-6	L	120`	110	+12	1d6+17	11 (26)	110
Serpent, Flying	9	Reptile	1-4	M (12`)	60` /Fly 180`	115	+12	1d6+17	11 (26)	115
Sphinx, Hieraco	9	Beast	1-6	L (7`)	90` /Fly 360`	135	+14	1d6+20	13 (28)	135
Vampire	9	Undead	1-4	M	12` /180`	135	+14	1d6+20	13 (28)	135
Barghest	10	Beast	1-2	M-L	150`	140	+15	1d6+22	14 (29)	140
Basilisk, Greater	10	Beast	1-2	L (12`)	60`	140	+15	1d6+22	14 (29)	140
Dinosaur, Styracosaurus	10	Reptile	1-8	L (18`)	60`	135	+14	1d6+20	13 (28)	135
Dinosaur, Teratosaurus	10	Reptile	1-3	L (20`)	180`	125	+13	1d6+19	12 (27)	125

Jungle/Tropical Hills	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Dragon, Red	10	Dragon	1	L (48`)	90` /Fly 240`	155	+16	1d6+23	15 (30)	155
Elephant, Jungle	10	Animal	1-20	L (9`+)	120`	120	+13	1d6+19	12 (27)	120
Ghost	10	Undead	1	M	90`	140	+15	1d6+22	14 (29)	140
Giant, Stone	10	Giant	1-8	L (12`)	120`	150	+16	1d6+23	15 (30)	150
Mantis, Giant	10	Insect	1	L (12`)	60` /Fly 120`	135	+14	1d6+20	13 (28)	135
Shedu	10	Beast	1-8	L	120` /Fly 240`	130	+14	1d6+20	13 (28)	130
Sphinx, Crio	10	Beast	1-4	L (7.5`)	120` /Fly 240`	150	+16	1d6+23	15 (30)	150
Troll, Giant, Two-Headed	10	Giant	1-3	L (10`+)	120`	130	+14	1d6+20	13 (28)	130
Dragon, Gold	11	Dragon	1	L (54`)	120` /Fly 300`	170	+18	1d6+26	17 (32)	170
Elephant, Plains	11	Animal	1-12	L (11`+)	150`	130	+14	1d6+20	13 (28)	130
Beetle, Giant, Rhinoceros	12	Insect	1-6	L (12`)	60`	160	+17	1d6+25	16 (31)	160
Dinosaur, Megalosaurus	12	Reptile	1-2	L (25`)	120`	145	+15	1d6+22	14 (29)	145
Giant, Fire	12	Giant	1-8	L (12`)	120`	155	+16	1d6+23	15 (30)	155
Ki-rin	12	Beast	1	L	240` /Fly 480`	195	+20	1d6+29	19 (34)	195
Rhinoceros, Woolly	12	Animal	1-4	L	120`	145	+15	1d6+22	14 (29)	145
Sphinx, Andro	12	Beast	1	L (8`)	180` /Fly 300`	180	+19	1d6+28	18 (33)	180
Dinosaur, Gorgosaurus	13	Reptile	1-2	L (30`+)	150`	155	+16	1d6+23	15 (30)	155
Giant, Cloud	13	Giant	1-6	L (18`)	150`	170	+18	1d6+26	17 (32)	170
Lammasu, Greater	13	Monster	1-2	L (5`)	150` /Fly 300`	165	+17	1d6+25	16 (31)	165
Giant, Fog	14	Giant	1-4	L (18`)	150`	185	+19	1d6+28	18 (33)	185
Shedu, Greater	15	Beast	1-2	L (6`)	150` /Fly 300`	190	+20	1d6+29	19 (34)	190
Worm, Giant	15	Monster	1-2	L (50`)	90`	170	+18	1d6+26	17 (32)	170
Dinosaur, Tricerotops	16	Reptile	1-8	L (24`+)	90`	195	+20	1d6+29	19 (34)	195
Dinosaur, Stegosaurus	18	Reptile	1-8	L (25`)	60`	215	+22	1d6+32	21 (36)	215
Dinosaur, Tyrannosaurus Rex	18	Reptile	1-2	L (50`)	150`	205	+21	1d6+31	20 (35)	205

JUNGLE & TROPICAL MOUNTAINS

Jungle/Tropical Mountains	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Bat	1	Animal	1-20	S	10`/Fly 240`	15	+2	1d6+2	1 (16)	15
Bat, Giant	1	Animal	1-12	S	30`/Fly 180`	20	+3	1d6+4	2 (17)	20
Cat, Wild	1	Animal	1-6	S	180`	35	+4	1d6+5	3 (18)	35
Centipede, Giant	1	Insect	1-14	S (1`+)	150`	10	+2	1d6+2	1 (16)	10
Centipede, Huge	1	Insect	1-12	S (6")	210`	10	+2	1d6+2	1 (16)	10
Dwarf	1	Humanoid	1-20	S (4`+)	60`	40	+5	1d6+7	4 (19)	40
Falcon, Large	1	Animal	1-2	S (3-4`+)	10`/Fly 330`	30	+4	1d6+5	3 (18)	30
Gnome	1	Humanoid	1-20	S (3`+)	60`	35	+4	1d6+5	3 (18)	35
Goblin	1	Humanoid	1-20	S (4`)	60`	30	+4	1d6+5	3 (18)	30
Hawk	1	Animal	1-2	S (2-3`)	10`/Fly 360`	35	+4	1d6+5	3 (18)	35
Kobold	1	Humanoid	1-20	S (3`)	60`	20	+3	1d6+4	2 (17)	20
Man, Bandit	1	Humanoid	1-20	M	120`	30	+4	1d6+5	3 (18)	30
Man, Pilgrim	1	Humanoid	1-20	M	120`	30	+4	1d6+5	3 (18)	30
Orke	1	Humanoid	1-20	M (6`+)	90`	30	+4	1d6+5	3 (18)	30
Owl	1	Animal	1	S (4-5`)	10`/Fly 270`	35	+4	1d6+5	3 (18)	35
Rat	1	Animal	1-20	S	120`	10	+2	1d6+2	1 (16)	10
Rat, Giant	1	Animal	1-12	S	90`	20	+3	1d6+4	2 (17)	20
Raven	1	Animal	1-16	S (2-4`)	10`/Fly 360`	20	+3	1d6+4	2 (17)	20
Raven, Huge	1	Animal	1-8	M (4-6`)	10`/Fly 270`	30	+4	1d6+5	3 (18)	30
Skunk	1	Animal	1-6	S	120`	15	+2	1d6+2	1 (16)	15
Antaur Soldier	2	Insect	1-20	S	180`	55	+6	1d6+8	5 (20)	55
Baboon	2	Animal	1-20	S (4`+)	120`	35	+4	1d6+5	3 (18)	35
Bat, Fire	2	Animal	1-8	S	60`/Fly 200`	30	+4	1d6+5	3 (18)	30
Beetle, Giant, Fire	2	Insect	1-10	S (2.5`)	120`	50	+6	1d6+8	5 (20)	50
Cattle, Wild	2	Animal	1-20	L	150`	35	+4	1d6+5	3 (18)	35
Corpse, Walking	2	Undead	1	M	60`	30	+4	1d6+5	3 (18)	30
Dog, Wild	2	Animal	1-12	S	150`	35	+4	1d6+5	3 (18)	35
Elf	2	Humanoid	1-20	M (5`+)	120`	45	+5	1d6+7	4 (19)	45
Falcoran	2	Humanoid	1-10	M	60`/Fly 360`	35	+4	1d6+5	3 (18)	35
Ghoul	2	Undead	1-14	M	90`	40	+5	1d6+7	4 (19)	40
Gnoll	2	Humanoid	1-20	L (7`+)	90`	45	+5	1d6+7	4 (19)	45

Jungle/Tropical Mountains	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Hobgoblin	2	Humanoid	1-20	M (6.5')	90'	45	+5	1d6+7	4 (19)	45
Horse, Light	2	Animal	1	L	240'	35	+4	1d6+5	3 (18)	35
Horse, Wild	2	Animal	1	L	240'	35	+4	1d6+5	3 (18)	35
Man, Caveman	2	Humanoid	1-20	M	120'	35	+4	1d6+5	3 (18)	35
Manta-Ray, Flying	2	Beast	1-3	S	Fly 180'	25	+3	1d6+4	2 (17)	25
Pony	2	Animal	1	L	120'	35	+4	1d6+5	3 (18)	35
Spider, Large	2	Insect	1-12	S	60' / On Web 150'	30	+4	1d6+5	3 (18)	30
Toad, Poisonous	2	Animal	1-8	M	60' / Jump 60'	35	+4	1d6+5	3 (18)	35
Vulture	2	Animal	1-16	M (5-6'+)	30' / Fly 270'	40	+5	1d6+7	4 (19)	40
Zombie	2	Undead	1-14	M	60'	30	+4	1d6+5	3 (18)	30
Centipede, Great	3	Insect	1-4	M (5')	180'	55	+6	1d6+8	5 (20)	55
Cheetah	3	Animal	1-4	M	150' / Run 450'	55	+6	1d6+8	5 (20)	55
Fly, Giant, Bluebottle	3	Insect	1-10	M	90' / Fly 300'	50	+6	1d6+8	5 (20)	50
Gnoll, Greater	3	Humanoid	1-14	M (6.5')	120'	55	+6	1d6+8	5 (20)	55
Harpy	3	Beast	1-12	M	60' / Fly 150'	45	+5	1d6+7	4 (19)	45
Horse, Draft	3	Animal	1	L	120'	45	+5	1d6+7	4 (19)	45
Horse, Medium	3	Animal	1	L	180'	45	+5	1d6+7	4 (19)	45
Mule	3	Animal	1	L	120'	45	+5	1d6+7	4 (19)	45
Plant, Whipper	3	Plant	1-2	Varies	30'	50	+6	1d6+8	5 (20)	50
Sauriman, Desert	3	Reptile	1-20	M	90'	55	+6	1d6+8	5 (20)	55
Scorpion, Large	3	Insect	1-6	S	90'	55	+6	1d6+8	5 (20)	55
Shade	3	Undead	1-2	As original creature	Unique	70	+8	1d6+11	7 (22)	70
Snake, Poisonous	3	Reptile	1-6	S (5')	150'	50	+6	1d6+8	5 (20)	50
Spider, Huge	3	Insect	1-12	M	180'	50	+6	1d6+8	5 (20)	50
Sylph	3	Fey	1	M	120' / Fly 360'	35	+4	1d6+5	3 (18)	35
Toad, Giant	3	Animal	1-12	M	60' / Jump 60'	50	+6	1d6+8	5 (20)	50
Vulture, Giant	3	Animal	1-12	L (12'+)	30' / Fly 240'	45	+5	1d6+7	4 (19)	45
Wolf	3	Animal	1-12	S	180'	45	+5	1d6+7	4 (19)	45
Worm, Rock	3	Monster	1-2	S	120' / Burrow 30'	70	+8	1d6+11	7 (22)	70
Antaur Knight	4	Insect	1-20	M	150'	80	+9	1d6+13	8 (23)	80
Ape, Beast	4	Beast	1-7	L (9')	90'	70	+8	1d6+11	7 (22)	70
Bugbear	4	Humanoid	1-20	L (7'+)	90'	65	+7	1d6+10	6 (21)	65
Bumblebee, Honey, Giant	4	Insect	1-10	M	90' / Fly 300'	60	+7	1d6+10	6 (21)	60

Jungle/Tropical Mountains	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Dinosaur, Pteranodon	4	Reptile	1-12	L (30`)	30`/Fly 150`	55	+6	1d6+8	5 (20)	55
Doppelganger	4	Humanoid	1-10	M	90`	65	+7	1d6+10	6 (21)	65
Drake, Fire	4	Dragon	1	S (4`)	60`/Fly 180`	65	+7	1d6+10	6 (21)	65
Elemental, Earth	4	Elemental	1	L	60`	50	+6	1d6+8	5 (20)	50
Ghast	4	Undead	1-6	M	150`	70	+8	1d6+11	7 (22)	70
Hippogriff	4	Animal	1-10	L	180`/Fly 360`	65	+7	1d6+10	6 (21)	65
Horse, Heavy	4	Animal	1	L	150`	55	+6	1d6+8	5 (20)	55
Hound, Shadow	4	Planar	1-12	M	180`	60	+7	1d6+10	6 (21)	60
Leopard	4	Animal	1-2	M	120`	60	+7	1d6+10	6 (21)	60
Lion, Mountain	4	Animal	1-2	M	150`	60	+7	1d6+10	6 (21)	60
Owl, Giant	4	Animal	1-5	M	30`/Fly 180`	60	+7	1d6+10	6 (21)	60
Pegasus	4	Beast	1-10	L	240`/Fly 480`	60	+7	1d6+10	6 (21)	60
Peryton	4	Beast	1-8	M	120`/Fly 210`	55	+6	1d6+8	5 (20)	55
Raven, Giant	4	Animal	1-12	M-L (6-10`)	30`/Fly 180`	70	+8	1d6+11	7 (22)	70
Shadow	4	Undead	1-12	M	120`	55	+6	1d6+8	5 (20)	55
Slime, Green	4	Slime	1	L (10`)	60`	50	+6	1d6+8	5 (20)	50
Snake, Constrictor	4	Reptile	1-2	M (15`)	90`	60	+7	1d6+10	6 (21)	60
Wasp, Giant	4	Insect	1-20	M	60`/Fly 210`	70	+8	1d6+11	7 (22)	70
Wolf, Dire	4	Animal	1-10	M (L)	180`	60	+7	1d6+10	6 (21)	60
Beetle, Giant, Boring	5	Insect	1-12	L (9`)	60`	85	+9	1d6+13	8 (23)	85
Bumblebee, Soldier, Giant	5	Insect	1	M	120`/Fly 300`	75	+8	1d6+11	7 (22)	75
Caterwaul	5	Monster	1	M	180`/Run 240`	70	+8	1d6+11	7 (22)	70
Cobra	5	Reptile	1-4	M	120`	75	+8	1d6+11	7 (22)	75
Cockatrice	5	Monster	1-6	S	60`/Fly 180`	70	+8	1d6+11	7 (22)	70
Cyclops	5	Giant	1-8	L (9`)	120`	85	+9	1d6+13	8 (23)	85
Gargoyle	5	Beast	1-10	M	90`/Fly 150`	75	+8	1d6+11	7 (22)	75
Haunt	5	Undead	1	M	60`	90	+10	1d6+14	9 (24)	90
Hornet, Giant	5	Insect	1	M	Fly 240`	80	+9	1d6+13	8 (23)	80
Lycanthrope, Werewolf	5	Humanoid	1-12	M	150`	75	+8	1d6+11	7 (22)	75
Man, Berserker	5	Humanoid	1-20	M	120`	65	+7	1d6+10	6 (21)	65
Ogre	5	Giant	1-12	L (8`)	90`	75	+8	1d6+11	7 (22)	75
Scorpion, Huge	5	Insect	1-4	M	120`	80	+9	1d6+13	8 (23)	80
Skunk, Giant	5	Animal	1	M	90`	65	+7	1d6+10	6 (21)	65

Jungle/Tropical Mountains	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Snake, Poisonous, Large	5	Reptile	1-6	L	150`	75	+8	1d6+11	7 (22)	75
Spider, Giant	5	Insect	1-8	L	30`/On Web 120`	80	+9	1d6+13	8 (23)	80
Wight	5	Undead	1-10	M	120`	75	+8	1d6+11	7 (22)	75
Coecurl	6	Monster	1-5	L	150`	90	+10	1d6+14	9 (24)	90
Dinosaur, Iguanadon	6	Reptile	1-12	L (30`)	150`	90	+10	1d6+14	9 (24)	90
Fly, Giant, Horsefly	6	Insect	1-4	L	60`/Fly 270`	85	+9	1d6+13	8 (23)	85
Gargoyle, Stone	6	Beast	1-8	M	60`/Fly 120`	100	+11	1d6+16	10 (25)	100
Hound, Hell	6	Planar	1-8	M	120`	90	+10	1d6+14	9 (24)	90
Lion	6	Animal	1-12	L	120`	85	+9	1d6+13	8 (23)	85
Lizard, Stone	6	Reptile	1-2	M-L (5-12`)	60`	95	+10	1d6+14	9 (24)	95
Man-Wolf	6	Beast	1-3	M	150`	95	+10	1d6+14	9 (24)	95
Medusa	6	Monster	1-3	M	90`	85	+9	1d6+13	8 (23)	85
Monkey, Vile	6	Monster	1-12	M	90`	80	+9	1d6+13	8 (23)	80
Ogre Mage	6	Giant	1-6	L (10.5`)	90`/Fly 150`	90	+10	1d6+14	9 (24)	90
Rock Tentacle	6	Monster	1	M	10`	110	+12	1d6+17	11 (26)	110
Scorpion, Giant	6	Insect	1-4	M	150`	95	+10	1d6+14	9 (24)	95
Snake, Amphisbaena	6	Reptile	1-3	M	120`	95	+10	1d6+14	9 (24)	95
Spider, Astral	6	Beast	1-4	L	60`/On Web 150`	75	+8	1d6+11	7 (22)	75
Tiger	6	Animal	1-4	L	120`	80	+9	1d6+13	8 (23)	80
Tomb Watcher	6	Undead	1	M	120`	95	+10	1d6+14	9 (24)	95
Wraith	6	Undead	1-12	M	120`/Fly 240`	90	+10	1d6+14	9 (24)	90
Zaren	6	Planar	1-4	M (4`)	90`	105	+11	1d6+16	10 (25)	105
Antaur Leader	7	Insect	1-3	L	150`	115	+12	1d6+17	11 (26)	115
Basilisk	7	Beast	1-4	M (7`)	60`	100	+11	1d6+16	10 (25)	100
Bumblebee, Giant	7	Insect	1	L	60`/Fly 240`	90	+10	1d6+14	9 (24)	90
Dragon, Black	7	Dragon	1	L (30`)	120`/Fly 240`	105	+11	1d6+16	10 (25)	105
Dragon, Brass	7	Dragon	1	L (30`)	120`/Fly 240`	110	+12	1d6+17	11 (26)	110
Griffin	7	Beast	1-12	L	120`/Fly 300`	105	+11	1d6+16	10 (25)	105
Horse, Hell	7	Planar	1	L	150`/Fly 360`	140	+15	1d6+22	14 (29)	140
Leucrotta	7	Beast	1-4	L	180`	100	+11	1d6+16	10 (25)	100
Lion, Spotted	7	Animal	1-8	L	120`	95	+10	1d6+14	9 (24)	95
Lycanthrope, Weretiger	7	Humanoid	1-6	L	120`	105	+11	1d6+16	10 (25)	105
Manticore	7	Beast	1-4	L	120`/Fly 180`	100	+11	1d6+16	10 (25)	100

Jungle/Tropical Mountains	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Minotaur	7	Beast	1-8	L	120`	90	+10	1d6+14	9 (24)	90
Mummy	7	Undead	1-8	M	60`	105	+11	1d6+16	10 (25)	105
Snake, Constrictor, Mystical	7	Reptile	1-2	L	90`	95	+10	1d6+14	9 (24)	95
Troll	7	Giant	1-12	L (8+`)	120`	100	+11	1d6+16	10 (25)	100
Demon Serpent	8	Planar	1-5	M	90`	105	+11	1d6+16	10 (25)	105
Dinosaur, Ceratosaurus	8	Reptile	1-4	L (17`)	150`	105	+11	1d6+16	10 (25)	105
Dinosaur, Plateosaurus	8	Reptile	1-10	L (20`+)	120`	105	+11	1d6+16	10 (25)	105
Dragon, Copper	8	Dragon	1	L (36`)	90`/Fly 240`	125	+13	1d6+19	12 (27)	125
Gorgon	8	Beast	1-4	L	120`	120	+13	1d6+19	12 (27)	120
Lammasu	8	Monster	1-8	L	120`/Fly 240`	100	+11	1d6+16	10 (25)	100
Sabretooth Tiger	8	Animal	1-2	L	120`	100	+11	1d6+16	10 (25)	100
Sphinx, Gyno	8	Beast	1	L (7`)	150`/Fly 240`	135	+14	1d6+20	13 (28)	135
Sundew, Giant	8	Plant	1-4	M	10`	95	+10	1d6+14	9 (24)	95
Tree, Reaper	8	Plant	1	L	10`	105	+11	1d6+16	10 (25)	105
Troll, Giant	8	Giant	1-12	L (10`+)	120`	110	+12	1d6+17	11 (26)	110
Witch, Night	8	Humanoid	1	M	90`	85	+9	1d6+13	8 (23)	85
Wyvern	8	Dragon	1	L (35`)	60`/Fly 240`	115	+12	1d6+17	11 (26)	115
Zorn	8	Planar	1-4	M (5`)	90`	140	+15	1d6+22	14 (29)	140
Centipede, Monstrous	9	Insect	1	L (18`)	150`	110	+12	1d6+17	11 (26)	110
Chimera	9	Beast	1-4	L (4`)	90`/Fly 180`	115	+12	1d6+17	11 (26)	115
Dinosaur, Ankylosaurus	9	Reptile	1-5	L (15`+)	60`	140	+15	1d6+22	14 (29)	140
Dinosaur, Paleoscincus	9	Reptile	1-3	L (20`)	30`	155	+16	1d6+23	15 (30)	155
Dragon, Bronze	9	Dragon	1	L (42`)	90`/Fly 240`	140	+15	1d6+22	14 (29)	140
Giant, Hill	9	Giant	1-10	L (10.5`)	120`	120	+13	1d6+19	12 (27)	120
Hydra	9	Dragon	1	L	90`	115	+12	1d6+17	11 (26)	115
Lion, Winged	9	Beast	1	L (5`)	150`/Fly 90`	110	+12	1d6+17	11 (26)	110
Naga, Spirit	9	Monster	1-3	L (15`)	120`	120	+13	1d6+19	12 (27)	120
Rhinoceros	9	Animal	1-6	L	120`	110	+12	1d6+17	11 (26)	110
Sphinx, Hieraco	9	Beast	1-6	L (7`)	90`/Fly 360`	135	+14	1d6+20	13 (28)	135
Vampire	9	Undead	1-4	M	12`/180`	135	+14	1d6+20	13 (28)	135
Will-O-Wisp	9	Monster	1-3	S	Fly 180`	170	+18	1d6+26	17 (32)	170
Barghest	10	Beast	1-2	M-L	150`	140	+15	1d6+22	14 (29)	140
Basilisk, Greater	10	Beast	1-2	L (12`)	60`	140	+15	1d6+22	14 (29)	140

Jungle/Tropical Mountains	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Black Ooze	10	Slime	1-4	S-L (5-8')	60'	120	+13	1d6+19	12 (27)	120
Dragon, Red	10	Dragon	1	L (48')	90' /Fly 240'	155	+16	1d6+23	15 (30)	155
Dragon, Silver	10	Dragon	1	L (48')	90' /Fly 240'	155	+16	1d6+23	15 (30)	155
Ettin	10	Giant	1-4	L (13')	120'	135	+14	1d6+20	13 (28)	135
Ghost	10	Undead	1	M	90'	140	+15	1d6+22	14 (29)	140
Giant, Stone	10	Giant	1-8	L (12')	120'	150	+16	1d6+23	15 (30)	150
Lizard, Fire	10	Reptile	1-4	L (30')	90'	135	+14	1d6+20	13 (28)	135
Shedu	10	Beast	1-8	L	120' /Fly 240'	130	+14	1d6+20	13 (28)	130
Sphinx, Crio	10	Beast	1-4	L (7.5')	120' /Fly 240'	150	+16	1d6+23	15 (30)	150
Troll, Giant, Two-Headed	10	Giant	1-3	L (10'+)	120'	130	+14	1d6+20	13 (28)	130
Worm, Cave	10	Monster	1-6	L (30')	60'	130	+14	1d6+20	13 (28)	130
Dragon, Gold	11	Dragon	1	L (54')	120' /Fly 300'	170	+18	1d6+26	17 (32)	170
Dinosaur, Pentaceratops	12	Reptile	1-12	L (20'+)	90'	155	+16	1d6+23	15 (30)	155
Elemental, Rock	12	Elemental	1	L	60'	150	+16	1d6+23	15 (30)	150
Giant, Fire	12	Giant	1-8	L (12')	120'	155	+16	1d6+23	15 (30)	155
Giant, Mountain	12	Giant	1-4	L (14')	120'	150	+16	1d6+23	15 (30)	150
Ki-rin	12	Beast	1	L	240' /Fly 480'	195	+20	1d6+29	19 (34)	195
Naga, Guardian	12	Monster	1-2	L (20')	150'	155	+16	1d6+23	15 (30)	155
Rhinoceros, Woolly	12	Animal	1-4	L	120'	145	+15	1d6+22	14 (29)	145
Sphinx, Andro	12	Beast	1	L (8')	180' /Fly 300'	180	+19	1d6+28	18 (33)	180
Dinosaur, Gorgosaurus	13	Reptile	1-2	L (30'+)	150'	155	+16	1d6+23	15 (30)	155
Dragon, Cloud	13	Dragon	1	L (66')	60' /Fly 390'	190	+20	1d6+29	19 (34)	190
Giant, Cloud	13	Giant	1-6	L (18')	150'	170	+18	1d6+26	17 (32)	170
Lammasu, Greater	13	Monster	1-2	L (5')	150' /Fly 300'	165	+17	1d6+25	16 (31)	165
Shedu, Greater	15	Beast	1-2	L (6')	150' /Fly 300'	190	+20	1d6+29	19 (34)	190
Dinosaur, Triceratops	16	Reptile	1-8	L (24'+)	90'	195	+20	1d6+29	19 (34)	195
Giant, Storm	16	Giant	1-4	L (21')	150'	205	+21	1d6+31	20 (35)	205
Dinosaur, Stegosaurus	18	Reptile	1-8	L (25')	60'	215	+22	1d6+32	21 (36)	215
Dinosaur, Tyrannosaurus Rex	18	Reptile	1-2	L (50')	150'	205	+21	1d6+31	20 (35)	205
Roc	18	Beast	1-2	L (60'+)	30' /Fly 300'	210	+22	1d6+32	21 (36)	210
Titan	18	Giant	1	L (18'+)	150' /Run 210'	220	+23	1d6+34	22 (37)	220

JUNGLE & TROPICAL SWAMP

Jungle/Tropical Swamp	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Bat	1	Animal	1-20	S	10`/Fly 240`	15	+2	1d6+2	1 (16)	15
Bat, Giant	1	Animal	1-12	S	30`/Fly 180`	20	+3	1d6+4	2 (17)	20
Brownie	1	Fey	1-12	S (1.5`)	120`	40	+5	1d6+7	4 (19)	40
Cat, Wild	1	Animal	1-6	S	180`	35	+4	1d6+5	3 (18)	35
Centipede, Giant	1	Insect	1-14	S (1`+)	150`	10	+2	1d6+2	1 (16)	10
Centipede, Huge	1	Insect	1-12	S (6")	210`	10	+2	1d6+2	1 (16)	10
Falcon, Large	1	Animal	1-2	S (3-4`+)	10`/Fly 330`	30	+4	1d6+5	3 (18)	30
Frog, Giant, Poisonous	1	Animal	1-12	S	30`/Swim 90`	20	+3	1d6+4	2 (17)	20
Fruglum	1	Humanoid	1-20	S-M	30`/Swim 150`	30	+4	1d6+5	3 (18)	30
Goblin	1	Humanoid	1-20	S (4`)	60`	30	+4	1d6+5	3 (18)	30
Hawk	1	Animal	1-2	S (2-3`)	10`/Fly 360`	35	+4	1d6+5	3 (18)	35
Jackal	1	Animal	1-6	S	120`	20	+3	1d6+4	2 (17)	20
Kobold	1	Humanoid	1-20	S (3`)	60`	20	+3	1d6+4	2 (17)	20
Man, Bandit	1	Humanoid	1-20	M	120`	30	+4	1d6+5	3 (18)	30
Man, Pilgrim	1	Humanoid	1-20	M	120`	30	+4	1d6+5	3 (18)	30
Man, Pirate	1	Humanoid	1-20	M	120`	30	+4	1d6+5	3 (18)	30
Orke	1	Humanoid	1-20	M (6`+)	90`	30	+4	1d6+5	3 (18)	30
Owl	1	Animal	1	S (4-5`)	10`/Fly 270`	35	+4	1d6+5	3 (18)	35
Phantom	1	Undead	1	M	90`	40	+5	1d6+7	4 (19)	40
Rat	1	Animal	1-20	S	120`	10	+2	1d6+2	1 (16)	10
Rat, Giant	1	Animal	1-12	S	90`	20	+3	1d6+4	2 (17)	20
Raven	1	Animal	1-16	S (2-4`)	10`/Fly 360`	20	+3	1d6+4	2 (17)	20
Raven, Huge	1	Animal	1-8	M (4-6`)	10`/Fly 270`	30	+4	1d6+5	3 (18)	30
Skeletal Animal	1	Undead	1-12	S-M	60`	20	+3	1d6+4	2 (17)	20
Skeleton	1	Undead	1-20	M	120`	25	+3	1d6+4	2 (17)	25
Skunk	1	Animal	1-6	S	120`	15	+2	1d6+2	1 (16)	15
Assassin Bug	2	Insect	1-2	S (2`)	60`/Fly 180`	45	+5	1d6+7	4 (19)	45
Baboon	2	Animal	1-20	S (4`+)	120`	35	+4	1d6+5	3 (18)	35
Bat, Fire	2	Animal	1-8	S	60`/Fly 200`	30	+4	1d6+5	3 (18)	30
Beetle, Giant, Fire	2	Insect	1-10	S (2.5`)	120`	50	+6	1d6+8	5 (20)	50
Bird, Flightless	2	Animal	1-12	M	180`	35	+4	1d6+5	3 (18)	35

Jungle/Tropical Swamp	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Cattle, Wild	2	Animal	1-20	L	150`	35	+4	1d6+5	3 (18)	35
Corpse, Walking	2	Undead	1	M	60`	30	+4	1d6+5	3 (18)	30
Dog, Wild	2	Animal	1-12	S	150`	35	+4	1d6+5	3 (18)	35
Elf	2	Humanoid	1-20	M (5`+)	120`	45	+5	1d6+7	4 (19)	45
Frog, Giant	2	Animal	1-10	S-M (3-6`)	30`/Swim 90`	35	+4	1d6+5	3 (18)	35
Frog, Giant, Killer	2	Animal	1-12	S	60`/Swim 120`	30	+4	1d6+5	3 (18)	30
Ghoul	2	Undead	1-14	M	90`	40	+5	1d6+7	4 (19)	40
Gnoll	2	Humanoid	1-20	L (7`+)	90`	45	+5	1d6+7	4 (19)	45
Greyling	2	Fey	1-12	S (1.5`)	120`	85	+9	1d6+13	8 (23)	85
Hobgoblin	2	Humanoid	1-20	M (6.5`)	90`	45	+5	1d6+7	4 (19)	45
Horse, Light	2	Animal	1	L	240`	35	+4	1d6+5	3 (18)	35
Horse, Wild	2	Animal	1	L	240`	35	+4	1d6+5	3 (18)	35
Leech, Giant	2	Animal	1-12	S-M	30`	25	+3	1d6+4	2 (17)	25
Man, Caveman	2	Humanoid	1-20	M	120`	35	+4	1d6+5	3 (18)	35
Man, Tribe	2	Humanoid	1-20	M	120`	35	+4	1d6+5	3 (18)	35
Manta-Ray, Flying	2	Beast	1-3	S	Fly 180`	25	+3	1d6+4	2 (17)	25
Muck Man	2	Beast	1-12	S (4`)	30`	20	+3	1d6+4	2 (17)	20
Pony	2	Animal	1	L	120`	35	+4	1d6+5	3 (18)	35
Spider, Large	2	Insect	1-12	S	60`/On Web 150`	30	+4	1d6+5	3 (18)	30
Tigran	2	Humanoid	1-20	M (5`+)	150`	45	+5	1d6+7	4 (19)	45
Toad, Poisonous	2	Animal	1-8	M	60`/Jump 60`	35	+4	1d6+5	3 (18)	35
Vulture	2	Animal	1-16	M (5-6`+)	30`/Fly 270`	40	+5	1d6+7	4 (19)	40
Zombie	2	Undead	1-14	M	60`	30	+4	1d6+5	3 (18)	30
Alligator	3	Reptile	1-14	L (8-15`)	60`/Swim 120`	55	+6	1d6+8	5 (20)	55
Beetle, Giant, Bombadier	3	Insect	1-10	M (4`)	90`	60	+7	1d6+10	6 (21)	60
Boar, Warthog	3	Animal	1-6	M (2.5`)	120`	45	+5	1d6+7	4 (19)	45
Camel, Wild	3	Animal	1-12	L	210`	45	+5	1d6+7	4 (19)	45
Centipede, Great	3	Insect	1-4	M (5`)	180`	55	+6	1d6+8	5 (20)	55
Cheetah	3	Animal	1-4	M	150`/Run 450`	55	+6	1d6+8	5 (20)	55
Crab, Giant	3	Animal	1-12	L (4`+)	90`	65	+7	1d6+10	6 (21)	65
Crabman	3	Humanoid	1-12	L (9`)	90`/Swim 60`	60	+7	1d6+10	6 (21)	60
Crocodile	3	Reptile	1-14	L (8-15`)	60`/Swim 120`	55	+6	1d6+8	5 (20)	55
Fly, Giant, Bluebottle	3	Insect	1-10	M	90`/Fly 300`	50	+6	1d6+8	5 (20)	50

Jungle/Tropical Swamp	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Gnoll, Greater	3	Humanoid	1-14	M (6.5')	120'	55	+6	1d6+8	5 (20)	55
Harpy	3	Beast	1-12	M	60' /Fly 150'	45	+5	1d6+7	4 (19)	45
Horse, Draft	3	Animal	1	L	120'	45	+5	1d6+7	4 (19)	45
Horse, Medium	3	Animal	1	L	180'	45	+5	1d6+7	4 (19)	45
Hyena	3	Animal	1-12	M	120'	45	+5	1d6+7	4 (19)	45
Mule	3	Animal	1	L	120'	45	+5	1d6+7	4 (19)	45
Ostryx	3	Animal	1-6	L (7'+)	180'	50	+6	1d6+8	5 (20)	50
Plant, Whipper	3	Plant	1-2	Varies	30'	50	+6	1d6+8	5 (20)	50
Sauriman	3	Reptile	1-20	M (7')	60' /Swim 120'	55	+6	1d6+8	5 (20)	55
Sauriman, Desert	3	Reptile	1-20	M	90'	55	+6	1d6+8	5 (20)	55
Scorpion, Large	3	Insect	1-6	S	90'	55	+6	1d6+8	5 (20)	55
Shade	3	Undead	1-2	As original creature	Unique	70	+8	1d6+11	7 (22)	70
Snake, Poisonous	3	Reptile	1-6	S (5')	150'	50	+6	1d6+8	5 (20)	50
Spider, Huge	3	Insect	1-12	M	180'	50	+6	1d6+8	5 (20)	50
Tick, Giant	3	Insect	1-10	S	30'	65	+7	1d6+10	6 (21)	65
Toad, Giant	3	Animal	1-12	M	60' /Jump 60'	50	+6	1d6+8	5 (20)	50
Vulture, Giant	3	Animal	1-12	L (12'+)	30' /Fly 240'	45	+5	1d6+7	4 (19)	45
Wolf	3	Animal	1-12	S	180'	45	+5	1d6+7	4 (19)	45
Wulfan	3	Humanoid	1-10	M	150'	45	+5	1d6+7	4 (19)	45
Ape, Beast	4	Beast	1-7	L (9')	90'	70	+8	1d6+11	7 (22)	70
Boar, Wild	4	Animal	1-12	M (3')	150'	55	+6	1d6+8	5 (20)	55
Bugbear	4	Humanoid	1-20	L (7'+)	90'	65	+7	1d6+10	6 (21)	65
Bull	4	Animal	1-20	L (5')	150'	55	+6	1d6+8	5 (20)	55
Bumblebee, Honey, Giant	4	Insect	1-10	M	90' /Fly 300'	60	+7	1d6+10	6 (21)	60
Doppelganger	4	Humanoid	1-10	M	90'	65	+7	1d6+10	6 (21)	65
Ghast	4	Undead	1-6	M	150'	70	+8	1d6+11	7 (22)	70
Horse, Heavy	4	Animal	1	L	150'	55	+6	1d6+8	5 (20)	55
Hound, Shadow	4	Planar	1-12	M	180'	60	+7	1d6+10	6 (21)	60
Leopard	4	Animal	1-2	M	120'	60	+7	1d6+10	6 (21)	60
Lizard, Giant	4	Reptile	1-12	L (15')	150'	65	+7	1d6+10	6 (21)	65
Man-Jackal	4	Beast	1-4	S (M)	120'	70	+8	1d6+11	7 (22)	70
Owl, Giant	4	Animal	1-5	M	30' /Fly 180'	60	+7	1d6+10	6 (21)	60
Raven, Giant	4	Animal	1-12	M-L (6-10')	30' /Fly 180'	70	+8	1d6+11	7 (22)	70

Jungle/Tropical Swamp	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Shadow	4	Undead	1-12	M	120`	55	+6	1d6+8	5 (20)	55
Snake, Constrictor	4	Reptile	1-2	M (15`)	90`	60	+7	1d6+10	6 (21)	60
Snakemen	4	Reptile	1-10	M	90`/Swim 180`	65	+7	1d6+10	6 (21)	65
Wasp, Giant	4	Insect	1-20	M	60`/Fly 210`	70	+8	1d6+11	7 (22)	70
Wolf, Dire	4	Animal	1-10	M (L)	180`	60	+7	1d6+10	6 (21)	60
Ape, Carnivorous	5	Animal	1-8	L (7`+)	120`	70	+8	1d6+11	7 (22)	70
Beetle, Giant, Boring	5	Insect	1-12	L (9`)	60`	85	+9	1d6+13	8 (23)	85
Buffalo	5	Animal	1-16	L (5`)	150`	65	+7	1d6+10	6 (21)	65
Bumblebee, Soldier, Giant	5	Insect	1	M	120`/Fly 300`	75	+8	1d6+11	7 (22)	75
Bunyip	5	Beast	1	M (6`)	120`	50	+6	1d6+8	5 (20)	50
Caterwaul	5	Monster	1	M	180`/Run 240`	70	+8	1d6+11	7 (22)	70
Cobra	5	Reptile	1-4	M	120`	75	+8	1d6+11	7 (22)	75
Cockatrice	5	Monster	1-6	S	60`/Fly 180`	70	+8	1d6+11	7 (22)	70
Crayfish, Giant	5	Animal	1-4	L (8`+)	60`/Swim 120`	80	+9	1d6+13	8 (23)	80
Gargoyle	5	Beast	1-10	M	90`/Fly 150`	75	+8	1d6+11	7 (22)	75
Haunt	5	Undead	1	M	60`	90	+10	1d6+14	9 (24)	90
Hornet, Giant	5	Insect	1	M	Fly 240`	80	+9	1d6+13	8 (23)	80
Hyena, Giant	5	Animal	1-8	L	120`	65	+7	1d6+10	6 (21)	65
Jaguar	5	Animal	1-2	L	150`	70	+8	1d6+11	7 (22)	70
Kelpie	5	Plant	1-4	M	90`/Swim 120`	85	+9	1d6+13	8 (23)	85
Lycanthrope, Werewolf	5	Humanoid	1-12	M	150`	75	+8	1d6+11	7 (22)	75
Man, Berserker	5	Humanoid	1-20	M	120`	65	+7	1d6+10	6 (21)	65
Ogre	5	Giant	1-12	L (8`)	90`	75	+8	1d6+11	7 (22)	75
Ogre, Sea	5	Giant	1-14	L (9`)	60`/Swim 120`	80	+9	1d6+13	8 (23)	80
Scorpion, Huge	5	Insect	1-4	M	120`	80	+9	1d6+13	8 (23)	80
Skunk, Giant	5	Animal	1	M	90`	65	+7	1d6+10	6 (21)	65
Snake, Poisonous, Large	5	Reptile	1-6	L	150`	75	+8	1d6+11	7 (22)	75
Wight	5	Undead	1-10	M	120`	75	+8	1d6+11	7 (22)	75
Coeurl	6	Monster	1-5	L	150`	90	+10	1d6+14	9 (24)	90
Dinosaur, Iguanadon	6	Reptile	1-12	L (30`)	150`	90	+10	1d6+14	9 (24)	90
Fly, Giant, Horsefly	6	Insect	1-4	L	60`/Fly 270`	85	+9	1d6+13	8 (23)	85
Hound, Hell	6	Planar	1-8	M	120`	90	+10	1d6+14	9 (24)	90
Lion	6	Animal	1-12	L	120`	85	+9	1d6+13	8 (23)	85

Jungle/Tropical Swamp	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Lycanthrope, Wereboar	6	Humanoid	1-8	L	120`	90	+10	1d6+14	9 (24)	90
Man-Wolf	6	Beast	1-3	M	150`	95	+10	1d6+14	9 (24)	95
Medusa	6	Monster	1-3	M	90`	85	+9	1d6+13	8 (23)	85
Monkey, Vile	6	Monster	1-12	M	90`	80	+9	1d6+13	8 (23)	80
Ogre Mage	6	Giant	1-6	L (10.5`)	90`/Fly 150`	90	+10	1d6+14	9 (24)	90
Scorpion, Giant	6	Insect	1-4	M	150`	95	+10	1d6+14	9 (24)	95
Snake, Amphisbaena	6	Reptile	1-3	M	120`	95	+10	1d6+14	9 (24)	95
Tiger	6	Animal	1-4	L	120`	80	+9	1d6+13	8 (23)	80
Wraith	6	Undead	1-12	M	120`/Fly 240`	90	+10	1d6+14	9 (24)	90
Alligator, Giant	7	Reptile	1-12	L (21-30`)	60`/Swim 120`	100	+11	1d6+16	10 (25)	100
Basilisk	7	Beast	1-4	M (7`)	60`	100	+11	1d6+16	10 (25)	100
Boar, Giant	7	Animal	1-8	L (5`)	120`	90	+10	1d6+14	9 (24)	90
Bumblebee, Giant	7	Insect	1	L	60`/Fly 240`	90	+10	1d6+14	9 (24)	90
Crocodile, Giant	7	Reptile	1-12	L (21-30`)	60`/Swim 120`	100	+11	1d6+16	10 (25)	100
Dragon, Black	7	Dragon	1	L (30`)	120`/Fly 240`	105	+11	1d6+16	10 (25)	105
Leucrotta	7	Beast	1-4	L	180`	100	+11	1d6+16	10 (25)	100
Lion, Spotted	7	Animal	1-8	L	120`	95	+10	1d6+14	9 (24)	95
Lycanthrope, Weretiger	7	Humanoid	1-6	L	120`	105	+11	1d6+16	10 (25)	105
Manticore	7	Beast	1-4	L	120`/Fly 180`	100	+11	1d6+16	10 (25)	100
Minotaur	7	Beast	1-8	L	120`	90	+10	1d6+14	9 (24)	90
Mummy	7	Undead	1-8	M	60`	105	+11	1d6+16	10 (25)	105
Snake, Constrictor, Mystical	7	Reptile	1-2	L	90`	95	+10	1d6+14	9 (24)	95
Troll	7	Giant	1-12	L (8+`)	120`	100	+11	1d6+16	10 (25)	100
Dinosaur, Ceratosaurus	8	Reptile	1-4	L (17`)	150`	105	+11	1d6+16	10 (25)	105
Dinosaur, Monoclonius	8	Reptile	1-12	L (18`)	60`	115	+12	1d6+17	11 (26)	115
Dinosaur, Plateosaurus	8	Reptile	1-10	L (20`+)	120`	105	+11	1d6+16	10 (25)	105
Dragon, Green	8	Dragon	1	L (36`)	90`/Fly 240`	120	+13	1d6+19	12 (27)	120
Dragonfly, Giant	8	Insect	1-6	M	10`/Fly 360`	115	+12	1d6+17	11 (26)	115
Gorgon	8	Beast	1-4	L	120`	120	+13	1d6+19	12 (27)	120
Hippopotamus	8	Animal	1-12	L	90`/Swim 120`	100	+11	1d6+16	10 (25)	100
Lammasu	8	Monster	1-8	L	120`/Fly 240`	100	+11	1d6+16	10 (25)	100
Sabretooth Tiger	8	Animal	1-2	L	120`	100	+11	1d6+16	10 (25)	100
Spectre	8	Undead	1-6	M	150`/Fly 300`	120	+13	1d6+19	12 (27)	120

Jungle/Tropical Swamp	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Sundew, Giant	8	Plant	1-4	M	10`	95	+10	1d6+14	9 (24)	95
Tree, Hanging	8	Plant	1	L (20`+)	None	90	+10	1d6+14	9 (24)	90
Tree, Reaper	8	Plant	1	L	10`	105	+11	1d6+16	10 (25)	105
Troll, Giant	8	Giant	1-12	L (10`+)	120`	110	+12	1d6+17	11 (26)	110
Witch, Night	8	Humanoid	1	M	90`	85	+9	1d6+13	8 (23)	85
Wyvern	8	Dragon	1	L (35`)	60`/Fly 240`	115	+12	1d6+17	11 (26)	115
Centipede, Monstrous	9	Insect	1	L (18`)	150`	110	+12	1d6+17	11 (26)	110
Dinosaur, Ankylosaurus	9	Reptile	1-5	L (15`+)	60`	140	+15	1d6+22	14 (29)	140
Dinosaur, Paleoscincus	9	Reptile	1-3	L (20`)	30`	155	+16	1d6+23	15 (30)	155
Giant, Hill	9	Giant	1-10	L (10.5`)	120`	120	+13	1d6+19	12 (27)	120
Hydra	9	Dragon	1	L	90`	115	+12	1d6+17	11 (26)	115
Man-Plant	9	Plant	1-3	L	60`	140	+15	1d6+22	14 (29)	140
Naga, Spirit	9	Monster	1-3	L (15`)	120`	120	+13	1d6+19	12 (27)	120
Rhinoceros	9	Animal	1-6	L	120`	110	+12	1d6+17	11 (26)	110
Vampire	9	Undead	1-4	M	12`/180`	135	+14	1d6+20	13 (28)	135
Will-O-Wisp	9	Monster	1-3	S	Fly 180`	170	+18	1d6+26	17 (32)	170
Barghest	10	Beast	1-2	M-L	150`	140	+15	1d6+22	14 (29)	140
Basilisk, Greater	10	Beast	1-2	L (12`)	60`	140	+15	1d6+22	14 (29)	140
Dinosaur, Styracosaurus	10	Reptile	1-8	L (18`)	60`	135	+14	1d6+20	13 (28)	135
Dragon, Mist	10	Dragon	1	L (51`)	60`/Fly 330`	160	+17	1d6+25	16 (31)	160
Elephant, Jungle	10	Animal	1-20	L (9`+)	120`	120	+13	1d6+19	12 (27)	120
Ghost	10	Undead	1	M	90`	140	+15	1d6+22	14 (29)	140
Shedu	10	Beast	1-8	L	120`/Fly 240`	130	+14	1d6+20	13 (28)	130
Sphinx, Crio	10	Beast	1-4	L (7.5`)	120`/Fly 240`	150	+16	1d6+23	15 (30)	150
Talking Tree	10	Plant	1-20	L	120`	150	+16	1d6+23	15 (30)	150
Troll, Giant, Two-Headed	10	Giant	1-3	L (10`+)	120`	130	+14	1d6+20	13 (28)	130
Behemoth	11	Animal	1-4	L	60`/Swim 120`	140	+15	1d6+22	14 (29)	140
Dragon, Gold	11	Dragon	1	L (54`)	120`/Fly 300`	170	+18	1d6+26	17 (32)	170
Elephant, Plains	11	Animal	1-12	L (11`+)	150`	130	+14	1d6+20	13 (28)	130
Beetle, Giant, Rhinoceros	12	Insect	1-6	L (12`)	60`	160	+17	1d6+25	16 (31)	160
Dinosaur, Anatosaurus	12	Reptile	1-12	L (30`+)	120`	145	+15	1d6+22	14 (29)	145
Dinosaur, Lambeosaurus	12	Reptile	1-10	L (20`+)	120`	140	+15	1d6+22	14 (29)	140
Dinosaur, Megalosaurus	12	Reptile	1-2	L (25`)	120`	145	+15	1d6+22	14 (29)	145

Jungle/Tropical Swamp	Level	Type	#App	Size	Move	MR (Life)	Atk	Dmg	CR	AP
Dinosaur, Pentaceratops	12	Reptile	1-12	L (20`+)	90`	155	+16	1d6+23	15 (30)	155
Naga, Guardian	12	Monster	1-2	L (20`)	150`	155	+16	1d6+23	15 (30)	155
Rhinoceros, Woolly	12	Animal	1-4	L	120`	145	+15	1d6+22	14 (29)	145
Dinosaur, Gorgosaurus	13	Reptile	1-2	L (30`+)	150`	155	+16	1d6+23	15 (30)	155
Lammasu, Greater	13	Monster	1-2	L (5`)	150` / Fly 300`	165	+17	1d6+25	16 (31)	165
Giant, Fog	14	Giant	1-4	L (18`)	150`	185	+19	1d6+28	18 (33)	185
Dinosaur, Antrodemus	15	Reptile	1-2	L (30`)	150`	175	+18	1d6+26	17 (32)	175
Shedu, Greater	15	Beast	1-2	L (6`)	150` / Fly 300`	190	+20	1d6+29	19 (34)	190
Dinosaur, Tricerotops	16	Reptile	1-8	L (24`+)	90`	195	+20	1d6+29	19 (34)	195
Dinosaur, Stegosaurus	18	Reptile	1-8	L (25`)	60`	215	+22	1d6+32	21 (36)	215
Dinosaur, Tyrannosaurus Rex	18	Reptile	1-2	L (50`)	150`	205	+21	1d6+31	20 (35)	205
Dinosaur, Camarasaurus	20	Reptile	1-8	L (50`)	60`	220	+23	1d6+34	22 (37)	220
Dinosaur, Cetiosaurus	21	Reptile	1-4	L (60`)	60`	260	+27	1d6+40	26 (41)	260
Dinosaur, Diplodocus	21	Reptile	1-6	L (80`)	60`	260	+27	1d6+40	26 (41)	260
Dinosaur, Brontosaurus	22	Reptile	1-6	L (70`)	60`	325	+33	1d6+49	32 (47)	325
Dinosaur, Brachiosaurus	23	Reptile	1-6	L (60`)	60`	385	+39	1d6+58	38 (53)	385



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