

Agony* - Al C, Mv 90'/30' Fly 180'/60', AC 3, HD 4, #AT 1, Dmg d6 + special, Sv F4, ML 12, p93
 Amber Golem - Al N, Mv 180'/60', AC 6, HD 10, #AT 3, Dmg 2d6/2d6/2d10, Sv F5, ML 12
 Animate Iron Statue - Al N, Mv 30'/10', AC 4, HD 4, #AT 2, Dmg d8/d8, Sv F4, ML 11
 Ant, Giant - Al N, Mv 180'/60', AC 3, HD 4, #AT 1, Dmg 2d6, Sv F2, ML 7
 Ape, Albino - Al N, Mv 120'/40', AC 6, HD 4, #AT 2, Dmg d4/d4, Sv F2, ML 7
 Baboon, Higher - Al N, Mv 120'/40', AC 6, HD 2, #AT 2, Dmg d3/d6, Sv F2, ML 8
 Basilisk - Al N, Mv 60'/20', AC 4, HD 6+1, #AT 2, Dmg d10/petrify, Sv F6, ML 9i
 Bat, Giant - Al N, Mv 30'/10' Fly 180'/60', AC 6, HD 2, #AT 1, Dmg d4, Sv F1, ML 8
 Bat, Normal - Al N, Mv 9'/3' Fly 120'/40', AC 6, HD 1 hp, #AT confuse, Dmg None, Sv 0 lvl Human, ML 6
 Bearer Beetle* - Al N, Mv 120'/40', AC 4, HD 2, #AT 1, Dmg d6, Sv F1, ML 7, p41
 Bee, Giant Killer - Al N, Mv 150'/50', AC 7, HD d4 hp, #AT 1, Dmg d3 + special, Sv F1, ML 9
 Berserker - Al N, Mv 120'/40', AC 7, HD 1+1, #AT 1, Dmg d6 or weapon, Sv F1, ML NA
 Black Bear - Al N, Mv 120'/40', AC 6, HD 4, #AT 3, Dmg d3/d3/d6, Sv F2, ML 7
 Black Widow Spider - Al N, Mv 60'/20' Web 120'/40', AC 6, HD 3, #AT 1, Dmg 2d6 + poison, Sv F2, ML 8
 Bone Monkey* {Al C, Mv 120'/40', AC 7, HD 3, #AT 2, Dmg d8/d8, Sv F2, ML 12, p69
 Brigand - Al C, Mv 120'/40', AC 6, HD 1, #AT 1, Dmg d6 or weapon, Sv F1, ML 8
 Bugbear - Al C, Mv 90'/30', AC 5, HD 3+1, #AT 1, Dmg 2d4 or weapon +1, Sv F3, ML 9
 Carcass Scavenger - Al N, Mv 120'/40', AC 7, HD 3+1, #AT 8, Dmg Paralysis, Sv F2, ML 9
 Carnivorous Beetle - Al N, Mv 150'/50', AC 3, HD 3+1, #AT 1, Dmg 2d6, Sv F1, ML 9
 Catfish, Giant Cave* - Al N, Mv Swim 90'/30', AC 4, HD 4+1, #AT 3, Dmg d8/d3/d3, Sv F2, ML 7, p89
 Cave Bear - Al N, Mv 120'/40', AC 5, HD 7, #AT 3, Dmg d3/d3/d6, Sv F3, ML 9
 Centipedes, Giant - Al N, Mv 60'/20', AC 9, HD d4 hp, #AT 1, Dmg Poison, Sv 0 lvl Human, ML 7
 Centipedes, Giant Red* - Al N, Mv 60'/20', AC 8, HD 1-1, #AT 1, Dmg d2 + poison, Sv F1, ML 7, p55
 Cockatrice - Al N, Mv 90'/30' Fly 180'/60', AC 6, HD 5, #AT 2, Dmg d6 + petrify, Sv F5, ML 7
 Crab Spider - Al N, Mv 120'/40', AC 7, HD 2, #AT 1, Dmg d8 + poison, Sv F1, ML 7
 Crocodile - Al N, Mv 90'/30' Swim 90'/30', AC 5, HD 2, #AT 1, Dmg d8, Sv F1, ML 7
 Depraved Berserker* - Al C, Mv 120'/40', AC 5, HD 4, #AT 1, Dmg d6 or weapon, Sv F4, ML NA, p85
 Doom Lure* - Al C, Mv 120'/40', AC 8, HD 1+1, #AT 1, Dmg d6 + emotion, Sv F1, ML 12, p37
 Doppelganger - Al C, Mv 90'/30', AC 5, HD 4, #AT 1, Dmg d12 or weapon, Sv F10, ML 10
 Draco Lizard, Giant - Al N, Mv 120'/40' Fly 210'/70', AC 5, HD 4+1, #AT 1, Dmg d10, Sv F3, ML 7
 Dwarf - Al L, Mv 60'/20', AC 4, HD 1, #AT 1, Dmg d8 or weapon, Sv D1, ML 8
 Elf Slave - Al N, Mv 120'/40', AC 9, HD 1+1, #AT 1, Dmg d2 or weapon, Sv E1, ML 7
 Eumyfolk* - Al N, Mv 120'/40', AC 6, HD 3, #AT 1, Dmg d4 or d6, Sv F3, ML 8, p73
 Evil Acolyte* - Al C, Mv 60'/20', AC 5, HD 1, #AT 1, Dmg d6, Sv C1, ML 7, p33
 Ferret, Giant - Al N, Mv 150'/50', AC 5, HD 1+1, #AT 1, Dmg d8, Sv F1, ML 8
 Fire Beetle - Al N, Mv 120'/40', AC 4, HD 1+2, #AT 1, Dmg 2d4, Sv F1, ML 7
 Fly, Giant Carnivorous - Al N, Mv 90'/30' Fly 180'/60', AC 6, HD 2, #AT 1, Dmg d8, Sv F1, ML 8
 Frog, Giant Venomous* - Al N, Mv 90'/30' Swim 120'/40', AC 7, HD 2, #AT 1, Dmg Special or d4 + poison, Sv F1, ML 8, p51
 Gargoyle - Al C, Mv 90'/30' Fly 150'/50', AC 5, HD 4, #AT 4, Dmg d3/d3/d6/d4, Sv F8, ML 11
 Gaunt Hounds* - Al N, Mv 150'/50', AC 6, HD 3+1, #AT 1, Dmg 2d4, Sv F2, ML 8, p97
 Gelatinous Cube - Al N, Mv 60'/20', AC 8, HD 4, #AT 1, Dmg 2d4 + paralysis, Sv F2, ML 12
 Gentleman Ghoul* - Al C, Mv 120'/40', AC 4, HD 4 or better, #AT 1 or more, Dmg d8 or better, Sv C4 or better, ML 8, p97
 Ghoul - Al C, Mv 90'/30', AC 6, HD 2, #AT 3, Dmg d3/d3/d3 + paralysis, Sv F2, ML 9
 Gnoll - Al C, Mv 90'/30', AC 5, HD 2, #AT 1, Dmg 2d4 or weapon +1, Sv F2, ML 8
 Gnome Slave - Al L or N, Mv 60'/20', AC 9, HD 1, #AT 1, Dmg d2 or weapon, Sv D1, ML 7
 Gobber Ooze* - Al N, Mv 90'/30', AC 8, HD 1, #AT 1, Dmg d8, Sv F1, ML 11, p41
 Goblin - Al C, Mv 60'/20', AC 6, HD 1-1, #AT 1, Dmg d6 or weapon, Sv 0 lvl Human, ML 7
 Gray Ooze - Al N, Mv 10'/3', AC 8, HD 3, #AT 1 Dmg 2d8, Sv F2, ML 12
 Gray Worm - Al N, Mv 60'/20', AC 6, HD 6, #AT 1, Dmg d8, Sv F3, ML 9
 Green Slime - Al N, Mv 3'/1', AC NA, HD 2, #AT 1, Dmg Special, Sv F1, ML 12
 Harpy - Al C, Mv 60'/20' Fly 150'/50', AC 7, HD 3, #AT 3, Dmg d4/d4/d6 + special, Sv F3, ML 7
 Hell Hound - Al C, Mv 120'/40', AC 4, HD 4, #AT 1, Dmg d6 or 4d6, Sv F4, ML 9
 Herd Animal - Al N, Mv 240'/80', AC 7, HD 1, #AT 1, Dmg d4, Sv F1, ML 5
 Hobgoblins - Al C, Mv 90'/30', AC 6, HD 1+1, #AT 1, Dmg d8 or weapon, Sv F1, ML 8
 Hoomthroom* - Al N, Mv 60'/20', AC 4, HD 4, #AT 1, Dmg d6 + ½ victim's AC, Sv F4, ML 9, p89
 Hound Spider, Giant* - Al N, Mv 120'/40', AC 8, HD 2, #AT 1, Dmg d6, Sv F2, ML 8, p55
 Human Slave - Al L or N, Mv 120'/40', AC 9, HD d4 hp, #AT 1, Dmg d2 or weapon, Sv 0 lvl Human, ML 6
 Hydra - Al N, Mv 120'/40', AC 5, HD 5, #AT 5, Dmg d10 per head, Sv F5, ML 9
 Inmates* - Al Any, Mv 120'/40', AC 8, HD 2, #AT 1, Dmg 2d4 or weapon, Sv F2, ML 7, p47
 Insect Swarm - Al N, Mv 30'/10' Fly 60'/20', AC 7, HD 2, #AT 1, Dmg 2 points, Sv 0 lvl Human, ML 11
 Killer Sword Fern* - Al N, Mv 90'/30', AC 8, HD 2, #AT 2, Dmg d6/d6. Sv F2, ML 9, p73
 Kobold - Al C, Mv 60'/20', AC 7, HD d4 hp, #AT 1, Dmg d4 or weapon -1, Sv 0 lvl Human, ML 6
 Lizardfolk - Al N, Mv 60' (20' Swim 120'/40', AC 5, HD 2+1, #AT 1, Dmg d6+1 or weapon+1, Sv F2, ML 12
 Lizard, Gecko - Al N, Mv 120'/40', AC 5, HD 3+1, #AT 1, Dmg d8, Sv F2, ML 7
 Locust, Subterranean - Al N, Mv 60'/20' Fly 180'/60', AC 4, HD 2, #AT 1, Dmg d2/d4/special, Sv F2, ML 5

Mesmetoad* - Al N, Mv 90'/30', AC 6, HD 3+3, #AT 3, Dmg d2/d2/d6 + special, Sv F2, ML 7, p74
Minotaur - Al C, Mv 120'/40', AC 6, HD 6, #AT 2 or 1, Dmg d6/d6 or weapon + 2, Sv F6, ML 12
Mossy Slime* - Al N, Mv 30'/10', AC 8, HD 2, #AT 1, Dmg d6, Sv F1, ML 12, p41
Mountain Lion - Al N, Mv 150'/50', AC 6, HD 3+2, #AT 3, Dmg d3/d3/d6, Sv F2, ML 8
Mountain Troll* - Al C, Mv 120'/40', AC 3, HD 6, #AT 1, Dmg d8 or weapon, Sv F6, ML 10, p110
Mountain Troll – Three-Headed* - Al C, Mv 120'/40', AC 3, HD 7, #AT 2, Dmg d8 or weapon, Sv F7, ML 10, p111
Mummy - Al C, Mv 60'/20', AC 3, HD 5+1, #AT 1, Dmg d12 + disease, Sv F5, ML 12
Ochre Jelly - Al N, Mv 30'/10', AC 8, HD 5, #AT 1, Dmg 2d6, Sv F3, ML 12
Octoplant* - Al N, Mv NA, AC 7, HD 3, #AT 8 or 1, Dmg d3 or d6, Sv F2, ML 12, p74
Ogre - Al C, Mv 90'/30', AC 5, HD 4+1, #AT 1, Dmg d10, Sv F4, ML 10
Orc - Al C, Mv 120'/40', AC 6, HD 1, #AT 1, Dmg d6 or weapon, Sv F1, ML 8
Ore Bones* - Al C, Mv 60'/20', AC 5, HD 3, #AT 1, Dmg d8, Sv F3, ML 12, p103
Owl Bear - Al N, Mv 120'/40', AC 5, HD 5, #AT 3, Dmg d8/d8/d8, Sv F3, ML 9
Pain's Handmaiden* - Al N, Mv 90'/30' AC 4, HD 5, #AT 1, Dmg d8 or d6 + pain, Sv F5, ML 11. p93
Petard Palm* - Al N, Mv NA, AC 6, HD 4, #AT d3, Dmg d8, Sv F2, ML 12, p74
Phantasm* - Al N, Mv nil, AC NA, HD NA, #AT NA, Dmg 1 point, Sv Special, ML NA, p23
Pitmen* - Al C, Mv 90'/30', AC 4, HD 4, #AT 1, Dmg d8 + slow, Sv F4, ML 12, p103
Pit Viper - Al N, Mv 90'/30', AC 6, HD 2, #AT 1, Dmg d4 + poison, Sv F1, ML 7
Plated Monkey* - Al C, Mv 90'/30', AC 4, HD 3, #AT 2, Dmg d6/d6+1 + special, Sv F3, ML 10, p69
Poltergeist* - Al C, Mv 60'/20', AC 9, HD 2, #AT 1, Dmg d4 or greater, Sv F1, ML 11, p47
Pyskes* - Al C, Mv 90'/30' Fly 180'/60', AC 3, HD 1, #AT 1, Dmg d4, Sv E1, ML 7, p47
Python, Giant - Al N, Mv 90'/30', AC 6, HD 5, #AT 2, Dmg d4/2d8, Sv F3, ML 8
Raccoon (Rabid) - Al N, Mv 120 (40'), AC 7, HD d4 hp, #AT 1, Dmg d3 + disease, Sv F1, ML 8
Rat, Giant - Al N, Mv 120 (40'), AC 7, HD d4 hp, #AT 1, Dmg d3 + disease, Sv F1, ML 8
Rattler, Giant - Al N, Mv 120'/40', AC 5, HD 4, #AT 2, Dmg d4 + poison, Sv F2, ML 8
Rhagodessa, Giant - Al N, Mv 150'/50', AC 5, HD 4+2, #AT 1, Dmg 0 or 2d8, Sv F2, ML 9
Rock Renders* - Al N, Mv 120'/40', AC 2, HD 4, #AT 1, Dmg 2d8, Sv F2, ML 8, p85
Rot Grubs - Al N, Mv 10'/1', AC 9, HD 1 hp, #AT Special, Dmg Special, Sv 0 lvl Human, ML NA
Rust Monster - Al N, Mv 120'/40', AC 2, HD 5, #AT 1, Dmg Special, Sv F3, M
Scorpion, Giant - Al N, Mv 150'/50', AC 2, HD 4, #AT 3, Dmg d10/d10/d4 + poison, Sv F2, ML 11
Shadow - Al C, Mv 90'/30', AC 7, HD 2+2, #AT 1, Dmg d4 + special, Sv F2, ML 12
Shrew, Giant - Al N, Mv 180'/60', AC 4, HD 1, #AT 2, Dmg d6/d6, Sv F1, ML 10
Shrieker - Al N, Mv 9'/3', AC 7, HD 3, #AT Special, Dmg Special, Sv F1, ML 12
Skeleton - Al C, Mv 60'/20', AC 7, HD 1, #AT 1, Dmg d6 or weapon, Sv F1, ML 12
Slug, Great* - Al N, Mv 30'/10', AC 8, HD 1, #AT 1, Dmg d3, Sv F1, ML 7, p41
Small Men* - Al N, Mv 60'/20', AC 4, HD 2, #AT 1, Dmg d8 or special, Sv F2, ML 9, p55
Spectre - Al C, Mv 150'/50' Fly 300'/100', AC 2, HD 6, #AT 1, Dmg d8 + drain life, Sv F6, ML 11
Spellspider* - Al C, Mv 150'/50' Web 120'/40', AC 7, HD 3, #AT 1, Dmg d6 + poison or by spell, Sv MU3, ML 8, p75
Spitting Beetle - Al N, Mv 120'/40', AC 4, HD 2, #AT 1, Dmg d6 + spray, Sv F1, ML 8
Spitting Cobra - Al N, Mv 90'/30', AC 7, HD 1, #AT 1, Dmg d3 + poison, Sv F1, ML 7
Stirge - Al N, Mv 30'/10' Fly 180'/60', AC 7, HD 1, #AT 1, Dmg d3, Sv F2, ML 9
Strolling Nettle* {Al N, Mv 120'/40', AC 7, HD 3, #AT 1, Dmg 2d4, Sv F2, ML 10, p75
Sump Thing* - Al N, Mv 60'/20', AC 2, HD 4, #AT 2, Dmg d8/d8, Sv F2, ML 11, p75
Tarantula - Al N, Mv 120'/40', AC 5, HD 4, #AT 1, Dmg d8 + poison, Sv F2, ML 8
Thing in the Pool* - Al C, Mv Swim 60'/20', AC 4, HD 3 #AT 1, Dmg 1 + drowning, Sv F3, ML 11, p65
Throghrin - Al C, Mv 120'/40', AC 6, HD 3, #AT 2 or 1, Dmg d3/d3 or by weapon, Sv F3, ML 10
Tick, Giant* - Al N, Mv 30'/10', AC 4, HD 3, #AT 1, Dmg d4 + disease, Sv F1, ML 11, p65
Toad, Giant - Al N, Mv 90'/30', AC 7, HD 2+2, #AT 1, Dmg d4+1, Sv F1, ML 6
Troll Cat* - Al N, Mv 210'/70', AC 4, HD 4, #AT 3, Dmg d4/d4/d8, Sv F2, ML 8, p110
Troll Hag* - Al C, Mv 120'/40', AC 4, HD 5, #AT 1, Dmg d8 or weapon or spell, Sv F5, ML 10, p111
Tuatara Lizard, Giant - Al N, Mv 90'/30', AC 4, HD 6, #AT 3, Dmg d4/d4/2d6, Sv F4, ML 6
Vampiric Achene* - Al N, Mv Fly 60'/20', AC 8, HD 2+2, #AT 1, Dmg d6, Sv F2, ML 9, p75
Vrilya Adept* - Al C, Mv 120'/40', AC 6, HD 5 or 6, #AT 1, Dmg d6 or weapon or spell, Sv E4 or E5, ML 8, p118
Vrilya* - Al C, Mv 120'/40', AC 3, HD 4, #AT 1, Dmg d6 or weapon, Sv E4, ML 8, p118
Wasp, Giant - Al N, Mv 150'/50', AC 7, HD d4 hp, #AT 1, Dmg d3 + special, Sv F1, ML 9
Wasp Swarm - Al N, Mv 30'/10' Fly 60'/20', AC 8, HD d4 hp, #AT 1, Dmg 1 point, Sv 0 lvl Human, ML 11
Weasel, Giant - Al N, Mv 150'/50', AC 7, HD 4+4, #AT 1, Dmg 2d4, Sv F3, ML 8
Wererat - Al C, Mv 120'/40', AC 7 (12), HD 3, #AT 1, Dmg d4 or weapon, Sv F3, ML 8
Weretiger - Al N, Mv 150'/50', AC 3 (12), HD 5, #AT 3, Dmg d6/d6/2d6, Sv F5, ML 9
Werewolf - Al C, Mv 180'/60', AC 5 (12), HD 4, #AT 1, Dmg 2d4, Sv F4, ML 8
Wight - Al C, Mv 90'/30', AC 5, HD 3, #AT 1, Dmg Drain life, Sv F3, ML 12
Wolf - Al N, Mv 180'/60', AC 7, HD 2+2, #AT 1, Dmg d6, Sv F1, ML 8
Wood Golem - Al N, Mv 120'/40', AC 7, HD 2+2, #AT 1, Dmg d8, Sv F1, ML 12
Wraith - Al C, Mv 120'/40' Fly 240'/80', AC 3, HD 4, #AT 1, Dmg d6 + drain life, Sv F4, ML 12
Yellow Mold - Al N, Mv 0, AC NA, HD 2, #AT Spores, Dmg d6 + special, Sv F2, ML NA
Zombie - Al C, Mv 120'/40', AC 8, HD 2, #AT 1, Dmg d8 or weapon, Sv F1, ML 12

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