

OED MONSTER STAT BLOCKS

To access original data in spreadsheet format, see:

<https://github.com/danielrcollins1/Arena/blob/master/MonsterDatabase.csv>

Rat: AC 7, MV 15, HD 1/6, EHD 0, Atk 1, Dam 1.

Giant Centipede: AC 9, MV 15, HD 1/3, EHD 1, Atk 1, Dam 0, SA Poison (4).

Giant Rat: AC 7, MV 12, HD 1/2, EHD 1, Atk 1, Dam 1d3, SA Disease.

Jackal: AC 8, MV 12, HD 1/2, EHD 1, Atk 1, Dam 1d3.

Giant Fire Beetle: AC 4, MV 9, HD 1-1, EHD 1, Atk 1, Dam 1d6, SA Light.

Stirge: AC 7, MV 18, HD 1, EHD 1, Atk 1, Dam 1d3, SA Flight (18), HitBonus (3), BloodDrain (4).

Light Horse: AC 7, MV 24, HD 2, EHD 1, Atk 1, Dam 1d6.

Wolf: AC 7, MV 18, HD 2, EHD 1, Atk 1, Dam 1d6.

Giant Sea Horse: AC 7, MV 0, HD 2, EHD 1, Atk 1, Dam 1d6, SA Swimming (12).

Giant Bombardier Beetle: AC 4, MV 9, HD 1, EHD 2, Atk 1, Dam 1d6+1, SA AcidBreath (2).

Weed Eel: AC 8, MV 0, HD 1, EHD 2, Atk 1, Dam 1d3, SA Swimming (3), Stealth (3), Poison.

Large Spider: AC 8, MV 6, HD 1+1, EHD 2, Atk 1, Dam 1d3, SA Poison (2).

Giant Worker Ant: AC 3, MV 18, HD 2, EHD 2, Atk 1, Dam 1d6.

Giant Frog: AC 7, MV 3, HD 2, EHD 2, Atk 1, Dam 1d6, SA Leaping, Constriction.

Giant Leech: AC 8, MV 6, HD 2, EHD 2, Atk 1, Dam 1d6+1, SA BloodDrain (2).

Giant Eel: AC 7, MV 0, HD 1+4, EHD 2, Atk 1, Dam 1d6+2, SA Swimming (12), VoltBreath (2).

Draft Horse: AC 7, MV 12, HD 2+1, EHD 2, Atk 1, Dam 1d6.

Medium Horse: AC 7, MV 18, HD 2+1, EHD 2, Atk 2, Dam 1d6.

Mule: AC 7, MV 12, HD 2+1, EHD 2, Atk 1, Dam 1d6.

Dolphin: AC 6, MV 0, HD 2+2, EHD 2, Atk 1, Dam 1d6, SA Swimming (21).

Crocodile: AC 5, MV 9, HD 3, EHD 2, Atk 1, Dam 1d6, SA Swimming (15).

Giant Tick: AC 4, MV 3, HD 3, EHD 2, Atk 1, Dam 1d3, SA BloodDrain (4),

Disease.

Ram: AC 7, MV 15, HD 3, EHD 2, Atk 1, Dam 1d6, SA Charge.

Giant Lamprey: AC 6, MV 0, HD 3, EHD 2, Atk 1, Dam 1d3, SA Swimming (9), BloodDrain (3).

Giant Lizard: AC 5, MV 15, HD 3+1, EHD 2, Atk 1, Dam 1d6.

Dire Wolf: AC 6, MV 18, HD 3+3, EHD 2, Atk 1, Dam 1d6.

Giant Hog: AC 7, MV 15, HD 3+3, EHD 2, Atk 1, Dam 1d6.

Giant Toad: AC 6, MV 3, HD 2, EHD 3, Atk 1, Dam 1d6, SA Leaping, Constriction, Poison.

Huge Spider: AC 6, MV 18, HD 2+2, EHD 3, Atk 1, Dam 1d6, SA Poison (1), Stealth (3), Hopping.

Heavy Horse: AC 7, MV 12, HD 3, EHD 3, Atk 2, Dam 1d6.

Boar: AC 7, MV 15, HD 3+3, EHD 3, Atk 1, Dam 1d6+1.

Giant Weasel: AC 6, MV 15, HD 3+3, EHD 3, Atk 1, Dam 1d6, SA BloodDrain (6).

Bull: AC 6, MV 15, HD 4, EHD 3, Atk 1, Dam 1d6+2, SA Charge.

Giant Warrior Ant: AC 3, MV 18, HD 3, EHD 4, Atk 1, Dam 1d6, SA Poison.

Giant Crab: AC 2, MV 6, HD 3, EHD 4, Atk 2, Dam 1d6+1.

Giant Wasp: AC 5, MV 6, HD 3, EHD 4, Atk 1, Dam 1d6, SA Flight (24), Poison.

Giant Sea Spider: AC 5, MV 6, HD 4, EHD 4, Atk 1, Dam 1d6, SA Poison.

Portugese Man-Of-War: AC 8, MV 0, HD 2, EHD 5, Atk 4, Dam 1d6, SA Swimming (3), Stealth (3), Paralysis.

Giant Octopus: AC 7, MV 3, HD 4, EHD 5, Atk 8, Dam 1d3, SA Swimming (9), Constriction, Jet, InkCloud.

Giant Poisonous Snake: AC 5, MV 15, HD 4+2, EHD 5, Atk 1, Dam 1d6, SA Poison.

Lion: AC 6, MV 12, HD 5, EHD 5, Atk 2, Dam 1d6, SA Stealth (2), Rending.

Giant Boring Beetle: AC 3, MV 6, HD 5, EHD 5, Atk 1, Dam 2d6.

Giant Crocodile: AC 5, MV 9, HD 6, EHD 5, Atk 1, Dam 2d6, SA Swimming (15), Rending, Capsizing.

White Ape: AC 6, MV 12, HD 6, EHD 5, Atk 2, Dam 1d6.

Giant Spider: AC 4, MV 3, HD 4+4, EHD 6, Atk 1, Dam 1d6+2, SA Poison, WebMove (12).

Bear: AC 5, MV 12, HD 6, EHD 6, Atk 2, Dam 1d6, SA Rending.

Giant Stag Beetle: AC 3, MV 6, HD 6, EHD 6, Atk 2, Dam 1d6+1.

Pungi Ray: AC 6, MV 0, HD 6, EHD 6, Atk 1, Dam 1d4, SA Swimming (6), Stealth (3), Poison.

Giant Constrictor Snake: AC 5, MV 9, HD 6+1, EHD 6, Atk 1, Dam 1d6+2, SA Constriction.

Sabre-Tooth Tiger: AC 6, MV 12, HD 7+2, EHD 7, Atk 2, Dam 1d6+1, SA Stealth (2), Rending.

Giant Slug: AC 8, MV 6, HD 12+2, EHD 8, Atk 1, Dam 1d6+1, SA AcidSpit.

Giant Sea Snake: AC 5, MV 3, HD 6, EHD 9, Atk 2, Dam 2d6, SA Swimming (20), Poison, Constriction.

Giant Scorpion: AC 3, MV 15, HD 5+5, EHD 9, Atk 3, Dam 1d6, SA Poison.

Minotaur Lizard: AC 3, MV 9, HD 8, EHD 10, Atk 2, Dam 2d6.

Giant Rhinoceros Beetle: AC 2, MV 6, HD 12, EHD 10, Atk 1, Dam 1d6+2.

Giant Squid: AC 7, MV 3, HD 6, EHD 11, Atk 10, Dam 1d6, SA Swimming (12), Constriction, Jet, InkCloud.

Giant Shark: AC 5, MV 0, HD 10, EHD 11, Atk 1, Dam 2d6+2, SA Swimming (24), Swallowing.

Giant Fish: AC 6, MV 0, HD 15, EHD 11, Atk 1, Dam 2d6, SA Swimming (15), Whirlpool.

Fire Lizard: AC 2, MV 9, HD 12, EHD 13, Atk 2, Dam 2d6, SA FireBreath (2), FireImmunity.

Mastodon: AC 6, MV 15, HD 12, EHD 16, Atk 3, Dam 2d6.

Small Sea Monster: AC 4, MV 3, HD 15, EHD 18, Atk 1, Dam 3d6, SA Swimming (15), Swallowing.

Tyranosaurus Rex: AC 5, MV 15, HD 20, EHD 18, Atk 1, Dam 4d6.

Giant Manta Ray: AC 5, MV 0, HD 12, EHD 20, Atk 2, Dam 1d6, SA Swimming (12), Stealth (2), Swallowing, Paralysis.

Medium Sea Monster: AC 4, MV 3, HD 30, EHD 33, Atk 1, Dam 4d6, SA Swimming (15), Swallowing.

Whale: AC 5, MV 0, HD 40, EHD 40, Atk 1, Dam 6d6, SA Swimming (18), Swallowing.

Large Sea Monster: AC 4, MV 3, HD 45, EHD 45, Atk 1, Dam 5d6, SA Swimming (15), Swallowing.

Piercer: AC 3, MV 1, HD 1, EHD 1, Atk 1, Dam 1d6, SA Camouflage.

Homunculus: AC 7, MV 6, HD 2, EHD 1, Atk 1, Dam 1d3, SA Flight (18),

Telepathy.

Ixitxachtli: AC 5, MV 0, HD 2-1, EHD 2, Atk 1, Dam 2d6, SA Swimming (9).

Wererat: AC 7, MV 12, HD 3, EHD 2, Atk 1, Dam 1d6, SA Lycanthropy, SilverToHit, Stealth (2).

Shadow: AC 7, MV 9, HD 2+2, EHD 3, Atk 1, Dam 1d3, SA MagicToHit (1), StrengthDrain, Spawn, UndeadImmunity.

Blink Dog: AC 5, MV 12, HD 4, EHD 3, Atk 1, Dam 1d6, SA Blinking.

Doppelganger: AC 5, MV 9, HD 4, EHD 3, Atk 1, Dam 1d6+1, SA Polymorphism, SaveBonus (6).

Werewolf: AC 5, MV 15, HD 4, EHD 3, Atk 1, Dam 1d6, SA Lycanthropy, SilverToHit.

Wereboar: AC 4, MV 12, HD 4+1, EHD 3, Atk 1, Dam 1d6, SA Lycanthropy, SilverToHit.

Floating Eye: AC 8, MV 0, HD 1, EHD 4, Atk 1, Dam 1d3, SA Swimming (36), Hypnosis.

Harpy: AC 7, MV 6, HD 3, EHD 4, Atk 1, Dam 1d6, SA Flight (15), AlluringSong, CharmTouch.

Hell Hound: AC 4, MV 12, HD 3, EHD 4, Atk 1, Dam 1d6, SA FireBreath (3), Stealth (2), Detection.

Gargoyle: AC 5, MV 9, HD 4, EHD 5, Atk 2, Dam 1d6, SA Flight (15), MagicToHit (1).

Weretiger: AC 3, MV 12, HD 5, EHD 5, Atk 2, Dam 1d6, SA Lycanthropy, SilverToHit.

Rust Monster: AC 2, MV 12, HD 5, EHD 5, Atk 1, Dam 1d3, SA MetalEating.

Owl Bear: AC 5, MV 12, HD 5, EHD 6, Atk 2, Dam 1d6+1, SA Rending.

Cockatrice: AC 6, MV 9, HD 5, EHD 6, Atk 1, Dam 1d6, SA Flight (9), Petrification.

Displacer Beast: AC 4, MV 15, HD 6, EHD 6, Atk 2, Dam 1d6, SA Displacement, SaveBonus (6).

Minotaur: AC 6, MV 12, HD 6, EHD 6, Atk 2, Dam 1d6+2, SA Fearlessness.

Yeti: AC 6, MV 12, HD 4, EHD 7, Atk 2, Dam 1d6, SA Camouflage, Hypnosis, Rending, ColdImmunity, FireVulnerability.

Werebear: AC 2, MV 9, HD 6, EHD 7, Atk 2, Dam 1d6, SA Lycanthropy, SilverToHit, Rending.

Lammasu: AC 6, MV 12, HD 6+2, EHD 7, Atk 2, Dam 1d6, SA Flight (24), Invisibility, DimensionDoor, Spells, ProtectionFromEvil.

Phase Spider: AC 6, MV 6, HD 5, EHD 8, Atk 1, Dam 1d6, SA Phasing, Poison.

Slithering Tracker: AC 5, MV 12, HD 5, EHD 8, Atk 1, Dam 0, SA Invisibility, Paralysis, Tracking.

Six-Headed Hydra: AC 5, MV 12, HD 6, EHD 8, Atk 6, Dam 1d6, SA ManyHeads.

Carrion Crawler: AC 7, MV 12, HD 3+1, EHD 9, Atk 8, Dam 0, SA Paralysis.

Manticore: AC 4, MV 12, HD 6+1, EHD 9, Atk 3, Dam 1d6, SA Flight (18), TailSpikes.

Wyvern: AC 3, MV 9, HD 7, EHD 9, Atk 1, Dam 1d6+2, SA Flight (24), Poison.

Salamander: AC 5, MV 9, HD 7+3, EHD 9, Atk 2, Dam 2d6, SA Heat, Constriction, FireImmunity.

Lurker Above: AC 6, MV 1, HD 10, EHD 9, Atk 2, Dam 1d6, SA Flight (9), Camouflage, Smothering.

Morkoth: AC 3, MV 0, HD 8, EHD 10, Atk 1, Dam 1d6, SA Charm (-4), SpellReflection.

Chimera: AC 4, MV 12, HD 9, EHD 10, Atk 3, Dam 1d6, SA Flight (18), FireBreath (3).

Medusa: AC 8, MV 9, HD 4, EHD 11, Atk 2, Dam 1d6, SA PetrifyingGaze, Poison.

White Dragon: AC 2, MV 9, HD 6, EHD 11, Atk 2, Dam 2d6, SA Flight (24), Detection (15), Fear (2), ColdBreath.

Gorgon: AC 2, MV 12, HD 8, EHD 11, Atk 1, Dam 2d6, SA PetrifyingBreath.

Guardian Naga: AC 5, MV 15, HD 11, EHD 11, Atk 1, Dam 1d6, SA Poison, PoisonSpit, Constriction, Spells.

Black Dragon: AC 2, MV 9, HD 7, EHD 12, Atk 2, Dam 2d6, SA Flight (24), Detection (15), Fear (2), AcidBreath.

Umber Hulk: AC 2, MV 6, HD 8, EHD 12, Atk 2, Dam 1d6+1, SA Confusion.

Trapper: AC 3, MV 3, HD 12, EHD 12, Atk 2, Dam 1d6+2, SA Camouflage, Regeneration (1), FireResistance, ColdResistance, Constriction.

Catoblepas: AC 7, MV 6, HD 6+2, EHD 14, Atk 1, Dam 1d6, SA DeathGaze, Stunning.

Green Dragon: AC 2, MV 9, HD 8, EHD 14, Atk 2, Dam 2d6, SA Flight (24), Detection (15), Fear (2), PoisonBreath.

Water Naga: AC 5, MV 15, HD 7, EHD 15, Atk 1, Dam 1d4, SA Poison, Spells (5).

Flesh Golem: AC 9, MV 9, HD 12, EHD 15, Atk 1, Dam 2d6, SA MagicToHit (1), MagicImmunity.

Blue Dragon: AC 2, MV 9, HD 9, EHD 15, Atk 2, Dam 2d6, SA Flight (24), Detection (15), Fear (2), VoltBreath.

Mind Flayer: AC 5, MV 12, HD 8+3, EHD 16, Atk 4, Dam 0, SA MagicResistance (90), MindBlast, Constriction, BrainConsumption.

Ten-Headed Hydra: AC 5, MV 12, HD 10, EHD 17, Atk 10, Dam 1d6, SA ManyHeads.

Shambling Mound: AC 0, MV 6, HD 8, EHD 18, Atk 2, Dam 1d6+2, SA Smothering, FireImmunity, VoltImmunity, ColdResistance, ChopResistance.

Balrog: AC 2, MV 6, HD 10, EHD 18, Atk 2, Dam 2d6, SA Flight (15), MagicResistance (75), Immolation.

Roper: AC 0, MV 3, HD 10, EHD 18, Atk 1, Dam 3d6, SA MagicResistance (80), SappingStrands, VoltImmunity, ColdResistance, FireVulnerability.

Basilisk: AC 4, MV 6, HD 6+1, EHD 20, Atk 1, Dam 1d6, SA PetrifyingGaze, Petrification.

Red Dragon: AC 2, MV 9, HD 10, EHD 20, Atk 2, Dam 2d6, SA Flight (24), Detection (15), Fear (2), FireBreath.

Spirit Naga: AC 5, MV 15, HD 9, EHD 22, Atk 1, Dam 1d3, SA Poison, Charm, Spells (7).

Purple Worm: AC 6, MV 6, HD 15, EHD 22, Atk 2, Dam 2d6, SA Swallowing, Poison, Fearlessness.

Dragon Turtle: AC 2, MV 3, HD 12, EHD 25, Atk 2, Dam 2d6, SA Swimming (9), Detection (15), Fear (2), SteamBreath.

Masher: AC 6, MV 0, HD 20, EHD 28, Atk 2, Dam 1d6+2, SA Swimming (15), Swallowing, Poison.

Gold Dragon: AC 2, MV 9, HD 11, EHD 35, Atk 2, Dam 2d6, SA Flight (24), Detection (15), Fear (2), FireBreath, PoisonBreath, Spells.

Rakshasa: AC -4, MV 12, HD 7, EHD 55, Atk 2, Dam 1d6, SA MindReading, Illusion, Spells, MagicImmunity, MagicToHit, ChopResistance (3).

Stone Golem: AC 5, MV 6, HD 18, EHD 55, Atk 1, Dam 3d6, SA MagicToHit (2), MagicImmunity, Slowing.

Beholder: AC 0, MV 3, HD 12, EHD 60, Atk 1, Dam 1d6, SA Flight (3), ManyEyeFunctions.

Iron Golem: AC 2, MV 3, HD 24, EHD 140, Atk 1, Dam 4d6, SA MagicToHit (3), MagicImmunity, PoisonBreath (1).

Leprechaun: AC 8, MV 15, HD 1/2, EHD 1, Atk 1, Dam 1d3, SA Invisibility, Illusion, Ventriloquism, PolymorphObjects, KeenEars.

Dwarf: AC 4, MV 6, HD 1, EHD 1, Atk 1, Dam 1d6, SA SaveBonus (4), DodgeGiants.

Aquatic Elf: AC 5, MV 0, HD 1, EHD 1, Atk 1, Dam 1d6, SA Swimming (12), Camouflage, HitBonus (1).

Gnome: AC 5, MV 6, HD 1, EHD 1, Atk 1, Dam 1d6, SA SaveBonus (4), DodgeGiants.

Nixie: AC 7, MV 12, HD 1, EHD 1, Atk 1, Dam 1d3, SA Swimming (9), CharmPerTen, Grappling.

Pixie: AC 6, MV 9, HD 1, EHD 1, Atk 1, Dam 1d3, SA Flight (18), Invisibility.

Elf: AC 5, MV 12, HD 1+1, EHD 1, Atk 1, Dam 1d6, SA Camouflage, HitBonus (1).

Pegasus: AC 6, MV 24, HD 2+2, EHD 2, Atk 2, Dam 1d6, SA Flight (48).

Hippogriff: AC 5, MV 18, HD 3+1, EHD 3, Atk 2, Dam 1d6, SA Flight (36).

Centaur: AC 5, MV 18, HD 4, EHD 4, Atk 2, Dam 1d6.

Dryad: AC 5, MV 12, HD 2, EHD 5, Atk 1, Dam 1d3, SA Charm (-2).

Small Roc: AC 4, MV 6, HD 6, EHD 5, Atk 2, Dam 1d6, SA Flight (48), Detection.

Unicorn: AC 2, MV 24, HD 4, EHD 6, Atk 2, Dam 1d6+2, SA SaveBonus (6), Detection (24), DimensionDoor (36).

Griffon: AC 3, MV 12, HD 7, EHD 8, Atk 2, Dam 1d6+2, SA Flight (30).

Animated Tree: AC 2, MV 3, HD 8, EHD 10, Atk 2, Dam 2d6.

Medium Roc: AC 4, MV 6, HD 12, EHD 14, Atk 2, Dam 2d6, SA Flight (48), Detection.

Large Roc: AC 4, MV 6, HD 18, EHD 24, Atk 2, Dam 3d6, SA Flight (48), Detection.

Treant: AC 2, MV 6, HD 8, EHD 25, Atk 2, Dam 2d6, SA SummonTrees.

Kobold: AC 7, MV 6, HD 1/2, EHD 1, Atk 1, Dam 1d3, SA LightSensitivity.

Goblin: AC 6, MV 6, HD 1-1, EHD 1, Atk 1, Dam 1d3, SA LightSensitivity.

Orc: AC 6, MV 9, HD 1, EHD 1, Atk 1, Dam 1d6, SA LightSensitivity.

Hobgoblin: AC 5, MV 9, HD 1+1, EHD 1, Atk 1, Dam 1d6, SA Bravery (1).

Gnoll: AC 5, MV 9, HD 2, EHD 2, Atk 1, Dam 1d6, SA Bravery (2).

Troglodyte: AC 5, MV 12, HD 2, EHD 2, Atk 1, Dam 1d6, SA Stealth (2), Stench.
Sahuagin: AC 4, MV 0, HD 2, EHD 2, Atk 1, Dam 1d6+1, SA Swimming (18), LightSensitivity.

Lizard Man: AC 5, MV 6, HD 2+1, EHD 2, Atk 1, Dam 1d6, SA Swimming (12).
Locathah: AC 7, MV 0, HD 2+1, EHD 2, Atk 1, Dam 1d6, SA Swimming (12).
Bugbear: AC 5, MV 9, HD 3+1, EHD 3, Atk 1, Dam 1d6+1, SA Stealth (1).
Ogre: AC 5, MV 9, HD 4+1, EHD 4, Atk 1, Dam 1d6+2.

Troll: AC 4, MV 12, HD 6+3, EHD 8, Atk 2, Dam 1d6, SA Regeneration (3).
Hill Giant: AC 4, MV 12, HD 8, EHD 8, Atk 1, Dam 2d6, SA RockHurling.
Stone Giant: AC 4, MV 12, HD 9, EHD 9, Atk 1, Dam 2d6, SA RockHurling.
Triton: AC 6, MV 15, HD 5, EHD 10, Atk 1, Dam 2d6, SA MagicResistance (90), Spells.

Frost Giant: AC 4, MV 12, HD 10+1, EHD 10, Atk 1, Dam 2d6+1, SA RockHurling, ColdImmunity.
Fire Giant: AC 4, MV 12, HD 11+3, EHD 11, Atk 1, Dam 2d6+2, SA RockHurling, FireImmunity.

Ettin: AC 3, MV 12, HD 10, EHD 12, Atk 2, Dam 2d6, SA Alertness.
Cloud Giant: AC 4, MV 12, HD 12+2, EHD 12, Atk 1, Dam 3d6, SA RockHurling, Detection.

Storm Giant: AC 4, MV 15, HD 15, EHD 17, Atk 1, Dam 3d6+3, SA RockHurling, WeatherControl.

Ogre Mage: AC 4, MV 9, HD 5+2, EHD 18, Atk 1, Dam 2d6, SA Flight (15), Invisibility, Darkness, Polymorphism, Regeneration (1), Spells.

Titan: AC 2, MV 15, HD 20, EHD 50, Atk 1, Dam 3d6+3, SA MagicResistance (60), Spells.

Bandit: AC 6, MV 12, HD 1, EHD 1, Atk 1, Dam 1d6.
Brigand: AC 6, MV 12, HD 1, EHD 1, Atk 1, Dam 1d6, SA Bravery (1).
Nomad: AC 6, MV 12, HD 1, EHD 1, Atk 1, Dam 1d6.
Buccaneer: AC 6, MV 12, HD 1, EHD 1, Atk 1, Dam 1d6.
Pirate: AC 6, MV 12, HD 1, EHD 1, Atk 1, Dam 1d6.
Berserker: AC 7, MV 12, HD 1+1, EHD 1, Atk 1, Dam 1d6, SA Fearlessness, HitBonus (2).
Dervish: AC 6, MV 12, HD 1+1, EHD 1, Atk 1, Dam 1d6, SA Fearlessness, HitBonus (1).

Merman: AC 7, MV 3, HD 1+1, EHD 1, Atk 1, Dam 1d6, SA Swimming (15), Grappling, LandWeakness.

Caveman: AC 9, MV 12, HD 2, EHD 2, Atk 1, Dam 1d6+1, SA Cowardice.

Veteran: AC 4, MV 9, HD 1, EHD 1, Atk 1, Dam 1d8, SA NPC.

Warrior: AC 4, MV 9, HD 2, EHD 2, Atk 1, Dam 1d8, SA NPC.

Swordsman: AC 2, MV 9, HD 3, EHD 3, Atk 1, Dam 1d8, SA NPC.

Hero: AC 2, MV 9, HD 4, EHD 4, Atk 1, Dam 1d8, SA NPC.

Swashbuckler: AC 2, MV 9, HD 5, EHD 5, Atk 1, Dam 1d8, SA NPC.

Myrmidon: AC 2, MV 9, HD 6, EHD 6, Atk 1, Dam 1d8, SA NPC.

Champion: AC 2, MV 9, HD 7, EHD 7, Atk 1, Dam 1d8, SA NPC.

Superhero: AC 2, MV 9, HD 8, EHD 8, Atk 1, Dam 1d8, SA NPC.

Lord: AC 2, MV 9, HD 9, EHD 9, Atk 1, Dam 1d8, SA NPC.

Medium: AC 9, MV 12, HD 1, EHD 2, Atk 1, Dam 1d4, SA NPC, Spells.

Seer: AC 9, MV 12, HD 2, EHD 4, Atk 1, Dam 1d4, SA NPC, Spells.

Conjurer: AC 9, MV 12, HD 3, EHD 6, Atk 1, Dam 1d4, SA NPC, Spells.

Theurgist: AC 9, MV 12, HD 4, EHD 7, Atk 1, Dam 1d4, SA NPC, Spells.

Thaumaturgist: AC 9, MV 12, HD 5, EHD 8, Atk 1, Dam 1d4, SA NPC, Spells.

Magician: AC 9, MV 12, HD 6, EHD 11, Atk 1, Dam 1d4, SA NPC, Spells.

Enchanter: AC 9, MV 12, HD 7, EHD 14, Atk 1, Dam 1d4, SA NPC, Spells.

Warlock: AC 9, MV 12, HD 8, EHD 17, Atk 1, Dam 1d4, SA NPC, Spells.

Sorcerer: AC 9, MV 12, HD 9, EHD 20, Atk 1, Dam 1d4, SA NPC, Spells.

Necromancer: AC 9, MV 12, HD 10, EHD 24, Atk 1, Dam 1d4, SA NPC, Spells.

Wizard: AC 9, MV 12, HD 11, EHD 26, Atk 1, Dam 1d4, SA NPC, Spells.

Yellow Mold: AC 9, MV 0, HD 1, EHD 2, Atk 1, Dam 1d6, SA SporeCloud, WoodEating, VoltImmunity, ColdImmunity, ChopImmunity.

Green Slime: AC 9, MV 0, HD 2, EHD 3, Atk 1, Dam 0, SA FleshEating, WoodEating, MetalEating, VoltImmunity, ChopImmunity.

Shrieker: AC 7, MV 1, HD 3, EHD 3, Atk 0, Dam 0, SA Shrieking.

Gray Ooze: AC 8, MV 1, HD 3, EHD 4, Atk 1, Dam 2d6, SA MetalEating, FireImmunity, ColdImmunity.

Gelatinous Cube: AC 8, MV 6, HD 4, EHD 4, Atk 1, Dam 1d6, SA Paralysis, VoltImmunity, ColdImmunity.

Ochre Jelly: AC 8, MV 3, HD 5, EHD 4, Atk 1, Dam 1d6, SA WoodEating, VoltImmunity, ChopImmunity, Splitting.

Black Pudding: AC 6, MV 6, HD 10, EHD 13, Atk 1, Dam 3d6, SA WoodEating, MetalEating, VoltImmunity, ColdImmunity, ChopImmunity, Splitting.

Skeleton: AC 7, MV 6, HD 1, EHD 1, Atk 1, Dam 1d6, SA Fearlessness.

Zombie: AC 8, MV 6, HD 2, EHD 2, Atk 1, Dam 1d6, SA Fearlessness.

Ghoul: AC 6, MV 9, HD 2, EHD 3, Atk 1, Dam 1d6, SA Paralysis, Spawn.

Wight: AC 5, MV 9, HD 3, EHD 3, Atk 1, Dam 1d6, SA SilverToHit, EnergyDrain (1), Spawn.

Wraith: AC 3, MV 12, HD 4, EHD 4, Atk 1, Dam 1d6, SA Flight (24), SilverToHit, EnergyDrain (1), Spawn.

Ghast: AC 4, MV 15, HD 4, EHD 6, Atk 1, Dam 1d6+2, SA Paralysis, Stench.

Mummy: AC 3, MV 6, HD 5+1, EHD 6, Atk 1, Dam 1d6, SA MagicToHit (1), ChopResistance, FireVulnerability, Rotting.

Spectre: AC 2, MV 15, HD 6, EHD 8, Atk 1, Dam 1d6, SA Flight (30), MagicToHit (1), EnergyDrain (2), Spawn.

Vampire: AC 2, MV 12, HD 8, EHD 25, Atk 1, Dam 1d6, SA Flight (12), MagicToHit (1), Regeneration (3), EnergyDrain (2), Charm (-2), Spawn, SummonVermin, GasForm, Polymorphism, Undying.

Lich: AC 3, MV 6, HD 10, EHD 40, Atk 1, Dam 1d6, SA Fear (4), Paralysis, Spells (18).

Wind Walker: AC 8, MV 15, HD 6, EHD 7, Atk 1, Dam 2d6, SA Flight (30), Deafening, MindReading, ChopImmunity.

Djinni: AC 5, MV 9, HD 7+1, EHD 7, Atk 1, Dam 2d6-1, SA Flight (24), Creation, Illusion, Invisibility, GasForm, Whirlwind (1).

Invisible Stalker: AC 3, MV 12, HD 8, EHD 8, Atk 1, Dam 1d6+2, SA Invisibility, Tracking.

Small Air Elemental: AC 2, MV 36, HD 8, EHD 10, Atk 1, Dam 1d6, SA Flight (36), Whirlwind (3), MagicToHit (2).

Efreeti: AC 3, MV 9, HD 10, EHD 14, Atk 1, Dam 2d6, SA Flight (24), Creation, Illusion, Invisibility, GasForm, WallOfFire.

Small Fire Elemental: AC 2, MV 12, HD 8, EHD 15, Atk 1, Dam 2d6, SA MagicToHit (2).

Small Water Elemental: AC 2, MV 6, HD 8, EHD 15, Atk 1, Dam 2d6, SA Swimming (18), MagicToHit (2).

Small Earth Elemental: AC 2, MV 6, HD 8, EHD 18, Atk 1, Dam 3d6, SA

MagicToHit (2).

Medium Air Elemental: AC 2, MV 36, HD 12, EHD 18, Atk 1, Dam 1d6, SA Flight (36), Whirlwind (3), MagicToHit (2).

Will-O-Wisp: AC -8, MV 18, HD 9, EHD 20, Atk 1, Dam 2d6, SA Light, Invisibility.

Medium Fire Elemental: AC 2, MV 12, HD 12, EHD 20, Atk 1, Dam 2d6, SA MagicToHit (2).

Medium Water Elemental: AC 2, MV 6, HD 12, EHD 20, Atk 1, Dam 2d6, SA Swimming (18), MagicToHit (2).

Large Air Elemental: AC 2, MV 36, HD 16, EHD 22, Atk 1, Dam 1d6, SA Flight (36), Whirlwind (3), MagicToHit (2).

Medium Earth Elemental: AC 2, MV 6, HD 12, EHD 26, Atk 1, Dam 3d6, SA MagicToHit (2).

Large Fire Elemental: AC 2, MV 12, HD 16, EHD 33, Atk 1, Dam 2d6, SA MagicToHit (2).

Large Water Elemental: AC 2, MV 6, HD 16, EHD 33, Atk 1, Dam 2d6, SA Swimming (18), MagicToHit (2).

Large Earth Elemental: AC 2, MV 6, HD 16, EHD 36, Atk 1, Dam 3d6, SA MagicToHit (2).