

Microlite20 MONSTER LIST

Skills: All creatures have a bonus to all skills (Physical, Subterfuge, Knowledge and Communication) equal to their number of Hit Dice. If the creature is intelligent, add +3 to one skill. Add stat bonuses to suit and as logic dictates. This is intentionally kept open – if you need a sneaky bugbear, assign the +3 bonus to Subterfuge; if a warrior, give +3 to Physical; for a spell-caster assign the +3 to Knowledge or Communication and give levels of Mage or Cleric (see below).

Monster Advancement: To make a tougher monster, add more Hit Dice; each additional HD adds one to their skill and combat bonuses. For each doubling of the Hit Dice, increase the dice size for attacks (ie, d4->d6, d6->d8, etc). Alternatively, add class levels to intelligent monsters. Start with the base Hit Dice and add levels of Fighter, Rogue, Mage or Cleric as required.

Create your own: Assign Hit Dice (d8 for most things, d12 for Dragons and Undead). Attack bonus and skill level = number of Hit Dice. If it's an intelligent critter, +3 bonus to one skill. Add stat bonuses to suit.

Animal

Badger: HD 1d8+2 (6 hp), AC 15, Claw +4 (1d2-1)
Black Bear: HD 3d8+6 (19 hp), AC 13, Claw +6 (1d4+4) or bite +1 (1d6+2)
Brown Bear: HD 6d8+24 (51 hp), AC 15, Claw +11 (1d8+8) or bite +6 (2d6+4)
Bison: HD 5d8+15 (37 hp), AC 13, Gore +8 (1d8+9)
Boar: HD 3d8+12 (25 hp), AC 16, Gore +4 (1d8+3)
Cat: HD ½d8 (2 hp), AC 14, Claw +4 (1d2-4)
Crocodile: HD 3d8+9 (22 hp), AC 16, Bite +6 (1d8+6) or tail slap +6 (1d12+6)
Dog: HD 1d8+2 (6 hp), AC 15, Bite +2 (1d4+1)
Donkey: HD 2d8+2 (11 hp), AC 13, Bite +1 (1d2)
Eagle: HD 1d8+1 (5 hp), AC 14, Talons +3 (1d4)
Giant Crocodile: HD 7d8+28 (59 hp), AC 16, Bite +11 (2d8+12) or tail slap +11 (1d12+12)
Horse (heavy): HD 3d8+6 (19 hp), AC 13, Hoof -1 (1d6+1)
Horse (light): HD 3d8+6 (19 hp), AC 13, Hoof -2 (1d4+1)
Mule: HD 3d8+9 (22 hp), AC 13, Hoof +4 (1d4+3)
Pony: HD 3d8+6 (19 hp), AC 13, Hoof -1 (1d6+1)
Snake (constrictor): HD 3d8+6 (19 hp), AC 15, Bite +5 (1d3+4), constrict (1d3+4)
Snake (giant constrictor): HD 11d8+14 (63 hp), AC 15, Bite +13 (1d8+10), constrict (1d8+10)
Snake (small viper): HD 1d8 (4 hp), AC 17, Bite +4 (1d2-2 plus poison)
Snake (medium viper): HD 2d8 (9 hp), AC 16, Bite +4 (1d4-1 plus poison)
Snake (large viper): HD 3d8+6 (19 hp), AC 15, Bite +4 (1d4 plus poison)
Snake (huge viper): HD 6d8+6 (33 hp), AC 15, Bite +6 (1d6+4 plus poison)

War Dog: HD 2d8+4 (13 hp), AC 16, Bite +3 (1d6+3)
Warhorse (heavy): HD 4d8+12 (30 hp), AC 14, Hoof +6 (1d6+4)
Warhorse (light): HD 3d8+9 (22 hp), AC 14, Hoof +4 (1d4+3)
Warpony: HD 2d8+4 (13 hp), AC 13, Hoof +3 (1d3+2)
Wolf: HD 2d8+4 (13 hp), AC 14, Bite +3 (1d6+1)
Ankheg
HD 3d10+12 (28 hp), AC 18, Bite +7 (2d6+7 plus 1d4 acid)
Assassin Vine
HD 4d8+12 (30 hp), AC 15, Slam +7 (1d6+7), constrict (1d6+7)
Bugbear
HD 3d8+3 (16 hp), AC 17, Morningstar +5 (1d8+2) or javelin +3 (1d6+2)
Choker
HD 3d8+3 (16 hp), AC 17, Tentacle +6 (1d3+3)
Cockatrice
HD 5d10 (27 hp), AC 14, Bite +9 (1d4-2 plus petrification, DC 12 phys+STR to negate)
Dinosaur
Deinonychus: HD 4d8+16 (34 hp), AC 16, Talons +6 (2d6+4) or bite +1 (2d4+2)
Megaraptor: HD 8d8+43 (79 hp), AC 16, Talons +9 (2d8+5) or bite +4 (2d6+2)
Triceratops: HD 16d8+124 (196 hp), AC 18, Gore +20 (2d8+15)
Tyrannosaurus: HD 18d8+99 (180 hp), AC 14, Bite +20 (3d6+13)
Dire Animal
Dire Bear: HD 12d8+51 (105 hp), AC 17, Claw +19 (2d4+10) and bite +13 (2d8+5)
Dire Rat: HD 1d8+1 (5 hp), AC 15, Bite +4 (1d4 plus disease)
Dire Wolf: HD 6d8+18 (45 hp), AC 14, Bite +11 (1d8+10)
Dragon
Young Red: HD 13d12+39 (123 hp), AC 21, Bite +20 (2d6+7) or Breath 10d10 DC24 phys+DEX to dodge for half
Very Old Red: HD 31d12+248 (449 hp), AC 36, Bite +40 (4d6+13) or breath 18d10 fire, DC 33 phys+DEX to dodge for half
Adult Gold: HD 23d12+115 (264 hp), AC 30, Bite +32 (2d8+11) or breath 12d10 fire, DC 26 phys+DEX to dodge for half
Young Adult Silver: HD 19d12+79 (202 hp), AC 28, Bite +24 (2d6+6) or breath 10d8 cold, DC 23 phys+DEX to dodge for half
Dwarf
HD 1d8+2 (6 hp), AC 16, Waraxe +3 (1d10+1) or shortbow +1 (1d6)
Earth Elemental (large)
HD 8d8+32 (68 hp), AC 18, Slam +12 (2d8+7)
Elf
HD 1d8 (4 hp), AC 15, Longsword +2 (1d8+1) or longbow +3 (1d8)
Gargoyle
HD 4d8+19 (37 hp), AC 16, Claw +6 (1d4+2)

Gelatinous Cube

HD 4d10+32 (54 hp), AC 3, Slam +1 (1d6 +1d6 acid) plus engulf (paralysis + 1d6 acid/round, DC 13 phys+DEX to negate)

Ghoul

HD 2d12 (13 hp), AC 14, Bite +2 (1d6+1 plus paralysis) or claws +0 (1d3 plus paralysis)

Gnoll

HD 2d8+2 (11 hp), AC 15, Battleaxe +3 (1d8+2) or shortbow +1 (1d6)

Goblin

HD 1d8+1 (5 hp), AC 15, Morningstar +2 (1d6) or javelin +3 (1d4)

Griffon

HD 7d10+21 (59 hp), AC 17, Bite +11 (2d6+4)

Halfling

HD 1d8+1 (5 hp), AC 16, Shortsword +3 (1d6) or light crossbow +3 (1d6)

Hellhound

HD 4d8+4 (22 hp), AC 16, Bite +5 (1d8+1 plus 1d6 fire)

Hill Giant

HD 12d8+48 (102 hp), AC 20, Greatclub +16 (2d8+10) or rock +8 (2d6+7)

Hobgoblin

HD 1d8+2 (6 hp), AC 15, Longsword +2 (1d8+1) or javelin +2 (1d6+1)

Human Commoner

HD 1d8+1 (5 hp), AC 12, Dagger +1 (1d6+1) or sling +1 (1d4)

Kobold

HD 1d8 (4 hp), AC 15, Spear +1 (1d6-1) or sling +3 (1d3)

Lizardfolk

HD 2d8+2 (11 hp), AC 15, Claw +2 (1d4+1) or club +2 (1d6+1) or javelin +1 (1d6+1)

Nymph

HD 6d6+6 (27 hp), AC 17, Dagger +6 (1d4) or stunning glance (unable to act for 2d4 rounds, DC 17 phys+STR to negate)

Ogre

HD 4d8+11 (29 hp), AC 16, Greatclub +8 (2d8+7) or javelin +1 (1d8+5)

Orc

HD 1d8+1 (5 hp), AC 13, Falchion +4 (2d4+4) or javelin +1 (1d6+3)

Otyugh

HD 6d8+9 (36 hp), AC 17, Tentacle +4 (1d6 plus disease)

Owlbear

HD 5d10+25 (52 hp), AC 15, Claw +9 (1d6+5)

Rust Monster

HD 5d8+5 (27 hp), AC 18, Antennae touch +3 (rust)

Shadow

HD 3d12 (19 hp), AC 13, Incorporeal touch +3 (1d6 Str)

Shambling Mound

HD 8d8+24 (60 hp), AC 20, Slam +11 (2d6+5), constrict (2d6+7)

Skeleton Warrior

HD 1d12 (6 hp), AC 15, Scimitar +1 (1d6+1) or claw +1 melee (1d4+1)

Stirge

HD 1d10 (5 hp), AC 16, Touch +7 (attach)

Stone Golem

HD 14d10+30 (107 hp), AC 26, Slam +18 (2d10+9)

Treant

HD 7d8+35 (66 hp), AC 20, Slam +12 (2d6+9)

Troll

HD 6d8+36 (63 hp), AC 16, Claw +9 (1d6+6)

Vampire Spawn

HD 4d12+3 (29 hp), AC 15, Slam +5 (1d6+4 plus energy drain -1 level, DC 14 phys+STR to negate) or blood drain (-1d4 STR)

Vermin

Monstrous Scorpion (tiny): HD ½d8+2 (4 hp), AC 14, Claw+2 (1d2-4) or sting -3 (1d2-4 plus poison)

Monstrous Scorpion (small): HD 1d8+2 (6 hp), AC 14, Claw+1 (1d3-1) or sting -4 (1d3-1 plus poison)

Monstrous Scorpion (large): HD 5d8+10 (32 hp), AC 16, Claw+6 (1d6+4) or sting +1 (1d6+2 plus poison)

Monstrous Scorpion (huge): HD 10d8+30 (75 hp), AC 20, Claw+11 (1d8+6) or sting +6 (2d4+3 plus poison)

Monstrous Spider (tiny): HD ½d8 (2 hp), AC 15, Bite +5 (1d3-4 plus poison)

Monstrous Spider (small): HD 1d8 (4 hp), AC 14, Bite +4 (1d4-2 plus poison)

Monstrous Spider (large): HD 4d8+4 (22 hp), AC 14, Bite +4 (1d8+3 plus poison)

Monstrous Spider (huge): HD 8d8+16 (52 hp), AC 16, Bite +9 (2d6+6 plus poison)

Wererat

Human Form: HD 2d8+3 (12 hp), AC 15, Rapier +2 (1d6+1) or light crossbow +1 (1d8)

Dire Rat Form: HD 2d8+3 (12 hp), AC 17, Bite +6 (1d4+1 plus disease)

Hybrid Form: HD 2d8+3 (12 hp), AC 16, Rapier +5 (1d6+1) or light crossbow +4 (1d8)

Werewolf

Human Form: HD 3d8+7 (20 hp), AC 17, Longsword +3 (1d8+1) or light crossbow +2 (1d8)

Wolf Form: HD 3d8+7 (20 hp), AC 16, Bite +5 (1d6+3)

Hybrid Form: HD 3d8+7 (20 hp), AC 16, Claw +4 (1d4+2)

Wight

HD 4d12 (26 hp), AC 15, Slam +3 (1d4+1 plus energy drain)

Wraith

HD 5d12 (32 hp), AC 15, Incorporeal touch +5 (1d4 plus -1d6 STR, DC 14 phys+STR to negate)

Wyvern

HD 7d12+14 (59 hp), AC 18, Sting +10 (1d6+4 plus poison) or Talon +10 (2d6+4) or Bite +10 (2d8+4)

Zombie

HD 2d12+3 (16 hp), AC 11, Slam +2 (1d6+1) or club +2 melee (1d6+1)

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