

**NEW MONSTERS** To generate random monsters from this table, roll for a terrain type, if it is not the terrain the players are located in, roll normally on the S&S Monster Encounters Table. Additional powers can apply to monsters from either table.

**1-3 DESERT: 1D8** (50% chance desert monsters can be met in plains).

- 1 Giant Cobra: AC: 15 HD: 5 Damage: 1d8 & poison Special: +1 bonus to initiative. MV: 12
- 2 Giant Scorpion^: AC: 16 HD: 5+3 Damage: 1d8 x2 & 1d8 sting Special: SV against poison for sting. MV: 12
- 3 Efreet or Fire Elemental%@ As Hill Giant. Bonus Special: *Wall of Fire* 3 times/day, hit only by magic. MV: 15/36 (flight)
- 4 Djinn or Air Elemental%@ As Hill Giant. Bonus Special: Whirlwind (as *Sleep*), hit only by magic. MV: 15/48 (flight)
- 5 Lamia#: AC: 16 HD: 9 Damage: 2x1d6 & 1 WIS (permanent)\* Special: *Charm Person* at will, SV if hit or -1 WIS. MV: 24
- 6 Dark Rider^: AC: 15 HD: 5 Damage: 2x1d4 & 1d8\* Special: *Fear* 3 times/day, damaged only by magic. MV: 18
- 7 Nomad: AC: 12 HD: 1+1 Damage: 1d6 Special: +2 SV on horseback hit, armed with short horn bows. MV: 12/24(riding)
- 8 Artillery£: As Goblin. Bonus Special: Fires anywhere in line of sight, hits on 16+; 2d8 damage; ½ damage adjacent to target.

**4-6 CITY: 1D10** (50% chance city monsters can be met in plains).

- 1 Alley Skulker#: As Gnome, but always solitary. Bonus Special: *Invisibility* once per round if not in close combat.
- 2 Temple Statue@^£: As Hill Giant. Bonus Special: Damaged only by magic; casts *Wrath* spell (random type) 3 times/day.
- 3 Dacoit: As Human Bandit, but 4HD. Bonus Special: Armed with bow and poisoned arrows.
- 4 Wererat#: As Werewolf, but 3HD. Bonus Special: +3 SV to hide in darkness or shadowy areas.
- 5 Peasant#£: AC: 10 HD: 1d4 Damage: 1d4 Special: None. MV: 12
- 6 Arquebusier£: AC:12 HD:1 Damage:1d8 Special: Fires 1/2 rounds, always against AC 14, explodes on 1, 1d8 to firer. MV: 9
- 7 Charlatan#: AC: 10 HD: 2d4 Damage: 1d4 Special: Sorcerous, CHA 15, SV or cheated (sells you fake magic item). MV: 12
- 8 Familiar%: As goblin, takes form of a cat, owl, etc. Bonus Special: Warlock can see through its eyes and gets +2 bonus spells.
- 9 Urchin: AC:10 HD: 1d4 Damage:1d3 Special: Steal a random item if surprise; throw rocks; killing one is murder. MV:9
- 10 Alchemist: As Warlock. Special: No spells. Carries 1d6 random spell potions, and can brew 1/level between adventures.

**7-9 FOREST: 1D12** (50% chance forest monsters can be met in marsh).

- 1 Cursed Hunter@: AC: 12 HD: 2 Damage: 1d8 Special: Each Hunter slain adds 1HD to the rest for this battle only. MV: 12
- 2 Sprite: As Goblin. Bonus Special: Can fight invisibly (+4 AC against enemies that can't see invisible).
- 3 Treant£: As Hill Giant. Bonus Special: In forest, summons 2 trees which also fight as hill giants. Takes 2x damage from fire.
- 4 Lion^: AC: 15 HD: 5+2 Damage: 1d4+1 x2, 1d8 Special: Roars scares horses. MV: 18
- 5 Giant Ant: As Wolf. Bonus Special: Never checks morale, always fights to the death.
- 6 Peryton: AC: 13 HD: 4 Damage: 2d8\* Special: Only hit by magic, shadow appears human. MV: 9/24 (flight)
- 7 People of the Toadstools#: AC: 13 HD: 1d4 & poison Special: Attacks are poisonous; +3 SV to hide in forests. MV: 6
- 8 Unicorn^£: AC: 17 HD: 5 Damage: 1d6 Special: Damaged only by enchanted swords, nothing else effects them. MV: 6
- 9 Giant Python: AC: 13 HD: 3+3 Damage: 1d6 Special: If hits, causes automatic damage each round. MV: 6
- 10 Leprechaun@: As Goblin. Bonus Special: *Invisibility*, *Phantasmal Force* each two/day; gives 1d6 x 1,000 gold if captured.
- 11 Griffon^: AC: 16 HD: 7 Damage: 2x1d4, 2d8 Special: Can be tamed, eggs are worth 1,000 gold, flight. MV: 12/24(flight)
- 12 Gnome£: AC:15 HD: 1 Damage:1d6 Special: As dwarves, they live and work in tree roots in the deep forest. MV: 6

**10-12 MOUNTAIN: 1D12**

- 1 Firebird£: AC: 16 HD: 7 Damage: 1d8x2\* Special: 50% chance reborn completely healed if slain, immune to fire. MV: 36
- 2 Troll: AC: 16 HD: 6+2 Damage: 1d6x3\* Special: Heals 3 hit points/round from all but fire or acid. MV: 9
- 3 Red Dragon@: AC: 17 HD: 10 Damage: 2x1d8 & 3d10\* Special: *Fiery Wrath* 3 times/day. MV: 9/24 (flight)
- 4 Acid Jelly^: AC: 10 HD: 7 Damage: 3d6\* Special: Wounds caused healed only by cure spells. MV: 6
- 5 Frost Pudding^: AC: 12 HD: 10 Damage: 3d8\* Special: can be damaged only by fire. MV: 6
- 6 Roc£: AC: 16 HD: 6 Damage: 2x1d6 & 1d8\* Special: x2 damage if both claws hit. MV: 9/24 (flight)
- 7 Chimera: AC: 15 HD: 9 Damage: 2x1d3, 1d4, 2d4, 3d4 Special: *Fiery Wrath* 1/day. MV: 9/18(flight)
- 8 Invisible Stalker\*%: AC: 16 HD: 8 Damage: 4d4 Special: Fights invisibly (-4 to be hit), track as wolf. MV: 12 (flight)
- 9 Wyvern: AC: 16 HD: 8 Damage: 2d8, &1d8 + poison Special: Poison sting, flight. MV: 6/24(flight)
- 10 Pegasus£: AC: 13 HD: 4 Damage: 2x1d8 Special: Can be tamed, eggs are worth 500 gold, flight. MV: 24/48(flight)



11 Berserker: AC: 12 HD: 1+1 Damage: 1d8 Special: +2 to hit, never checks morale chieftains are werebears/wolves. MV: 12

12 Werebear£: AC: 17 HD: 7+3 Damage: 2x1d3, 2d4 Special: Damaged only by silver or magic, never checks morale. MV: 9

**13-15 OCEAN: 1D8** (50% chance ocean monsters can be met in marsh; land monsters found at sea are aboard ship).

1 Giant Octopus: AC: 15 HD: 9 Damage: 1d8 x4 Special: Immobilized (up to 4 enemies at once) if hit. MV: 12 (swim)

2 Giant Eel: AC: 17 HD: 3 Damage: 1d8 Special: *Lightning Wrath* 3 times/day. MV: 15 (swim)

3 Shark^: AC: 15 HD: 3+2 Damage: 1d12 Special: +2 to hit after blood is drawn (frenzy). MV: 15 (swim)

4 Giant Crab#: AC: 17 HD: 10 Damage: 2x1d6 Special: Disease if hit, -1 hit point/day until healed. MV: 9/9 (swim)

5 Water Elemental% @: As Hill Giant. Bonus Special: Hit only by magic, 15% chance/round to capsize any ship, swims.

6 Sea Hag#: AC: 13 HD: 3 Damage: 1d4 Special: Death gaze x3/day; adjacent foes save or strength halved. MV: 6/18 (swim)

7 Mermaid: AC: 12 HD: 2 Damage: 1d6 Special: Hold Person 1/day (song). MV: 6/15 (swim)

8 Fish Fiend: AC: 14 HD: 2 Damage: 1d6 Special: Net, SV or cannot move, SV each round to break free. MV: 12/18 (swim)

**16-18 UNDERWORLD: 1D20**

1 Balrahk#@: AC: 20 HD: 11 Damage: 2d6x2\* Special: 50% immune to hostile spells, damaged only by magic. MV: 18

2 Fright#: AC: 15 HD: 1+3 Damage: 1d4 & fear Special: Enemies save when hit or flee in terror. MV: 12.

3 Oozing Cube: AC: 13 HD: 4 Damage: 1d4 and paralyzed Special: paralysis healed only by *Cure Disease*. MV: 9

4 Shadow Mage%#: As Wight. Bonus Special: Sorcerous (warlock spells only); 25% of hostile spells reflected back on caster.

5 Chaos Lord% @: AC: 25 HD: 15 Damage: 2d12\* Special: 75% immune to hostile spells, damaged only by magic. MV: 18

6 Death Walker%^: AC: 18 HD: 10 Damage: 2d8\* Special: Always wins initiative, never misses attacks. MV: 24

7 Pit Tentacle: AC: 14 HD: 1 Damage/Special: if grabbed, save modified by strength, or pulled into the pit. MV: 0

8 Hellhound: As werewolf. Bonus Special: *Fiery Wrath* 3 times/day.

9 Earth Elemental% @: As Hill Giant. Bonus Special: Hit only by magic, Can destroy 2' of stone walls/round.

10 Cauldron Born: AC: 14 HD: 2 Damage: 1d6 Special: Damaged only by enchanted swords, nothing else effects them. MV: 6

11 Nightmare%: AC: 23 HD: 7 Damage: 3 x 1d8, 1d8 Special: Teleport 1/day with rider, *Cure Light Wounds* 3/day. MV: 24

12 Cursing Spirit\*%: As Wraith. Bonus Special: Attacks gives target a cursed (reverse powers) magic item, which he must use.

13 Vampire: AC: 17 HD: 8 Damage: 1d6 & drain 2 levels Special: as Troll and Wraith, change form to bat or wolf. MV: 12

14 Giant Bat: AC: 14 HD: 4 Damage: 2x1d6 Special: Deafening shriek causes -2 to hit in melee, no save. MV: 6/24 (flight)

15 Minotaur^: AC: 13 HD: 5+2 Damage: 2d4, 1d3 1d8 Special: Never gets lost in mazes. MV: 12

16 Elemental Prince% @ AC: 20 HD: 20 Damage: 3d10 Special: All powers as an ordinary elemental of its type.

17 Manticore: AC: 16 HD: 6+1 Damage: 1d3, 1d8 or spike Special: 24 tail spikes, throws 6/round as arrows. MV: 12/18 (flight)

18 Fury@%: AC: 17 HD: 6 Damage: 1d6+paralyze Special: 35% immune to hostile spells, paralyzes. MV: 12/24 (flight)

19 Holy Man£: As 8<sup>th</sup> level priest. Bonus Special: Can return the dead to life. Use of this power requires a quest be completed.

20 Doppelganger: AC: 14 HD: 4 Damage: 1d12 Special: 25% immune to hostile spells; can appear as any person. MV: 9

**19-20 ADDITIONAL POWERS** (Roll 1d6: 1=tremendous, 2=sorcerous, 3-6=roll 1d10 below, then roll again for monster type).

1-2 Superhuman Requisite Score: Special: Random Requisite counts as 18+1d6, with bonuses as per player characters.

3 Chaos Tainted Creature: Special: Roll up 2 random monsters; gets all special abilities and the better statistic of each.

4 Ward Pact: Special: Immune to one type of weapon (sword, arrow, spear, etc.), whether magical or not.

5 Spell Pact: Special: Immune to priest or warlock spells (not both) whether cast or from magic items.

6 Doom Pact: Successful melee attacks by the creature always cause critical hits.

7 Death Master: Casts Animate Dead once per day per level.

8 Terrifying: All adjacent enemies (including player characters) must save before attacking each round or flee.

9 Heals rather than takes damage from fire, cold or lightning attacks (choose one randomly).

10 Maker: Can forge any 3 random magic items, (reroll potions). Chaotic Maker will trade one for his life, lawful Maker will trade one for a quest. Can make one between adventures. 5% chance he is a True Maker, who can forge 10 random magic items.

\*Attacks count as magical. @Sees invisible on a successful save. ^+2 Morale. #-2 Morale. % Extra-planar creature, subject to a special Warlock level 5 Summon Spirit Spell; Warlock must SV (+CHA, -monster's level) for obedience, or it attacks him.

£ Most monsters serve Chaos if intelligent, or are neutral if not, but those with this symbol are generally (70%) Lawful.