

Monsters

| Name | Hit Dice | AC | Attack |
|--------------------------|-------------------|----|--|
| Animal (small) eg Badger | 1d8+2 (6 hp) | 15 | Claw +4 (1d2-1) |
| Ankheg | 3d10+12 (28 hp) | 18 | Bite +7 (2d6+7 plus 1d4 acid) |
| Assassin Vine | 4d8+12 (30 hp) | 15 | Slam +7 (1d6+7), Constrict (1d6+7) |
| Bugbear | 3d8+3 (16 hp) | 17 | Morningstar +5 (1d8+2) or javelin +3 (1d6+2) |
| Choker | 3d8+3 (16 hp) | 17 | Tentacle +6 (1d3+3) |
| Crocodile, Giant | 7d8+28 (59 hp) | 16 | Bite +11 (2d8+12) or tail slap +11 (1d12+12) |
| Deinonychous (Raptor) | 4d8+16 (34 hp) | 16 | Talons +6 (2d6+4) |
| Dire Bear | 12d8+51 (105 hp) | 17 | Claw +19 (2d4+10) and Bite +13 (2d8+5) |
| Dire Rat | 1d8+1 (5 hp) | 15 | Bite +4 (1d4 plus disease) |
| Dragon (young Red) | 13d12+39 (123 hp) | 21 | Bite +20 (2d6+7) or breath 10d10 DC24 phys+DEX to dodge for half |
| Dwarf | 1d8+2 (6 hp) | 16 | Waraxe +3 (1d10+1) or shortbow +1 (1d6) |
| Earth Elemental (large) | 8d8+32 (68 hp) | 18 | Slam +12 (2d8+7) |
| Elf | 1d8 | 15 | Longsword +2 (1d8+1) |

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| | (4 hp) | | or longbow +3 (1d8) |
| Gargoyle | 4d8+19 (37 hp) | 16 | Claw +6 (1d4+2) |
| Goblin | 1d8+1 (5 hp) | 15 | Morningstar +2 (1d6) or javelin +3 (1d4) |
| Griffon | 7d10+21 (59 hp) | 17 | Bite +11 (2d6+4) |
| Halfling | 1d8+1 (5 hp) | 16 | Shortsword +3 (1d6) or light crossbow +3 (1d6) |
| Hellhound | 4d8+4 (22 hp) | 16 | Bite +5 (1d8+1 plus 1d6 fire) |
| Hill Giant | 12d8+48 (102 hp) | 20 | Greatclub +16 (2d8+10) or rock +8 (2d6+7) |
| Hobgoblin | 1d8+2 (6 hp) | 15 | Longsword +2 (1d8+1) or javelin +2 (1d6+1) |
| Human Commoner | 1d8+1 (5 hp) | 12 | Dagger +1 (1d6+1) or sling +1 (1d4) |
| Insect (small) eg Spider | 1d8 (4 hp) | 14 | Bite +4 (1d4-2 plus poison) |
| Kobold | 1d8 (4 hp) | 15 | Spear +1 (1d6-1) or sling +3 (1d3) |
| Ogre | 4d8+11 (29 hp) | 16 | Greatclub +8 (2d8+7) or javelin +1 (1d8+5) |
| Orc | 1d8+1 (5 hp) | 13 | Falchion +4 (2d4+4) or javelin +1 (1d6+3) |
| Owlbear | 5d10+25 (52 hp) | 15 | Claw +9 (1d6+5) |
| Rust Monster | 5d8+5 (27 hp) | 18 | Antennae touch +3 (rust) |
| Shadow | 3d12 (19 hp) | 13 | Incorporeal touch +3 (1d6 Str) |

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| Skeleton Warrior | 1d12 (6 hp) | 15 | Scimitar +1 (1d6+1) or claw +1 melee (1d4+1) |
| Snake, Constrictor | 3d8+6 (19 hp) | 15 | Bite +5 (1d3+4) or Constrict 1d3+4 |
| Snake, Giant Constrictor | 11d8+14 (63 hp) | 15 | Bite +13 (1d8+10) or Constrict 1d8+10 |
| Snake, Medium Viper | 2d8 (9 hp) | 16 | Bite +4 melee (1d4-1 plus poison) |
| Snake, Huge Viper | 6d8+6 (33 hp) | 15 | Bite +6 melee (1d6+4 plus poison) |
| Stirge | 1d10 (5 hp) | 16 | Touch +7 (attach) |
| Stone Golem | 14d10+30 (107 hp) | 26 | Slam +18 (2d10+9) |
| Troll | 6d8+36 (63 hp) | 16 | Claw +9 (1d6+6) |
| Werewolf (hybrid form) | 3d8+7 (20 hp) | 16 | Claw +4 (1d4+2) |
| Wight | 4d12 (26 hp) | 15 | Slam +3 (1d4+1 plus energy drain) |
| Wolf | 2d8+4 (13 hp) | 14 | Bite +3 (1d6+1) |
| Wyvern | 7d12+14 (59 hp) | 18 | Sting +10 (1d6+4 plus poison) or Talon +10 (2d6+4) or Bite +10 (2d8+4) |
| Zombie | 2d12+3 (16 hp) | 11 | Slam +2 (1d6+1) or club +2 (1d6+1) |

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.

Microлите20 Monster Manual and Equipment List

Fast Packs
50 Gold Pieces each
Choose a pack or 1d6 to select one randomly

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|---|-----------------|----------------|------------|
| Pack A (1-2) Pack B (3-4) Pack C (5-6) | | | |
| Backpack | Backpack | Belt Pouch | Backpack |
| Bedroll | Bedroll | Belt Pouch | Bedroll |
| Lantern | 10 Torches | Tent | |
| | 10 Oil Flasks | 4 Oil Flasks | 10 Torches |
| Flint & Steel | Flint & Steel | 5 Oil Flasks | |
| Shovel | 10 pcs of chalk | Flint & Steel | |
| 2st Catapults | 10. Pole | 50. Rope | |
| Signal Whistle | Mirror | Grappling Hook | |
| Waterskin | Crowbar | 10. Pole | |
| 4d Rations | Waterskin | 4d Rations | |

Cleric: Silver Holy symbol & 5 Gold Pieces
Fighter: Vial of Holy Water & 5 Gold Pieces
Mage: Spellbook & 2 Spell Pouches & 5 Gold Pieces
Rogue: Thieves Tools

| Name | Cost | AC Bonus |
|----------------------|----------|----------|
| Light Armour | | |
| Padded | 5 gp | +1 |
| Leather | 10 gp | +2 |
| Studded leather | 25 gp | +3 |
| Chain shirt | 100 gp | +4 |
| Medium Armour | | |
| Hide | 15 gp | +3 |
| Scale mail | 50 gp | +4 |
| Chainmail | 150 gp | +5 |
| Breastplate | 200 gp | +5 |
| Heavy Armour | | |
| Splint mail | 200 gp | +6 |
| Banded mail | 250 gp | +6 |
| Half-plate | 600 gp | +7 |
| Full plate | 1,500 gp | +8 |
| Shields | | |
| Buckler | 15 gp | +1 |
| Shield, light wooden | 3 gp | +1 |
| Shield, light steel | 9 gp | +1 |
| Shield, heavy wooden | 7 gp | +2 |
| Shield, heavy steel | 20 gp | +2 |
| Shield, tower | 30 gp | +4 |

| Name | Cost | Dmg | Range |
|---------------------|--------|--------|---------|
| Weapons | | | |
| Axe, throwing | 8 gp | 1d6 | 10 ft. |
| Battleaxe | 10 gp | 1d8 | |
| Club | 1d6 | 10 ft. | |
| Crossbow, hand | 100 gp | 1d4 | 30 ft. |
| Crossbow, light | 35 gp | 1d8 | 120 ft. |
| Dagger | 2 gp | 1d4 | 10 ft. |
| Falchion | 75 gp | 2d4 | |
| Fal | 8 gp | 1d8 | |
| Fal, heavy | 15 gp | 1d10 | |
| Greataxe | 20 gp | 1d12 | |
| Greataxe | 2d6 | | |
| Handaxe | 6 gp | 1d6 | |
| Javelin | 1 gp | 1d6 | 30 ft. |
| Longbow, composite | 100 gp | 1d8 | 110 ft. |
| Longspear | 5 gp | 1d8 | |
| Longsword | 15 gp | 1d8 | |
| Mace, heavy | 12 gp | 1d8 | |
| Mace, light | 5 gp | 1d6 | |
| Morningstar | 8 gp | 1d8 | |
| Rapier | 20 gp | 1d6 | |
| Scimitar | 15 gp | 1d6 | |
| Shortbow | 30 gp | 1d6 | 60 ft. |
| Shortbow, composite | 75 gp | 1d6 | 70 ft. |
| Shortspear | 1 gp | 1d6 | 20 ft. |
| Sling | 1d4 | 50 ft. | |
| Sword, short | 10 gp | 1d6 | |
| Waraxe, dwarven | 30 gp | 1d10 | |
| Warhammer | 12 gp | 1d8 | |