

Monsters

Name	Hit Dice	AC	Attack
Animal (small) eg Badger	HD 1d8+2 (6 hp)	AC 15	Claw +4 (1d2-1)
Ankheg	HD 3d10+12 (28 hp)	AC 18	Bite +7 (2d6+7 plus 1d4 acid)
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)
Deinonycho us (Raptor)	HD 4d8+16 (34 hp)	AC 16	Talons +6 (2d6+4)
Dire Rat	HD 1d8+1 (5 hp)	AC 15	Bite +4 (1d4 plus disease)
Dragon (young Red)	HD 13d12+39 (123 hp)	AC 21	Bite +20 (2d6+7) or breath 10d10 DC24 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)
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)
Insect (small) eg Spider	HD 1d8 (4 hp)	AC 14	Bite +4 (1d4-2 plus poison)
Kobold	HD 1d8 (4 hp)	AC 15	Spear +1 (1d6-1) or sling +3 (1d3)
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)
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)
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)
Troll	HD 6d8+36 (63 hp)	AC 16	Claw +9 (1d6+6)
Werewolf (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)
Wolf	HD 2d8+4 (13 hp)	AC 14	Bite +3 (1d6+1)
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 (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).

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Monster

Manual

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.

**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.