

D[M]²⁰

Critters and Foes

Monster List from DnD Holmes '77
A WIP. It is so very, very not done!!

Rabble = 1 HP [1 hit, 1 kill]

HD = [Hit Die/Hit Points]. Each HD = 5 HP.

D20 = Bonuses to hit and Checks. If a bonus is not specific it goes to all d20 rolls. Basically +1/HD, with a LOT of common sense variations.

AC = Armor Class. Pretty much straight out of the book.

M = Feet/round. 30' is the human standard.

D = Number of attacks and damage. Can vary a huge amount from individual to individual when it comes to monsters that use weapons.

Actions = The unique things that make the monster cool. This is the part that can be heavily modded to make every monster's unique.

Bandit

Rabble, D20 [+1], AC [13], M [30'], D [Weapon d6, Bow (R60') d6]

Actions

- Larger groups of bandits will have more powerful members who will be built as NPCs.
- Often have prisoners.

Basilisk

HD [6/30], D20 [+7, +3 MIND], AC [16], M [30'], D [Bite 2d6]

Actions

- Petrification. MIND [16] or be turned into stone. If the basilisk can be killed then the magic is reversed. Also *Flesh to Stone* will work.
- You can use a mirror to look at a basilisk, but if it sees its own reflection it will be turned to stone itself.

Berserker

HD [1/5], D20 [+4 combat, +2 all others], AC [12], M [30'], D [Weapon d8]

Actions:

- Never retreat or surrender. Always fight to the death. Never take prisoners.

Black Pudding

HD [10/50], D20 [+10 combat, +5 all others, Mindless], AC [14] M [15'], D [Pseudopod 4d6]

Actions:

- Can only be killed by fire. All other attacks just break it up into smaller puddings.
- Mindless. Immune to MIND spells.
- Dissolves wood, metal, flesh
 - Eat through armor in a single round
 - Does not affect stone
- Can climb on walls and ceilings and seep through the tiniest opening

Blink Dog

HD [4/20], D20 [+8 DEX, all others +4], AC [15], M [45'], D [Bite d6]

Actions

- Teleport in, attack, and teleport away [5' -ish]
- Human level intelligence
- Hate displacer beasts

Bugbear

HD [3/15], D20 [+4 combat/STR/DEX, +1 MIND], AC [15], M [20'],

D [Weapon d8]

Actions

- Move very quietly. MIND[13] to hear them coming.

Carrion Crawler

HD [3/15], D20 [+4 combat/STR/DEX, +0 MIND], AC [13], M [30'], D [no damage, tentacles paralyze]

Actions

- 8 tentacles = 8 attacks/round!
- Hit by tentacle requires STR[13] or be paralyzed for 2d6 minutes
- Can climb any surface

Chimera

HD [9/45], D20 [+10 combat/STR/DEX, MIND +5], AC 16, M [30'/50' flying], D [Claw d4, lion head d8, goat head d8, dragon head 2d6, breath weapon [R50', DEX (19) for half] 4d6]

Actions

- Fire breath before melee combat
 - Only 3 breaths/day
- 5 attacks/round!
- Good treasure

Cockatrice

HD [5/25], D20 [+5 all], AC [14], M [20'/40'], D [Bite d6 + Petrification]

Actions

- STR [15] or be turned to stone when hit for damage. If the monster is killed in the next day the victim will revert to normal.

Displacer Beast

HD [6/30], D20 [+6 combat, +8 all Save Checks], AC [18], M [40'], D [2 tentacle@d8]

- Always appears to be 43' from its actual position. Bonuses already added in.

Djinn

HD [7/35], D20 [+8 all], AC [15], M [30'/60'], D [Weapon 2d8]

Actions

- Can fly any direction up to max speed immediately
- Can conjure a yummy feast with bevies for up to 12, create permanent soft goods, create metallic goods which last until the next sunrise
- Create illusions
- Turn invisible
- Assume gaseous form
- Carry up to 500 pound with ease
- Form whirlwind: Takes a full round to form, 30' high, 10' effective base that kills all 2HD or less creatures [DEX 15], or cause 2d6 [DEX for ½] caught in the whirlwind.

Doppelganger

HD [4/20], D20 [+4 all except +14 against ALL magic], AC [15], M [30'], D [Mutable weapon shape d12]

Actions

- Perfectly copy any humanoid of normal size [hobbit to large human/orc]
- Immune to *sleep* and *charm*

Dragon

HD [11/55], D20 [+12 all], AC [18], M [30'/60'], D [3 attacks – 2 claws d6, bite 4d6]

Actions

- Lots of variability. This is for a standard fire-breathing dragon.
- Not all dragons are evil.
- Fire breath [60' cone with 20' base], 55 points fire damage [DEX 15 for ½], 3/day.
- Immune to all fire, magical or otherwise
- Extremely intelligent, subject to flattery, can be bargained with
- Fear [MIND 15], dragons are scary. Pass the Check when you first encounter him or be frozen in FEAR for a full round.
- Always has a horde. A big one.

Dwarf

HD [1/5], D20 [+1, +3 versus poison and magic], AC [14], M [20'], D [Weapon d6]

Actions

- This is for a standard NPC. Anything more powerful should be made as a PC.
- Deep Vision. Can in completely darkness while underground

Elf

HD [1/5], D20 [+1, +2 to hit with bows, immune to sleep/charm, +3 versus magic], AC 13, M[30'], D [Weapon d6, longbow (R100'), d6+1]

Actions

- This is for a standard NPC. Anything more powerful should be made as a PC.
- Twilight Vision. Can see perfectly for a mile under the night sky.

Gargoyle

HD [4/20], D20 [+4], AC [15], M [20'/40'], D [4 claws @ d3]

Actions

- Look like grotesque statues. Can freeze literally for years.
- Can only be harmed by a magic weapon

Gelatinous Cube

HD [4/20], D20 [+4, immune to all MIND magic as well as *cold* and *lightning*], AC [12], M [15'], D [pseudopod d8]

Actions

- 10' cube
- Any contact against skin causes paralysis [STR 14] or be paralyzed for 2d6 rounds. Paralyzed victims are immediately absorbed, taking d8/round until digested.
- Treasure can often be found floating around in the Gelatinous Cube

Ghoul

HD [2/10], D20 [+3], AC [14], M [30'], D [3 attacks – claw/bite for d3 + paralysis]

Actions

- Touch causes paralysis in all non-Elves. STR [12] or be paralyzed for d6 rounds.
- Clerical Turn DC [17]
- Normal undead immunities [charm, sleep, mind reading]

Giant

HD [10/50], D20 [+10, +5 MIND], AC [16], M [45'], D [great club 2d6+10]

Actions

- There are MANY different kinds of giants. These are stats for a standard, 12'+ tall giant with a big gut, small brain, and bad hygiene.
- Throw Rock [200'], DEX [15] all in a 10' area or take 2d6.
- Giants often carry bags full of all kinds of nifty things.

Giant Tick

HD [3/15], D2o [+3], AC [16], M [10'], D [bite d4 + blood drain @ 4/round]

Actions

- A hit means the tick has attached to its victim and is draining blood.
- Fire will make the tick detach.
- STR Check [13] or get a disease which will be fatal in d4+4 days.
- Can jump up to 10', and will often drop from ceilings or trees.
- Lie in wait and require a Spot Hidden [MIND 13] or attack with surprise.

Goblin

HD Mook, D2o [+1], AC [14], M [30'], D [weapon d4, or bow R50'] d4

Actions

- -1 to all actions under full sunlight
- Only appear in large groups, very cowardly
- Gang Up: +1/goblin attacking a single opponent. Max +4

Gray Ooze

HD [3/15], D2o [+3, Mindless], AC [12], M [5'], D [pseudopod 2d8]

Actions

- Very hard to detect. Looks like wet stone.
- Impervious to cold and fire, but not weapons or lighting.

Green Slime

HD [2/10], D2o [n/a, Mindless], AC [n/a], M [none], D [dissolve everything 4d6/round, cannot be scraped off]

Actions

- Non-mobile. Usually drops on victims from ceilings. DEX [14]. Missed save means auto damage.
- Killed by fire and cold, but immune to weapons.
- Can only be removed by fire [causing d10 damage to victim] or *Cure Disease*.

Griffon

HD [7/35], D2o [+7, MIND +3], AC [15], M [30'/100'], D [3 attacks. 2 claws d6 and bite 2d8]

Actions

- Back half of lion, front half and wings of eagle
- Always attacks & eats horses

Harpy

HD [3/15], D2o [+3, MIND +5], AC [13], M [15'/60'], D [3 attacks, 2 claws d4 + weapon d6]

Actions

- Body of great bird, arms and head of women
- Charm Song: Men only [MIND 13] or walk willingly into her arms

Hell Hound

HD [5/25], D2o [+5], AC [16], M [30'], D [bite d6]

Actions

- Fire Breath: R [5]], 5d6, DEX [15] for ½ damage
- Immune to all fire & heat

Hippogriff

HD [3/15], D2o [+3], AC [15], M [50'/100'], D [2 attacks. 2 claws d6, bite d10]

Actions

- Back half of horse, front half and wings of eagle
- Hate pegasi

Hobgoblin

HD [1/5], D2o [+2], AC [14], M [30'], D [weapon d8]

Actions

- Big and brave and dangerous
- Bully goblins

Minotaur

HD [6/39], D20 [+6, MIND +3], AC [14], M [45'], D [2 attacks: 1 horns or bite d6, weapon d10+6]

Actions

- 8' tall carnivore man body with horned bull head
- Bull Rush: Run straight forward at double a full move. All in the way must make a DEX [16] Check or take 2d6 horn damage as it charges by.
- Never lost in mazes

Ogre

HD [4/20], D20 [+5, +2 MIND], AC [14], M [20'], D [weapon d10]

Actions

- 9' tall voracious humanoid

Owl Bear

HD [5/35], D20 [+5, +2 MIND], AC [15], M [30'], D [2 claws + bite d8]

Actions

- Foul tempered
- If two claws hit it "hugs" for another 2d6

Purple Worm

HD [15/75], D20 [+15, +5 MIND], AC [14], M [15'], D [bite and tail sting for 2d6 each]

Actions

- Poison sting: STR [18] or take a further 4d6 poison damage
- Any hit +2 over the AC of the target – the target has been swallowed. Must figure out how to escape within 6 rounds or die.