

Microlite2020

Basic Monster List 1.0

Monsters

| Name | Hit Dice | Armor Class | 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) |
| Deinonychous (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) |

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|-----------------------------|----------------------------|-------|---|
| 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: Non-intelligent creatures roll 1d20 + HD if they need to make a skill check. Intelligent creatures may have backgrounds which are added to their roll if appropriate to the check. Intelligent creatures may also have a class and level, if they use the higher of their level or the HD as the modifier to the skill check roll.

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 (i.e. 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.

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