

MONSTERS OF THE UNKNOWN

A Bestiary for Searchers of the Unknown

Following are a number of classic monsters suitable for use in Searchers of the Unknown.

AC = Armor Class, MV = Movement, HD = Hit Dice, AT = damage per Attack.

Dragon, Acid AC 3, MV 12, HD 6d8 to 8d8. AT 1d4, 1d4, 3d6

The acid dragon can also attack with its acid breath, creating a 6"x0.5" stream of acid, dealing damage equal to its HP (half on successful saving throw).

Dragon, Cold AC 3, MV 12, HD 5d8 to 7d8. AT 1d4, 1d4, 2d6

The cold dragon can attack with its breath weapon, which creates a blast of cold 7"x2.5" (see above)

Dragon, Fire AC -1, MV 9, HD 9d8 to 11d8. AT 1d8, 1d8, 3d10

The fire dragon can also attack with its breath, creating a 9"x3" column of fire (see above).

Fishfolk AC 2, MV 12, HD 2d8+2. AT 1d8

Gargoyle Swarm AC 5, MV 9, HD 4d8+4. AT 1d4, 1d4, 1d6, 1d4

Ghoul AC 6, MV 9, HD 2d8. AT 1d4, 1d4, 1d6

On a hit, enemies (unless they save) take paralysis for 1d6 turns. They cannot move, attack, or cast spells, but can talk. Any cure spell will remove the paralysis.

Ghost AC 0, MV 9, HD 10d8. AT 1d8+8

A ghost is ethereal, and will first attempt to dominate a victim (normal attack roll). If that fails, the ghost will semi-materialize and perform a normal touch attack. A semi-materialized ghost has AC 6 and gets half damage when attacked.

Goblin AC 6, MV 6, HD 1d8. AT 1d6

Kobold AC 7, MV 6, HD 1d4. AT 1d4

Kobold Mage AC 6, MV 6, HD 2d8. AT 1d6+1

A kobold mage can cast *magic dart*, *push*, and *scare*.

Lizard, Giant AC 5, MV 15, HD 3d8+1. AT 1d8

On a hit, the target is grabbed (but is allowed a save). On subsequent turns, if the target does not escape the grab, the target takes double damage from the giant lizard's jaws.

Ogre AC 5, MV 9, HD 4d8+1. AT 1d10

Salaman AC 5, MV 9, HD 8d8. AT 2d6, 3d6

The first attack is the salaman's metal spear; the other is its constricting tail.

Spider AC 4, MV 3, HD 4d8+4. AT 1d8

A spider can leap 12" twice per encounter. A spider's web makes an attack equivalent to the spider's level to grab any creature within it.

Triton AC 5 MV 15, HD 3d8, AT 1d8

Troll AC 5, MV 12, HD 6d8+6. AT 1d4+4, 1d4+4, 1d10+1

Three rounds after first being hit, a troll will regain 3 HP at the end of its turn.

Vampire AC 1, MV 12, HD 8d8+3. AT 1d6+5

Vampires regenerate 3 HP per round, and are immune to poison and paralysis, as well as *sleep*, *charm*, and *hold* spells.

Zombie AC 8, MV 6, HD 2d8. AT 1d8

Sleep, *charm*, and cold-based spells have no effect on zombies.

Monsters By Hit Dice

1	Goblin, Kobold
2	Fishfolk, Ghoul, Kobold Mage, Zombie
3	Giant Lizard, Triton
4	Gargoyle Swarm, Ogre, Spider
5	Dragon
6	Dragon, Troll
7	Dragon
8	Dragon, Salaman, Vampire, Zombie
9	Dragon
10	Dragon
11	Dragon

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