

## HOW TO READ THE TABLE

**Monster:** The name of the monster.

**# Appear:** The numerical range of monsters encountered. A monster with a list of 2-400, for example, can be encountered in pairs, or an entire community will generally have up to 400 members.

**AL:** The creature's alignment tendency. Note that there are always exceptions to the rule, and it is possible, however unlikely, to encounter a creature that does not behave as per the tendencies of its race, such as a good orc. Alignments are Good (G), Evil (E), Neutral Unaligned (N(U)), and Neutral Balance (N(B)) and detailed in Volume 1.

**SZ:** The creature's size rating: Tiny (T), Small (S), Medium (M), Large (L), Huge (H), Giant (G), Colossal (C), or immense (I). For details on the effects of size, see Volume 2.

**AC:** The creature's armor class. See p. 89-97. If a creature has an armor class with a penalty listed after it, this represents the penalty to an enemy's attack roll to hit the creature. Thus, AC 4 -3 means the creature has an AC of 4, and the attacker subtracts three from all rolls to hit it. This penalty refers to other defenses besides artificial and natural armor, such as the creature's reaction adjustment.

**Move:** The number of feet per round the creature can move. In combat,

creatures can move half their total movement and still make an attack. See Volume 2.

**HD:** The number of hit dice a monster has. Roughly equivalent to its level of experience, were it a player character. Monsters always make saving throws as Warriors, using their Hit Dice to reference the level at which they save. Thus, a 2 HD creature saves as a second level Warrior. For creatures over 10 HD, simply intuit the progression past tenth level. An 11 HD creature saves as 10<sup>th</sup> level, and reduce the required save by one point per two HD thereafter. Thus, a 15-HD creature saves at 4. No matter how many hit dice a creature has, a natural roll of 2 will always fail a save. Parenthetical notations give hit points for an average member of the species.

**Attacks:** The type and number of basic attacks a creature has. Parenthetical notations indicate what weapon type to reference on the combat chart in Volume 2, and non-standard damage (if any). Thus, Bite (dagger) means the creature has a bite, which is scored as a dagger on the Weapon Type vs. AC chart in volume 2. Attacks separated by commas indicate multiple attacks. Attacks after an "or" indicate other options in lieu of standard attacks. Thus, a creature with "2 claws and bite (2 daggers and short sword) or tail swipe (flail, 3d6)" indicates the creature can use either 2 claws and a bite, OR it can attempt a tail swipe which scores as a flail and does 3d6 damage.

**Special:** Any special abilities or attacks a creature has. Unless otherwise