

	Freq	NPC Example	Strength	Intelligence	Wisdom	Dexterity	Constitution	Charisma	Perception	cleric	druid	witch	fighter	ranger	paladin	mage	illusionist	thief	assassin	bard II
dwarf, hill	c	Otto	18/00 8	18 3	18 3	17 3	19 12 +1	16 3 -1	18 3	8			9					12	9	
elf, high	c	Arod	18/75 3	18 8	18 3	19 7 +1	18 6 -1	18 8	18 6	7 10 8			7 6			11		12	10	12
hobbit	c	Daisy	17 6	18 6	17 3	18 8 +1	19 10	18 3	18 4	5 9			7 7					15		
human	c	Moorak	18/00 3	18 3	18 3	18 3	18 3	18 3	18 3	U U U			U U U			U U		U U	U U	U
centaur	u	Wymarc	18/00 11 +1	16 3 -1	18 4	16 3 -1	18 11 +1	18 3	18 6	5 14			12 10			6				10
dwarf, mountain	u	Gunny	18/00 8	18 3	18 3	17 3	19 12 +1	16 3 -1	18 3	8			10					10	9	
elf, wood	u	Solinane	18/90 4	17 7	18 3	19 7 +1	18 6 -1	18 8	18 6	7 U 8			8 7			10		12	10	12
gnome, forest	r		18/50 3	18 7	18 3	18 3	18 8	18 3	18 5	7 6			6 6			7		13	8	9
gnome, rock	u	Gimble	18/50 3	18 7	18 3	18 3	18 8	18 3	18 5	7 6			6 6			7		13	8	9
goblin	c	Margot	15 4	18 3	18 3	17 4	16 5	12 3 -1	18 3	7 6			8			4		12	9	7
half elf	u	Suevella	18/90 3	18 4	18 3	18 6	18 6	18 3	18 4	7 U 8			8 8			8		12	11	U
half orc	u	Artec	18/00 6 +1	17 3	17 3	17 3	19 13 +1	14 3 -2	18 3	7 4			10					11	15	
lizard man	u	Slee	18/00 8 +1	17 3	18 3	16 3 -1	18 6 +1	16 3 -1	18 6	7 7 2			12					4		
merman	u	Dimitrius	18/00 7	18 3	18 3	18 3	18 3	18 3	18 3	5 9 9			9			7 7				9
orc	c		18/00 6 +1	14 3	14 3	17 3	18 8 +1	12 3 -2	18 6	5 4			10					8	11	
arakocra	r		16 3 -1	18 3	17 3	18 8 +1	16 6 -1	18 3	18 3	7 7 2			9					5		
al karak elam	r	Ariel	18/90 7	18 6	18 6	18 8	18 6	19 7	18 6	9 9			9			9 13				
brownie	r	Dolly	12 2 -2	18 6	18 6	20 15 +2	16 6 -2	18 8	19 13 +2	6 2			2 2			8		13		9
bugbear	u	Angellica	18/00 8 +1	16 3 -1	18 3	17 8	18 8	14 3 -1	18 6	5 4			10					9	11	
bullywug	r		18/75 6	14 3 -1	16 6	18 4 +1	18 6	14 3 -1	18 3	5			7					7		
crat, leandar	r		18/00 8 +1	16 4 -1	17 4 -1	18 7	18 7	18 6 +1	18 9	8			10 7 10					8		

	Freq	NPC Example	Strength	Intelligence	Wisdom	Dexterity	Constitution	Charisma	Perception	cleric	druid	witch	fighter	ranger	paladin	mage	illusionist	thief	assassin	bard II	
crat, pantar	r	Shannar	18/90 7 +1	16 3 -1	16 3 -1	18 8 +1	18 6	16 3	18 9	4	4	9	7					11	8		
crat, taagar	r	Za'shar	18/00 9 +1	17 5 -1	17 5 -1	18 6	18 8 +1	17 4	18 9	6	8	6	10	8		6	7			9	
elf, drow	vr	Glaesha	18/50 5	19 8	18 4	20 8 +1	16 4 -1	18 9	18 11	7	9	9				12		12	15		
elf, gray	r	Quendi	18/50 3 -1	19 9 +1	18 5	19 6 +1	17 5 -1	18 9	18 6	7	8	8	6			12		12	8	12	
elf, sea	vr	Sorash	18/90 6	17 7	18 3	19 7 +1	18 6 -1	18 8	18 6	7	U	8	8	7		9		12	10	12	
firbolg	vr	Tiny	19 14 +2	18 8	18 8	15 8	18 12	14 3 -2	18 6	7			12	10		5					
flind	r		18/00 8 +1	16 3	16 3	18 6	18 6	16 3 -1	18 4	5	4	10							9		
gnoll	u		18/00 6 +1	14 3 -1	16 3	18 5	18 5	14 3 -1	19 8 +1	5	7	4	9						9		
half dryad	vr	Glorianna	18 3 -1	18 6	18 5	18 6	18 5	19 9 +1	18 5	7	U	9	5	6		8		12		12	
half ogre	r	Warmgruel	19 14 +1	12 3 -1	12 3	12 3	19 14 +1	10 2 -2	18 3	4	6	11							6		
hengeyokai	vr	Kee'O	18/00 12 **	18 12 **	18 12 **	18 9 **	18 12 **	17 12 **	18 12	8			15			9				12	
hobgoblin	r		18/75 6	18 3	18 3	18 6	18 5	14 3 -1	17 3	7	4	9							10	6	
kobold	u	Kregor	16 3	17 3	18 3	18 4	15 4	14 3	18 6	5	4	6							12	9	
leprechaun	r		12 2 -2	18 8	16 3	20 8 +2	16 6 -2	18 8	18 13 +2		2	2				8	12	12		12	
minotaur	r	Bisar	20 12 +2	18 5	16 3 -2	16 5	20 12 +2	16 3 -2	20 12 +2	10	7	12	8			7					
ogre	u		20 16 +2	9 2 -2	9 2 -2	8 2	20 14 +2	8 2 -2	16 3	4	6	12									
pixie	r	Flitterberry	9 1 -1	18 6	16 3	19 8 +1	16 7 -1	18 3 +1	18 3			6	4			6	8	12		8	
satyr	r		18/75 6	17 3 -1	18 3	18 8 +1	18 7 +1	17 3 -1	18 13	7	U		12	10					11	15	
spirit folk, sea	vr	Tetsuko	18/75 6	18 12	18 9	18 12	14 6	18 14	18 6				15								
wemic	vr		18/00 11 +1	18 3	18 3	17 6 -1	18 11	18 3	18 6	5	7	5	12	10						8	

	Freq	NPC Example	Strength	Intelligence	Wisdom	Dexterity	Constitution	Charisma	Perception	cleric	druid	witch	fighter	ranger	paladin	mage	illusionist	thief	assassin	bard II
changeling	vr		18/00 12	20 5 +2	18 10	20 8 +2	16 12 -2	20 15 +2	18 5	10			<u>12</u>	<u>12</u>	10	<u>12</u>		<u>12</u>		<u>13</u>
dwarf, gray	vr		18/00 8	18 3	18 3	17 3	19 12 +1	16 3 -1	18 3	<u>10</u>			<u>10</u>					<u>12</u>	<u>11</u>	
dwarf, korobokuru	r	Kironumei	19 8 +1	15 3	17 3	18 6	19 12 +1	16 3 -2	18 3	<u>6</u>			<u>9</u>			<u>7</u>		<u>10</u>		
elf, ice	vr		18/75 4	18 8	18 3	19 7 +1	18 6 -1	18 8	18 6	7	10	<u>8</u>	<u>7</u>	6		<u>10</u>		<u>12</u>	<u>10</u>	<u>12</u>
elf, wild	vr	Ashone	18/90 5 +1	17 6 -1	18 3	19 7 +1	18 6 -1	18 8	18 6	5	<u>U</u>	<u>8</u>	<u>8</u>	<u>7</u>		<u>9</u>		<u>13</u>	<u>10</u>	<u>10</u>
gnome, deep	vr		18/50 3	18 7	18 3	18 3	18 8	18 3	18 5	9		<u>6</u>	<u>6</u>			<u>7</u>		<u>13</u>	8	<u>8</u>
half dragon, bronze	vr	Gallebriath	18/00 5 +1	18 3	18 4 +1	19 5 +1	18 4	18 4	18 6	<u>7</u>			<u>12</u>	<u>12</u>		<u>6</u>	<u>7</u>	<u>9</u>		
half dragon, gold	vr	T'loganarith	20 7 +2	18 3	18 3	17 3 -1	18 6	18 6 +1	18 6	<u>8</u>			<u>9</u>	<u>8</u>		<u>12</u>		<u>7</u>		
half dragon, silver	vr		19 6 +1	18 3	18 3	18 4	18 5 +1	18 5	18 6	<u>12</u>			<u>8</u>	<u>10</u>		<u>9</u>		<u>12</u>		
half drow	vr	Malok	18/90 3	18 4	18 3	18 6	18 6	18 3	18 4	<u>7</u>	<u>U</u>	<u>8</u>	<u>8</u>	<u>8</u>		<u>8</u>		<u>12</u>	<u>11</u>	<u>U</u>
half dwarf	vr																			
half giant	vr																			
koalinth	r		18/75 8	18 3	18 3	18 6	18 5	14 3 -1	16 3	<u>7</u>		<u>4</u>	<u>9</u>					<u>9</u>		
locathah	r		17 3	18 8 +1	18 6	18 6	17 3 -1	17 3	18 6	<u>3</u>	<u>7</u>		<u>10</u>							<u>10</u>
malenti	vr		18/90 6	17 7	18 3	19 6 +1	17 6 -1	18 7	18 11	6			<u>8</u>	9					<u>12</u>	
spirit folk, river	r		18/75 6	18 12	18 9	18 12	14 6	18 14	18 6				15							
spirit folk, wood	r		18/75 6	18 12	18 9	18 12	14 6	18 14	18 6				15							
thri-kree	vr		20 8	20 5 -1	20 5 +1	20 15 +2	20 5	17 5 -2	18 6	<u>8</u>	<u>12</u>		<u>12</u>	<u>8</u>						
troll-born	vr		18/00 4 +1	18 4 +1	17 3 -1	18 3	18 4 +1	16 3 -2	16 3				15	15		15				

	AC	Size	Move	Vision	Hearing	Psionic?	xps	Attack	Defense	Abilities	Limitations	Languages	Source Material
dwarf, hill	10	m	11	60'	+5	Yes		+1 to hit orcs, goblins, hobgoblins & half-orcs	+4 AC vs ogres, giants, and trolls, saving throw bonus vs magic & poison	detect grade, slope, & construction 75%, sliding walls 66%, stone traps & depth 50%	may begin with only two non-standard languages or skills	dwarvish, common, gnoll, gnome, goblin, kobold, orc	PH
elf, high	10	m	13	UV	+5	No		+1 to hit with long/short bow and sword	90% resistance to sleep and charm hide in forests, surprise bonus	detect secret and concealed doors	no soul	elvish, common, gnoll, gnome, goblin, hobgoblin, orc	PH
hobbit	10	s	9		+5	Yes		+3 to hit with bow and sling	saving throw bonus vs magic and poison, hide in forest, surprise bonus	one racial ability -- hurled weapons, 30' IR, UV, detect direct/slope/grade, no lang restriction, bonus prof	may begin with only one non-standard language or skill	common, dwarvish, elvish, goblin, gnome, orcish	PH & TXT
human	10	m	12			Yes							PH
centaur	5	L	18			Yes		d6/d6 (hooves -- 13+' head space)			cannot support body weight with arms, non-humanoid	centaur, common, elvish	TXT & HH
dwarf, mountain	10	m	11	60'	+5	Yes		+1 to hit orcs, goblins, hobgoblins & half-orcs	+4 AC vs ogres, giants, and trolls, saving throw bonus vs magic & poison	detect grade, slope, & construction 75%, sliding walls 66%, stone traps & depth 50%	may begin with only one non-standard language or skill -2 penalty to ALL in	dwarvish, bugbear, common, gnoll, gnome, goblin, hill giant, orc	PH
elf, wood	10	m	13	UV	+5	No		+1 to hit with long/short bow and spear	90% resistance to sleep and charm hide in forests, surprise bonus	detect secret and concealed doors	no soul, may begin with only two non-standard languages or skills	elvish, brownie, centaur, common, dryad, pixie, treant, specific forest animal	PH & UA
gnome, forest	10	s	9	60'	+10	Yes		+1 to hit kobolds and goblins	+4 AC vs gnolls, bugbear, ogres, giants, and trolls, saving throw bonus vs magic, hide in the forest	pass without trace through forest, animal friendship with small animals		gnome, brownie, common, dryad, pixie, satyr, treant, forest animal	PH
gnome, rock	10	s	9	60'	+10	Yes		+1 to hit kobolds and goblins	+4 AC vs gnolls, bugbear, ogres, giants, and trolls, saving throw bonus vs magic	detect grade/slope 80%, unsafe stone 70%, depth 60%, direction 50%		gnome, common, dwarvish, goblin, kobold, burrowing mammal	PH
goblin	10	s	9	60'		No				detect new/unusual stonework 25%, charisma bonus to wolves and wolf-like creatures	-1 to hit in bright sunshine	goblin, common, hobgoblin, kobold, orc, wolf, worg	HH
half elf	10	m	12	UV		Half			30% resistance to sleep and charm	detect secret and concealed doors -- limited		common, elvish, gnoll, gnome, goblin, hobgoblin, orc	PH
half orc	10	m	12	60'	+5	Half			+1 saves vs poison and disease			common, orc, dwarvish, goblin, hobgoblin, ogre	PH
lizard man	5	m	6//12	60'	+5	No		d2/d2/d8 (claw/claw/bite)	cold blooded (no stirge, mosquitos, etc, and less food)	hold breathe for CON in minutes, digest nearly anything	cold blooded -- deserts and tundra dangerous, no armor	lizard man, common	HH & TXT
merman	7	m	1//18			Yes			+1 saves and -1 per die from cold	breathe water and air	dehydrate -- save or -2 hps/hour out of water	merman, common, locathah	D250
orc	9	m	12	60'	+5	No			+1 saves vs poison and disease, +2 attributal points for PCs	detect new/unusual stonework 35%, and detect slope 25%	-1 to hit in bright sunshine	orc, common, goblin, hobgoblin, ogre	HH
arakocra	7	m	6/36c		+15	No		d3/d3 (talons), d3 (beak), dive, no penalty to aerial missiles		four can summon air elemental with 7th lvl shaman	-3 penalty to attack and morale in enclosed areas	arakocra, al karak elam, common, giant eagle	HH
al karak elam	7	m	12/18c		+5	No	x3/2	+1 to hit with bows and javelins		distance vision, learn avian-monster lang (griffon, hippogriff, pegasus, etc)	-3 to attack & morale in enclosed areas, save vs insanity per day enclosed	al karak elam, common, elf, avian	TXT & D51
brownie	7	t	12	UV	+10	No			save as 9th lvl clerics or by class/level (whichever better), hide in terrain	level-based abilities to prot from evil, ventriloquism, dancing lights, cont light, mirror image, confusion, & dim door	lose one hit die (d4 until 2nd level)	brownie, common, elvish, hobbit, pixie, sprite	TXT
bugbear	7	L	9	60'	+5	No			surprise bonus			bugbear, common, goblin, hobgoblin	HH
bullywug	6	m	3//15	60'		No		+1 to hit and x2 dmg when hopping	chameleon 75%, cold blooded	hold breathe for CON in rounds, breathe through skin for CON in minutes, 30' hop	cold blooded -- deserts and tundra dangerous, save or -2 CON per day out of water	bullywug, common, lizard man	HH
crat, leandar	8	m	15	dark	+10	No		d3/d3 (claws) and d4 (bite), +1 to hit with claws or war claws	-1 per die from falls, -1 per die from cold	leap 15' forward or 5' up, command normal felines with half hit dice than levels	+1 per die from fire, cannot eat sentient flesh, limited armor	crat, al karak elam, centaur, common, lizard man, thri kree	TXT

	AC	Size	Move	Vision	Hearing	Psionic?	xps	Attack	Defense	Abilities	Limitations	Languages	Source Material
crat, pantar	8	m	15	dark	+10	No		d3/d3 (claws) and d4 (bite), +1 to hit with claws or war claws	-1 per die from falls, -1 per die from cold	leap 15' forward or 5' up, hide in natural terrain	+1 per die from fire, cannot eat sentient flesh, limited armor	crat, al karak elam, centaur, common, lizard man, thri kree	TXT
crat, taagar	8	m	15	dark	+10	No		d3/d3 (claws) and d4 (bite), +1 to hit with claws or war claws	-1 per die from falls, -1 per die from cold	leap 15' forward or 5' up, swim	+1 per die from fire, cannot eat sentient flesh, limited armor	crat, al karak elam, centaur, common, lizard man, thri kree	TXT
elf, drow	10	m	13+	120'	+5	No		dancing lights, darkness, & faerie fire x1/day	+2 saves vs magic surprise bonus	detect grade, slope, & construction 75%, sliding walls 66%, stone traps & depth 50%	no soul -2 Dex, Move, AC, Saves in bright light	drow, bugbear, dueregar, kuo toan, orcish, uncommon	UA
elf, gray	10	m	13	UV	+5	No		+1 to hit with long/short bow and sword	90% resistance to sleep and charm hide in forests, surprise bonus	detect secret and concealed doors	no soul	elvish, common, gnoll, gnome, goblin, hobgoblin, orc, BONUS	UA
elf, sea	10	m	9//15	UV	+5	No		+1 to hit with spear and trident	90% resistance to sleep and charm hide in kelp, surprise bonus	detect secret and concealed doors, breathe water	no soul, begin w/only 2 non-standard, -1 (cum) to all rolls/scores per day out of	elvish, common, dolphin, koalinth, merman, locathah, sahuaghin	PH & TXT
firbolg	2	L	15			No	x3/2		may roll vs petrification to deflect any missile, including boulders	level-based magical abilities to detect magic, diminuation, fool's gold, forget, and alter self	never use shields or armor	firbolg, common, storm giant	HH
flind	7	m	12	60'		No				may use flind-bar		gnoll, bugbear, common, hobgoblin, ogre, orc	HH
gnoll	7	L	9	60'	+5	No				identify close friends by scent		gnoll, common, hobgoblin, orc, troll	HH
half dryad	9	m	12	UV	+10	No			50% resistance to nature-based charms	pass without trace (at 3rd) and plant door (at 7th)	may only wear leather, studded leather, elven or magical chain	dryad, common, elvish, pixie, satyr, sprite, treant, plant tongue	Dragon
half ogre	8	L	11	60'		Half						ogre, common, gnoll, hill giant, orc, stone giant, troll	HH
hengeyokai	10+	m	12+	120'		No							OA & D266
hobgoblin	10	m	12	60'		No				detect new construction, sloping, shifting 40%		hobgoblin, carvinorous ape, common, goblin, orc	HH & D250
kobold	7	s	6	60'	+10	No					-1 to hit in bright sunshine	kobold, common, goblin, orc	HH
leprechaun	8	t	15	UV	+10	No	x2			level-based abilities to use ventriloquism, become invisible, create illusions, polymorph self, limited wish	lose one hit die (d4 until 2nd level)	leprechaun, common, elvish, gnome, hobbit, pixie	TXT
minotaur	6	L	12	60'	+5	No	x3/2	d4 (bite) or 2d4 (butt) plus weapon	surprise bonus of +4, +3 vs morale and fear, immune to maze	track by scent 50%, innate sense of direction		minotaur, common	KA
ogre	5	L	9	60'		No						ogre, common, gnoll, hill giant, orc, stone giant, troll	HH
pixie	5	t	6/12b	UV	+5	No	x2			level-based abilities to become invisible, polymorph self, know alignment, create illusion, confusion, dispel magic, dancing	lose one hit die (d4 until 2nd level)	pixie, common, sprite	HH
satyr	5	m	18	UV		No		2d4 (butt)	alertness, hide in woodlands	create pan-pipes at 6th level or later	easily distracted by women or wine, can't wear most armor or any footwear	satyr, centaur, common, dryad, elvish, korred	HH
spirit folk, sea	10	m	12//12	120'		No							OA
wemic	6	L	12	dark	+10	No		d4/d4 (foreclaws)		leap 30' forward or 10' up	cannot support body weight with arms, non-humanoid	wemic, common	HH

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changeling	9	m	12	60'			x2			shapeshift as non-weapon		changeling, ogre, elvish	TXT & KA
dwarf, gray	10	m	11	120'									SP
dwarf, korobokuru	10	m	11	60'									OA
elf, ice	10	m	13	UV									PH & TXT
elf, wild	10	m	13	UV									UA
gnome, deep	10	s	9	120'									UA
half dragon, bronze	10+	m	12	10'+			x2						TXT & COW
half dragon, gold	10+	m	12	10'+			x2						TXT & COW
half dragon, silver	10+	m	12	10'+			x2						TXT & COW
half drow	10	m	12	60'									UA & TXT
half dwarf													TXT
half giant													TXT
koalinth	10	m	9//12	60'									HH & D250
locathah	6	m	1//12										D250
malenti	8	m	9//15	UV									D250
spirit folk, river	10	m	12//12	120'									OA
spirit folk, wood	10	m	12//12	120'									OA
thri-kree	5	L	18										DS
troll-born	9	m	12	60'									VA