

Encounter	Interests	AC	MV	HD	HP	Atk	ML
Archer Cherub	shoot anything that moves, look down on the world	18	120' flying	2	12	Stone Arrows: (range 20/40/80) 1d8 damage and cherub suffers 1 damage each time it fires an arrow, regenerates at a rate of 1HP/day	12
Buzzard Dandy	look good, embarrass rivals, eat well, survive	12	120' flying	2	6	Bite: 1d4 damage	2
Cave Bat	catch food, go unseen, survive	13	240' flying	1	2	Bite: 1d4 damage	4
Giant Spider	trap prey, survive	14	90'	3	12	Bite: 1d4 damage and save v. poison or take 1d8 damage the following round	8
Grandfather Toad	wallow moistly, catch food, survive	12	60'	4	18	Tongue Lash: 1d3 damage and save v. paralyze or be swallowed whole and take 1d6 damage/round	10
Green Slime	NA	NA	NA	3	10	Contact: 2d6 damage every round until removed, immune to all damage except fire/acid/magic	NA
Grotesque Spouter	climb buildings, dissolve organics	18	60'	5	30	Acid Spout: (range 10/20/30) 2d10 damage and save v. breath weapon for half damage only usable every d4 rounds	12
Ivy Viper	suffocate the warm-blooded, lay eggs, survive	12	120'	1	2	Bite: save v. poison or die in 1d4 minutes	4
Marble Knight	hit anything that moves, keep walking	19	120'	6	36	Granite Sword: 1d10 damage	12
Poisonous Toad	catch food, survive	14	30'	2	4	Contact: save v. poison or take 1d6 damage the following round	4
Rat Swarm	eat, breed, spread filth	12	120'	2	10	Bites: 1d4 and save v. poison or contract disease, only takes 50% from piercing attacks and only takes 1 point from slashing attacks	8
Russet Mold	NA	NA	NA	5	22	Spores: save v. poison or contract infection causing 1d4 damage/day, immune to all damage except fire/acid/magic	NA
Saffron	escape the cage	22	240' flying	1	3	Bite: 1d2 damage	12
Stranglecreeper	digest animals, grow larger, survive	12	15'	3	12	Strangle: 1d6 damage	12
Wild Man	avoid people, live in comfort	12	120'	2	6	Fist: 1d2 damage	7