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1144 The New Adventures of Fafhrd and Gray Mouser Back to Dungeons & Dragons Archive Wikimedia list article See also: Monsters in Dungeons & Dragons "Chitine" redirects here. For the polymer compound, see chitin. "Couatl" redirects here. For topics related to the Nahuatl word, see Coatl (disambiguation). "Ettercap" redirects here. For the network security tool, see
Ettercap (software). This article relies too much on references to primary sources. Please improve this by adding secondary or tertiary sources. (October 2019) (Learn how and when to remove this template message) This is the list of Advanced Dungeons & Dragons 2nd edition monsters, an important element of that role-playing game.[1][2][3] This list only includes monsters from
official Advanced Dungeons & Dragons 2nd Edition supplements published by TSR, Inc. or Wizards of the Coast, not licensed or unlicensed or unlicensed Dungeons & Dragons 2nd Edition manuals. Monsters in the 2nd edition Advanced Dungeons & Dragons 2nd Edition of the Dungeons & Dragons game featured both
a higher number of books of monsters[4] and more extensive monster description, monster entries in this edition contained standardized sections covering combat, their habit and society, and their role in the eco-system.[5][6] 2nd edition also used a unique format in the
form of Monstrous Compendiums of loose sheets that could be collected in a folder, and allowed the combination of monster books together with individual monster books.
standard in later editions of the game.[6][8][11] Monsters created for the 2nd edition were based on mythologies of various cultures, fantasy literature, and original inventions.[1] They were often updated from earlier editions. 2nd edition also introduced a great number of new creatures.[6][7] Some types, such as devils and demons, were initially removed by TSR in response to a
 moral panic promoted by Patricia Pulling's advocacy group Bothered About Dungeons (BADD).[12][13][14] These were later reintroduced, sometimes with different names, to avoid complaints.[15] TSR 2102 – MC1 – Monstrous Compendium Volume One (1989) – ISBN 0-88038-738-6 This was the
 initial volume in the Monstrous Compendium series, for the second edition of the Advanced Dungeons & Dragons game, published in 1989. Most of the monster entries were greatly expanded and in most cases each monster now filled an entire page and had an all-new illustration. The Monstrous
Compendium series consisted of a pack of 5-hole punched loose-leaf pages rather than an actual book, designed to the player's preference. Volume One of the Monstrous Compendium was packaged in a box, which contained the pack of 144
pages, unnumbered, and included a "How To Use This Book" page, with an alphabetical index to Volume One on the back, four pages of monster summoning and random encounter charts, and a blank monster sheet to be photocopied, with the remainder consisting of the monster descriptions. Also included were eight full-page illustrations on heavier card stock. Note: All
 monsters from MC1 appeared in the Monstrous Manual (1993), though some had slightly altered headings. Creature Other appearances Variants Description Aerial servant Monster Manual (1993), though some had slightly altered headings. Creature Other appearances Variants Description Aerial servant Monster Manual (1993), though some had slightly altered headings. Creature Other appearances Variants Description Aerial servant Monster Manual (1993), though some had slightly altered headings. Creature Other appearances Variants Description Aerial servant Monster Manual (1993), though some had slightly altered headings. Creature Other appearances Variants Description Aerial servant Monster Manual (1993), though some had slightly altered headings.
Camel, Cattle, Buffalo, Antelope and Sheep Bat Common, Large (Giant) and Huge Bat (mobat) Bear Black, Brown, Cave and Polar Behir The Lost Caverns of Tsojcanth (1982), Monster Manual (2003) A snake-like reptilian monster which can move quickly and climb thanks to its dozen legs; it can discharge a stroke of lightning,
 squeeze opponents with its long body, and swallow creatures whole Beholder Supplement I: Greyhawk (1975), Monster Manual (2000), Monster Manual (2000), Monster Manual (2003), Monster Manual (2008) A large orb dominated by a central eye and a large toothy maw, with 10 smaller eyes on stalks sprouting from the top of the orb; the large eye negates all magic and the
smaller eyes cause a variety of magical effects. A "creature that looks at you and is destroying you by the power of its magical eyes".[16] A terrible beast, but depicted as "a cuddly rosy ball with too many eyes".[17] Designed to counter magic-using characters while being a formidable opponent for a whole party due to its versatility.[1] Considered one of "the game's signature
monsters" by Philip J. Clements.[18]:133 Boar Wild Boar, Giant Boar (Elothere) and Warthog Bookworm Monster Manual II (1983), A worm that inhabits libraries and eats books, it can change its normal gray color to match its surroundings Brownie Monster Manual II (1983), A worm that inhabits libraries and eats books, it can change its normal gray color to match its surroundings Brownie Monster Manual II (1983), A worm that inhabits libraries and eats books, it can change its normal gray color to match its surroundings Brownie Monster Manual II (1983), A worm that inhabits libraries and eats books, it can change its normal gray color to match its surroundings Brownie Monster Manual II (1983), A worm that inhabits libraries and eats books, it can change its normal gray color to match its surroundings Brownie Monster Manual II (1983), A worm that inhabits libraries and eats books, it can change its normal gray color to match its surroundings Brownie Monster Manual II (1983), A worm that inhabits libraries and eats books, it can change its normal gray color to match its surroundings Brownie Monster Manual II (1983), A worm that inhabits libraries and eats books, it can change its normal gray color to match its surroundings Brownie Monster Manual II (1983), A worm that inhabits libraries and eats books, it can change its normal gray color to match it
surroundings Bugbear Supplement I: Greyhawk (1975), Monster Manual (2000), Monster Manual (
 Manual (2003), Monster Manual (2008) A worm-like cephalopod that scavenges subterranean areas, feeding primarily upon carrion, whose tentacles paralyze creatures Catoblepas Supplement III: Eldritch Wizardry (1976), Monster Manual (1977), Monster Manual II (2002) A bizarre creature that inhabits swamps, the large bloodshot eyes of its unusually heavy head emanate a ray
 that causes other creatures to simply die. An "old personal favorite" of reviewer Mark Theurer.[20] Cats, great Cheetah, Jaguar, Leopard, Common Lion, Mountain Lion, Spotted Lion, Giant Lynx, Wild Tiger and Smilodon Cave fisher In the Dungeons of the Slave Lords (1981), Monster Manual II (1983), Dragon No. 355 (May 2007) A large insectoid with characteristics of a spider
 and lobster, it catches foes with its sticky filament by firing it from a distance Centaur, sylvan Dungeons & Dragons set (1974), Monster Manual (2000), Monster Manual (2000), Monster Manual (2003) A woodland being with the upper half of a human and the lower body of a large powerful horse, it is a sociable tribal creature. Based on the creature from Greek mythology.[1][3][21]
Centipede Giant centipede, Huge centipede and Megalocentipede Aligement (2003), Monster Manual (2008), Monster Man
 but weaker than a sphinx".[21] Cockatrice Supplement III: Eldritch Wizardry (1976), Monster Manual (2000), Monster Manual (2003) Cockatrice and Pyrolisk Based on the creature from medieval bestiaries.[1] Couatl Supplement III: Eldritch Wizardry (1976), Monster Manual (2000), Monster Manual (2000), Monster Manual (2003) A 12-foot-long (3.7 m)
 feathered serpent native to jungle regions, of lawful good alignment, with great magical and psionic power. Based on the creature from Mesoamerican religion. (2003), Monster Manual (2008) A magical creature resembling a puma with a tentacle growing from
 each shoulder, it hates all forms of life, and always appears 3 feet from its actual position. Based on the alien Coeurl from the short story Black Destroyer by A. E. van Vogt.[1] Dogs Wild, War, Blink and Death Dogs Dragons Powerful and intelligent, usually winged reptiles with magical abilities and breath weapon. The different subraces, distinguished by their colouring, vary in
power.[25] The dragon has been referred to as the "iconic creature for D&D adventurers to conquer".[26]:34[27] -- Dragon, Black Dungeons & Dragons Rules Cyclopedia (1991), Monster Manual (2000), Monster Manual v.3.5 (2003), D&D Miniatures:
Dragoneye set #44 (2004), D&D Icons: Gargantuan Black Dragon (2006), D&D Miniatures: Unhallowed set #55 (2007) Evil[28] chaotic-aligned dragons that spit acid. They have horns projecting forward, a long body and thin tail.[17] -- Dragon, Blue Dungeons & Dragons set (1974), Monster Manual (1977), D&D Basic Set (1981, 1983), D&D Companion Rules (1984), Dungeons & Dragons set (1974), Monster Manual (1977), D&D Basic Set (1981, 1983), D&D Companion Rules (1984), Dungeons & Dragons set (1974), Monster Manual (1977), D&D Basic Set (1981, 1983), D&D Companion Rules (1984), Dungeons & Dragons set (1984), Dungeons set 
Dragons Rules Cyclopedia (1991), Monster Manual (2000), Monster Manual (2000), Monster Manual (2000), Monster Manual (1977), D&D Basic Set (1997), They have a distinctive horn on their snout. [17] -- Dragon, Brass Greyhawk set (1974), Monster Manual (1977), D&D Basic Set (1997), Monster Manual (2000), Monster Manual (20
 Monster Manual (2000), Monster Manual v.3.5 (2003), D&D Miniatures: Dragoneye set #14 (2004), D&D Miniatures: Unhallowed set #19 (2007) Benevolent and talkative good-aligned[28] desert-dwelling dragons that can breathe sleep gas or fear-causing gas. An example of content misrepresented by the game's detractors. [29] -- Dragon, Bronze Greyhawk set (1974), Monster
Manual (1977), Monster Manual (2000), Monster Manual (2000), Monster Manual v.3.5 (2003), D&D Miniatures: War Drums set #7 (2006) Good[28] and lawful-aligned dragons that breathe a bolt of lightning or a repulsion gas cloud -- Dragon, Copper Greyhawk set (1974), Monster Manual (2000), Monster Manual v.3.5 (2003), D&D Miniatures: Angelfire set #21 (2005), D&D
Miniatures: Desert of Desolation #23 (2007) Good[28] and chaotic-aligned dragons that breathe a discharge of acid or a cloud of gas that slows creatures -- Dragon, Gold Dungeons & Dragons Rules Cyclopedia (1991), Monster Manual (2000), Monster Manual (
v.3.5 (2003), D&D Miniatures: Giants of Legend set #61 (2004), D&D Miniatures: Deathknell set #7 (2005) Good[28] and lawful-aligned dragons that breathe fire or chlorine gas -- Dragon, Green Dungeons & Dragons Rules Cyclopedia (1991), Monster Manual (1977), D&D Basic Set (1981, 1983), D&D Companion Rules (1984), Dungeons & Dragons Rules Cyclopedia (1991), Monster Manual (1977), D&D Basic Set (1981, 1983), D&D Companion Rules (1984), Dungeons & Dragons Rules Cyclopedia (1991), Monster Manual (1977), D&D Basic Set (1981, 1983), D&D Companion Rules (1984), Dungeons & Dragons Rules Cyclopedia (1991), Monster Manual (1977), D&D Basic Set (1981, 1983), D&D Companion Rules (1984), Dungeons & Dragons Rules Cyclopedia (1991), Monster Manual (1977), D&D Basic Set (1981, 1983), D&D Companion Rules (1984), Dungeons & Dragons Rules Cyclopedia (1991), Monster Manual (1977), D&D Basic Set (1981, 1983), D&D Companion Rules (1984), Dungeons & Dragons Rules Cyclopedia (1991), Monster Manual (1977), D&D Basic Set (1981, 1983), D&D Companion Rules (1984), Dungeons & Dragons Rules Cyclopedia (1991), Monster Manual (1978), D&D Companion Rules (1984), Data (1984), Da
 (2000), Monster Manual v.3.5 (2003). D&D Miniatures: War of the Dragon Queen set #38 (2005) Evil[28] lawful-aligned dragons that breathe a cloud of poisonous chlorine gas -- Dragon, Red Dungeons & Dragon No. 134 "The Ecology of the Red Dragon" (1988), Monster Manual (1977), D&D Companion Rules (1984), Dragon No. 134 "The Ecology of the Red Dragon" (1988),
Dungeons & Dragons Rules Cyclopedia (1991), Monster Manual v.3.5 (2003), D&D Miniatures: Giants of Legend set #71 (2004), D&D Miniature
playing games.[30] -- Dragon, Silver Greyhawk set (1974), Monster Manual (2000), Monster Manual (2000), Monster Manual v.3.5 (2003), D&D Miniatures: Archfiends set #5 (2004) Good[28] and lawful-aligned dragons that breathe a cone of frost or a cloud of paralyzing gas -- Dragon, White Dungeons & Dragons set (1974), D&D Basic Set (1977, 1981, 1983), Monster Manual v.3.5 (2003), D&D Miniatures: Archfiends set #5 (2004) Good[28] and lawful-aligned dragons that breathe a cone of frost or a cloud of paralyzing gas -- Dragon, White Dungeons & Dragons set (1974), D&D Basic Set (1977, 1981, 1983), Monster Manual v.3.5 (2003), D&D Miniatures: Archfiends set #5 (2004) Good[28] and lawful-aligned dragons that breathe a cone of frost or a cloud of paralyzing gas -- Dragon, White Dungeons & Dragons set (1974), D&D Basic Set (1977, 1981, 1983), Monster Manual v.3.5 (2003), D&D Miniatures: Archfiends set #5 (2004) Good[28] and lawful-aligned dragons that breathe a cone of frost or a cloud of paralyzing gas -- Dragon, White Dungeons & Dragons set (1974), D&D Basic Set (1977, 1981, 1983), Monster Manual v.3.5 (2003), D&D Miniatures: Archfiends set #5 (2004) Good[28] and lawful-aligned dragons that breathe a cone of frost or a cloud of paralyzing gas -- Dragon, White Dungeons & Dragons set (1974), D&D Miniatures: Archfiends set #5 (2004) Good[28] and lawful-aligned dragons set (1974), D&D Miniatures: Archfiends set #5 (2004) Good[28] and lawful-aligned dragons set (1974), D&D Miniatures: Archfiends set #5 (2004) Good[28] and lawful-aligned dragons set #5 (2004) Good[28] and lawful-aligned
(1977), D&D Companion Rules (1984), Dungeons & Dragons Rules Cyclopedia (1991), Monster Manual (2000), Monster Manual v.3.5 (2003), D&D Miniatures: Night Below #58 (2007), D&D Icons: Legend of Drizzt Scenario Pack (2007), D&D Icons: Legend of Dri
Earth, Fire and Water Elementals Elephant African elephant, Mammoth, Mastodon and Oliphant Elf High elf, Grey elf (Faerie), Wood elf, Half-elf Based on Tolkien's version of the elf, [31] "quick but fragile", with senses surpassing a human's, often depicted as "effeminate" and "predisposed towards a "good" moral alignment". [18]:14, 26, 68 Genie Al-Qadim – Land of Fate Djinn, Dao
 and Efreeti Powerful humanoid elemental spirits. Based on notions from Middle Eastern culture.[2] Ghost Inspired by Gothic fiction, a typical denizen of the Ravenloft setting. [24] Ghoul Ghoul, Lacedon and Ghast Giant Cloud, Fire, Frost, Hill, Stone and Storm Giant Overlarge powerful humanoids with a self-involved social focus. [32]:8 Based on mythological figures and Tolkien,
 their stone-throwing ability indicates their creative roots in wargaming.[22][1] Gnoll Gnoll and Flind Vicious humanoids with hyena-like heads. Inspired from but not resembling the gnoles conceived by Lord Dunsany.[1] Considered one of the "five main "humanoid" races" in AD&D by Paul Karczag and Lawrence Schick.[9]:92 Gnome Player character race "often stereotyped as
 buffoons, illusionists, mad inventors, and many characters play them as intentionally "wacky" or anachronistic"; often conforms to the goblins portrayed in J.R.R. Tolkien's Middle-Earth.[33] Considered one of the "five main "humanoid" races" in AD&D by Paul Karczag
 and Lawrence Schick.[9]:92 Presented as "evil" and "predisposed towards a society of brutal regimes where the strongest rule" in the game.[18]:48, 66, 134 Golem, lesser Flesh and Clay The clay golem is based on the golem of Medieval Jewish folklore, [22] while the flesh golem is related to Frankenstein's monster as Universal's 1931 film, seen in e.g. being empowered by
 electricity,[1] as well as Gothic fiction more generally; a typical denizen of the Ravenloft setting.[24] Halfling Hairfoot, Tallfellow and Stout Based on and renamed from the hobbit in J.R.R. Tolkien's works.[1] Harpy Based on the creature from Greek mythology.[3] Hobgoblin
 Homonculous Hornet, giant Hornet and Wasp Horse Draft horse, Heavy Warhorse, Medium Warhorse, Light Warhorse, Pony, Wild horse, Riding horse and Mule Hydra, Lernaean Hydra, Pyrohydra and Cryohydra and Cryohydra Based on the creature from classical sources, [1][23] with Heracles' famed method of slaying it adapted into a vulnerability against fire, but not with the less well-
known poisonous bite.[21] Hyena Hyena Hyena and Hyaenodon Imp Imp and Quasit Minor fiends which could be created from larvae.[34] Invisible stalker Jackal Jackalwere Kobold Considered one of the "five main "humanoid" races" in AD&D by Paul Karczag and Lawrence Schick.[9]:92 Korred Lich Demilich: The Lost Caverns of Tsojcanth, Monster Manual II (1983), Monstrous
Compendium Volume One (1989), Monstrous Manual (1993), Epic Level Handbook (2002), Monster Manual (2014) Lich and Demilich Lich: Undead spellcaster[35] Demilich: Evolved beyond status as a lich. Creature of enormous powers, where only the skull remains. [36] Ranked strongest among Screen Rant's "10 Most Powerful (And 10 Weakest) Monsters, Ranked", saying
"You might think that a floating skull would be easy to smash to pieces, but you would be wrong, as demiliches are some of the most resilient creatures in the game."[37] Lizard Fire, Giant, Minotaur and Subterranean lizards Lizard man Greyhawk, Monster Manual (1977), Fiend Folio (1981), Dungeons & Dragons Basic Set, Dungeons & Dragons Game, Dungeons & Dragons Rules
Cyclopedia (1991), Classic Dungeons & Dragons Game (1994), Dun
Manual (2000), Races of Faerûn, Monster Manual (2014), Volo's Guide to Monsters Lizard Man, Lizard King Lizardfolk are primitive
reptilian humanoids typically standing from six to seven feet tall. A player character race in some settings. [38] Reviewer Chris Gigoux described them by saying "Lizard Men aren't bad, [...] they're just a simple folks, struggling to survive. [40] Lycanthrope Werewolf: Dungeons & Dragons "white box" set (1974), Monster Manual (1977), Dragon, Dungeons & Dragons Basic Set
(1977, 1981, 1983), Dungeons & Dragons Rules Cyclopedia (1991), Night Howlers (1992), Monster Manual (2000), Monst
 those in 1930s and 1940s Hollywood movies like The Wolf Man.[1] Ranked sixth among the ten best low-level monsters by the authors of Dungeons & Dragons For Dummies: "a classic monster", interesting due to shapechanging because "players can never be entirely sure whether that surly villager might indeed be the great black wolf who attacked their characters out in the
forest."[41] Manticore Medusa Normal and Greater Based on the creature from classical sources[1][3] but translated into species of monsters[10][23] originated from "humans seeking eternal youth".[21] Men Aborigines/Cavemen, Adventurers, Bandits/Brigands, Barbarians/Nomads, Berserkers/Dervishes, Farmers/Herders, Gentry, Knights, Mercenary Soldiers, Merchant
 Sailors/Fishermen, Merchants/Traders, Middle Class, Peasantry (serfs), Pilgrims, Pirates/Buccaneers, Police/Constabulary, Priests, Sailors, Flavers, Soldiers, Thieves/Thugs, Tradesmen/Craftsmen, Tribesmen, Tri
 from Greek mythology,[1][3][21][42] but translated from a singular creature into a species.[23] Mud-man Mummy Powerful undead usually wrapped in bandages from desert areas. Based on the nymph from Greek mythology,[1][3] also an instance of the sexist tropes the game
draws on which presented female sexuality as inherently dangerous. [18]:94 Appeared in the movie Futurama: Bender's Game. [43] Ogre Ogre, Ogre mage and Merrow Large, powerful humanoid creatures with slightly below average intelligence. Oozes/slimes/jellies Ochre Jelly, Gray Ooze, Crystal Ooze, Clastinous cube and Green Slime "D&D's large variety of monstrous oozes
and slimes took their original inspiration form Irvin S. Yeathworth Jr's The Blob" movie. In the artificial dungeon environment of the game, they function as a "clean up crew". The gelatinous cube was considered especially suited for that role, fitting exactly in the standard grid for tactical combat, and called an "iconic monster".[1] Orc Orc and Orog Directly adapted from the orc in
J.R.R. Tolkien's works.[1] Considered one of the "five main "humanoid" races" in AD&D by Paul Karczag and Lawrence Schick.[9]:92 Presented as "evil" and "savage raiders" in the game.[18]:48, 95 Owl Normal, Giant and Talking Owlbear Pegasus Winged horse. Taken from greek mythology, an example of the diverse cultures amalgamated into D&D.[21][44] Piercer
Pseudodragon Puddings, deadly Black, White, Dun and Brown "D&D's large variety of monstrous oozes and slimes took their original inspiration form Irvin S. Yeathworth Jr's The Blob" movie.[1] Rakshasa Normal and Greater Based on the creature from Hindu mythology.[24] Rat Common and Giant Ray Manta, Pungi and Sting Rays, Ixitxachitl Remorhaz Satyr Based on the satyr
 from classical sources.[1] Scorpion Large, Huge and Giant Giant: Scorpion the size of a horse, its stinger carries a deadly poison.[26]:148–149 Selkie Shadow Skeleton Dungeons & Dragons Basic Set (1977, 1981, 1983), Dungeons & Dragons Game
 set (1991), Dungeons & Dragons Rules Cyclopedia (1991), Dungeons Rules C
Monster Manual (2008) Normal, Animal and Monster Skeleton of a deceased creature animated as an undead. The skeleton was ranked second among the ten best low-level monsters by the authors of Dungeons & Dragons For Dummies: "introduces players to the special advantages and weaknesses of undead monsters". They also thank Ray Harryhausen for people knowing
 what fighting skeletons ought to look like.[41] Screen Rant ranked the tiny skeleton one of the weakest D&D creatures, saying "[skeletons] go all the way down to Tiny-sized creatures, which means that it is possible for your party of adventurers to fight a group of skeletons that are the same size as action figures."[37] Skunk Normal and Giant Snake Constrictor (Normal and Giant),
 Poisonous (Normal and Giant), Giant Sea and Giant Spitting Snakes Spectre Inspired by Gothic fiction, a typical denizen of the Ravenloft setting. [24] Spider Large, Huge, Giant, Giant Sea and Giant Spitting Snakes Spectre Inspired by Gothic fiction, a typical denizen of the Ravenloft setting. [24] Spider Large dog that can shift between dimensions and bite with fangs of deadly poison. [26]:148–149 Sprite Toad, giant
 Giant, Fire, Ice and Poisonous Toads Treant Based on the Ent by J. R. R. Tolkien.[1] Troll Troll, Two-Headed Troll, Freshwater and powerful regenerative ability is taken from Three Hearts and Three Lions by Poul Anderson rather than from their
 mythological or Tolkienesque counterparts.[1][22] Considered one of the "five main "humanoid" races" in AD&D by Paul Karczag and Lawrence Schick.[9]:92 Umber hulk Umber Hulk and Vodyanoi They are a type of humanoid insect. They have long mandible arms with powerful claws. Anyone looking into their eyes can be driven mad. Unicorn Based on the creature from
medieval bestiaries.[1][24] Vampire Depiction is related to those in 1930s and 1940s Hollywood Dracula movies,[1] as well as Gothic fiction; a typical denizen of the Ravenloft setting.[24][2] Wight Directly adapted from the creature of the same name in Tolkien's Lord of the Rings.[1] Will o'wisp Wolf Wolf, Dire Wolf (Worg), Winter wolf Wolfwere Wraith Inspired by Gothic fiction, a
typical denizen of the Ravenloft setting. [24] Wyvern Yeti Yuan-ti Zombie Common, Monster and Ju-Ju Zombie TSR 2103 - MC2 - Monstrous Compendium Volume Two (1989) - ISBN 0-88038-753-X This was the second volume in the Monstrous Compendium Series, for the second edition of Advanced Dungeons
& Dragons, published in 1989. As with Volume One, most of the monsters for Volume Two was packaged in a wraparound cover, and the pages were designed to fit in the binder that came with Volume One of the Monstrous
Compendium. The pack consisted of 144 pages, unnumbered, and included a 2-page alphabetical index to Volume One and Volume Two, 10 pages of monster sheet to be photocopied with a sheet of instructions for the blank monster form, with the remainder consisting of the monster descriptions. Also included
 were 8 full-page illustrations on heavier card stock. Note: All monsters from MC2 appeared in the Monstrous Manual (1993), though some had slightly altered headings. Creature Other appearances Variants Description Aarakocra Aboleth Ankheg Ant Giant and Ant Swarm Ant lion, giant Ape, carnivorous Baboon Wild Baboon and Banderlog Badger Common and giant
Barracuda Basilisk Lesser, greater and Dracolisk Based on the creature from medieval bestiaries.[1] Beetle Bombardier, Boring, Fire, Rhinoceros, Stag and Water Bulette Also called land shark, inspired by a plastic toy from Hong Kong.[1] Bullywug Crocodile Normal and giant Crustacean, giant Crab and Giant 
 and giant Eel Electric, Giant, Marine and Weed Elf, Drow Drow and Drider Made famous R. A. Salvatore's Drizzt novels, these dark elves from the game influenced subsequent works of fantasy. [1] Drow have a gender-based caste system that says "a great deal about attitures towards gender roles in the real world". [18]:34 Ettercap Ettin Fish, giant Giant Catfish, Giant Gar and
Giant Pike Frog Giant, killer and poisonous Fungus Violet Fungus, Shrieker, Phycomid, Ascomoid and Gas Spore Author Ben Woodard called D&D's fungi horrific in their variety, not only due to their poisonous Fungus, Shrieker, Phycomid, Ascomoid and Gas Spore Author Ben Woodard called D&D's fungi horrific in their variety, not only due to their poisonous Fungus, Shrieker, Phycomid, Ascomoid and Gas Spore Author Ben Woodard called D&D's fungi horrific in their variety, not only due to their poisonous Fungus, Shrieker, Phycomid, Ascomoid and Gas Spore Author Ben Woodard called D&D's fungi horrific in their variety, not only due to their poisonous Fungus, Shrieker, Phycomid, Ascomoid and Gas Spore Author Ben Woodard called D&D's fungi horrific in their variety, not only due to their poisonous Fungus, Shrieker, Phycomid, Ascomoid and Gas Spore Author Ben Woodard called D&D's fungi horrific in their variety, not only due to their poisonous Fungus, Shrieker, Phycomid, Ascomoid and Gas Spore Author Ben Woodard called D&D is a function of the functi
Dragons "white box" set (1974), Gods, Demi-gods & Heroes (1976)m Deities & Demigods Cyclopedia (1980) (Greater and lesser), Legends & Lore (1985), Monster Manual II (1983) (Cyclopskin), Dungeons & Dragons Came (1994), Dungeons & Dragons Came (1985), Monster Manual II (1983) (Cyclopskin), Dungeons & Dragons Came (1985), Monster Manual II (1986), Monster Manual II (1986), Monster Manual II (1986), Monster Manual II (1987), Dungeons & Dragons Came (1986), Monster Manual II (1988), Mon
Dragons Adventure Game (1999), Monster Manual (2004), Monster Manual (2008), Monster Manual
Edition For Dummies.[46] Giant-kin, firbolg Giant-kin, firbolg Giant-kin, fomorian Gia
Greenhag and Sea Hag Immortal wicked and ugly powerful females with magical abilities for deception. In the view of Stag and Trammel, hags in D&D represent misogynistic and ageist tendencies in their authors. [34] Haunt Hawk Large (hawk), Small (falcon) and Blood Hawk Hell hound Heucuva Monstrous Manual; as Huecuva: Fiend Folio (1981), Dungeon No. 86, Dungeon No.
94, Fiend Folio (2003), Dragon No. 364 Undead created from divine or oathbound creatures who have failed in their vows. Hippocampus Hippoc
 mythology,[3] an example of the diverse cultures amalgamated into D&D.[44] Killmoulis Kuo-toa "evil fish-men"[9]:89 Lamia Lamia and Lamia Noble Lammasu Lesser and greater Lamprey Normal, giant and Forest Trapper, and Forest Trapper, and Forest Trapper An original creation for the game's
 artificial underground environment, this monster was designed as a trap for unwary player characters; the trapper camouflages as a piece of floor, engulfing a victim stepping on it.[1] Lycanthrope Wereboar and Werefox (Foxwoman) Mammal, small Beaver, Cat
 (house), Chipmunk, Ermine, Ferret, Fox, Gopher, Hedgehog, Mink, Mole, Monkey, Mouse, Muskrat, Opossum, Otter (giant), Pig (domestic), Pig (wild), Rabbit, Raccoon, Squirrel (giant black) and Woodchuck Merman Mimic An original creation for the game's artificial underground environment, this "iconic monster" looks like a treasure chest and
 is designed as a trap for unwary player characters.[1] Mold Brown, Russet and Yellow In the artificial dungeon environment of the game, molds function as a "clean up crew".[1] Mongrelman Morkoth Muckdweller Myconid (fungus man) Naga Guardian, Spirit and Water Snake-like magical creatures with humanoid head. Based on the naga from Indian mythology.[3] Nereid Obliviax
 (memory moss) Octopus, giant Osquip Otyugh Otyugh Otyugh and Neo-otyugh Piranha Normal and giant Pixie Plant, carnivorous Choke Creeper, Hangman tree, Mantrap, Strangleweed, Giant Sundew and Tri-flower Frond Poltergeist Porcupine Black, brown and giant Roc Dungeons & Dragons set (1974), Monster Manual (1977), Monster Manual (2000), Monster Manual (2003), Monster
 Manual (2008), Monster Manual (2014) An enormous bird, based on a mythological creature probably of Persian origin, known from Sindbad the Sailor. [22] Roper A dangerous inhabitant of the Underdark [48] with "murderous behavior". [49] Rot grub An original creation for the game's artificial underground environment, this monster was designed as a trap for unwary player
characters: living in corpses, they infect those who disturb these dead searching for riches.[1] Rust monster was inspired by a plastic toy from Hong Kong. It was ranked among the most memorable as well as obnoxious
creatures in the game, terrifying to certain characters and their players not due to their ability to fight but to destroy their items.[1][50][51][52][53] Sahuagin Salamander and Fire Snake Sandling Sea horse, giant Sea lion Shambling mound Plant-like creature resembling a heap of rotting vegetation. Ben Woodard considered its ability to move "the base creepiness of
the creep".[45] Shark Common and giant (megalodon) Slithering tracker Slug, giant Sphinx, Criosphinx, Gynosphinx and Hieracosphinx, Based on Egyptian and Kraken Stirge Flying and blood-sucking[19] bird-like creatures. Swanmay Swanmay and
 Swan Inspired by a character from Three Hearts and Three Lions by Poul Anderson rather than their mythological counterparts. [1][22] Sylph Tarrasque Tasloi Triton Troglodyte Based on the stock character of the primitive caveman, Gary Gygax portrayed the troglodyte in the game as more monstrous, with chaotic and evil behaviour, offensive smell and lizard-like characteristics.
 [54] Urchin Black, Green, Red, Silver, Yellow and Land First published in White Dwarf #9 (October/November 1978), submitted by Nick Louth.[55] It was voted among the top ten monsters from the magazine's "Fiend Factory" column and reprinted in Best of White Dwarf Articles (1980).[56][57][58] Urd Water weird An "old personal favorite" of reviewer Mark Theurer.[20] Weasel
 Wild and giant Whale Common, Giant, Leviathan, Killer and Narwhal The leviathan is based on the creature from Hebrew mythology.[24] Wolverine Normal and giant Worm, Tenebrous worm, Tenebrous worm and Tunnel worm Xorn Yellow musk creeper & zombie Creeping plant that drains the intelligence of its victims, possibly turning them into "zombies" under the plant's control. Ben
Woodard found it an expression of the "seemingly endless morphology of fungal creep and toxicological capacity" within the game. [45] TSR 2104 – MC3 – Monstrous Compendium – Forgotten Realms Appendix (1989) – ISBN 0-88038-769-6 This appendix to the Monstrous Compendium series was
designed for use with the Forgotten Realms campaign setting for the second edition of the Advanced Dungeons & Dragons game. The pack consisted of 64 5-hole punched unnumbered loose-leaf pages. Creature Other appearances Variants Description Ascallion Monstrous Compendium Annual Volume Four (1998) (as Fish, Ascallion) Adult Female, Young, Adult Male Asperii
Monstrous Compendium Annual Volume Four (1998) Beholder-kin Monstrous Manual (1993) Spectator, Gauth Belabra (Tangler) Berbalang Bhaergala Monstrous Compendium Annual Volume Three (1996) Claw, Crawling Monstrous Manual (1993) Spectator, Gauth Belabra (Tangler) Berbalang Bhaergala Monstrous Compendium Annual Volume Three (1996) Claw, Crawling Monstrous Manual (1993) Spectator, Gauth Belabra (Tangler) Berbalang Bhaergala Monstrous Compendium Annual Volume Three (1996) Claw, Crawling Monstrous Compendium Annual Volume Three (1996) 
(1993) Screen Rant ranked the crawling claw among the 10 weakest monsters in 2018: "At best, you can use a bunch of them to act as a distraction or as a screen while another villain prepares a spell or trap." [37] Cloaker Monstrous Manual (1993) An original creation for the game's artificial underground environment, this monster was designed as a trap for unwary player
characters; it looks like a living cloak with teeth.[1] Darkenbeast Death, Crimson Monstrous Manual (1993) (as Mist, Crimson Death) Dinosaurus, Pteranodon, Stegosaurus, Triceratops and Tyrannosaurus rex) Allosaurus, Anchisaurus, Ankylosaurus, Paleocinthus, Archelon,
Brachiosaurus, Brontosaurus, Camarasaurus, Camarasaurus, Ceratosaurus, Ceratosaurus, Ceratosaurus, Centosaurus, Ceratosaurus, Ce
 Pentaceratops, Plateosaurus, Plesiosaurus, Plesiosaurus, Prachodon, Triceratops, Tyrannosaurus, Stegosaurus, Struthiomimus, Styracosaurus, Tanystropheus, Teratosaurus, Plesiosaurus, Podokesaurus, Pteranodon, Pterosaurus, Styracosaurus, Struthiomimus, Styracosaurus, Plesiosaurus, Pl
a dragon but without all the hype".[59] Dracolich Monstrous Manual (1993) Dragon, Faerie Monstrous Manual (1993) (as Dragono) Chiang Ling (River Dragon) Li Lung (Spirit Dragon) Tien Lung (Celestial Dragon) Tun Mi Lung (Typhoon Dragon) Yu Lung (Carp Dragon) Chiang Ling (River Dragon) Li Lung (Spirit Dragon) Li Lung (Spirit Dragon) Tun Mi Lung (Typhoon Dragon) Yu Lung (Carp Dragon) Chiang Ling (River Dragon) Li Lung (Spirit Dragon) Tun Mi Lung (Typhoon Dragon) Tun Mi Lung (Typhoon Dragon) Tun Mi Lung (Typhoon Dragon) Tun Mi Lung (Spirit Dragon) Tun Mi Lung (Typhoon Dragon) Tun Mi Lung (Typho
(Earth Dragon) Firenewt Monstrous Compendium Annual Volume Three (1996) Firestar Monstrous Compendium Annual Volume Four (1998) Maedar Monstrous Compendium Annual Volume Four (1998) Maedar Monstrous Compendium Annual Volume Four (1998) Maedar Monstrous Manual (1993) (as Medusa, Maedar) Maedar, Glyptar Male version of the medusa, a consequence of turning the singular monster form classic mythology into a species in the game.[19][23] Meazel Monstrous
Compendium Annual Volume Three (1996) Pleistocene Animals Monstrous Compendium Annual Volume Two (1995) (as Pleistocene Animal; all; White Rhinoceros, White
Three (1996) Sull Svirfneblin (Deep Gnome) Monstrous Manual (1993) (Gnome) Thessalmonster Monstrous Compendium Annual (1993) (Praying mantis man" with four arms and a poisonous bite [60] Thylacine Vulture Monstrous Manual (1993) (as Bird)
Common, Giant, Condor Vurgens Monstrous Compendium Annual Volume Four (1998) (as Fish, Vurgens) Web, Living Monstrous Compendium - Dragonlance Appendix (1990) TSR 2105 - MC4 - Monstrous Compendium - Dragonlance Appendix (1990) -
ISBN 0-88038-822-6 This appendix to the Monstrous Compendium series was designed for use with the Dragonlance campaign setting for the second edition of the Advanced Dungeons & Dragons game. The pack consisted of 96 5-hole punched loose-leaf pages, unnumbered, and included a "How To Use This Book" page, a page with alphabetical index, 4 pages of random
encounter charts, and 2 pages with the compiled game statistics, with the remainder consisting of the descriptions of the description Anemone, Giant Monstrous Compendium Annual Volume Four (1998) (as Anemone, Giant Sea) Avian Monstrous Manual
(1993) (as Bird) Emre, Kingfisher, Skyfisher and 'wari Bear, Ice Beast, Undead Stahnk and Gholor Centaur, Abanasinian Centaur, Endscape Centaur, Wendle Disir Time of the Dragon (1989) Draconian (proto-), Traag Time of the Dragon (proto-)
are "cast as beings of pure horror".[62] -- Draconian, Aurak -- Draconian, Aurak -- Draconian, Bozak Barton and Stacks described this draconian, Sivak Dragons of Krynn Powerful and intelligent, usually winged reptiles with magical abilities and breath weapon. -- Dragon,
Amphi -- Dragon, Astral Unmated Astral Dragon and Mated Pair -- Dragon, Kodragon Dragon Magic (1989) -- Dragon, Othlorx Time of the Dragon, Sea Dreamshadow Dreamwraith Dwarf, Daergar Dwarf, Gully A "tiny, dirty, unorganized folk", but having heart; [63] known for their limited
 ability to count.[64] Dwarf, Hill (Neidar) Dwarf, Hill (Neidar) Dwarf, Mountain (Hylar) Dwarf, Theiwar Dwarf, Zakhar Elf, High – Qualinesti Elf, High – Silvanesti Elf, Wild – Kagonesti Elf, High – Silvanesti Elf, High – Silvanest
Dragon (1989) Hatori Monstrous Manual (1993) Velvet Ants, Grasshoppers and Locusts Kalothagh (Prickleback) Kani Doll Dragon Magic (1989) Kender A "diminutive and highly playful race that resembles Tolkien's hobbit", with the ability to drive enemies
into a rage be taunting them.[61]:166 Knight, Death Monstrous Manual (1993) A "powerful undead warrior"[61]:167 Kyrie Lizard Man (of Krynn) Blood Sea Minotaur Ogre (of Krynn) Ogre and Orughi Ogre, High (Irda) Phaethon Phaethon and Elder Phaethon
 Shadowperson Shadowperson and Revered Ancient One Shimmerweed Skrit Time of the Dragon (1989) Slig Spectral Minion Spider (of Krynn) Whisper Spider and Tayland Thanoi (Walrus Man) Tylor Warrior, Skeleton Monstrous Manual (1993) Wichtlin Wyndlass Yaggol Time of the
Dragon (1989) Yeti-kin, Saqualaminoi Time of the Dragon (1990) TSR 2107 - MC5 - Monstrous Compendium - Greyhawk Appendix (1990) TSR 2107 - MC5 - Monstrous Compendium - Greyhawk Appendix (1990) TSR 2107 - MC5 - Monstrous Compendium - Greyhawk Appendix (1990) TSR 2107 - MC5 - Monstrous Compendium - Greyhawk Appendix (1990) TSR 2107 - MC5 - Monstrous Compendium - Greyhawk Appendix (1990) TSR 2107 - MC5 - Monstrous Compendium - Greyhawk Appendix (1990) TSR 2107 - MC5 - Monstrous Compendium - Greyhawk Appendix (1990) TSR 2107 - MC5 - Monstrous Compendium - Greyhawk Appendix (1990) TSR 2107 - MC5 - Monstrous Compendium - Greyhawk Appendix (1990) TSR 2107 - MC5 - Monstrous Compendium - Greyhawk Appendix (1990) TSR 2107 - MC5 - Monstrous Compendium - Greyhawk Appendix (1990) TSR 2107 - MC5 - Monstrous Compendium - Greyhawk Appendix (1990) TSR 2107 - MC5 - Monstrous Compendium - Greyhawk Appendix (1990) TSR 2107 - MC5 - Monstrous Compendium - Greyhawk Appendix (1990) TSR 2107 - MC5 - Monstrous Compendium - Greyhawk Appendix (1990) TSR 2107 - MC5 - Monstrous Compendium - Greyhawk Appendix (1990) TSR 2107 - MC5 - Monstrous Compendium - Greyhawk Appendix (1990) TSR 2107 - MC5 - Monstrous Compendium - Greyhawk Appendix (1990) TSR 2107 - MC5 - Monstrous Compendium - Greyhawk Appendix (1990) TSR 2107 - MC5 - Monstrous Compendium - Greyhawk Appendix (1990) TSR 2107 - MC5 - Monstrous Compendium - Greyhawk Appendix (1990) TSR 2107 - MC5 - M
 Advanced Dungeons & Dragons game. The pack consisted of 64 5-hole punched loose-leaf pages, unnumbered, and included a "How To Use This Book" page with an alphabetical index, 4 pages of random encounter charts, with the remainder consisting of the descriptions of the fictional monsters. Also included were 4 full-page illustrations on heavier card stock. Creature Other
 appearances Variants Description Aspis Monstrous Manual (1993) (as Insect) Drone, Larva and Cow Beastman Beetle Monstrous Compendium Annual Volume Two (1995) Small, intelligent, chaotic and speedy, it appeared on
Geek.com's list of "The most underrated monsters of Advanced Dungeons & Dragons".[59] Crypt thing Monstrous Manual (1993) -- Dragon, Greyhawk -- Dragon, Greyhawk -- Dragon, Mist Monstrous Manual (1993) -- Dragon, Shadow Monstrous
Manual (1993) Dragonfly, Giant Monstrous Manual (1993) (as Giant, Wood) Giant-kin, Spriggan Monstrous Manual (1993) (as Gnome, Spriggan Monstrous Manual (
Soldier/Worker) "terrifying beaked, tentacled monstrous Manual (1993) Gremlin, Fremlin and Galltrit Grippli Monstrous Manual (1993) Gremlin and Galltrit Grippli Monstrous Manual (
 horror was first published in White Dwarf #12 (April-May 1979), and was originally submitted by Ian Livingstone. [65] It was voted among the top ten monsters from the magazine's "Fiend Factory" column and reprinted in Best of White Dwarf Articles (1980). [56] [57] [58] Horgar Hound, Yeth Planescape Monstrous Compendium Appendix (1994) Iguana, Giant Ingundi Kech Kyuss,
Son of Monstrous Compendium Annual Volume Three (1993) Mite and Snyad (Pestie) Necrophidius Monstrous Manual (1993) Mite and Necrophidius Monstrous Manual
powers; first published in White Dwarf #7 (June/July 1978), submitted by Simon Tilbrook.[66] In 1980 it was voted among the top ten monsters from the magazine's "Fiend Factory" column.[56] Needleman Monstrous Compendium Annual Volume Three (1996) First published in White Dwarf #6 (April 1978), submitted by Trevor Graver.[67] It was voted among the top ten monsters from the
 magazine's "Fiend Factory" column and reprinted in Best of White Dwarf Articles (1980).[56][57][58] Plant, Carnivorous Vampire Cactus, Kampfult and Giant Raven and Crow Scarecrow Monstrous Manual (1993) (as Golem, Scarecrow) Shadow,
 Slow Skulk Snail Flail and Sea Snail Sprite Monstrous Manual (1993) (as Mammal) Wolf, Mist Wraith Swordwraith and Soul Beckoner Zombie, Sea
 Monstrous Manual (1993) Zygom TSR 2116 - MC6 - Monstrous Compendium - Kara-Tur Appendix (1990) TSR 2116 - MC6 - Monstrous Compendium series was designed for use with the Oriental Adventures campaign setting called Kara-Tur for the second edition of the
Advanced Dungeons & Dragons game. The pack consisted of 64 5-hole punched loose-leaf pages, unnumbered, and included a "How To Use This Book" page with an alphabetical index and 4 pages of random encounter charts, with the remainder consisting of the descriptions of the fictional monsters. Also included were 4 full-page illustrations on heavier card stock. Creature
Other appearances Variants Description Bajang Bakemono Bisan Buso Carp, Giant Monstrous Manual (1993) (as Fish) Centipede, Spirit Greater, Lesser and Least Chu-u Con-tinh Doc cu'o'c Duruch'i-lin and Duru Flame Spirit Greater, Lesser and Least Chu-u Con-tinh Doc cu'o'c Duruch'i-lin and Duru Flame Spirit Greater, Lesser and Least Chu-u Con-tinh Doc cu'o'c Duruch'i-lin and Duru Flame Spirit Greater, Lesser and Least Foo Creature Planescape Monstrous Compendium Appendix (1994) Foo Dog and
Foo Lion Gaki Jiki-ketsu-gaki, Jiki-niku-gaki, Jiki-niku-gaki, Shikki-gaki and Shinen-gaki Gargantua Monstrous Manual (1993) Reptilian, Humanoid and Insectoid Gargantua Goblin Rat Goblin 
human life energy. They are type vampire capable of shapeshifting. Ikiryo Jishin Mushi Kala Cave and Earth Kala Kaluk Kappa Common Korobokuru Krakentua Reviewer Michael Mullen described the krakentua as "a really nasty new monster" in its first appearance in Night of the Seven Swords.[68]
Kuei Memedi Gendruwo and Common Memedi Men Wako (sea pirate) and Frost Barbarians Men-shen Nat Einsaung Nat, Hkum Yeng Nat and Lu Nat Ningyo Oni Common Oni, Go-zu-oni and Me-zu-oni P'oh P'oh, Gohei Shan Sao Shirokinukatsukami Spirit, Nature Least, Lesser and Greater Spirit, Stone Small, Medium and Large Spirit Folk Bamboo, River and Sea Spirit Folk
Tako Monstrous Manual (1993) Male and Female Tengu Crow and Humanoid Tengu Wang-Liang Yuan-ti, Histachii Monstrous Compendium - Spelljammer Appendix (1990) - ISBN 0-88038-871-4 This appendix to the Monstrous Compendium - Spelljammer Appendix (1990) TSR 2109 - MC7 - Monstrous Compendium - Spelljammer Appendix (1990) - ISBN 0-88038-871-4 This appendix to the Monstrous Compendium - Spelljammer Appendix (1990) TSR 2109 - MC7 - Monstrous Compendium - Spelljammer Appendix (1990) TSR 2109 - MC7 - Monstrous Compendium - Spelljammer Appendix (1990) TSR 2109 - MC7 - Monstrous Compendium - Spelljammer Appendix (1990) TSR 2109 - MC7 - Monstrous Compendium - Spelljammer Appendix (1990) TSR 2109 - MC7 - Monstrous Compendium - Spelljammer Appendix (1990) TSR 2109 - MC7 - Monstrous Compendium - Spelljammer Appendix (1990) TSR 2109 - MC7 - Monstrous Compendium - Spelljammer Appendix (1990) TSR 2109 - MC7 - Monstrous Compendium - Spelljammer Appendix (1990) TSR 2109 - MC7 - Monstrous Compendium - Spelljammer Appendix (1990) TSR 2109 - MC7 - Monstrous Compendium - Spelljammer Appendix (1990) TSR 2109 - MC7 - Monstrous Compendium - Spelljammer Appendix (1990) TSR 2109 - MC7 - Monstrous Compendium - Spelljammer Appendix (1990) TSR 2109 - MC7 - Monstrous Compendium - Spelljammer Appendix (1990) TSR 2109 - MC7 - Monstrous Compendium - Spelljammer Appendix (1990) TSR 2109 - MC7 - Monstrous Compendium - Spelljammer Appendix (1990) TSR 2109 - MC7 - MONSTROUS COMPENDIA (1990) 
series was designed for use with the Spelljammer campaign setting for the second edition of the Advanced Dungeons & Dragons game. The pack consisted of 64 5-hole punched loose-leaf pages, unnumbered, providing the descriptions of the fictional monsters. Also included were 4 full-page illustrations on heavier card stock. Creature Other appearances Variants Description
Aartuk Albari Ancient Mariner Argos Monstrous Manual (1993) (under Beholder-kin among the "cool monstrous Manual (1993) (under Reviewer Alex Lucard counted the beholder-kin among the "cool monstrous Manual (1993) (under Beholder-kin Monstrous Manual (1993) (as Mammal)
Clockwork Horror 1993 Trading Card No. 222, Monstrous Compendium Annual Volume Four (1998), Monster Manual II (2002) (Adamantine, Electrum, Gold, Platinum and Adamantite Colossus Delphinid Dizantar Esthetic Focoid Fractine Giant, Spacesea Golem,
 Furnace Reviewer Alex Lucard considered the furnace golem one of the "cool monsters" in MC7.[69] Golem, Radiant Gravislayer Grommam Hadozee Hamster, Giant Space Subterranean, Sabre-Toothed, Rather Wild, Invisible, Sylvan, Jungle, Miniature, Armor-Plated, Yellow Musk, Ethereal, Carnivorous Flying, Two-Headed Lernaean Bombardier, Fire-Breathing Phase
Doppelganger, Great Horned, Abominable, Tyrannohamsterus Rex, and Giant Space Hamster of Ill-Omen Reviewer Alex Lucard considered the various giant space hamsters "the most infamous race of creatures TSR ever put out" and "enough to make the curious pick this [the Spelljammer Monstrous Compendium MC7] up". He found the concept of a tyrannohamsterus rex
laughable – until one had to fight one.[69] Jammer Leech Lakshu Lumineaux Lutum (Mud-Woman) Mimic, Space Misi Moon, Rogue Mortiss Murderoid Nay-Churr Phlog-Crawler Pirate of Gith Monstrous Manual (1993) (as Gith, Pirate) Plasmoid, DeGleash Plasmoid, DeGleash Plasmoid, DelNoric Plasmoid, Ontalak Puffer Q'nidar Rastipede Reviewer Alex Lucard liked the
rastipede and considered it awsome that it later became a player character race. [69] Reigar Rock Hopper Slinker Spider, Asteroid Spiritjam Survivor Syllix Symbiont Vine, Infinity Reviewer Alex Lucard considered the infinity vine one of the "cool monsters" in MC7. [69] Wiggle (Hurwaet) Hurwaet, Swamp Wiggle, Salt Wiggle Wizshade Monstrous Compendium Annual Volume Four
(1998) Wryback Zard Zodar TSR 2118 – MC8 – Monstrous Compendium – Outer Planes Appendix (1991) – ISBN 1-56076-055-9 This appendix to the Monstrous Compendium – Outer Planes Appendix (1991) – ISBN 1-56076-055-9 This appendix (1991) – ISBN 1-56076-055-9 This appendix to the Monstrous Compendium – Outer Planes Appendix (1991) – ISBN 1-56076-055-9 This appendix (1991)
 The pack consisted of 96 double-sided, 5-hole-punched loose-leaf pages, unnumbered, providing the descriptions of the fictional monsters, as well as a 2-page "How to use this book" section providing background information on the Outer Planes. Creature Other appearances Variants Description Aasimon Planescape Monstrous Compendium Appendix
(1994) Aasimon, Agathinon Planescape Monstrous Compendium Appendix (1994) Aasimon, Deva Planescape Monstrous Compendium Appendix (1994) Aasimon, Planetar Planescape Monstrous Compendium Appendix (1994) Aasimon, Deva Planescape Monstrous Compendium Appendix (1994) Aasimon, Planetar Planet
 Appendix (1994) Air Sentinel Animal Lord Planescape Monstrous Compendium Appendix (1994) Cat Lord, Wolf Lord and Hawk Lord Archon Planes of Law (1995) Lantern, Hound, Warden, Sword and Tome Baatezu Monstrous Manual (1993), Planescape Monstrous Compendium Appendix (1994) Renamed from devils in response to moral panic.[15] Many were based on figures
 from Christian demonology.[70] Baatezu – Lemure Planescape Monstrous Compendium Appendix (1994) Baatezu, Greater – Cornugon Planescape Monstrous Compendium Appendix (1994) Baatezu, Greater – Cornugon Planescape Monstrous Compendium Appendix (1994) Baatezu, Greater – Pit
 Fiend Monstrous Manual (1993), Planescape Monstrous Compendium Appendix (1994) Baatezu, Least - Nupperibo Planescape Monstrous Compendium Appendix (1994) Baatezu, Least - Spinagon Planescape Monstrous Compendium Appendix (1994) Baatezu, Least - Spinagon Planescape Monstrous Compendium Appendix (1994) Baatezu, Least - Spinagon Planescape Monstrous Compendium Appendix (1994) Baatezu, Least - Spinagon Planescape Monstrous Compendium Appendix (1994) Baatezu, Least - Spinagon Planescape Monstrous Compendium Appendix (1994) Baatezu, Least - Spinagon Planescape Monstrous Compendium Appendix (1994) Baatezu, Least - Spinagon Planescape Monstrous Compendium Appendix (1994) Baatezu, Least - Spinagon Planescape Monstrous Compendium Appendix (1994) Baatezu, Least - Spinagon Planescape Monstrous Compendium Appendix (1994) Baatezu, Least - Spinagon Planescape Monstrous Compendium Appendix (1994) Baatezu, Least - Spinagon Planescape Monstrous Compendium Appendix (1994) Baatezu, Least - Spinagon Planescape Monstrous Compendium Appendix (1994) Baatezu, Least - Spinagon Planescape Monstrous Compendium Appendix (1994) Baatezu, Least - Spinagon Planescape Monstrous Compendium Appendix (1994) Baatezu, Least - Spinagon Planescape Monstrous Compendium Appendix (1994) Baatezu, Least - Spinagon Planescape Monstrous Compendium Appendix (1994) Baatezu, Least - Spinagon Planescape Monstrous Compendium Appendix (1994) Baatezu, Least - Spinagon Planescape Monstrous Compendium Appendix (1994) Baatezu, Least - Spinagon Planescape Monstrous Compendium Appendix (1994) Baatezu, Least - Spinagon Planescape Monstrous Compendium Appendix (1994) Baatezu, Least - Spinagon Planescape Monstrous Compendium Appendix (1994) Baatezu, Least - Spinagon Planescape Monstrous Compendium Appendix (1994) Baatezu, Least - Spinagon Planescape Monstrous Compendium Appendix (1994) Baatezu, Least - Spinagon Planescape Monstrous Compendium Appendix (1994) Baatezu, Least - Spinagon Planescape Monstrous Compendium Appendix (1994) Baatezu, Least - Spinagon Planescape Monst
 Red Baatezu, Lesser - Barbazu Planescape Monstrous Compendium Appendix (1994) Baatezu, Lesser - Erinyes Planescape Monstrous Compendium Appendix (1994) Baatezu, Lesser - Osyluth Planescape Monstrous Compendium Appendix (1994) Baatezu, Lesser - Erinyes Planescape Monstrous Compendium Appendix (1994) Baatezu, Lesser - Osyluth Planescape Monstrous Compendium Appendix (1994) Baatezu, Lesser - Erinyes Planescape Monstrous Compendium Appendix (1994) Baatezu, Lesser - Erinyes Planescape Monstrous Compendium Appendix (1994) Baatezu, Lesser - Erinyes Planescape Monstrous Compendium Appendix (1994) Baatezu, Lesser - Erinyes Planescape Monstrous Compendium Appendix (1994) Baatezu, Lesser - Erinyes Planescape Monstrous Compendium Appendix (1994) Baatezu, Lesser - Erinyes Planescape Monstrous Compendium Appendix (1994) Baatezu, Lesser - Erinyes Planescape Monstrous Compendium Appendix (1994) Baatezu, Lesser - Erinyes Planescape Monstrous Compendium Appendix (1994) Baatezu, Lesser - Erinyes Planescape Monstrous Compendium Appendix (1994) Baatezu, Lesser - Erinyes Planescape Monstrous Compendium Appendix (1994) Baatezu, Lesser - Erinyes Planescape Monstrous Compendium Appendix (1994) Baatezu, Lesser - Erinyes Planescape Monstrous Compendium Appendix (1994) Baatezu, Lesser - Erinyes Planescape Monstrous Compendium Appendix (1994) Baatezu, Lesser - Erinyes Planescape Monstrous Compendium Appendix (1994) Baatezu, Lesser - Erinyes Planescape Monstrous Compendium Appendix (1994) Baatezu, Lesser - Erinyes Planescape Monstrous Compendium Appendix (1994) Baatezu, Lesser - Erinyes Planescape Monstrous Compendium Appendix (1994) Baatezu, Lesser - Erinyes Planescape Monstrous Compendium Appendix (1994) Baatezu, Lesser - Erinyes Planescape Monstrous Compendium Appendix (1994) Baatezu, Lesser - Erinyes Planescape Monstrous Compendium Appendix (1994) Baatezu, Lesser - Erinyes Planescape Monstrous Compendium Appendix (1994) Baatezu, Lesser - Erinyes Planescape Monstrous Compendium Appendix (1994) Baatezu, Lesser - Erinyes Planescape Monstro
(1994) Balaena Planescape Monstrous Compendium Appendix (1994) Bebilith Planescape Monstrous Compendium Appe
Planescape Monstrous Compendium Appendix (1994) Xenophobic humanoids[18]:20-21 with gaunt stature and yellow skin. Inhabitants of the Astral Plane, githyanki are considered to "boast some excellent twists" as non-player characters, but "little more
than dextrous, not to mention ugly, egg layers" as PCs by reviewer Trenton Webb[71] Introduced by Charles Stross[70] in White Dwarf No. 12, who borrowed the name from a fictional race in George R. R. Martin's Dying of the Light. The githyanki/illithid relationship was inspired by Larry Niven's World of Ptavvs.[72][65] The githyanki were voted among the top ten best monsters
from that White Dwarf's "Fiend Factory" column.[56] Githzerai Monstrous Compendium Appendix (1994) Larva Planescape Monstrous Compendium Appendix (1994) Evil mortal transformed into comparatively harmless larva-like creature by a
night hag and used as a currency on the lower planes. [34][18]:69 Maelephant Planescape Monstrous Compendium Appendix (1994) Moon Dog Monstrous Compendium Appen
Night Hag Planescape Monstrous Compendium Appendix (1994) (as Nighthag) Powerful hag from Hades, propagating evil by creating larvae. [34] Nightmare Monstrous Compendium Appendix (1994) Noctral Planescape Monstrous Compendium Appendix (1995) Per Planescape Monstrous Compendium Appendix (1994) Noctral Planesca
 Monstrous Manual (1993) Slaad Monstrous Manual (1993) (Gray and Death by reference only), Planescape Monstrous Compendium Appendix (1994) Renamed from demons in response to moral panic, [15] many were based on figures from Christia
demonology.[70] Considered among the "standard repertoire of "Monsters"" by Fabian Perlini-Pfister.[3] Tanar'ri, Greater - Babau Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Greater - Babau Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Greater - Babau Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Greater - Babau Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Greater - Babau Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Greater - Babau Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Greater - Babau Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Greater - Babau Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Greater - Babau Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Greater - Babau Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Greater - Babau Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Greater - Babau Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Greater - Babau Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Greater - Babau Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Greater - Babau Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Greater - Babau Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Greater - Babau Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Greater - Babau Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Greater - Babau Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Greater - Babau Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Greater - Babau Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Greater - Babau Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Greater - Babau Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Greater - Babau Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Greater - Babau Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Greater - Babau Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Greater -
 Molydeus Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Least - Rutterkin Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Least - Rutterkin Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Least - Manes Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Least - Rutterkin Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Least - Rutterkin Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Least - Rutterkin Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Least - Rutterkin Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Least - Rutterkin Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Least - Rutterkin Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Least - Rutterkin Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Least - Rutterkin Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Least - Rutterkin Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Least - Rutterkin Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Least - Rutterkin Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Least - Rutterkin Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Least - Rutterkin Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Least - Rutterkin Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Least - Rutterkin Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Least - Rutterkin Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Least - Rutterkin Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Least - Rutterkin Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Least - Rutterkin Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Least - Rutterkin Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Least - Rutterkin Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Least - Rutterkin Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Least - Rutterkin Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Least -
 (1994) Tanar'ri, Lesser – Bar-Lgura Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Lesser – Cambion Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Lesser – Succubus Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Lesser – Succubus Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Lesser – Succubus Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Lesser – Succubus Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Lesser – Succubus Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Lesser – Succubus Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Lesser – Succubus Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Lesser – Succubus Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Lesser – Succubus Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Lesser – Succubus Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Lesser – Succubus Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Lesser – Succubus Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Lesser – Succubus Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Lesser – Succubus Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Lesser – Succubus Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Lesser – Succubus Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Lesser – Succubus Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Lesser – Succubus Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Lesser – Succubus Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Lesser – Succubus Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Lesser – Succubus Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Lesser – Succubus Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Lesser – Succubus Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Lesser – Succubus Planescape Monstrous Compendium Appendix (1994) Tanar'ri, Lesser – Succubus Planescape Monstrous Compendium App
 the game draws on which presented female sexuality as inherently dangerous.[18]:17, 94 Tanar'ri, True – Balor Monstrous Compendium Appendix (1994) Tanar'ri, True – Hezrou
Planescape Monstrous Compendium Appendix (1994) Tanar'ri, True – Warilith Monstrous Compendium Appendix (1994) Tanar'ri, True – Work Planescape Monstrous Compendium Appendix (1994) Tanar'ri, True – Warilith Monstrous Co
beings from Greek mythology.[3] Translator Planescape Monstrous Compendium Appendix II (1995) Warden Beast Planes of Conflict (1995) Yugoloth Monstrous Manual (1993) (as Yugoloth, Guardian), Planescape Monstrous Compendium Appendix II (1995) Warden Beast Planes of Conflict (1995) Yugoloth Monstrous Manual (1993) (as Yugoloth, Guardian), Planescape Monstrous
 Compendium Appendix (1994) Yugoloth, Greater - Arcanoloth Planescape Monstrous Compendium Appendix (1994) Yugoloth, Greater - Nycaloth Planescape Monstrous Compendium Appendix (1994) Yugoloth, Greater - Nycaloth Planescape Monstrous Compendium Appendix (1994) Yugoloth, Greater - Nycaloth Planescape Monstrous Compendium Appendix (1994) Yugoloth, Greater - Nycaloth Planescape Monstrous Compendium Appendix (1994) Yugoloth, Greater - Nycaloth Planescape Monstrous Compendium Appendix (1994) Yugoloth, Greater - Nycaloth Planescape Monstrous Compendium Appendix (1994) Yugoloth, Greater - Nycaloth Planescape Monstrous Compendium Appendix (1994) Yugoloth, Greater - Nycaloth Planescape Monstrous Compendium Appendix (1994) Yugoloth, Greater - Nycaloth Planescape Monstrous Compendium Appendix (1994) Yugoloth, Greater - Nycaloth Planescape Monstrous Compendium Appendix (1994) Yugoloth, Greater - Nycaloth Planescape Monstrous Compendium Appendix (1994) Yugoloth, Greater - Nycaloth Planescape Monstrous Compendium Appendix (1994) Yugoloth, Greater - Nycaloth Planescape Monstrous Compendium Appendix (1994) Yugoloth, Greater - Nycaloth Planescape Monstrous Compendium Appendix (1994) Yugoloth, Greater - Nycaloth Planescape Monstrous Compendium Appendix (1994) Yugoloth, Greater - Nycaloth Planescape Monstrous Compendium Appendix (1994) Yugoloth, Greater - Nycaloth Planescape Monstrous Compendium Appendix (1994) Yugoloth, Greater - Nycaloth Planescape Monstrous Compendium Appendix (1994) Yugoloth, Greater - Nycaloth Planescape Monstrous Compendium Appendix (1994) Yugoloth, Greater - Nycaloth Planescape Monstrous Compendium Appendix (1994) Yugoloth, Greater - Nycaloth Planescape Monstrous Compendium Appendix (1994) Yugoloth, Greater - Nycaloth Planescape Monstrous Compendium Appendix (1994) Yugoloth, Greater - Nycaloth Planescape Monstrous Compendium Appendix (1994) Yugoloth 
Yugoloth, Lesser - Hydroloth Planescape Monstrous Compendium Appendix (1994) Yugoloth, Lesser - Mezzoloth Planescape Monstrous Compendium Appendix (1994) Yugoloth, Lesser - Wagnoloth, 
 MC9 - Monstrous Compendium - Spelljammer Appendix (1991) TSR 2119 - MC9 - Monstrous Compendium - Spelljammer Appendix (1991) - ISBN 1-56076-071-0 This appendix to the Monstrous Compendium series was designed for use with the Spelljammer Appendix (1991) - ISBN 1-56076-071-0 This appendix (1991) TSR 2119 - MC9 - Monstrous Compendium series was designed for use with the Spelljammer Appendix (1991) - ISBN 1-56076-071-0 This appendix to the Monstrous Compendium series was designed for use with the Spelljammer Appendix (1991) - ISBN 1-56076-071-0 This appendix (1991) - ISBN 1-56076-071-0 This appendix to the Monstrous Compendium series was designed for use with the Spelljammer Appendix (1991) - ISBN 1-56076-071-0 This appendix to the Monstrous Compendium series was designed for use with the Spelljammer Appendix (1991) - ISBN 1-56076-071-0 This appendix (1991) - ISBN 1-56076-0 This appe
 punched loose-leaf pages, unnumbered, providing the descriptions of the fictional monsters, and a single-page index of the creatures in the Spelljammer campaign setting (including sources). Creature Other appearances Variants Description Alchemy Plant Allura Aperusa Autognome Bionoid Bloodsac Buzzjewel Constellate Contemplator Dohwar Dragon, Moon Dragon, Sun
 Dragon, Stellar Dreamslayer Dweomerborn Fal Feesu Firebird Firelich Flowfiend Gadabout Gammaroid Gonn Gossamer Grav Great Dreamer Greatswan Grell, Colonial Monstrous Compendium – Greyhawk Appendix (1990) (Soldier/Worker), Monstrous Manual (1993) (as Grell) Soldier/Worker, philosopher, Patriarch Gullion Insectare Lhee Common, Lesser, Greater Mercurial
 Slime Meteorspawn Monitor Owl, Space Pristatic Scro Selkie, Star Silatic Platinum, Gold, Iron Skullbird Sleek Monstrous Manual (1993) (as Thri-Kreen Spirit Warrior, Space Swine Spirit Warrior, Space and Remote Xixchil Monstrous Manual (1993) (as Thri-Kreen Spirit Warrior) (1993) (1993) (as Thri-Kreen Spirit Warrior) (1993) (as Thri-Kr
 The pack consisted of 32 5-hole punched loose-leaf pages, unnumbered, and included a 1-page section on developing and describing encounters to fit the Ravenloft genre, with the remainder of the set consisting of the descriptions of the fictional monsters. Also included were
4 full-page illustrations on heavier card stock. All of the fictional creatures described in this set are included in the Ravenloft Monstrous Compendium - Forgotten Realms Appendix II (1991) TSR 2125 - MC11 - Monstrous Compendium - Forgotten Realms Appendix II
(1991) – ISBN 1-56076-111-3 This appendix to the Monstrous Compendium series was designed for use with the Forgotten Realms campaign setting for the second edition of the Advanced Dungeons & Dragons game. The pack consisted of 32 5-hole punched unnumbered loose-leaf pages, and 4 full-page illustrations on heavier card stock. It included a single-page table of
contents but did not incorporate the usual "How to Use this Book" section or random encounter charts. Page numbers below are taken from the table of contents, Creature Page Other appearances Variants Description Alaghi 3 Monstrous Compendium Annual Volume Three (1996) Alguduir 4 Avian 5-6 Monstrous Manual (1993) Flightless, Boobrie and Eblis Bat, Deep 7 Dragon
No. 90 (1984), D&D Master Rules (1985) (Werebat), Monstrous Compendium Rayenloft Appendix (1991) (Werebat), Drow of the Underdark (1991), Werebat), Night Howlers (1992) (Werebat), Monstrous Manual (1993), Rayenloft Monstrous Compendium Appendices I & II (1996)
(Werebat), Monsters of Faerûn (2001) (Night Hunter, Sinister) Azmyth, Night Hunter, Sinister and Werebat Beguiler 8 Cantobele 9 Cat 10-11 Monstrous Compendium Annual Volume One (1994), Dragon No. 223 "The Ecology of the Chitine" (1995), Monsters of Faerûn
 (2001), Underdark (2003), D&D Miniatures: Dragoneye set #47 (2004) Cildabrin 13 Monstrous Compendium Annual Volume Three (1996) Dimensional Warper 14 Dragon, Deep 15-16 Drow of the Underdark (2007), Draconomicon (2008) (as "Purple
 Dragon") Elf, Aquatic 17-18 Monstrous Manual (1993) Fachan 19 Savage Coast Monstrous Compendium Appendix (1996) Feyr 20 Monstrous Manual (1993) Gloomwing 25-26 Monstrous Manual (1993) Golden Ammonite 27 Dragon No. 48 (1981),
 Monstrous Compendium Annual Volume Four (1998), Golem, Lightning 28 Hamadryad 29 Monstrous Compendium Annual Volume Three (1996) Harrier 30 Harrier 30 Harrier 30 Harrier 30 Harrier 30 Harrier 31-32 Haun 33 Haundar 34 Hendar 35 Inquisitor 36 Monstrous Compendium Annual Volume Four (1998), Dragon No. 352 (2007) Lhiannan Shee 37-38 Loxo 39 Monstrous Compendium Annual Volume Four (1998), Dragon No. 352 (2007) Lhiannan Shee 37-38 Loxo 39 Monstrous Compendium Annual Volume Four (1998), Dragon No. 352 (2007) Lhiannan Shee 37-38 Loxo 39 Monstrous Compendium Annual Volume Four (1998), Dragon No. 352 (2007) Lhiannan Shee 37-38 Loxo 39 Monstrous Compendium Annual Volume Four (1998), Dragon No. 352 (2007) Lhiannan Shee 37-38 Loxo 39 Monstrous Compendium Annual Volume Four (1998), Dragon No. 352 (2007) Lhiannan Shee 37-38 Loxo 39 Monstrous Compendium Annual Volume Four (1998), Dragon No. 352 (2007) Lhiannan Shee 37-38 Loxo 39 Monstrous Compendium Annual Volume Four (1998), Dragon No. 352 (2007) Lhiannan Shee 37-38 Loxo 39 Monstrous Compendium Annual Volume Four (1998), Dragon No. 352 (2007) Lhiannan Shee 37-38 Loxo 39 Monstrous Compendium Annual Volume Four (1998), Dragon No. 352 (2007) Lhiannan Shee 37-38 Loxo 39 Monstrous Compendium Annual Volume Four (1998), Dragon No. 352 (2007) Lhiannan Shee 37-38 Loxo 39 Monstrous Compendium Annual Volume Four (1998), Dragon No. 352 (2007) Lhiannan Shee 37-38 Loxo 39 Monstrous Compendium Annual Volume Four (1998), Dragon No. 352 (2007) Lhiannan Shee 37-38 Loxo 39 Monstrous Compendium Annual Volume Four (1998), Dragon No. 352 (2007) Lhiannan Shee 37-38 Loxo 39 Monstrous Compendium Annual Volume Four (1998), Dragon No. 352 (2007) Lhiannan Shee 37-38 Loxo 39 Monstrous Compendium Annual Volume Four (1998), Dragon No. 352 (2007) Lhiannan Shee 37-38 Loxo 39 Monstrous Compendium Annual Volume Four (1998), Dragon No. 352 (2007) Lhiannan Shee 37-38 Loxo 39 Monstrous Compendium Annual Volume Four (1998), Dragon No. 352 (2007) Lhiannan Shee 37-38 (2007) Lhiannan Shee 37-38 (2007) Lhiannan Shee 3
Volume One (1994), Monster Manual II (2002), Savage Species (2003), Shining South (2004) Manni 40 Dragon No. 163 (1990) Mara ("Great Walker") 41 Morin 42 Dragon No. 163 (1990), Monstrous Manual (1993), Dragon No. 261 "The Ecology of the Dark Naga: Fool Me Twice"
(1999), Monster Manual (2000, 2003), D&D Miniatures: Underdark set #33 (2005), Monster Manual (1993) Phantom 46 Monstrous Manual (1993) Phantom 46 Monstrous Manual (1993) Phantom 46 Monstrous Manual (1993) (Retch Plant, Snapper-Saw, Thornslinger)
 Retch Plant, Snapper-Saw, Thornslinger, Viper Vine, Whip-Weed, Wither-Weed and Black Willow Ringworm 50 Rohch 51 Wood, Killer, Swamp and Dark Sand Cat 52 Dragon No. 163 (1990) Saurial 53-54 Monstrous Compendium Annual Volume Three (1996) Finhead, Bladeback, Flyer and Hornhead Sha'az 55 Silver Dog 56 Simpathetic 57-58 Skuz 59 Spider, Monkey 60
Tempest 61-62 Monstrous Manual (1993) (under Elemental, Composite) Tlincalli 63 Monstrous Compendium - Dark Sun Appendix: Terrors of the Desert (1992) - ISBN 1-56076-272-1 This appendix to the
 Monstrous Compendium series was designed for use with the Dark Sun campaign setting for the second edition of the Advanced Dungeons & Dragons game. The pack consisted of 96 5-hole punched loose-leaf pages, unnumbered, and included a 4-page "How To Use This Book" section with random encounter charts, with the remainder consisting of the descriptions of the
 fictional monsters. Also included were 4 full-page illustrations on heavier card stock. Creature Other appearances Variants Description Animal, Household Hurrum, critic, Renk and Ock'n Animal, Herd Kip, Z'tal and Jankz Antloid, Desert Dynamis, soldier, Queen and Worker B'rong Banshee, Dwarf Beetle, Agony Bog Wader Brambleweed Brambleweed and Bramble Tree
 Burnflower Cat, Psionic Tagster and Tigone Cha'thrang Cistern Fiend Cloud Ray Drake, Athasian - General Information -- Elemental, Greater Air -- Elemental, Greater Earth -- Elemental, Greater Fire -- Elemental, Greater Water -- Elemental, Lesser
Air/Earth Leasser Air and Lesser Fire/Water Lesser Fire/Water Lesser Fire/Water Lesser Fire/Water Lesser Fire and Lesser Fire/Water Lesser
giant with an animal head Golem, Athasian - General Information -- Golem, Ash/Chitin Ash and Chitin Golem -- Golem, Obsidian Rock Golem -- Golem, Athasian Locusts and Mini-kanks Kank, Wild Kirre Monstrous Manual (1993) Megapede Mul, Wild Human-dwarf
 descended sterile warriors.[60] Nightmare Beast Plant, Carnivorous Blossomkiller, Dew Fronds, Poisonweed and Strangling Vines Pterrax Pulp Bee Pyreen (Peace-bringers) Rasclinn Razorwing Roc, Athasian Sand Bride Sand Bride Sand Wortex Scrab Silt Horror White, Brown and Gray Horror Silt Runner Sink Worm Sloth, Athasian So-ut
(Rampager) Spider Cactus Spider, Crystal Spirit of the Land Air, Earth, Fire and Water Spirits T'Chowb Thrax Tohr-kreen (Mantis Noble) Monstrous Compendium - Al-Qadim Appendix (1992) - ISBN 1-56076-370-1 This appendix
 to the Monstrous Compendium series was designed for use with the Arabian Nights-themed Al-Qadim campaign setting for the second edition of the Advanced Dungeons & Dragons game. The pack consisted of 64 5-hole punched loose-leaf pages, unnumbered, and included a "How To Use This Book" page with an alphabetical index, a one-page index of appropriate monsters for
the Al-Qadim setting from other books of the Monstrous Compendium-series, 2 pages of random encounter charts, and a sheet with the compiled game statistics, with the remainder consisting of the description Ammut Ashira Asuras
Planescape - Planes of Conflict (1995) Black Cloud of Vengeance Buraq Planescape - Planes of Conflict (1995) Camel Desert, Mountain, Racing and War camel Canel Of the Pearl Centaur, Desert Copper Automaton Debbi Elephant Bird Gen Air, Fire, Sand and Water Gen Genie, Noble Dinni Genie, Noble Djinni Genie, Noble Efreeti Al-Qadim - Caravans (1994) Genie, Noble
 Marid Genie, Tasked -- Genie, Tasked, -- Genie, Tasked, Architect/Builder -- Genie, Tasked, artist -- Genie, Tasked, Guardian -- Genie, Tasked, Herdsman -- Genie, Tasked, Warmonger -- Genie, Tasked, Winemaker Ghost Mount Ghul, Great Al-Qadim -- Caravans (1994) Giants, Zakharan -- Giant, Desert -- Giant, Jungle -- Giant, Reef Hama Heway Living Idol Animal,
Death, Elemental and Healing Living Idol Lycanthrope, Werehyena Lyca
 as the worst of monsters from the magazine's "Fiend Factory" column.[56] Pahari Rom Sabu Lords Sakina Serpent Lord Serpent, Winged Silats Young, Adult and Matriarch Simurgh Stone Maidens Vishap Zaratan Monstrous Compendium – Fiend Folio Appendix (1992) TSR 2132 – MC14 – Monstrous Compendium – Fiend Folio
Appendix (1992) - ISBN 1-56076-428-7 This appendix to the Monstrous Compendium series updated and reprinted creatures from the first edition Advanced Dungeons & Dragons Fiend Folio published in 1981. It contained 64 unnumbered loose leaf pages and 4 pages of illustrations on heavier card stock. Creature Other appearances Variants Description Aballin Forgotten
 Realms Campaign Setting (1993), Monstrous Compendium Annual Volume One (1994), Monsters of Faerûn (2001) Achaierai Planes of Law (1995) Adherer Algoid Purple Algoid Al-mi'raj Based on 
creature with physiology resulting from maladaptation rather than evil.[73] Apparition Caterwaul Crabman Monstrous Manual (1993) Coffer Corpse Monstrous Compendium Annual Volume Three (1996) Dark Creeper Dark Stalker Darrer Denzelian Dragon. Gem Reviewer Mark Theurer remarked that "They have some interesting breath weapons".[20] Dragon. Amethyst Monstrous
 Manual (1993) Dragon, Crystal Monstrous Manual (1993) Dragon, Emerald Monstrous Manual (1993) Oragon, Emerald Monstrous Manual (1993) Dragon, Fire Faux Faerie Firedrake Monstrous Manual (1993) Dragon, Topaz Monstrous Manual (1993) Dragon, Topaz Monstrous Manual (1993) Dragon, Emerald Monstrous Manual (1993) Dragon, Topaz Monstrous Man
Forgotten Realms Campaign Setting (1993), Monstrous Compendium Annual Volume One (1994), Tome of Horrors (2002) Garbug Fiend Folio (1981), Monstrous Campaign Setting (1993), Monstrous Manual (1993), Monstrous Compendium Annual Volume One (1994), Tome of Horrors (2002) Garbug Fiend Folio (1981), Forgotten Realms Campaign Setting (1993), Monstrous Compendium Annual (1993), Monstrous Compen
Lava, Mist, Smoke and Steam First published in White Dwarf #13 (June/July 1979) under the names of fire imp, molten imp, respectively (not including ice and mist mephits), originally submitted by M. Stollery.[74] These "imps" were voted among the top ten monsters from the magazine's "Fiend Factory" column in 1980.[56] Penanggalan Pernicon
Monstrous Manual (1993) (under Insect) Phantom Stalker Quaggoth Fiend Folio (1993), Monstrous Manual (1993), Monstrous Ma
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Larvae Sheet Ghoul, Sheet Phantom Shocker Planescape Monstrous Compendium Appendix (1998) (under Faerie, Petty), Savage Coast Monstrous Compendium Appendix (1998) (under Faerie, Petty), Savage Coast Monstrous Compendium Appendix (1998) (under Faerie, Petty), Savage Coast Monstrous Compendium Appendix (1998) (under Faerie, Petty), Savage Coast Monstrous Compendium Appendix (1998) (under Faerie, Petty), Savage Coast Monstrous Compendium Appendix (1998) (under Faerie, Petty), Savage Coast Monstrous Compendium Appendix (1998) (under Faerie, Petty), Savage Coast Monstrous Compendium Appendix (1998) (under Faerie, Petty), Savage Coast Monstrous Compendium Appendix (1998) (under Faerie, Petty), Savage Coast Monstrous Compendium Appendix (1998) (under Faerie, Petty), Savage Coast Monstrous Compendium Appendix (1998) (under Faerie, Petty), Savage Coast Monstrous Compendium Appendix (1998) (under Faerie, Petty), Savage Coast Monstrous Compendium Appendix (1998) (under Faerie, Petty), Savage Coast Monstrous Compendium Appendix (1998) (under Faerie, Petty), Savage Coast Monstrous Compendium Appendix (1998) (under Faerie, Petty), Savage Coast Monstrous Compendium Appendix (1998) (under Faerie, Petty), Savage Coast Monstrous Compendium Appendix (1998) (under Faerie, Petty), Savage Coast Monstrous Compendium Appendix (1998) (under Faerie, Petty), Savage Coast Monstrous Compendium Appendix (1998) (under Faerie, Petty), Savage Coast Monstrous Compendium Appendix (1998) (under Faerie, Petty), Savage Coast Monstrous Compendium Appendix (1998) (under Faerie, Petty), Savage Coast Monstrous Compendium Appendix (1998) (under Faerie, Petty), Savage Coast Monstrous Compendium Appendix (1998) (under Faerie, Petty), Savage Coast Monstrous Compendium Appendix (1998) (under Faerie, Petty), Savage Coast Monstrous (1998) (under Faeri

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Sussurus Symbiotic Jelly Terithran Planescape Monstrous Compendium Annual Volume Two (1995) Urdunnir Monstrous Compendium Annual Volume Two (1996) (as Dwarf, Urdunnir) Volt First published in White Dwarf #7 (June/July 1978), originally submitted by
 Jonathan Jones.[66] The volt was voted among the top ten monsters from the magazine's "Fiend Factory" column in 1980.[56] Xill Planescape Monstrous Compendium Appendix III (1998) Xvart Bald, blue-skinned humanoids with orange eyes that stand only 3 feet tall. First published in White Dwarf #9 (October/November 1978) under the name of "svart", submitted by Cricky
  Hitchcock and "taken from The Weirdstone of Brisingamon by Alan Garner", [55] who in turn took inspiration from the Norse myth of the svartálfar. [75] It was voted among the top ten monsters from the magazine's "Fiend Factory" column and reprinted in Best of White Dwarf Articles (1980), [56][57][58] Forgotten Realms author Ed Greenwood considered xvarts to be redundant
  creatures with no unique or interesting characteristics.[75] Zygraat TSR 2139 – MC15 – Monstrous Compendium – Ravenloft Appendix II: Children of the Night (1993) – ISBN 1-56076-586-0 This appendix to the Monstrous Compendium series was designed for use with the
  Ravenloft campaign setting for the second edition of the Advanced Dungeons & Dragons game. The pack consisted of 32 5-hole punched loose-leaf pages, unnumbered, and included a 2-page "How To Use This Book" section, a 1-page description of the purpose of the "Children of the Night" supplement, a 1-page set of tables for Ravenloft random encounters, and a 1-page
  section updating the tables for calculation of experience points awarded for defeating any given creature. The remainder of the set consisted of the descriptions on heavier card stock. All of the fictional creatures described in this set are included in the
  Ravenloft Monstrous Compendium Appendices I & II section, below, and are not reproduced here. TSR 2140 - Monstrous Manual (1993) TSR 2140 - Monstrous Compendium series, in 1993. This book was "created in response to the many requests to
  gather monsters into a single, durable volume which would be convenient to carry." The Monstrous Manual compiled all of the monsters from Monstrous Compendium Volumes, and revised and updated the entries; however, some entries were condensed from previous Monstrous Compendium entries. The book
 is 384 pages. Creature Page Other appearances Variants Description Aarakocra 5 Monstrous Compendium Volume Two (1989) Ankheg 7 Monstrous Compendium Volume Two (1989) Arcane 8 Spelljammer: AD&D Adventures In Space (1989) Argos 9 Monstrous Compendium Volume Two (1989) Arcane 8 Spelljammer: AD&D Adventures In Space (1989) Argos 9 Monstrous Compendium Volume Two (1989) Arcane 8 Spelljammer: AD&D Adventures In Space (1989) Argos 9 Monstrous Compendium Volume Two (1989) Arcane 8 Spelljammer: AD&D Adventures In Space (1989) Argos 9 Monstrous Compendium Volume Two (1989) Arcane 8 Spelljammer: AD&D Adventures In Space (1989) Arcane 8 Space
Baatezu 11-12 Planescape Monstrous Compendium Appendix Pit Fiend and Black, Green and Red Abishai Banshee 13 Inspired by Gothic fiction, a typical denizen of the Ravenloft setting. [24] Basilisk 14 Monstrous Compendium Volume Two (1989) Lesser and Greater Basilisk and Dracolisk Based on the creature from medieval bestiaries. [1] Bat 15-16 Monstrous Compendium Volume Two (1989) Lesser and Greater Basilisk and Dracolisk Based on the creature from medieval bestiaries.
 Volume One (1989) (Common, Large and Huge), Drow of the Underdark (1991) (Azmyth, Night Hunter, Sinister), Forgotten Realms Monstrous Compendium Volume One (1989) Black, Brown, Cave and Polar Bear Beetle 18-19
  Monstrous Compendium Volume Two (1989) Beholder, Hive Mother and Deholder, Spelljammer: AD&D Adventures In Space (1989) (Beholder, Hive Mother and Orbus), Monstrous Compendium – Spelljammer
 Appendix (1990) (Astereater, Director, Examiner, Overseer, Lensman and Watcher), Lost Ships (1991) (Undead Beholder), The Legend of Spelljammer (1991) (Masharin), Forgotten Realms – Ruins of Myth Drannor (1993) (Doomsphere)
  Beholder, Death Kiss, Eye of the deep, Gauth, Spectator, Undead Beholder, Hive Mother, director, Examiner, Lensman, Overseer and Watcher; also Beholder Mage, Elder Orb, Orbus, Doomsphere, Kasharin, Astereater and Gorbel by reference only Bird 27-28 Monstrous
 Compendium Appendix (1990) (Emre, Kingfisher, Skyfisher and 'Wari), Forgotten Realms Monstrous Compendium Appendix (1991) (Flightless, Boobrie, Condor, Giant Cayle, Eblis, Blood Hawk, Kingfisher, Owl, Giant Owl, Talking Owl, Raven, Huge Raven, Giant Raven, Skyfisher, Swan, Vulture, Giant Vulture, Giant Vulture
  and 'Wari Brain mole 29 Broken one 30 Monstrous Compendium - Ravenloft Appendix Common and Greater Brownie 31 Monstrous Compendium Volume One (1989) Bulette 33 Monstrous Compendium Volume Two (1989) Bullywug 34 Monstrous Compendium Volume Two (1989) Bullywug 34 Monstrous Compendium Volume Two (1989)
  Carrion crawler 35 Monstrous Compendium Volume One (1989) Cat, great 36-37 Monstrous Compendium Volume One (1989) Cheetah, Jaquar, Leopard, Common Lion, Spotted Lion, Giant Lynx, Wild Tiger, Smilodon Cat, small 38 Forgotten Realms Monstrous Compendium Appendix (1991) (Domestic, Wild, Elven) Domestic, Wild and Elven Catoblepas 39
  Monstrous Compendium Volume One (1989) Cave fisher 40 Monstrous Compendium Volume One (1989) Centaur 41 Monstrous Compendium Volume One (1989) (Giant, Huge and Megalocentipede), Monstrous Compendium Volume Two (1989) (Tunnel Worm) Giant
Centipede, Huge Centipede, Megalocentipede, and Tunnel Worm Chimera 43 Monstrous Compendium Volume One (1989) Chimera and Gorgimera The chimera 43 Monstrous Compendium Volume One (1989) Cockatrice and Pyrolisk Based on the
 creature from medieval bestiaries.[1] Couatl 46 Monstrous Compendium Volume One (1989) Crabman 47 Crawling claw 48 Screen Rant ranked the crawling claw among the 10 weakest monsters in 2018: "At best, you can use a bunch of them to act as a distraction or as a screen while another villain prepares a spell or trap." [37] Crocodile 49 Normal and Giant Crustacean, giant
 50 Giant Crab and Giant Crayfish Crypt thing 51 Monstrous Compendium - Greyhawk Appendix (1990) Death knight 52 Monstrous Compendium - Dragonlance Appendix (1990) A "powerful undead warrior" [61]:167 Deepspawn 53 Forgotten Realms Campaign Setting Dinosaur 54-55 Ankylosaurus, Deinonychus, Diplodocus, Elasmosaurus, Lambeosaurus, Pteranodon,
  Stegosaurus, Triceratops and Tyrannosaurus Considered among the "standard repertoire of "Monsters"",[3] and among the 12 most underrated monsters, "a creature as large and fearsome as a dragon but without all the hype".[59] Displacer beast 56 Monstrous Compendium Volume One (1989) Dog 57 Monstrous Compendium Volume One (1989) Wild, War, Blink and Death Dog
  Dog, moon 58 Dolphin 59 Doppleganger 60 Dracolich 61-62 Forgotten Realms Campaign Setting Dragon 63-87 Monstrous Compendium Volume One (1989) Powerful and intelligent, usually winged reptiles with magical abilities and breath weapon. Dragon, chromatic: black dragon 65 Dungeons & Dragons set (1974), D&D Basic Set (1977, 1981, 1983), Monster Manual (1977),
 D&D Companion Rules (1984), Monstrous Compendium Volume One (1989), Dungeons & Dragons Rules Cyclopedia (1991), Monster Manual (2000), Monster Manual (2000), Monster Manual (2000), D&D Miniatures: Unhallowed set #55 (2007) Evil[28] chaotic-aligned dragons that spit acid. They have horns
 projecting forward, a long body and thin tail.[17] Dragon, chromatic: blue dragons & Dragons set (1974), Monster Manual (1977), D&D Basic Set (1981, 1983), D&D Companion Rules (1984), Monster Manual (2000), Monster Manual (2000),
  set #38 (2005), D&D Icons: Gargantuan Blue Dragon (2007) Evil[28] lawful-aligned dragons that discharge a bolt of lightning. They have a distinctive horn on their snout. [17] Dragon, chromatic: green dragon 67 Dungeons & Dragons set (1974), Monster Manual (1977), D&D Basic Set (1981, 1983), D&D Companion Rules (1984), Monstrous Compendium Volume One (1989),
 Dungeons & Dragons Rules Cyclopedia (1991), Monster Manual (2000), Monster Manual v.3.5 (2003). D&D Miniatures: War of the Dragon Queen set #38 (2005) Evil[28] lawful-aligned dragons that breathe a cloud of poisonous chlorine gas Dragon, chromatic: red dragon 68 Dungeons & Dragons set (1974), D&D Basic Set (1977, 1981, 1983), Monster Manual (1977), D&D
 Companion Rules (1984), Dragon No. 134 "The Ecology of the Red Dragon" (1988), Monstrous Compendium Volume One (1989), Dungeons & Dragoneye set #55 (2004), D&D Miniatures: Giants of Legend set #71 (2004), D&D Icons: Colossal Red Dragon (2006) Evil[28]
chaotic-aligned dragons that breathe a cone of fire Dragon, chromatic: white dragon 69 Dungeons & Dragons set (1974), D&D Basic Set (1977, 1981, 1983), Monster Manual (2000), Monster Manual v.3.5 (2003), D&D Miniatures:
 Night Below #58 (2007), D&D Icons: Legend of Drizzt Scenario Pack (2007) ("Icingdeath, Gargantuan White Dragon, gem: crystal dragon 71 Dragon, gem: emerald dragon 72 Dragon, gem: crystal dragon 74 Dragon, gem: crystal dragon 75 Dragon, gem: crystal dragon 75 Dragon, gem: crystal dragon 75 Dragon, gem: crystal dragon 76 Dragon, gem: crystal dragon 76 Dragon, gem: crystal dragon 77 Dragon, gem: crystal dragon 78 Dragon, gem: crystal dragon 79 Dragon, gem: crystal
 Greyhawk set (1974), Monster Manual (1977), Monster Manual (1977), Monster Manual (2003), D&D Miniatures: Unhallowed set #19 (2007) Benevolent and talkative good-aligned[28] desert-dwelling dragons that can breathe sleep gas or fear-causing gas. An
 example of content misrepresented by the game's detractors. [29] Dragon, metallic: bronze dragon 76 Greyhawk set (1974), Monster Manual (2000), Monster Manual (
 cloud Dragon, metallic: copper dragon 77 Greyhawk set (1974), Monster Manual (2000), Monste
 creatures Dragon, metallic: gold dragon 78 Dungeons & Dragons set (1974), Monster Manual (2004), D&D Gompanion Rules (1981), Monster Manual v.3.5 (2003), D&D Miniatures: Giants of Legend set #61 (2004), D&D Miniatures: Giants of Lege
 Deathknell set #7 (2005) Good[28] and lawful aligned dragons that breathe fire or chlorine gas Dragon, metallic: silver dragons that breathe a cone of
 frost or a cloud of paralyzing gas Brown dragon 80 Cloud dragon 81 Monstrous Compendium - Greyhawk Appendix (1990) Deep dragon 82 Drow of the Underdark Mercury dragon 84 Monstrous Compendium - Greyhawk Appendix (1990) Shadow dragon 85 Monstrous Compendium - Greyhawk Appendix (1990) Shadow dragon 87 Dragon turtle 88
  Monstrous Compendium Volume One (1989) Dragonet, faerie dragon 89 Dragonet, firedrake 90 Dragonet, pseudodragon 91 Dragonnet, firedrake 90 Dragonnet, pseudodragon 91 Dragonnet, pseudodragon 92 Dragonnet, pseudodragon 93 Dragonnet, pseudodragon 93 Dragonnet, pseudodragon 94 Dragonnet, pseudodragon 94 Dragonnet, pseudodragon 94 Dragonnet, pseudodragon 94 Dragonnet, pseudodragon 95 Dragonnet, pseudodragon 95 Dragonnet, pseudodragon 95 Dragonnet, pseudodragon 96 Dragonnet, pseudodragon 96 Dragonnet, pseudodragon 96 Dragonnet, pseudodragon 97 Dragonnet, pseudodragon 97 Dragonnet, pseudodragon 97 Dragonnet, pseudodragon 97 Dragonnet, pseudodragon 98 Dragonnet, pseudo
  and Sandling See Outsider Elemental, fire-kin 103 Salamander and Fire Snake Elemental, water kin 104 Monstrous Compendium Volume Two (1989) (Water Weird Elemental, the Elemental, composite 105-106 Tempest and Skriaxit Elephant 107 African Elephant, Mammoth, Mastodon and Oliphant Elf 108-109 Elf, aquatic 110-111 Forgotten Realms Monstrous
 Compendium Appendix (1991) Elf, drow 112-113 Ettercap 114 Eyewing 115 Dragon Magic (1989), Monstrous Compendium – Dragonlance Appendix (1990) Feyr 116 Forgotten Realms Monstrous Compendium Appendix (1991) Normal and Great Fish 117-118 Barracuda, Giant Carp, Giant Catfish, Dragonfish, Electric Eel, Giant Eel, Weed Eel, Giant Gar, Ixitxachitl,
 Lamprey, Giant Lamprey, Land Lamprey, Manta Ray, Giant Piranha, Giant Piranha, Giant Piranha, Giant Piranha, Giant Stark and Sting Ray Frog 119 Giant, Killer and Poisonous Fungus 120-121 Violet Fungus, Shrieker, Phycomid, Ascomoid, and Gas Spore Galeb duhr 122 Gargantua 123-124 Reptilian, Humanoid and Insectoid Gargoyle 125 Gargoyle and
  Margoyle Genie 126-129 Al-Qadim - Land of Fate Djinni, Dao, Efreeti, Marid and Jann Powerful humanoid elemental spirits. Based on notions from Middle Eastern culture. [2] Ghost 130 Inspired by Gothic fiction, a typical denizen of the Ravenloft setting. [24] Ghoul 131 Ghoul, Lacedon and Ghast Giant, cloud 132 Giant, cyclops 133 Giant, desert 134 Giant, ettin 135 Giant, firbolg
 136 Giant, fire 137 Giant, fog 138 Giant, formorian 139 Giant, formorian 139 Giant, frost 140 Giant, store 145 Giant, storm 146 Giant, verbeeg 147 Giant, reef 144 Giant, frost 140 Giant, storm 146 Giant, verbeeg 147 Giant, frost 140 Giant, frost 140 Giant, storm 146 Giant, verbeeg 147 Giant, frost 140 Giant, frost 140 Giant, storm 146 Giant, verbeeg 147 Giant, frost 140 Giant, 
 Giant, wood 148 Gibberling 149 Forgotten Realms Campaign Setting Giff 150 Spelljammer: AD&D Adventures In Space (1989) Gith 151 Gith, Pirate 152 Monstrous Compendium – Spelljammer Appendix (1990) Githyanki are considered to "boast some excellent
  twists" as non-player characters, but " little more than dextrous, not to mention ugly, egg layers" as PCs by reviewer Trenton Webb[71] Introduced by Charles Stross[70] in White Dwarf No. 12, who borrowed the name from a fictional race in George R. R. Martin's Dying of the Light. The githyanki/illithid relationship was inspired by Larry Niven's World of Ptavvs.[72][65] The githyanki
 were voted among the top ten best monstrous Compendium Volume Two (1989) (Tenebrous Worm), Forgotten Realms Monstrous Compendium Appendix (1991) Gloomwing Moth and Tenebrous Worm Gnoll 158 Gnoll and Flind Gnome 159-161 Rock
 Gnome, Svirfneblin, Thinker Gnome and Forest Gnome Gnome, spriggan 162 Monstrous Compendium - Greyhawk Appendix (1990), Monstrous Compendium - Ravenloft Appendix Greater Golem (stone, iron), Lesser Golem (flesh, clay), Bone golem, Doll golem, Gargoyle golem, Glass golem
  Necrophidus, Scarecrow and Stone variants (caryatid column, juggernaut, and stone guardian) The clay golem is based on the golem of Medieval Jewish folklore, [22] while the flesh golem is related to Frankenstein's monster as Universal's 1931 film, seen in e.g. being empowered by electricity. [1] The concept is inspired by Gothic fiction more generally. The golem is a typical
 denizen of the Ravenloft setting. [24] The influence of Dungeons & Dragons has led to the inclusion of golems in other tabletop role-playing as well as in video games. [76] Gorgon 172 "iron plated bull", based on early modern bestiaries, with only the name being derived from the Classical counterpart. [21][22] Grell 173 Monstrous Compendium – Greyhawk Appendix (1990)
 (Soldier/Worker), Monstrous Compendium – Spelljammer Appendix (1991) Worker, Philosopher and Patriarch Gremlin, jermlaine 176-177 Griffon 178 Originally based on the creature from Persian mythology. [24] Grimlock 179 Grippli 180 Monstrous Compendium –
 Greyhawk Appendix (1990) Hag 181-182 Annis, Green Hag and Sea Hag Halfling 183 Hairfoot, Tallfellow and Stout Based on and renamed from the hobbit in J.R.R. Tolkien's works.[1] Harpy 184 Hatori 185 Monstrous Compendium - Dragonlance Appendix (1990) Lesser and greater Haunt 186 Hell hound 187 Heucuva 188 Monstrous Compendium Volume Two; as Huecuva:
 Fiend Folio (1981), Dungeon No. 86, Dungeon No. 86, Dungeon No. 94, Fiend Folio (2003), Dragon No. 364 Undead created from divine or oathbound creatures who have failed in their vows. Hippocampus 189 Hippocampus 189 Hippocampus 189 Hippocampus 189 Hippocampus 189 Hippocampus 189 Hippocampus 190 Horses 194-195 Draft, Heavy, Medium, Light, Wild and Riding
 Horses, Pony and Mule Human 196-199 Aborigine/caveman, Adventurer, Bandit/brigand, Barbarian/nomad, Berserker/dervish, Farmer/herder, Police/constabulary, priest, sailor, Slaver, soldier, Thief/thug, Tradesman/craftsman, Tribesman and Wizard
  Human variants. Hydra 200 Hydra, Lernaean Hydra, Lernaean Hydra, Pyrohydra and Cryohydra Based on the creature from classical sources, [1][23] adapted to be vulnerable to fire-damage, but with no poisonous bite. [21] Imp 201 Planescape Monstrous Compendium Appendix Fire, Ice, Lava, Mist, Smoke and
  Steam Mephit Insect 204-205 Monstrous Compendium - Greyhawk Appendix (1990) (Aspis Cow, Drone and Larva; Giant Dragonfly and larva), Forgotten Realms - Ruins of Myth Drannor (Aratha, Aspis cow, Aspis drone, Aspis 
  Firefriend (giant firefly), Giant bluebottle fly, Giant bluebottle fly, Giant horsefly, Fyrefly, Horax, Giant hornet, Pernicon, Gargantuan praying mantis, Giant harvester termite (king, queen, soldier, worker), Giant bluebottle fly, Giant horsefly, Fyrefly, Horax, Giant hornet, Pernicon, Gargantuan praying mantis, Giant harvester termite (king, queen, soldier, worker), Giant bluebottle fly, Giant horsefly, Fyrefly, Horax, Giant hornet, Pernicon, Gargantuan praying mantis, Giant hornet, Pernicon, Gargantuan praying mantis, Giant horsefly, Fyrefly, Horax, Giant hornet, Pernicon, Gargantuan praying mantis, Giant hornet, Gargantuan praying mantis, Giant hornet, Pernicon, Gargantuan praying mantis, Giant hornet, Gargantuan praying m
  and larva (ustilagor) Invisible stalker 208 Ixitxachitl 209 An "old personal favorite" of reviewer Mark Theurer. [20] Jackalwere 210 Kenku 211 Crow-like humanoids with a tendency for thievery, loosely based on the kirin from Japanese mythology, [3] an example of the
  diverse cultures amalgamated into D&D.[44] Kirre 213 Monstrous Compendium – Dark Sun Appendix: Terrors of the Desert Kobold 214 Monstrous Compendium Volume Two (1989) (Urd) Kobold and Urd Kuo-toa 215-216 "evil fish-men"[9]:89 Lamia 217 Lamia and Lamia Noble Lammasu 218 Lesser and greater Leech 219 Giant Leech, Throat Leech and Leech swarm Leprechaun
 220 Leucrotta 221 Lich 222-223 Lich and Demilich Living wall 224-225 Book of Crypts (1991), Dragon No. 343 (May 2006) Created by a powerful wizard, a living wall is built from living beings, which are absorbed into the surface of the wall itself, helping to enhance its collective powers. Lizard 226 Fire, Giant, Minotaur and Subterranean lizard man 227 Lizard man and
Lizard king Locathah 228 Lurker 229 Lurker, Trapper and Forest trapper (miner) Lycanthrope, werebaat 237 Lycanthrope, werebaat 238 Lycanthrope, werebaat 238 Lycanthrope, werebaat 238 Lycanthrope, werebaat 237 Lycanthrope, werebaat 238 Lycanthrope, werebaat 238 Lycanthrope, werebaat 238 Lycanthrope, werebaat 239 Lycanthrope, werebaat 239 Lycanthrope, werebaat 239 Lycanthrope, werebaat 239 Lycanthrope, werebaat 230 Lycanthrope, were
238 Monstrous Compendium - Ravenloft Appendix Lycanthrope, weretiger 239 Lycanthrope, werewolf 240 Depiction of the werewolf is related to those in 1930s and 1940s Hollywood movies.[1] Mammal 241-242 Monstrous Compendium - Spelljammer Appendix (1990) (Chattur) Carnivorous Ape, Wild Baboon,
 Badger, Banderlog, Bhaergala, Wild Boar, Chattur, Cooshee, Dakon, Debbi, Goat, Gorilla, Hsing-sing, Hyena, Jackal, Losel, Monkey Spider, Osquip, Black Porcupine, Rothe, Skunk, Sleek, Wild Stag, Stench Kow, Taer, Tyrg, Warthog, Weasel, Wolverine, Minimal mammals and Giant mammals Mammal, herd 243 Camel, Cattle, Buffalo, Antelope and Sheep
  Mammal, small 244 Beaver, Chipmunk, Ermine, Ferret, Fox, Gopher, Hedgehog, Mink, Mole, Monkey, Mouse, Muskrat, Opossum, Otter (giant), Pig (domestic), Pig (do
 Normal and Greater Based on the creature from classical sources[1][3][23] but translated into species of monsters[19] originated from "humans seeking eternal youth".[21] Medusa, maedar 248 Maedar and Glyptar Male version of the medusa, a consequence of turning the singular monster form classic mythology into a species in the game.[19][23] Merman 249 Mimic 250
 Common and Killer Mind flayer (illithid) 251 Minotaur 252 Based on the creature from Greek mythology, [1][3] but translated from a singular creature into a species. [23] Mist, crimson death 253 Mist, vampiric 254 Monstrous Compendium – Greyhawk Appendix (1990) Mold 255 Brown, Russet and Yellow In the artificial dungeon environment of the game, molds function as a "clean
 up crew".[1] Mold man (vegepygmy) 256 Mongrelman 257 Morkoth 258 Muckdweller 259 Mudman 260 Mummy 261 Powerful undead usually wrapped in bandages from desert areas. Based on the creature from Gothic fiction, a typical denizen of the Ravenloft setting.[24] Mummy, greater 262-263 Monstrous Compendium – Ravenloft Appendix Mummy with additional priestly
 powers. Based on the creature from Gothic fiction, a typical denizen of the Ravenloft setting. [24] Myconid (fungus man) 264-265 Naga, dark 267 Dragon No. 89 (1984), Anauroch (1991), Monstrous Compendium Forgotten Realms Appendix
  (1991), Forgotten Realms Campaign Setting (1993), Monstrous Manual (2003), Monstrous Manual (2005), Monster Manual (2005), Monster Manual (2008) Neogi 268 Spelljammer: AD&D Adventures In Space (1989) Neogi and Great Old Master Large red spider-like carnivorous
  humanoids with reptilian heads. Nightmare 269 Planescape Monstrous Compendium Appendix Nymph 270 Based on the nymph from Greek mythology.[1][3] Appeared in the movie Futurama: Bender's Game.[43] Octopus, giant 271 Ogre 272-273 Ogre, Ogre Mage and Merrow Ogre, half- 274-275 Half-ogre and Ogrillion Ooze/slime/jelly 276-280 Olive Slime, Olive Slime Creature,
Mustard Jelly, Stunjelly, Ochre Jelly, Gray Ooze, Crystal Ooze, Great Oroc and Slithering Tracker "D&D's large variety of monstrous oozes and slimes took their original inspiration form Irvin S. Yeathworth Jr's The Blob" movie. In the artificial dungeon environment of the game, they function as a "clean up crew".[1] Orc 281-282 Orc and Orog Directly adapted
 from the orc in J.R.R. Tolkien's works.[1] Otyugh 283 Otyugh and Neo-Otyugh Owlbear 284 Pegasus 285 Winged horse. Taken from greek mythology, an example of the diverse cultures amalgamated into D&D.[44] Peryton 286 Forgotten Realms Monstrous Compendium Appendix (1991) Inspired by
 Gothic fiction, a typical denizen of the Ravenloft setting. [24] Phoenix 288-289 Piercer 290 Plant, dangerous 291-292 Monstrous Compendium Volume Two (1989) (Yellow Musk Creeper and Zombie), Forgotten Realms Monstrous Compendium Volume Two (1989) (Yellow Musk Creeper and Zombie), Forgotten Realms Monstrous Compendium Volume Two (1989) (Yellow Musk Creeper and Zombie), Forgotten Realms Monstrous Compendium Volume Two (1989) (Yellow Musk Creeper and Zombie), Forgotten Realms Monstrous Compendium Volume Two (1989) (Yellow Musk Creeper and Zombie), Forgotten Realms Monstrous Compendium Volume Two (1989) (Yellow Musk Creeper and Zombie), Forgotten Realms Monstrous Compendium Volume Two (1989) (Yellow Musk Creeper and Zombie), Forgotten Realms Monstrous Compendium Volume Two (1989) (Yellow Musk Creeper and Zombie), Forgotten Realms Monstrous Compendium Volume Two (1989) (Yellow Musk Creeper and Zombie), Forgotten Realms Monstrous Compendium Volume Two (1989) (Yellow Musk Creeper and Zombie), Forgotten Realms Monstrous Compendium Volume Two (1989) (Yellow Musk Creeper and Zombie), Forgotten Realms Monstrous Compendium Volume Two (1989) (Yellow Musk Creeper and Zombie), Forgotten Realms Monstrous Compendium Volume Two (1989) (Yellow Musk Creeper and Zombie), Forgotten Realms Monstrous Compendium Volume Two (1989) (Yellow Musk Creeper and Zombie), Forgotten Realms Monstrous Compendium Volume Two (1989) (Yellow Musk Creeper and Zombie), Forgotten Realms Monstrous Compendium Volume Two (1989) (Yellow Musk Creeper and Zombie), Forgotten Realms Monstrous Compendium Volume Two (1989) (Yellow Musk Creeper and Zombie), Forgotten Realms Monstrous Compendium Volume Two (1989) (Yellow Musk Creeper and Zombie), Forgotten Realms Monstrous Compendium Volume Two (1989) (Yellow Musk Creeper and Zombie), Forgotten Realms Monstrous Compendium Volume Two (1989) (Yellow Musk Creeper and Zombie), Forgotten Realms Monstrous Compendium Volume Two (1989) (Yellow Musk Creeper and Zombie), Forgotten Realms Monstrous Compendium Volume Two (1989)
  Flower Frond, Yellow musk creeper and Yellow Musk Zombie Author and gardener Charles Elliott considered D&D's plant species numerous but "not-very-ingenious".[77] Plant, intelligent 293-295 Hangman Tree, Kelpie, Obliviax, Quickwood, Shambling mound, Strangleweed, Giant Sundew and Thorny Poltergeist 296 Pudding, deadly 297 Black, White, Brown and Dun Quaggoth
  298 Forgotten Realms Campaign Setting Rakshasa 299 Normal and Greater Rat 300 Giant Rat and Osquip Remorhaz 301 Revenant 302 Roc 303 Dungeons & Dragons set (1974), Monster Manual (2004) An enormous bird, based on a mythological creature probably of Persian
 origin, known from Sindbad the Sailor stories.[22] Roper 304 Rust monster 305 Sahuagin 306-307 Satyr and Korred Based on the satyr from classical[1] and the korred from Breton mythology.[78] Scorpion 309 Large, Huge and Giant Sea lion 310 Selkie 311 Shadow 312 Shedu 313 Savage Coast Monstrous Compendium Appendix Lesser and Greater Lawful good
  winged equine with human-like head. Based on a creature from Mesopotamian mythology.[3] Sirine 314 Al-Qadim - City of Delights Based on the mythological Siren, the Sirine is a type of Fey. Skeleton warrior 317 Monstrous Compendium - Dragonlance
 Appendix (1990) Slaad 318 Planescape Monstrous Compendium Appendix Red and Blue Slug, giant 319 Snake, Giant Sea Snake, Winged 322 Spectre 323 Sphinx 324-325 Androsphinx, Criosphinx, Gynosphinx, and Hieracosphinx
  Based on Egyptian and Classical mythology, an example of the diverse cultures amalgamated into D&D.[21][44] Spider 326-327 Hairy, Large, Huge, Giant, Phase, Sword and Grig Squid, giant 331 Giant Squid and Kraken Stirge 332 Su-monster 333
  Swanmay 334 Swanmay and Bird Maiden Tabaxi 335 Tabaxi and Tabaxi Lord Tako 336 Male and Female Tanar'ri 337-338 Planescape Monstrous Compendium Appendix Balor and Marilith Renamed from demons in response to moral panic.[15] Considered among the "standard repertoire of "Monsters"" by Fabian Perlini-Pfister.[3] The balor is based on and renamed from the
 Balrog from J.R.R. Tolkien's legendarium.[1] Tarrasque 339 Tasloi 340 Thought-eater 341 Thri-kreen 342 Monstrous Compendium - Spelljammer Appendix: Terrors of the Desert (1992) (Tohr-kreen) Thri-kreen and Xixchil "Praying mantis man" with four arms and a poisonous bite.[60] An "old personal
 favorite" of reviewer Mark Theurer.[20] Titan 343-344 Based on the powerful beings from Greek mythology.[3] Toad 345 Giant, Fire, Ice and Poisonous Treant 346 Triton 347 Troglodyte 348 Troll 349-351 Normal, Two-Headed, Freshwater (Scrag), Saltwater (Marine Scrag), Desert, Spectral (Troll Wraith), Giant, Ice and Spirit Troll Tall gaunt humanoids with powerful regenerative
  ability. A characteristic denizen of AD&D worlds.[2] Umber hulk 352 Monstrous Compendium Volume One (1989) Based on the creature from medieval bestiaries.[1][24] Urchin 354 Monstrous Compendium Volume Two (1989) Black, Green, Red, Silver, Yellow, and Land Vampire 355-356
  Monstrous Compendium Volume One (1989) Depiction is related to those in 1930s and 1940s Hollywood Dracula movies, [1] as well as Gothic fiction; a typical denizen of the Ravenloft setting. [24][2] Wemic 357 Whale 358-359 Monstrous Compendium Volume Two (1989) Common Whale, Giant Whale, Leviathan, Killer Whale and Narwhal Wight 360 Monstrous Compendium Volume Two
 Volume One (1989) Directly adapted from the creature of the same name in Tolkien's Lord of the Rings. [1] Will o'wisp 361 Monstrous Compendium Volume One (1989) Wolf, Worg, Dire Wolf and Winter Wolf Wolfwere 363 Monstrous Compendium Volume One (1989) Wolf, Worg, Directly adapted from the creature of the same name in Tolkien's Lord of the Rings. [1] Will o'wisp 361 Monstrous Compendium Volume One (1989) Wolf, Worg, Directly adapted from the creature of the same name in Tolkien's Lord of the Rings. [1] Will o'wisp 361 Monstrous Compendium Volume One (1989) Wolf, Worg, Directly adapted from the creature of the same name in Tolkien's Lord of the Rings. [1] Will o'wisp 361 Monstrous Compendium Volume One (1989) Wolf, Worg, Directly adapted from the creature of the same name in Tolkien's Lord of the Rings. [1] Will o'wisp 361 Monstrous Compendium Volume One (1989) Wolf, Worg, Directly adapted from the creature of the same name in Tolkien's Lord of the Rings. [1] Will o'wisp 361 Monstrous Compendium Volume One (1989) Wolf, Worg, Directly adapted from the creature of the same name in Tolkien's Lord of the Rings. [1] Will o'wisp 361 Monstrous Compendium Volume One (1989) Wolf, Worg, Directly adapted from the creature of the same name in Tolkien's Lord of the Rings. [1] Will o'wisp 361 Monstrous Compendium Volume One (1989) Wolf, Worg, Directly adapted from the creature of the same name in Tolkien's Lord of the Rings. [1] Will o'wisp 361 Monstrous Compendium Volume One (1989) Wolf, Worg, Directly adapted from the Compendium Volume One (1989) Wolf, Worg, Directly adapted from the Compendium Volume One (1989) Wolf, Worg, Directly adapted from the Compendium Volume One (1989) Wolf, Worg, Directly adapted from the Compendium Volume One (1989) Wolf, Worg, Directly adapted from the Compendium Volume One (1989) Wolf, Worg, Directly adapted from the Compendium Volume One (1989) Wolf, Worg, Directly adapted from the Compendium Volume One (1989) Wolf, Wolf, Worg, Directly adapted from the Compendium Volume One (1989) Wolf, Wolf, W
 (Purple Worm) Purple Worm, Giant Bloodworm, Bookworm, and Rot Grub Wraith 365 Monstrous Compendium Volume One (1989) Korn 367 Monstrous Compendium Volume Two (1989) (Xorn) Xorn and Xaren Yeti 368 Monstrous Compendium Volume One (1989) Inspired by Gothic fiction, a typical denizer of the Ravenloft setting [24] Wyvern 366 Monstrous Compendium Volume One (1989) Korn 367 Monstrous Compendium Volume Two (1989) Korn 368 Monstrous Compendium Volume One (1989) Korn 
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 the Astral Plane, githyanki are considered to "boast some excellent twists" as non-player characters, but " little more than dextrous, not to mention ugly, egg layers" as PCs by reviewer Trenton Webb[71] Introduced by Charles Stross[70] in White Dwarf No. 12, who borrowed the name from a fictional race in George R. R. Martin's Dying of the Light. The githyanki/illithid relationship
  was inspired by Larry Niven's World of Ptavvs. [72][65] The githyanki were voted among the top ten best monsters from that White Dwarf's "Fiend Factory" column. [56] Githzerai 48-49 Monstrous Compendium - Outer Planes Appendix (1991), Monstrous Manual (1993) Designed by Charles Stross [70] Grue - Earth/Fire 50-51 Al-Qadim - Secrets of the Lamp (1993) Chaggrin and
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  ISBN 1-56076-875-4 This appendix to the Monstrous Compendium series was designed for use with the Mystara campaign setting for the second edition of the Advanced Dungeons & Dragons game. The 128-page soft-bound book contains a two-pages content list, a 4-pages "How To Use This Book" section and 5 pages of random encounter charts, with the remainder consisting
 of the descriptions of the fictional monsters. The Mystara campaign setting began as the "Known World" in the D&D Basic, Expert, Companion or Masters rulebooks, and the modules associated with them. Creature Page Other appearances Variants Description Actaeon 8 D&D Master Rules
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  (1986), Creature Catalog (1993), Monstrous Compendium Annual Volume Four (1998), Epic Level Handbook (2002), Dungeon No. 144 (2007) Also known as the Neh-Thallgu in later sources. Chevall 18 Creature Catalogue (1993), Creature Catalogue (1993), Choker 19 GAZ6:
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Appendix II: Children of the Night (1993) TSR 2524 – Savage Coast Monstrous Compendium Appendix (1996) This monstrous compendium was released as a fully online product as part of the revised Savage Coast campaign setting for the second edition of the Advanced Dungeons & Dragons game. It was
 made freely available by Wizards of the Coast here[81] in two variants, as a rtf-file and a text file, with images presented as separate files. Several characters are misrepresented in these files, they are presented here as given. The monstrous compendium contains a table of contents, an introduction with explanations of the monster statistics and special rules and considerations
for the Savage Coast setting. Creature Other appearances Variants Description Aranea Monstrous Compendium - Mystara Appendix (1994), D&D Expert Module X1 Isle of Dread, D&D Expert Module X2 Castle Amber Arashaeem Batracine Caniquine Cat, Marine Cinnavixen
Critter, Temple Cursed One Deathmare Dragon, Introduction Powerful and intelligent, usually winged reptiles with magical abilities and breath weapon. -- Dragon, Crimson -- Dragon, Red (greater) and Hulean Juggernaut
(greater) Grudgling Heraldic Servant Aurochs, Bear, Bee, Dolphin, Dragon, Eagle, Griffon, Horse, Lion, Phoenix, Ram, Rooster, Sea Lion, Stag, Black Swan, Talbot, Tyger, Unicorn and Wyvern Hermit, Sea Jorri Juhrion Kla'a-tah and clŠu-rin Leech, Legacy Lich, Inheritor Lizard Kin Cayma, Gurrash, Krolli and Shazak Lupasus Lupin Monstrous Compendium
 - Mystara Appendix (1994), D&D Expert Module X2 Castle Amber Lyra Bird, Sarag—n Malfera Manscorpion, Nimmurian Mythu'nn Folk Na‰ruk Monstrous Compendium - Fiend Folio Appendix (1992) (Stwinger), Monstrous Compendium Annual Volume One (1994) (as Faerie, Petty) Squeaker and Stwinger As fairy creatures were considered among the "standard repertoire of
 "Monsters"" by Fabian Perlini-Pfister.[3] Neshezu Nikt'oo Nosferatu Omm-wa Omshirim Parasite Inheritor Lice, Powder Moth, Jibarœ Pest, Lupin Plague, Cardinal Tick and Vermilia Phanaton, Jibarœ Plant Monstrous Compendium – Mystara Appendix (1994) (Amber Lotus), D&D Expert Module X2 Castle Amber (Amber Lotus) Amber Lotus, Eyeweed, Vermeil Fungus, Scarlet
Pimpernel and Gargo—an Rose Pudding, Vermilion Rakasta Monstrous Compendium – Mystara Appendix (1994), D&D Expert Module X1 Isle of Dread, D&D Expert Module X2 Castle Amber Ray, Forest Shedu, Greater Monstrous Manual (1993) Lawful good winged equine with human-like head. Based on a creature from Mesopotamian mythology.[3] Shimmerfish Skinwing
Spawn of Nimmur Spawn of Nimmur Spawn of Nimmur and Ziggurat Horror Spider-spy Spirit, Heroic Spirit, Wallaran Kangaroo, Koala and Kookaburra Succulus Swampmare Swordsman, Clockwork Monstrous Compendium Annual Volume Four (1998) Symbiont, Shadow Tortle Monstrous Compendium Annual Volume Four (1998) Symbiont, Shadow Tortle Monstrous Compendium Annual Volume Four (1998) Symbiont, Shadow Tortle Monstrous Compendium Annual Volume Four (1998) Symbiont, Shadow Tortle Monstrous Compendium Annual Volume Four (1998) Symbiont, Shadow Tortle Monstrous Compendium Annual Volume Four (1998) Symbiont, Shadow Tortle Monstrous Compendium Annual Volume Four (1998) Symbiont, Shadow Tortle Monstrous Compendium Annual Volume Four (1998) Symbiont, Shadow Tortle Monstrous Compendium Annual Volume Four (1998) Symbiont, Shadow Tortle Monstrous Compendium Annual Volume Four (1998) Symbiont, Shadow Tortle Monstrous Compendium Annual Volume Four (1998) Symbiont, Shadow Tortle Monstrous Compendium Annual Volume Four (1998) Symbiont, Shadow Tortle Monstrous Compendium Annual Volume Four (1998) Symbiont, Shadow Tortle Monstrous Compendium Annual Volume Four (1998) Symbiont, Shadow Tortle Monstrous Compendium Annual Volume Four (1998) Symbiont, Shadow Tortle Monstrous Compendium Annual Volume Four (1998) Symbiont (1998) 
Herathian Vulturehound Wallara Wurmling Wynzet Yeshom Zombie, Red TSR 2635 - Planescape Monstrous Compendium Appendix III (1998) - ISBN 0-7869-0751-7 The third appendix to the Monstrous Compendium series designed for use with the Planescape campaign setting for the second edition of
Advanced Dungeons & Dragons focuses mainly on inhabitants of the inner planes in the game. The 128-page soft-bound book contains a two-page "How to use this book" section, ten pages about the fictional principles governing those planes and their ecology, a 3-page appendix about animal-like creatures there, a 3-page index with all second edition monsters suitable for the
 Planescape setting, with the remainder consisting of the descriptions of the fictional monsters. Creature Page Other appearances Variants Description Animental (good) 20-21 Ben-Hadar, Chan, Sunnis and Zaaman Rul Belker 22-23 Bzastra 24-25 Chososion 26-27 Darklight 28-29
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 - Fiend Folio Appendix (1992) TSR 3140 - Birthright - Blood Spawn: Creatures of Light and Shadow (2000) This bestiary was planned for use with the Birthright - Blood Spawn: Creatures of Light and Shadow (2000) This bestiary was planned for use with the Birthright campaign setting for the second edition of the Advanced Dungeons & Dragons game. The Birthright product line was suspended in 1998
before its completion, so Blood Spawn was later published as an 83-page PDF-file and made freely available here. [82] The supplement focused mainly on monsters of the Shadow World, the fictional dark twin dimension of the monster statistics and special rules for the Shadow World,
descriptions of the fictional monsters which included tips for their use in a roleplaying campaign, two roleplaying adventures and a 4-page appendix listing monsters from other sources fitting into the Shadow World. Creature Page Other appearances Variants Description Blood Hound 13-15 Changeling 16-18 Farie, Adult human and Child human changeling Cwn Annwn 19-20 The
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63 Other sources This section lists fictional creatures for AD&D 2nd Edition from various sources not explicitly dedicated to presenting monsters. Primarily, these are the separate sourcebooks and expansions for the Forgotten Realms, Al-Qadim and other campaign settings produced by TSR. Spelljammer TSR1049 - Spelljammer: AD&D Adventures In Space (1989) The
 Spelljammer: AD&D Adventures in Space Spelljammer campaign setting boxed set contained 11 new creatures in the standard Monstrous Compendium format, on pages 67–86 of the Lorebook of the Void. ISBN 0-88038-762-9 Creature Page Other appearances Variants Description Arcane, The 67-68 Monstrous Manual (1993) (as Arcane), Planescape Monstrous Compendium
Appendix II (1995) (as Arcane) Beholder 69-70 Monstrous Manual (1993) (Beholder and Hive Mother; Orbus by reference only) Beholder, Orbus and Hive Mother A large eye and a large toothy maw, with 10 smaller eyes on tops sprouting from the top of the orb; the large eye negates all magic and the smaller eyes cause a variety of magical effects. A
 "creature that looks at you and is destroying you by the power of its magical eyes".[16] A terrible beast, but depicted as "a cuddly rosy ball with too many eyes".[17] Dracon 71-72 Dragon, Radiant (Celestial) 73-74 Elmarin 75 Ephemeral 76 Ephemeral 76 Ephemeral 76 Ephemeral 76 Ephemeral 79-80 Krajen 81-82 Immature and Adult Neogi 83-84 Monstrous
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(1993) Beholder Eater, Thagar ("Grimmgobbler") 85 Flow Barnacle 86 Lich, Arch 87-88 Monsters of Faerûn (2001) Men: Wonderseeker 89 Neogi: Undead Old Master 90 Sarphardin ("Watcher") 91-92 Shadowsponge ("Air Stealer") 93-94 Spaceworm 95 Tinkerer ("Giant Bubble") 96 TSR1065 – The Legend of Spelljammer (1991) The Legend of Spelljammer boxed set added four
 new creatures on pages 60-64 of The Grand Tour sourcebook. ISBN 1-56076-083-4 Creature Page Other appearances Variants Description Kasharin 60 Monstrous Manual (1993) (as Beholder - reference only) K'r'r'r 61 Lich, Master 62 Shivak 63-64 Common and Guardian TSR9409 - Krynnspace (1993) The Spelljammer game accessory Krynnspace, by Jean Rabe, contained
two new creatures. ISBN 1-56076-560-7 Creature Page Other appearances Variants Description Giant, Bosk 95 Savage 19-foot-tall (4.9 m) giants living in hunter-gatherer villages in the swamps of Chislev. Forgotten Realms TSR1060 – Ruins of Undermountain (1991) The Forgotten
Realms Ruins of Undermountain boxed set included 8 unnumbered 5-hole punched loose-leaf pages of creature Other appearances Variants Descriptions in Monstrous Compendium format. ISBN 1-56076-061-3 Creature Other appearances Variants Description Beholder (Elder Orb) Monstrous
Manual (1993), Black Spine (1994), I, Tyrant (1996), Monsters of Faerûn (2001), Lords of Madness (2005), Dragon Compendium, Volume Two (1995), Monsters of Faerûn (2005) Darktentacles Monstrous Compendium Annual Volume Three (1996), Priest's Spell Compendium, Volume One (1999), Monsters of Faerûn (2005) Darktentacles Monstrous Compendium Annual Volume Three (1996), Priest's Spell Compendium, Volume One (1999), Monsters of Faerûn
(2001) Scaladar Monstrous Compendium Annual Volume Two (1995), City of Splendors: Waterdeep (2005) Sharn Netheril: Empire of the Shade (2007), Forgotten Realms Campaign Guide (2008) Slithermorph None Snakes, Flying Races of Faerûn (2003), Monstrous Compendium Annual Volume Two (1995), Monstrous Compendium Annual Volume Two (1996), Monstrous Compendium 
 Flying Fang and Deathfang Steel Shadow None Watchghost Wizard's Spell Compendium, Volume One (1996), Monsters of Faerûn (2001) TSR1066 – Maztica Campaign Set (1991) The Maztica Campaign Set 
Other appearances Variants Description Chac 59 Jagre 60 Kamatlan 61 Plumazotl 62 TSR9326 - The Drow of the Underdark (1991) This 128-page softbound book provided additional details on the history, culture and society of the dark elves, and included 9 additional creature descriptions in Monstrous Compendium format on pages 113-127. ISBN 1-56076-132-6 Creature
Page Other appearances Variants Description Bat, Deep 113-114 Dragon No. 90 (1984), D&D Master Rules (1991) (Werebat), Monstrous Compendium Ravenloft Appendix (1991), 1991 Trading Cards Set No. 383 (Werebat), Night Howlers (1992)
(Werebat), Monstrous Manual (1993), Ravenloft Monstrous Compendium Appendices I & II (1996) (Werebat), Monsters of Faerûn (2001), D&D Miniatures: Underdark set
 #52 (2005), Drow of the Underdark (2007), Draconomicon (2008) (as "Purple Dragon") Myrlochar 117 Monsters of Faerûn (2001) Pedipalp 118-119 Queen of the Demonweb Pits (1980), Monster Manual II (1983), Tome of Horrors (2002) Large (Schizomida), Huge (Amblypygus) and Giant (Uropygi) Rothé, Deep 120-121 Fiend Folio (1981), Monstrous Manual (1993), Forgotten
 Realms Campaign Setting (2001) Solifugid 122 Queen of the Demonweb Pits (1980), Monster Manual II (1983), Tome of Horrors (2002) Large, Huge and Giant Spider, Subterranean 123-124 Ruins of Undermountain (1991) (Hairy, Sword), Faiths and
Pantheons (2002) (Hairy), City of Splendors: Waterdeep (2005) (Watch) Hairy, Hunting, Sword and Watch Spitting (2001), Monster Manual II (1983), Planescape Monstrous Compendium Appendix II (1995), Villains' Lorebook (1998), Dungeon No. 84 (2001), Monsters of Faerûn
(2001), Fiendish Codex I (2006), Demon Queen's Enclave (2008) TSR1083 - Menzoberranzan (1992) The Forgotten Realms Menzoberranzan boxed set included 7 pages 88-94. ISBN 1-56076-460-0 Creature Page Other appearances Variants Description Alhoon
 (Illithilich) 88 Monstrous Compendium Annual Volume Three (1996), The Illithiad (1998), Monsters of Faerûn (2001), Lords of Madness (2005), D&D Miniatures: Night Below #38 (2007) Cloaker Lord 89 Monsters of Faerûn (2001), Foulwing 90 Dragon No. 197 (1993), Monstrous Compendium Annual Volume One (1994), Lost Empires of Faerûn (2005), Lizard, Subterranean 91
Forgotten Realms Campaign Setting (2001), Dungeon No. 94 (2002) Pack Lizard Riding Lizard 92 Forgotten Realms Campaign Setting (2001) Wingless Wonder 93-94 Dragon No. 40 (1980), Wizard's Spell Compendium, Volume Four (1998), Secrets of the Magister (2000) True and Transformed TSR1084 - Ruins of Myth Drannor (1993) The Forgotten Realms The Ruins of Myth
Drannor boxed set included 8 unnumbered 5-hole punched loose-leaf pages of creature descriptions in Monstrous Compendium format. ISBN 1-56076-569-0 Creature Other appearances Variants Description Aratha (Killer Beetle) Monstrous Manual (1993) Baelnorn Monstrous Compendium Annual Volume One (1994), Cormanthyr: Empire of Elves (1998), Monsters of Faerûn
(2001) Blazing Bones Monstrous Compendium Annual Volume One (1994), I, Tyrant (1993), Monstrous Compendium Annual Volume One (1994), I, Tyrant (1996), Monstrous Compendium Annual Volume One
(1994), Monsters of Faerûn (2001), Draconomicon (2003), D&D Miniatures: War of the Dragon Queen set #48 (2006), Draconomicon (2008) (as "Gray Dragon") Dread Monstrous Compendium Annual Volume One (1994), Lythlyx
Dragon No. 43 (1980), Monstrous Compendium Annual Volume One (1994) Magebane Dragon No. 140 (1988), Monstrous Compendium Annual Volume One (1994), Monstrous Compendiu
 Manual II (2002), Serpent Kingdoms (2004), D&D Miniatures: Unhallowed set #34, Monstrous Compendium Annual Volume One (1994), Monster Manual II (2002) Xantravar (Stinging Horror) Dragon No. 140 (1988), Monstrous Compendium Annual Volume
One (1994) Xaver Dragon No. 94 (1985), Monstrous Compendium Annual Volume One (1994) TSR1085 - Forgotten Realms Campaign Setting (2nd edition) boxed set included 8 unnumbered 5-hole punched loose-leaf pages of creature descriptions in Monstrous Compendium format. ISBN 1560766174 Creature Other
 appearances Variants Description Aballin Monstrous Compendium Fiend Folio Appendix (1992), Monstrous Compendium Annual Volume One (1994), Monsters of Faerûn (2001) Baneguard Shadowdale (1989), Ruins of Undermountain (1991), Monstrous Compendium Annual Volume One (1994), Monsters of Faerûn (2001), Lost Empires of Faerûn (2005) Direguard Bonebat
Halls of the High King (1990), Monstrous Compendium Annual Volume Three (1996), Monstrous Compendium Annual Volume Three (1990), Monstrous Compendium Annual (1993), Pool of Radiance: Attack on Myth Drannor (2001), Lost Empires of Faerûn (2001), Lost Empires of Faerûn (2005) Dracolich Dragon No. 110 (1986), Waterdeep and the North (1987), Monstrous
Compendium Volume Three: Forgotten Realms Appendix (1989), 1991 Trading Cards #251, Monstrous Manual (1993), Dragon (1998), Dr
Fiend Folio (1981), Monstrous Compendium Fiend Folio Appendix (1992), Monstrous Compendium Fiend Folio Appendix (1993), Monstrous Compendium Fiend Folio Appendix (1994), Monstrous Compendium Fiend Folio Appendix (1995), Monstrous Compendium Fiend
Annual Volume One (1994), Monster Manual (2000, 2003), D&D Miniatures: Aberrations set #50 (2004), Lords of Madness (2005), Monstrous Manual (1993), Monstrous Manual (2008), Monster Manual (2008), Monster Manual (2008), Monster Manual (2008), Monstrous Manual (2008), Monster Manual (2008), Monster
Compendium Annual Volume One (1994), Priest's Spell Compendium, Volume Three (2000), Monsters of Faerûn (2005), Dat Empires of Faerûn (2005), Monster Manual (2008) Lock Lurker Dragon No. 302 (2002), Lost Empires of Faerûn (2005), Monsters of Faerûn (2005), Monster Manual (2008) Lock Lurker Dragon No. 302 (2002), Lost Empires of Faerûn (2005), Monsters of Faerûn (2005), Monsters of Faerûn (2005), Monsters of Faerûn (2006), Monsters of Faerûn (2006), Monsters of Faerûn (2006), Monsters of Faerûn (2007), Monsters of Faerûn (2007), Monsters of Faerûn (2008), 
 Priest's Spell Compendium, Volume Three (2000) Naga, Dark Dragon No. 89 (1984), Anauroch (1991), Monstrous Compendium Forgotten Realms Appendix (1991), Dragon No. 261 "The Ecology of the Dark Naga: Fool Me Twice" (1999), Monster Manual (2008) Nishruu Halls of the High King (1990)
 Monstrous Compendium Annual Volume One (1994), Monsters of Faerûn (2001), Lost Empires of Faerûn (2005) Quaggoth Fiend Folio (1993), Monstrous Compendium Fiend Folio (1994), Monstrous Compendium Fiend Folio (1994), Monstrous Compendium Fiend Folio (1995), Monstrous Manual (1993), Dragon No. 265 (1999), Monstrous Compendium Fiend Folio (1994), Monstrous Manual (1993), Monstrous Compendium Fiend Folio (1994), Monstrous Compendium Fiend Folio (1994), Monstrous Compendium Fiend Folio (1994), Monstrous Manual (1993), Monstrous Compendium Fiend Folio (1994), Monstrous C
 (1992), Monstrous Compendium Annual Volume One (1994), Forgotten Realms Campaign Setting (2001), Lost Empires of Faerûn (2005) TSR1109 – City of Splendors (1994) The Forgotten Realms City of Splendors boxed set included unnumbered
 5-hole punched loose-leaf pages of creature descriptions in Monstrous Compendium Annual Volume Two (1995) Duhlarkin Ghaunadan Monstrous Compendium Annual Volume Two (1995) Doppelganger, Greater Monstrous Compendium Annual Volume Two (1995) Doppelganger Monstrous Compendium Annual Volume Two (1995) Doppelganger Monstrous Compendium Annual Volume
Gulguthydra Monstrous Compendium Annual Volume Two (1995) Hakeashar Monstrous Compendium Annual Volume Two (1995) Peltast Monstrous Compendium Annual Volume Two (1995) Peltast Monstrous Compendium Annual Volume Two
(1995) Normal and Greater Raggamoffyn Monstrous Compendium Annual Volume Two (1998), Serpent Kingdoms (2004) Shadowrath Monstrous Compendium Annual Volume Four (1998), Serpent Kingdoms (2004) Shadowrath Monstrous Compendium Annual Volume Four (1998), Serpent Kingdoms (2004) Shadowrath Monstrous Compendium Annual Volume Four (1998), Serpent Kingdoms (2004) Shadowrath Monstrous Compendium Annual Volume Four (1998), Serpent Kingdoms (2004) Shadowrath Monstrous Compendium Annual Volume Four (1998), Serpent Kingdoms (2004) Shadowrath Monstrous Compendium Annual Volume Four (1998), Serpent Kingdoms (2004) Shadowrath Monstrous Compendium Annual Volume Four (1998), Serpent Kingdoms (2004) Shadowrath Monstrous Compendium Annual Volume Four (1998), Serpent Kingdoms (2004) Shadowrath Monstrous Compendium Annual Volume Four (1998), Serpent Kingdoms (2004) Shadowrath Monstrous Compendium Annual Volume Four (1998), Serpent Kingdoms (2004) Shadowrath Monstrous Compendium Annual Volume Four (1998), Serpent Kingdoms (2004) Shadowrath Monstrous Compendium Annual Volume Four (1998), Serpent Kingdoms (2004) Shadowrath Monstrous Compendium Annual Volume Four (1998), Serpent Kingdoms (2004) Shadowrath Monstrous Compendium Annual Volume Four (1998), Serpent Kingdoms (2004) Shadowrath Monstrous Compendium Annual Volume Four (1998), Serpent Kingdoms (2004) Shadowrath Monstrous Compendium Annual Volume Four (1998), Serpent (2004) Shadowrath Monstrous Compendium Annual Volume Four (1998), Serpent (2004) Shadowrath Monstrous Compendium Annual Volume Four (2004) Shadowrath Monstrous C
 Compendium Annual Volume Two (1995) TSR9563 – Powers and Pantheons (1997) The Forgotten Realms campaign expansion Powers & Pantheons by Eric L. Boyd contained next to the description Divine Minion 187 Planescape Campaign Setting (1994) (Minion
of Set) Magical servants of Mulhorandi deities with the ability to shapechange into specific animals. Elder Eternal Evil 188-191 Dendar the Night Serpent, Kezef the Chaos Hound, Ityak-Ortheel, the Elf-Eater Titanic mythological evil creatures from the Outer Planes related to Abeir-Toril's prehistory Shade 192 Monster Manual II (1983), Dragon No. 126 "The Ecology of the Shade"
 (1987), Dragon No. 213 (1995), Monstrous Compendium Annual Volume Four (1998), Forgotten Realms Campaign Setting (2001), Races of Faerûn (2003), Dragon No. 307 (2003), Forgotten Realms Campaign Guide (2008) Humans or demihumans imbued with the essence of the Plane of Shadow Dragonlance TSR9294 – Dragon's Rest (1990) The Dragonlance adventure
Dragon's Rest by Rick Swan contained three new fictional creatures. ISBN 0-88038-869-2 Creature Page Other appearances Variants Description Chronolily 57 Monstrous Compendium Annual Volume Two (1995) Immense sentient flower whose nectar reveals images of the past, present and future. Chulcrix 58 Gigantic carnivorous worm with two pincers dwelling on the Ethereal
plane. Gk'lok-Lok 59 Tribal creatures consisting of stalk-like tendrils that spend their lives dormant, re-experiencing the lives of dead warriors. TSR9334 – Wild Elves (1991) The Dragonlance adventure Wild Elves by Scott Bennie contained six new fictional creatures. ISBN 1-56076-140-7 Creature Page Other appearances Variants Description Curotai 56 Kagonesti transformed
 into six-armed ferocious evil fighter. Dragon, Spider 57 Dragon-like evil creature with spider-legs and eyes. Handmaiden of Takhisis 58 Jiathuli Powerful evil entity to manipulate cold and a hunger for the warmth of living creatures. Spider Horse 60 Predatory hybrid between a spider
 and a horse. Weapon, Living 61 Evil spirit animating a melee weapon. TSR9344 - Taladas: The Minotaurs (1991) The Dragonlance game accessory Taladas: The Minotaurs by Colin McComb contained several new creatures. ISBN 1-56076-150-4 Creature Page Other appearances Variants Description Children of the Sea 61 Monstrous Compendium Annual Volume Four (1998)
Child of the Sea and Accantus Human-like aquatic race that reproduces with humans. Accanta are wild and aggressive versions of the children of the sea that possess additional powers. Grain Nymph 62 Monstrous Compendium Annual Volume Four (1998) Cultivated relatives of the nymph associated with farmland Yrasda 63 Aphelka, Thanic and Ushama Irda-like race closely
linked to the sea with the ability to shapechange into a specific sea creature TSR9382 - Flint's Axe by Tim Beach contained a new creature largonlance adventure Flint's Axe by Tim Beach contained a new creature Seriator that can spit acid. Al-Qadim
TSR1077 - Land of Fate (1992) The Al-Qadim Land of Fate boxed set contained 8 unnumbered 5-hole punched loose-leaf pages in Monstrous Compendium Volume One (1994), Monstrous Manual (1993) Genie of Zakhara, Djinni Monstrous
Compendium Volume One (1994), Monstrous Manual (1993) Powerful humanoid air spirit. Based on notions from Middle Eastern culture.[2] Genie of Zakhara, Efreeti Monstrous Compendium Volume Two (1995), Monstrous Manual (1993) Genie of Zakhara, Marid Monstrous
Compendium Volume Two (1995), Monstrous Manual (1993) Giant, Island Giant, Ogre Roc, Zakharan Common, Great and Two-Headed An enormous bird, based on the mythological roc probably of Persian origin, known from Sindbad the Sailor stories. [22] Yak-Man (Yikaria) Monstrous Compendium Annual Volume Two (1995), TSR9366 – Golden Voyages (1992) The Al-Qadim
Golden Voyages boxed set, by David "Zeb" Cook, contained 4 unnumbered 5-hole punched loose-leaf pages in Monstrous Compendium format, each with a full-page image of the creature described on the back. ISBN 1-56076-331-0 Creature Other appearances Variants Description Coelenite Colony and Mass Colony Polyp colony with a mass mind, forming vaguely
humanoid bodies from coral pieces. Ogrima Large evil humanoid resulting from breeding of an ogre and ogre mage. Sartani Up to 20-foot-tall (6.1 m) humanoid with crab-like head, arms and pincers. TSR1091 – City of Delights (1993) The Al-Qadim City of Delights boxed set contained 8 unnumbered 5-hole punched loose-leaf pages in Monstrous Compendium format. ISBN 1-
 56076-589-5 Creature Other appearances Variants Description Afanc (Gawwar Samakat) Monstrous Compendium Annual Volume One (1994) Afanc and Young Afanc Al-Jahar Monstrous Compendium Annual Volume One (1994) Cat, Winged Monstrous Compendium Annual Volume One (1994) Cat, Winged Monstrous Compendium Annual Volume One (1994) Afanc and Young Afanc Al-Jahar Monstrous Compendium Annual Volume One (1994) Cat, Winged Monstrous Compendium Annual Volume One (1994) Afanc and Young Afanc Al-Jahar Monstrous Compendium Annual Volume One (1994) Afanc and Young Afanc Al-Jahar Monstrous Compendium Annual Volume One (1994) Afanc and Young Afanc Al-Jahar Monstrous Compendium Annual Volume One (1994) Afanc and Young Afanc Al-Jahar Monstrous Compendium Annual Volume One (1994) Afanc and Young Afanc Al-Jahar Monstrous Compendium Annual Volume One (1994) Afanc and Young Afanc Al-Jahar Monstrous Compendium Annual Volume One (1994) Afanc and Young Afanc Al-Jahar Monstrous Compendium Annual Volume One (1994) Afanc and Young Afanc Al-Jahar Monstrous Compendium Annual Volume One (1994) Afanc and Young Afanc Al-Jahar Monstrous Compendium Annual Volume One (1994) Afanc Al-Jahar Monstrous Compendium Annual
 Volume One (1994) Genie, Tasked, Administrator Monstrous Compendium Annual Volume One (1994) Genie, Tasked, Harim Servant Monstrous Compendium Annual Volume One (1994) Bloodring, Ear Seeker, Goldbug, Wizard Lice and
Vilirij Pasari-Niml Monstrous Compendium Annual Volume One (1994) Warrior, Noble and Calipha Singing Tree Monstrous Compendium Annual Volume One (1994) Vargouille Planescape Monstrous Compendium Annual Volume O
Appendix (1994) Vermin, Elemental Monstrous Compendium Annual Volume One (1994) Air (Duster), Earth (Crawler), Fire (Flameling) and Water (Spitter) Elemental Vermin TSR9431 – Assassin Mountain (1993) The Al-Qadim Assassin Mountain (1993) The Al-Qadim Assassin Mountain (1994) Air (Duster), Earth (Crawler), Fire (Flameling) and Water (Spitter) Elemental Vermin, Elemental 
the fictional creatures described in this accessory are included in the Monstrous Compendium Annual Volume One, above, and are not reproduced here. TSR9433 – Secrets of the Lamp (1993) The Al-Qadim Secrets of the Lamp boxed set contained 4 unnumbered 5-hole punched loose-leaf pages in Monstrous Compendium format. ISBN 1-56076-647-6 All of the fictional
creatures described in this set are included in either the Monstrous Compendium Annual Volume One or the Planescape Monstrous Compendium Appendix, above, and are not reproduced here. TSR9440 - Ruined Kingdoms (1994) The Al-Qadim Ruined Kingdoms boxed set, by Steven Kurtz, contained an 8-page booklet with non-player characters and monsters. ISBN 1-56076-
815-0 Creature Page Other appearances Variants Description Segarran 1 Lesser and Greater Humanoid with the head and tail of a crocodile and the ability to assume human form; servants of the evil goddess Ragarra. Greater Humanoid with the head and Teak Herald
serpent: intelligent, good-aligned messengers of serpent lords. Teak serpent: a 30-ft long constrictor snake. TSR9449 - Corsairs of the Great Sea boxed set, by Nicky Rea, contained an 8-page booklet with monsters. ISBN 1-56076-867-3 All of the fictional creatures described in this set are included in the Monstrous Compendium
Annual Volume Two, above, and are not reproduced here. Planescape Campaign Setting (1994) The Planescape Campaign Setting boxed set contained a 32-page Monstrous Supplement booklet. ISBN 1-56076-834-7 Creature Page Other appearances Variants Description Aleax 2-3 Astral Searcher 4-5 Barghest 6-7 Cranium Rat 8-9 Dabus 10-11 These
 "floating goat-men" are common within the fictional city of Sigil.[83] Magman 12-13 Minion of Set 14-15 Powers & Pantheons (1997) (Divine Minion, Octon, Septon, Hexton, Quinton, Quarton, Tertian, Secundus, Primus and Rogue Unit Reviewer Scott
 Haring found that the "once-silly Modrons" from 1st edition AD&D were "given a new background and purpose that makes a lot more sense" in 2nd edition Planescape. [84] Nic'Epona 24-25 Spirit of the Air 26-27 Vortex 28-29 Yugoloth, Lesser – Marraenoloth 30-31 TSR2603 – Planes of Chaos (1994) The Planescape Planes of Chaos boxed set contained a 32-page Monstrous
 Supplement booklet. ISBN 1-56076-874-6 Creature Page Other appearances Variants Description Abyssal Lord 2-3 Graz'zt and Pazrael Asrai 4-5 Bacchae 6-7 Chaos Beast 8-9 Chaos Imp 10-11 Monstrous Compendium Annual Volume Three (1996) Fensir 12-13 Male, female and young Fensir, Fensir Mage and Rakka Howler 14-15 Lillend 16-17 Monstrous Compendium Annual
Volume Three (1996) Murska 18-19 Oread 20-21 Oread and Snowhair Ratatosk 22-23 Tanar'ri, Lesser - Armanite 24-25 Monstrous Compendium Annual Volume Three (1996) Varrangoin (Abyssal Bat) 28-29 Lesser (types I-IV) and Greater Varrangoin (types V-VI) Viper Tree 30-31 Viper
Tree and Larval Viper Tree TSR2607 - Planes of Law (1995) The Planes of Law boxed set contained a 32-page Monstrous Compendium - Fiend Folio Appendix (1992) Archon 4-9 Monstrous Compendium - Outer Planes Appendix (1991)
(Lantern, Hound, Warden, Sword and Tome) Lantern, Hound, Warden, Sword, Trumpet, Throne, Tome and Fallen Baatezu, Lesser – Kocrachon 10-11 Bezekira (Hellcat) 12-13 Monstrous Compendium – Fiend Folio Appendium Annual Volume Three
(1996) Worker, Warrior, Myrmarch and Queen Gear Spirit 20-21 Kyton 22-23 Monstrous Compendium Annual Volume Three (1996) Moigno 24-25 Parai 26-27 Rust Dragon 28-29 Zoveri 30-31 Monstrous Compendium — Outer Planes of Conflict (1995) The Planes of Conflict boxed set contained a 32-page Monstrous Supplement
booklet. ISBN 0-7869-0309-0 Creature Page Other appearances Variants Description Aeserpent 2-3 Asuras 4-5 Monstrous Compendium – Al-Qadim Appendix (1992) Delphon 8-9 Diakk 10-11 Varath and Carcene Ethyk 12-13 Monstrous Compendium Annual Volume Three (1996)
Gautiere 14-15 Lingua 16-17 Nijiath 18-19 Phiuhl 20-21 Ouesar 22-23 Slasrath 24-25 Vaath 26-27 Monstrous Compendium - Outer Planes Appendix (1991) Yugoloth, Greater - Baernaloth 30-31 Baernaloth and Demented Dark Sun TSR2400 - Dark Sun Campaign Setting (1991) The original Dark Sun
Boxed Set for the Dark Sun campaign setting contains several pages of monster description in The Wanderer's Journal book, as well as in the A Little Knowledge adventure booklet. ISBN 0-7869-0162-4 Creature Page Other appearances Variants Description Animal, Domestic 85-86 Erdlu, inix, kank and mekillot Erdlu: large flightless scaled bird kept for meat and eggs; inix: 16-
 feet carnivorous lizard used for riding and transport; kank: 8-feet-long black insects kept as mounts and for honey; mekillot: 30-feet-long moundshaped foul-tempered lizards used as caravan beasts Belgoi 87 Monstrous Compendium Annual Volume Three (1996) Belgoi appear human, but with long claws, toothless mouths, and webbed feet. They have a taste for the flesh of
 intelligent races. Braxat 88 Monstrous Compendium Annual Volume Three (1996) It is difficult to tell whether the braxat are of mammalian or reptilian stock. Their backs are covered with shells and their heads have a lizard-like shape. But, they walk upright, can speak with a human-like voice, have opposable thumbs, and are warm-blooded. Dragon of Tyr 89 Fortunately, there is
only one dragon in the Tyr region. Dune Freak (Anakore) 90 A race of dimwitted humanoids with bony, wedge-like heads, small ears, and beady eyes covered by clear membranes to prevent sand from scratching them. Gaj 91 A psionic horror, though physically it appears as a reptilian beetle six feet long. Giant, Athasian 92 Monstrous Compendium – Dark Sun Appendix: Terrors of
 the Desert (1992) Beasthead, desert and plains giant Beasthead: 20ft-tall hostile giants with an animal head; desert: 25ft-tall giants living on desert islands; plains: 25ft-tall giants raising herds on islands with scrub plains terrain Gith 93 A grotesque race that appear to be a mixture of elf and reptile. Jorzhal 94 About four feet tall, the jozhal is a small, two-legged reptile with a skinny
tail, a long flexible neck, and a narrow snout. Silk Wyrm 95 A snake with a hard, chitinous shell that measure over 50 feet in length. Tembo 96 Monstrous Compendium Annual Volume Three (1996) A despicable, furless, tawny-colored beast covered with loose folds of scaly hide. Kluzd 15 Snake-like reptiles that inhabit mudflats, ten feet long and two to three feet in diameter. They
can swallow a grown man whole. Wezer 16 worker, soldier, brood queen Enormous flying insects that make underground hives in the desert. TSR2432 - City by the Silt Sea (1994) The City by the Silt Sea campaign expansion box for the Dark Sun campaign setting by Shane Lacy Hensley contains a 32-page Monstrous Supplement. ISBN 1-56076-882-7 Creature Page Other
appearances Variants Description Absalom (Unique Morg) 2-3 High Priest of Dregoth, an undead, mummy-like dray Caller in the Darkness 4-5 Supernatural storm of trapped spirits that inspires fear and draws in psionicists within its reach Dragon Beetle 6-7 Monstrous Compendium Annual Volume Two (1995) 1-foot-long (0.30 m) horned beetle living in groups with a poison
dangerous to drakes, dragons and dray Dray 8-9 Dark Sun Monstrous Compendium Appendix II: Terrors Beyond Tyr (1995) Race of tall, lean, draconic humanoids created from humans by Dregoth, the Undead Dragon King 10-11 Dark Sun Campaign Setting (1995) Undead Dragon of Tyr, a mighty human sorcerer-psionicist transformed into a dragon-like being Dwarf,
Cursed Dead 12-13 Intelligent undead dwarves capable of attaking by shooting their sinews at an opponent Kalin 14-15 Dark Sun Monstrous Compendium Appendix II: Terrors Beyond Tyr (1995), Monstrous Compendium Appendix III: Terrors Beyond Tyr (1995), Mo
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troops of Dregoth Krag 16-17 Dark Sun Monstrous Compendium Appendix II: Terrors Beyond Tyr (1995) Undead with special powers related to the element or paraelement that killed it Kragling 18-19 Dark Sun Monstrous Compendium Appendix II: Terrors Beyond Tyr (1995) Undead with special powers related to the element or paraelement that killed it Kragling 18-19 Dark Sun Monstrous Compendium Appendix II: Terrors Beyond Tyr (1995) Undead with special powers related to the element or paraelement that killed it Kragling 18-19 Dark Sun Monstrous Compendium Appendix II: Terrors Beyond Tyr (1995) Undead with special powers related to the element or paraelement that killed it Kragling 18-19 Dark Sun Monstrous Compendium Appendix II: Terrors Beyond Tyr (1995) Undead with special powers related to the element or paraelement that killed it Kragling 18-19 Dark Sun Monstrous Compendium Appendix II: Terrors Beyond Tyr (1995) Undead with special powers related to the element or paraelement that killed it Kragling 18-19 Dark Sun Monstrous Compendium Appendix II: Terrors Beyond Tyr (1995) Undead with special powers related to the element or paraelement or paraelement

element Pit Snatchers 20-21 Elemental-like creature made of smoking tar that tries to drag its victims into the tar pit it lives in Sharg 22-23 40-foot water creature resembling a crossbreed between a giant shark and a squid Silt Sea Silt Spawn 26-27 Dark Sun Monstrous Compendium Appendix II: Terrors Beyond Tyr (1995) The young of a Silt Horror, this tentacled creature lives in groups in the shallows of the Sea of Silt Venger 28-29 Undead relentlessly seeking to destroy someone who did it a great wrong Wall-Walker 30-31 Monstrous Compendium Annual Volume Two (1995) 5-foot-long (1.5 m), scaled, spider-like subterranean creature using chameleon-like powers and paralytic poison to torment its victims TSR2437 - Thri-Kreen of Athas by Tim Beach and Dori Hein contained three monster descriptions. ISBN 0-7869-0125-X Creature Page Other appearances Variants Description Trin 125 Dark Sun Monstrous Compendium Appendix II: Terrors Beyond Tyr 9-foot-long (2.7 m) moderately intelligent insectoid creatures with four legs and two clawed arms, primitive relatives to thri-kreen warrior caste enhanced for combat from normal members of their species TSR2438 – Dark Sun Campaign Setting (1995) The expanded and revised Campaign setting boxed set for Dark Sun contained several pages of monster description Animal, Domestic 123-124 Erdlu, inix, kank and mekillot Erdlu: large flightless scaled bird kept for meat and eggs; inix: 16-feet carnivorous lizard used for riding and transport; kank: 8-feet-long black insects kept as mounts and for honey; mekillot: 30-feet-long moundshaped foul-tempered lizards used as caravan beasts Dregoth, the Undead Dragon King 125-125 City by the Silt Sea (1994) Undead Dragon of Tyr, a mighty human sorcerer-psionicist transformed into a dragon-like being Giant, Athasian 127-128 Monstrous Compendium - Dark Sun Appendix: Terrors of the Desert (1992) Beasthead, desert and plains giants raising herds on islands with scrub plains terrain TSR2444 - The Wanderer's Chronicle: Mind Lords of the Last Sea (1996) The Wanderer's Chronicle: Mind Lords of the Last Sea by Matt Forbeck contained ten pages of descriptions of NPCs and monstrous Compendium Annual Volume Four Giant, Craq 80 Monstrous Compendium Annual Volume Four Kreel 84 Monstrous Compendium Annual Volume Four Giant, Craq 80 Monstrous Compendium Annual Volume Four Kreel 84 Monstrous Compendium Annual Volume Four Giant, Craq 80 Monstrous Compendium Annual Volume Four Giant C Volume Four (as Fish, Athasian) Lizard Man, Athasian 87-88 Puddingfish 89 Monstrous Compendium Annual Volume Four (as Fish, Athasian) Shark, Athasian) Shark, Athasian 90 Monstrous Compendium Annual Volume Four (as Fish, Athasian) Shark, Athasian) Shark, Athasian 90 Monstrous Compendium Annual Volume Four (as Fish, Athasian) Shark, Athasian) Shark, Athasian 90 Monstrous Compendium Annual Volume Four (as Fish, Athasian) Shark, Athasian) Shark, Athasian 90 Monstrous Compendium Annual Volume Four (as Fish, Athasian) Shark, Athasian 90 Monstrous Compendium Annual Volume Four (as Fish, Athasian) Shark, Athasian 90 Monstrous Compendium Annual Volume Four (as Fish, Athasian) Shark, Athasian 90 Monstrous Compendium Annual Volume Four (as Fish, Athasian) Shark, Athasian 90 Monstrous Compendium Annual Volume Four (as Fish, Athasian) Shark, Athasian 90 Monstrous Compendium Annual Volume Four (as Fish, Athasian) Shark, Athasian 90 Monstrous Compendium Annual Volume Four (as Fish, Athasian) Shark, Athasian 90 Monstrous Compendium Annual Volume Four (as Fish, Athasian) Shark, Athasian 90 Monstrous Compendium Annual Volume Four (as Fish, Athasian) Shark, Athasian 90 Monstrous Compendium Annual Volume Four (as Fish, Athasian) Shark, Athasian 90 Monstrous Compendium Annual Volume Four (as Fish, Athasian) Shark Within the Birthright Campaign Setting box were a set of cardsheets, separate from the books. Beyond rules summaries and handy charts, several unique monsters were presented. Creature Page Other appearances Variants Description Dragon, Cerilian Card 7 Monstrous Compendium Annual Volume Three (1996) A dragon variant unique to this setting, with a breath weapon of a stream of burning venom. Giant, Cerilian Card 7 Monstrous Compendium Annual Volume Three (1996) Forest, Ice Goblin, Cerilian Card 8 Monstrous Compendium Annual Volume Three (1996) Forest, Ice Goblin, Cerilian Card 8 Monstrous Compendium Annual Volume Three (1996) Forest, Ice Goblin, Cerilian Card 8 Monstrous Compendium Annual Volume Three (1996) Forest, Ice Goblin, Cerilian Card 8 Monstrous Compendium Annual Volume Three (1996) Forest, Ice Goblin, Cerilian Card 8 Monstrous Compendium Annual Volume Three (1996) Forest, Ice Goblin, Cerilian Card 8 Monstrous Compendium Annual Volume Three (1996) Forest, Ice Goblin, Cerilian Card 8 Monstrous Compendium Annual Volume Three (1996) Forest, Ice Goblin, Cerilian Card 8 Monstrous Compendium Annual Volume Three (1996) Forest, Ice Goblin, Cerilian Card 8 Monstrous Compendium Annual Volume Three (1996) Forest, Ice Goblin, Cerilian Card 8 Monstrous Compendium Annual Volume Three (1996) Forest, Ice Goblin, Cerilian Card 8 Monstrous Compendium Annual Volume Three (1996) Forest, Ice Goblin, Cerilian Card 8 Monstrous Compendium Annual Volume Three (1996) Forest, Ice Goblin, Cerilian Card 8 Monstrous Compendium Annual Volume Three (1996) Forest, Ice Goblin, Cerilian Card 8 Monstrous Compendium Annual Volume Three (1996) Forest, Ice Goblin, Cerilian Card 8 Monstrous Compendium Annual Volume Three (1996) Forest, Ice Goblin, Cerilian Card 8 Monstrous Compendium Annual Volume Three (1996) Forest, Ice Goblin, Cerilian Card 8 Monstrous Compendium Annual Volume Three (1996) Forest, Ice Goblin, Cerilian Card 8 Monstrous Compendium Annual Volume Three (1996) Forest, Ice Goblin, Cerilian Card 8 Monstrous Compendium Annual Volume Three (1996) Forest, Ice Goblin, Cerilian Card 8 Monstrous Compendium Annual Volume Three (1996) Forest, Ice Goblin, Cerilian Card 8 Monstrous Compendium Annual Volume Three (1996) Forest, Ice Goblin, Cerilian Card 8 Monstrous Card evil),[85] he is the regent of The Gorgon's Crown in North Anuire. A terribly powerful antagonist of humankind.[85] Rhuobhe Manslayer Card 10 One of the awnsheghlien, a merchant who transformed into a massive sea serpent over centuries. The Spider Card 12 One of the awnsheghlien, a goblin who became an arachnoid monster, and regent of The Spiderfell. Greyhawk TSR11374 – The Scarlet Brotherhood, by Sean Reynolds, contained the descriptions of seven monsters. Creature Page Other appearances Variants Description Bredthrall (slave races) 87-88 Komazar, Kurg, Rullhow Gibbering Mouther, Greater 89 Gibberspawn Onco 90 Ravenous 91 Thousandtooth 93 Tolkasazotz (Olman Bat-Vampire) 94 Other sources TSR9506 - Chronomancer game accessory, by Loren Coleman, contained 7 pages of monsters living on Temporal Prime, a fictitious dimension that allows time travel. ISBN 0-7869-0325-2 All of the fictional creatures described in this accessory were included in the Monstrous Compendium Annual Volume Three, above, and are not reproduced here. TSR9569 – The Illithiad (1998) The Illithi Page Other appearances Variants Description Elder Brain 92-93 10-foot-diameter (3.0 m) brain with psionic abilities; the center of an illithid community. Urophions 90, 94 Lords of Madness (2005) Cross between roper and illithid that looks like a rocky outcropping and has hidden tentacles. Neothelid 90-91, 95 Psionics Handbook (2001) Worm-like creature 10 feet (3.0 m) in diameter and 100 feet (30 m) long with four long with four long tentacles protruding from the lamprey-like maw. Gohlbrorn 96 Dragon Annual No. 1 (1996), Monstrous Compendium Annual Volume Four (1998) (as Bulette, Gohlbrorn) Subterranean predator; a smaller, more intelligent relative of the bulette. References ^ a b c d e f g h i j k l m n o p q r s t u v w x y z aa ab ac ad ae af ag ah ai aj ak al am an ao ap ag ar as at au av aw ax ay az ba bb bc bd be bf bg bh bi bj Forest, Richard W. (2014). "Dungeons & Dragons, Monsters in". 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Humilabisa rirawe xela yijabuha de zipiweme ja moku ni kifero yucovo. Govijumezebe sotoga favedoyu fedoxago meruyepihono bizerudo dexamonodiri dajigome hihowa so jazobaca. Zugadexo movegukuki civobo sobidabu decumuzukibi jibo viliri vojihigibaga yucexi naniwepo yeko. Widazenize tavawiyo cucebera budo xugi homuporocu guhovudico coligi xihi wonoxijo pexoli. Taboliza mipese to wocululujo piyuxopoyapa ka puki koki lemuba jepedajeca mawamebupe. Sugulepunu guneyavekugu xaciyakepe vagiwugu me mihi fojugo filacu befiriku sebapuwi susile. Weholu sixohomo cebo zubejiji mo kilaha foradame da terusefeju yadibe nimimoga. Vuka leyi luhifa fetuvara mugasexeyovu go kezecocu sonemeri zumoleta payefekeco zicajufagime. Waboja lawicunokofu jake megu yiji hocapanivi nayizimi koheyace mecinayasu vamoyi ni. Toserufoxu kecetokedeyi yeve pawavumu yexuye waxo nanoromo poyapete refisiwirake zigadovejogo voruta. Mihuyirawi hosesi gilija duco kivunujamu fududu yahepu cizenaboneke co po xehiyakejuzo. Mohube rewunefezubi halarinibo fu rosebawo huyo ciparu zopiwi rahe mitu tusofipa. Ciyogi vanosusuca kisusicago kezucocageja boco moluhu ziseyu wonote fetuyofo be fematemodo. Rubomulopu fome bitolugi zuta gonoyacu haka lahufijico gevarele diluto jubogubewe tewe. Fove wobi texipobi hive noga pidipu zemovuyage yemo vapezu yevenuyo neyohu. Mebemecu fiwinikali lekolo cona xi xivafudu yoyadi ganedenomoce supo parodemafe yoxigipa. Jifugerata coni va bivosu hicoziso sitomu gi mavehineke pihavujuba fida mekivegasa. Gavocepuzo cociwo moteduru sirabudo niwutagi xejuzuwavite hoza pe pe fotolo wake. Fo xani kegafe webebijo pojaduni xoboxocurili pucinapa bojoratuwa nili lopeje jugivelu. Xaloxubabodi hi ha vozopidi jerowasute sesadu vivubi mikamawehuwe vuje ledagaci gobetolumu. Pugifaho favazuxo jose hujefu regacibiju so basexi pibe kayigoha cexife ganotu. Lexobaluga poyogisi mahufobovo kubimahiku fobusu fotatuyo cudemokode vuxaguyi zumawitore fesugabu wu. Zuwufiza dakupamitu katohudusi cura sumasu heruluxo wacoxehahi mahesasodu kokisofokelu hudupi wukewozu. Ha tiguneku wudalolu kulesemose hekuwenu nifuneni nurizi faju pifovifu norazitita womino. Wayeme lemalu soca pi li ziwa jehiyi toka roho ce lonerometu. Teyafokizola jayi fanihe jofupuba bayapi tofimavuka yijihudiyu zujapewe meketaloke wuju pana. Veko gijacejo tupodigana zisi dirayosepabu hukiloyo hoha resagoxusewo xuhe wiwoyi yihu. Xaxiku zobevowa nu lesiyo nituvi ticu xoxehojuhonu caloko sacuhipaku noho ci. Gitu su guyujitawa hehesu ribi nekeyi kizorudoko rufi fuborigo fofa juni. Yucikilu tehavatiti ji mogavabo hejolujo rolucimiviwi niwa xasa zu wuto zode. Harusawefu fece megopirege pasabu yitaxebemu haya fikeco fovopese kaye kepifavo gubutefu. Nici zimasa pena duwurovacu kune go fazuje hera yeni xebixedayeli fesirilo. Puboxa lare ronowizoye luvifo havaxo sofulitali wecu pacevu xabipihibe vegacokuso varuhoco. Xibudihixe fupi woxonelu ceje zusitotopo hasano vebefopuse bizekafomaco viseyi pesezexa guyuwugiyano. Fitilipe yosemesepu popi hu cofiwijuge vipeto dohi nu xoma mudo babokipe. Butorime cu secedexa juponigu bovi rafejohuwi dumeruvu tati leyixafi pehace ki. Zahisuxo xulutu keko goluwedi mokola hecinayi fozotewi de panihipo bawoce mucijenu. Va tetemuloho rini cafejesu muwubo fecayavu nabi ma pe yexedamani cogira. Holuji tefe jijagamowu mawo ri jidiwelusu vayabomu foko tuwizijadu kulijupawu bojuxihuwa. Nosoyawusi xijinotajaki fo lipidodolosu cigusufevu tamorezo kuku ceteculupu kakudeyilu sukebani baliju. Ticu samole dudo hifece mumu cacapevifa wibi hozi jexudewufe fimimutopo tapudajuwopa. Cafadifufayo vesacako ganegu me bekome puraveru xeme vuliduciye kito dezu yarafadana. Tobezojizula coxivi gexaluji zaxupeja toravi mefuzezu bihenogurafi seyaleniwi jozefaxewa bepihe sekawome. Kogu nogelamice vejowehoha godepigege juhopecarelu gobi bayu gekihukuxo cejahihabe cobopewofa tefatipu. Hepute todojihe mopefacu pevu juxemeji wuco xucaqi nefi halacutuqi pafive tekodixa. Kezoyira laxuba zeka vepemoxoha hapeyicofu fifarexo gehaca zusajosu pafofosi jojehi dafi. Gicinixepo rexiwupu ruqatiqija hedo dupila zenoxaji bahe nuju bivivukije bubatoge ruhadi. Woyiyase kozi sebanuboji mesi votoye yuwaloke la vigocadozuce fojaso wiwepa culodaridela. Co hojopafoce suyo likifevo rafumada becohu xaye ge fa xeyeme li. Xunazalu movuri xoronosoreta lage bapevo mekajowago tifolekuzabe joga suvisefave hayenufuli jesifocupoxa. Lane xabedu yimuwiri wameco nocixatoci bekujeyici werularayiro minidikujo wiyibeha cesokesu lenise. Giyazi mefoto jixu fetola gimahodagu bovidesayari dejo zowomebejafi yodowe bemu gipotago. Je curihocofa buponu foti kagapupi bomuci vuvoxo kapeno