

In Search of the Unknown Monster List

written by CresthavenRPG Guru | September 14, 2015

✖ For those of you who are playing the module B1 In Search of the Unknown. Here is the updated monster list using the Cresthaven RPG Monsters.

25 Monsters for B1 In Search of the Unknown for Cresthaven RPG

1. ORC – AC: 14; HD: 1; Hit: +1; Dmg: by weapon +1; MV: 120 (40) feet; MORSV: +12; XP: 10; # Att: 1; # App: 2d4; AL: Chaotic; HAB: Any; NEG: Yes; Loot: Individual 2d6 ep ; Lair 1d12×1,000 cp (50%), 1d6×1,000 sp (40%), 1d6 gems (25%), 1d3 jewellery (20%), 2d4 potions (40%)
2. Troglodyte – AC: 15; HD: 2 HP; Hit: +2; Dmg: 1d6+2; MV: 30 feet; MORSV: +16; XP: 400; # App: 1d6+6; NEG: Yes; AL: Chaotic; Loot: Club, 1d3 javelins, 2d10 GP
3. Kobolds – AC: 13; HD: 1d6 -2 – about 2; Hit: 0; Dmg: 1d6 short sword; MV: 650 feet; MORSV: +2; XP: 5; # Att: 1; # App: 4d10; AL: Chaotic; HAB: Any; NEG: Yes; Loot: Individual 3d6 cp; Lair 1d4×1,000 cp (50%), 1d3×1,000 sp (30%), 1d4 gems (50%)
4. Ghoul – AC: 14; HD: 2; Hit: +2; Dmg: d3 / d3 /d3; MV: 60 feet; MORSV: +15; XP: 75; # Att: 2 class / 1 bite; # App: d6; AL: Chaotic; HAB: Any; NEG: No; Loot: 1d8×1,000 cp (50%); 1d6×1,000 sp (25%); 1d3×1,000 gp (25%); 2d4 gems (30%); 1d4 jewelry (20%); magic weapon or armor (10%); 1d4 scrolls (10%)
5. Centipede, Giant – AC: 13; HD: d6/2 about 2; Hit: 0; Dmg: Poison; MV: 60 feet; MORSV: +9; XP: 125; # Att: 1; # App: 4d10; AL: Neutral; HAB: Any; NEG: No; Loot: None
6. Carrion Crawler – AC: 13; HD: 3d6 +1 about 10; Hit: +3; Dmg: Paralysis; MV: 120 feet; MORSV: +9; XP: 110; # Att: 8; # App: 1d4; AL: Neutral; HAB: Any; NEG: No; Loot: Treasure: In Lair: 1d8×1,000 cp (50%); 1d6×1,000 sp (25%); 1d3×1,000 gp (25%); 1d8 gems (30%); 1d4 jewelry (20%); 1 sword, armor, or misc. weapon (20%).
7. ORC – AC: 14; HD: 1; Hit: +1; Dmg: by weapon +1; MV: 120 (40) feet; MORSV: +12; XP: 10; # Att: 1; # App: 2d4; AL: Chaotic; HAB: Any; NEG: Yes; Loot: Individual 2d6 ep ; Lair 1d12×1,000 cp (50%), 1d6×1,000 sp (40%), 1d6 gems (25%), 1d3 jewellery (20%), 2d4 potions (40%)
8. Spider, Giant – Crab – AC: 14; HD: 1 HP; Hit: 0; Dmg: –; MV: 120 feet; MORSV: +3; XP: 5; # App: 1d100; NEG: No; Loot: None
9. Troglodyte – AC: 15; HD: 2 HP; Hit: +2; Dmg: 1d6+2; MV: 30 feet; MORSV: +16; XP: 400; # App: 1d6+6; NEG: Yes; AL: Chaotic; Loot: Club, 1d3 javelins, 2d10 GP

10. Spider, Giant – Black Widow – AC: 14; HD: 2d6 – about 6; Hit: +2; Dmg: 1d4 bit; MV: 180 feet; MORSV: +4; XP: 250; # App: 1d10; NEG: No; Loot: None
11. Stirge – AC: 13; HD: 1; Hit: +1; Dmg: d3; MV: 30 / 180 (flying) feet; MORSV: +10; XP: 40; # Att: 1; # App: d10; AL: Neutral; HAB: Any; NEG: No; Loot: 1d8×1,000 cp (10%), 1d12×1,000 sp (15%), 1d8×1,000 ep (15%), 1d6×1,000 gp (50%), 2d6 gems (50%), 1d6 jewelry (25%), 1d2 magic items + 1 potion (15%).
12. Gnoll – AC: 15; HD: 2; Hit: +2; Dmg: d6 +2; MV: 90 feet; MORSV: +13; XP: 30; # Att: 1; # App: 3d6; AL: Chaotic; HAB: Any; NEG: Yes; Loot: 1d6 gp per individual; in lair: 1d6×1,000 cp (30%); 1d6×1,000 sp (25%); 1d10×1,000 gp (45%); 1d4×100 pp (20%); 5d8 gems (50%); 4d12 jewelry (65%); 25% chance of any 3 maps or magic.
13. Shrieker – AC: 13; HD: 3; Hit: 0; Dmg: None; MV: 9/3 feet; MORSV: +20; XP: 50; # Att: Special; # App: d8; AL: Neutral; HAB: Any; NEG: No; Loot: None
14. Skeleton – AC: 13; HD: 1; Hit: +1; Dmg: d8; MV: 60/20 feet; MORSV: +20; XP: 15; # Att: 1; # App: 3d4; AL: Chaotic; HAB: Any; NEG: No; Loot: None
15. Hobgoblin – AC: 14; HD: 1 + 1 about 5; Hit: +1; Dmg: d6 +1; MV: 90 feet; MORSV: +10; XP: 20; # Att: 1; # App: 3d6; AL: Chaotic; HAB: Any; NEG: Yes; Loot: Individual 3d12 cp, 2d8 gp; Lair 1d8×1,000 cp (75%), 1d12×1,000 sp (60%), 1d6×1,000 gp (50%), 5d4 gems (50%), 1d6 jewelry (25%), 1 potion (15%)
16. Goblin – AC: 13; HD: 1d6 -1 – about 3 HP; Hit: 0; Dmg: 1d6 short sword; MV: 50 feet; MORSV: +5; XP: 10; # Att: 1; # App: 2d4; AL: Chaotic; HAB: Any; NEG: Yes; Loot: Individual 3d6 sp; Lair 1d12×1,000 cp (75%), 1d6×1,000 sp (50%), 1d6 gems (25%), 1d3 jewelry (20%), 2d4 potions (40%)
17. Rat, Giant – AC: 13; HD: 1/2; Hit: 0; Dmg: d4; MV: 120/40 feet; MORSV: +10; XP: 20; # Att: 1 bite + Poison; # App: 3d10; AL: Neutral; HAB: Any; NEG: No; Loot: None
18. Zombie – AC: 12; HD: 2; Hit: +2; Dmg: 1d8; MV: 90/30 feet; MORSV: +20; XP: 30; # Att: 1; # App: 3d6; AL: Chaotic; HAB: Any; NEG: No; Loot: None
19. Kobolds – AC: 13; HD: 1d6 -2 – about 2; Hit: 0; Dmg: 1d6 short sword; MV: 650 feet; MORSV: +2; XP: 5; # Att: 1; # App: 4d10; AL: Chaotic; HAB: Any; NEG: Yes; Loot: Individual 3d6 cp; Lair 1d4×1,000 cp (50%), 1d3×1,000 sp (30%), 1d4 gems (50%)
20. Bandits – AC: 17; HD: 2 HP; Hit: +2 / +4; Dmg: 1d6+2 sword / 1d8 longbow; MV: 30 feet; MORSV: +10; XP: 200; # App: 2d6; NEG: Yes; AL: Neutral; Loot: Individual 2d4 gp; Lair 1d6×1,000 cp (25%), 1d6×1,000 sp (30%), 1d10×1,000 gp (40%), 1d4×100 pp (25%), 4d10 gems (60%), 3d10 jewellery (50%), 3 magic items (30%)
21. Ochre Jelly – AC: 4; HD: 6 HP; Hit: +5; Dmg: Slam 2d4 + 1d4 acid and grab; MV: 10 feet / climb 10; MORSV: +20; XP: 1600; # App: 1; NEG: No; AL: Neutral; Loot: None

22. Gnomes – AC: 12; HD: 1 HP; Hit: +2; Dmg: Pike 1d4+3; MV: 20 feet; MORSV: +13; XP: 5xp per # appearing; # App: 6d10; NEG: Yes; AL: Neutral; Loot: 6d4 gp per individual.

23. ORC – AC: 14; HD: 1; Hit: +1; Dmg: by weapon +1; MV: 120 (40) feet; MORSV: +12; XP: 10; # Att: 1; # App: 2d4; AL: Chaotic; HAB: Any; NEG: Yes; Loot: Individual 2d6 ep ; Lair 1d12×1,000 cp (50%), 1d6×1,000 sp (40%), 1d6 gems (25%), 1d3 jewellery (20%), 2d4 potions (40%)

24. Spider, Giant – Crab – AC: 14; HD: 1 HP; Hit: 0; Dmg: –; MV: 120 feet; MORSV: +3; XP: 5; # App: 1d100; NEG: No; Loot: None

25. Goblin – AC: 13; HD: 1d6 -1 – about 3 HP; Hit: 0; Dmg: 1d6 short sword; MV: 50 feet; MORSV: +5; XP: 10; # Att: 1; # App: 2d4; AL: Chaotic; HAB: Any; NEG: Yes; Loot: Individual 3d6 sp; Lair 1d12×1,000 cp (75%), 1d6×1,000 sp (50%), 1d6 gems (25%), 1d3 jewelry (20%), 2d4 potions (40%)