

MODERN SUPPLEMENT

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Every creature in BOOK II, converted. The book is reproduced as found; these tables give each creature's numbers under our reconstruction of the lost rules and four rule sets that came long after it was printed. Special abilities (poison, breath, paralysis) are as the book describes them; its saves map as:

BODY	AD&D paralysation/poison	PF2e Fortitude
	GURPS HT	Mork Borg Toughness
REFLEX	AD&D breath weapon	PF2e Reflex
	GURPS Dodge	Mork Borg Agility
MIND	AD&D spells	PF2e Will
	GURPS Will	Mork Borg Presence

Where BOOK II's entries were damaged by water, these tables use the archive's best reading, marked in the book itself.

48 creatures. Numbers are draft 0.1, made by formula from the conversion sheets; nothing here has been played.

UNDER THE RECONSTRUCTED RULES (1 of 2)

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Hit on 2d6 + attack $\geq$ 8 + Arm. Sv is added to the creature's saves. Harm is per attack.

NAME	Hits	Arm	Atk	Sv	Harm	Nv	Move
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BANDIT	8	1	+1	+0	d6	7	40'
CULTIST	8	0	+1	+0	d4	9	40'
MAN-AT-ARMS	8	2	+1	+0	d6	8	40'
KNIGHT	30	3	+2	+2	d8	10	60'
HEDGE-WITCH	6	0	+1	+1	d4	6	40'
WOLF	8	0	+1	+0	d6	8	60'
GREY WOLF	24	1	+2	+1	d8	9	60'
BEAR	30	1	+2	+2	d8 x2	9	40'
BOAR	18	1	+1	+1	d6	11	40'
GIANT RAT	2	0	+0	+0	d4	5	60'
RAT SWARM	2	0	+0	+0	d4	5	60'
BAT SWARM	2	0	+0	+0	d4	4	60'
GREAT SPIDER	16	1	+2	+1	d6	8	40'
WARHORSE	12	0	+1	+0	d6	6	60'
MIRE-TOAD	18	0	+1	+1	d6	7	20'
SKELETON	8	1	+1	+0	d6	12	40'
WALKING CORPSE	18	0	+1	+1	d6	12	20'
GHOUL	12	0	+1	+1	d6 x2	9	40'
BARROW-SLEEPER	30	2	+2	+2	d8	11	40'
GREY LADY	16	4	+2	+1	d4	12	40'
KEENING WOMAN	24	4	+3	+2	2d6	12	40'
GOBLIN	4	1	+1	+0	d4	6	40'
HOBGOBLIN	12	2	+1	+1	d6	8	40'
BUGBEAR	24	1	+2	+1	d8	8	40'

UNDER THE RECONSTRUCTED RULES (2 of 2)

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NAME	Hits	Arm	Atk	Sv	Harm	Nv	Move
-----	-----	-----	-----	-----	-----	-----	-----
OGRE	24	1	+2	+1	d8	8	40'
TROLL	36	0	+3	+2	d8 x2	10	40'
HILL GIANT	64	1	+4	+3	2d6	8	40'
REDCAP	12	1	+1	+1	d8	11	60'
BOGGART	4	0	+1	+0	d4	7	40'
WILL-O'-THE-WISP	8	4	+2	+1	d6	6	60'
KELPIE	24	0	+2	+1	d6	8	60'
FEN HAG	20	1	+2	+2	d6	7	40'
CHANGELING	4	0	+1	+0	d4	5	40'
WYRMLING	36	3	+3	+2	d8	9	40'
GREAT DRAGON	104	4	+6	+6	3d6 x2	11	60'
WYVERN	42	2	+3	+3	d8	8	60'
COCKATRICE	6	1	+1	+1	d4	7	40'
MANTICORE	42	2	+3	+3	d8 x2	9	40'
GRIFFON	30	1	+2	+2	d8 x2	8	60'
DROWNING JELLY	24	0	+2	+1	d6	12	20'
KNIGHT OF CARCOSSA	24	3	+2	+1	d8	12	60'
MASKED PLAYER	8	0	+1	+0	d4	7	40'
PALE HOUND	8	0	+1	+0	d6	8	60'
THE PROMPTER	6	0	+1	+1	d6	5	40'
LAMPLIGHTER	2	0	+0	+0	d4	4	40'
LIVING MASK	4	2	+1	+0	d4	10	20'
MOTHS OF THE SIGN	4	0	+1	+0	d4	12	60'
THE THING IN HALI	56	2	+3	+3	2d6	10	60'

AD&D (1ST / 2ND EDITION) (1 of 2)

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ML is 2nd edition morale (2d10); 1st edition: 2d6 over Nerve.
Saves as a fighter of level = HD.

NAME	HD	hp	AC	THAC0	Dmg	MV	ML
-----	-----	-----	-----	-----	-----	-----	-----
BANDIT	1	5	7	19	1d6	12	10
CULTIST	1	5	10	19	1d4	12	14
MAN-AT-ARMS	1	5	5	19	1d6	12	12
KNIGHT	4	28	3	17	1d10	18	16
HEDGE-WITCH	2	6	10	19	1d4	12	8
WOLF	1	5	10	19	1d6	18	12
GREY WOLF	3	21	7	17	1d10	18	14
BEAR	4	28	7	17	1d10 x2	12	14
BOAR	2	14	7	19	1d6	12	18
GIANT RAT	1-1	3	10	20	1d4	18	6
RAT SWARM	1-1	3	10	20	1d4	18	6
BAT SWARM	1-1	3	10	20	1d4	18	4
GREAT SPIDER	3	15	7	17	1d6	12	12
WARHORSE	1	7	10	19	1d6	18	8
MIRE-TOAD	2	14	10	19	1d6	6	10
SKELETON	1	5	7	19	1d6	12	20
WALKING CORPSE	2	14	10	19	1d6	6	20
GHOUL	2	10	10	19	1d6 x2	12	14
BARROW-SLEEPER	4	28	5	17	1d10	12	18
GREY LADY	3	15	0	17	1d4	12	20
KEENING WOMAN	5	25	0	15	2d8	12	20
GOBLIN	1	3	7	19	1d4	12	8
HOBGOBLIN	2	10	5	19	1d6	12	12
BUGBEAR	3	21	7	17	1d10	12	12

AD&D (1ST / 2ND EDITION) (2 of 2)

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NAME	HD	hp	AC	THACO	Dmg	MV	ML
-----	-----	-----	-----	-----	-----	-----	-----
OGRE	3	21	7	17	1d10	12	12
TROLL	5	35	10	15	1d10 x2	12	16
HILL GIANT	7	63	7	13	2d8	12	12
REDCAP	2	10	7	19	1d10	18	18
BOGGART	1	3	10	19	1d4	12	10
WILL-O'-THE-WISP	3	9	0	17	1d6	18	8
KELPIE	3	21	10	17	1d6	18	12
FEN HAG	4	20	7	17	1d6	12	10
CHANGELING	1	3	10	19	1d4	12	6
WYRMLING	5	35	3	15	1d10	12	14
GREAT DRAGON	12	108	0	9	3d10 x2	18	18
WYVERN	6	42	5	15	1d10	18	12
COCKATRICE	2	6	7	19	1d4	12	10
MANTICORE	6	42	5	15	1d10 x2	12	14
GRIFFON	4	28	7	17	1d10 x2	18	12
DROWNING JELLY	3	21	10	17	1d6	6	20
KNIGHT OF CARCOSSA	3	21	3	17	1d10	18	20
MASKED PLAYER	1	5	10	19	1d4	12	10
PALE HOUND	1	5	10	19	1d6	18	12
THE PROMPTER	2	6	10	19	1d6	12	6
LAMPLIGHTER	1-1	3	10	20	1d4	12	4
LIVING MASK	1	3	5	19	1d4	6	16
MOTHS OF THE SIGN	1	3	10	19	1d4	18	20
THE THING IN HALI	6	54	5	15	2d8	18	16

PATHFINDER 2E (REMASTER) (1 of 2)

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Columns of the GM Core "Building Creatures" tables for the creature's level: Low, Mod(erate), High, Ext(reme). High+ and Ext+ mean the top of the range, or a little over. Saves and Perception Moderate unless the entry says otherwise.

NAME	Lvl	HP	AC	Strike	Damage

BANDIT	0	Mod	Low	Mod	Mod
CULTIST	0	Mod	Low	Mod	Low
MAN-AT-ARMS	0	Mod	Mod	Mod	Mod
KNIGHT	3	High	High	High	High
HEDGE-WITCH	1	Low	Low	Mod	Low
WOLF	0	Mod	Low	Mod	Mod
GREY WOLF	2	High	Low	High	High
BEAR	3	High	Low	High	High x2
BOAR	1	High	Low	Mod	Mod
GIANT RAT	-1	Low	Low	Mod	Low
RAT SWARM	-1	Low	Low	Mod	Low
BAT SWARM	-1	Low	Low	Mod	Low
GREAT SPIDER	2	Mod	Low	Mod	Mod
WARHORSE	0	High	Low	Mod	Mod
MIRE-TOAD	1	High	Low	Mod	Mod
SKELETON	0	Mod	Low	Mod	Mod
WALKING CORPSE	1	High	Low	Mod	Mod
GHOUL	1	Mod	Low	Mod	Mod x2
BARROW-SLEEPER	3	High	Mod	High	High
GREY LADY	2	Mod	Ext	Mod	Low
KEENING WOMAN	4	Mod	Ext	High	Ext
GOBLIN	0	Low	Low	Mod	Low
HOBGOBLIN	1	Mod	Mod	Mod	Mod
BUGBEAR	2	High	Low	High	High

PATHFINDER 2E (REMASTER) (2 of 2)

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NAME	Lvl	HP	AC	Strike	Damage

OGRE	2	High	Low	High	High
TROLL	4	High	Low	High	High x2
HILL GIANT	6	High+	Low	High	Ext
REDCAP	1	Mod	Low	High	High
BOGGART	0	Low	Low	Mod	Low
WILL-O'-THE-WISP	2	Low	Ext	Mod	Mod
KELPIE	2	High	Low	Mod	Mod
FEN HAG	3	Mod	Low	Mod	Mod
CHANGELING	0	Low	Low	Mod	Low
WYRMLING	4	High	High	High	High
GREAT DRAGON	11	High+	Ext	High	Ext+ x2
WYVERN	5	High	Mod	High	High
COCKATRICE	1	Low	Low	Mod	Low
MANTICORE	5	High	Mod	High	High x2
GRIFFON	3	High	Low	High	High x2
DROWNING JELLY	2	High	Low	Mod	Mod
KNIGHT OF CARCOSSA	2	High	High	High	High
MASKED PLAYER	0	Mod	Low	Mod	Low
PALE HOUND	0	Mod	Low	Mod	Mod
THE PROMPTER	1	Low	Low	Mod	Mod
LAMPLIGHTER	-1	Low	Low	Mod	Low
LIVING MASK	0	Low	Mod	Mod	Low
MOTHS OF THE SIGN	0	Low	Low	Mod	Low
THE THING IN HALI	5	High+	Mod	High	Ext

GURPS 4E (DUNGEON FANTASY STYLE) (1 of 2)

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Sk is attack skill, Dg Dodge, Wl Will. Damage type follows the entry: claws cut, clubs crush, spears and stings impale.

NAME	Sk	Dg	HT	HP	DR	Dmg	Mv	Wl
-----	-----	-----	-----	-----	-----	-----	-----	-----
BANDIT	10	7	10	11	2	1d+2	5	10
CULTIST	10	7	10	11	0	1d-2	5	12
MAN-AT-ARMS	10	7	10	11	4	1d+2	5	11
KNIGHT	13	9	12	20	6	2d+1	8	13
HEDGE-WITCH	11	8	11	7	0	1d-2	5	9
WOLF	10	7	10	11	0	1d+2	8	11
GREY WOLF	12	8	11	18	2	2d+1	8	12
BEAR	13	9	12	20	2	2d+1 x2	5	12
BOAR	11	8	11	16	2	1d+2	5	14
GIANT RAT	9	7	10	5	0	1d-2	8	8
RAT SWARM	9	7	10	5	0	1d-2	8	8
BAT SWARM	9	7	10	5	0	1d-2	8	7
GREAT SPIDER	12	8	11	13	2	1d+2	5	11
WARHORSE	10	7	10	14	0	1d+2	8	9
MIRE-TOAD	11	8	11	16	0	1d+2	3	10
SKELETON	10	7	10	11	2	1d+2	5	15
WALKING CORPSE	11	8	11	16	0	1d+2	3	15
GHOUL	11	8	11	12	0	1d+2 x2	5	12
BARROW-SLEEPER	13	9	12	20	4	2d+1	5	14
GREY LADY	12	8	11	13	10	1d-2	5	15
KEENING WOMAN	14	9	12	15	10	3d+2	5	15
GOBLIN	10	7	10	6	2	1d-2	5	9
HOBGOBLIN	11	8	11	12	4	1d+2	5	11
BUGBEAR	12	8	11	18	2	2d+1	5	11

GURPS 4E (DUNGEON FANTASY STYLE) (2 of 2)

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NAME	Sk	Dg	HT	HP	DR	Dmg	Mv	Wl

OGRE	12	8	11	18	2	2d+1	5	11
TROLL	14	9	12	22	0	2d+1 x2	5	13
HILL GIANT	16	10	13	43	2	3d+2	5	11
REDCAP	11	8	11	12	2	2d+1	8	14
BOGGART	10	7	10	6	0	1d-2	5	10
WILL-O'-THE-WISP	12	8	11	8	10	1d+2	8	9
KELPIE	12	8	11	18	0	1d+2	8	11
FEN HAG	13	9	12	14	2	1d+2	5	10
CHANGELING	10	7	10	6	0	1d-2	5	8
WYRMLING	14	9	12	22	6	2d+1	5	12
GREAT DRAGON	20	13	16	63	10	5d x2	8	14
WYVERN	15	10	13	24	4	2d+1	8	11
COCKATRICE	11	8	11	7	2	1d-2	5	10
MANTICORE	15	10	13	24	4	2d+1 x2	5	12
GRIFFON	13	9	12	20	2	2d+1 x2	8	11
DROWNING JELLY	12	8	11	18	0	1d+2	3	15
KNIGHT OF CARCOSSA	12	8	11	18	6	2d+1	8	15
MASKED PLAYER	10	7	10	11	0	1d-2	5	10
PALE HOUND	10	7	10	11	0	1d+2	8	11
THE PROMPTER	11	8	11	7	0	1d+2	5	8
LAMPLIGHTER	9	7	10	5	0	1d-2	5	7
LIVING MASK	10	7	10	6	4	1d-2	3	13
MOTHS OF THE SIGN	10	7	10	6	0	1d-2	8	15
THE THING IN HALI	15	10	13	39	4	3d+2	8	13

MORK BORG (1 of 2)

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DR is the test to hit or defend against it. -d6* means -d6,
and attacks against it are DR 14. Morale "-" never breaks.

NAME	HP	Armor	Dmg	Mr	DR
-----	-----	-----	-----	-----	-----
BANDIT	6	-d2	d6	7	12
CULTIST	6	-	d4	9	12
MAN-AT-ARMS	6	-d4	d6	8	12
KNIGHT	22	-d6	d8	10	14
HEDGE-WITCH	4	-	d4	6	12
WOLF	6	-	d6	8	12
GREY WOLF	18	-d2	d8	9	12
BEAR	22	-d2	d8 x2	9	14
BOAR	13	-d2	d6	11	12
GIANT RAT	1	-	d4	5	12
RAT SWARM	1	-	d4	5	12
BAT SWARM	1	-	d4	4	12
GREAT SPIDER	12	-d2	d6	8	12
WARHORSE	9	-	d6	6	12
MIRE-TOAD	13	-	d6	7	12
SKELETON	6	-d2	d6	-	12
WALKING CORPSE	13	-	d6	-	12
GHOUL	9	-	d6 x2	9	12
BARROW-SLEEPER	22	-d4	d8	11	14
GREY LADY	12	-d6*	d4	-	12
KEENING WOMAN	18	-d6*	d10	-	14
GOBLIN	3	-d2	d4	6	12
HOBGOBLIN	9	-d4	d6	8	12
BUGBEAR	18	-d2	d8	8	12

MORK BORG (2 of 2)

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NAME	HP	Armor	Dmg	Mr l	DR

OGRE	18	-d2	d8	8	12
TROLL	27	-	d8 x2	10	14
HILL GIANT	48	-d2	d10	8	16
REDCAP	9	-d2	d8	11	12
BOGGART	3	-	d4	7	12
WILL-O'-THE-WISP	6	-d6*	d6	6	12
KELPIE	18	-	d6	8	12
FEN HAG	15	-d2	d6	7	14
CHANGELING	3	-	d4	5	12
WYRMLING	27	-d6	d8	9	14
GREAT DRAGON	78	-d6*	2d10 x2	11	16
WYVERN	31	-d4	d8	8	14
COCKATRICE	4	-d2	d4	7	12
MANTICORE	31	-d4	d8 x2	9	14
GRIFFON	22	-d2	d8 x2	8	14
DROWNING JELLY	18	-	d6	-	12
KNIGHT OF CARCOSSA	18	-d6	d8	-	12
MASKED PLAYER	6	-	d4	7	12
PALE HOUND	6	-	d6	8	12
THE PROMPTER	4	-	d6	5	12
LAMPLIGHTER	1	-	d4	4	12
LIVING MASK	3	-d4	d4	10	12
MOTHS OF THE SIGN	3	-	d4	-	12
THE THING IN HALI	42	-d4	d10	10	14