

Monster	Size	To Hit A.C. 0	Armor Class	Hit Dice	No. of Attacks	Damage Per Attack	Special Attacks	Special Defences	Intelligence	X.P. Value
aarakocra ^{FF}	M	18	7	1 + 2	2	1-3/1-3 or by weapon	nil	nil	average	28 + 2/hp
aboleth ^{MM2}	L	12	4	8	4	1-6/1-6/1-6/1-6	enslavement	slime	high	1275 + 10/hp
achaieraï ^{FF}	L	12	8/-1	9(40 hp/15 hp per leg)	3	1-8/1-8/1-10	nil	toxic smoke, magic resistance (35%)	average	1300 + 14/hp
adherer ^{FF}	M	15	3	4	1	1-3	adhesion	adhesion, immune to most 1st level spells	semi-	150 + 4/hp
aerial servant ^{MM}	L	7	3	16	1	8-32	surprise on 1-4	magic weapon to hit	semi-	5250 + 20/hp
afanc ^{MM2}	L	8	6	15	1 or 2	5-20 or 3-12/3-12	whirlpool		low	4000 + 20/hp
agathion ^{MM2}	M	13	0	7 + 7	2	by weapon		magic weapon to hit, magic resistance (35%)	very to genius	1800 + 10/hp
aleax ^{FF}	M	as target	as target	as target	as target	as target	double damage on to-hit roll of 19, quadruple damage on to- hit roll of 20.	regeneration, magic resistance (100%)	genius	variable
algoid ^{FF}	M	15	5	5	2	1-10/1-10	control 1 or 2 trees	immune to edged weapons of less than +2 bonus, immune to <i>fireball</i> and <i>lightning</i>	semi-	280 + 5/hp
al-mi'raj ^{FF}	M	19	6	1	1	1-4	nil	nil	animal	10 + 1/hp
ankheg --	L	16/15/14/13	2/4	3-8	1	3-18 + 1-4	squirt acid, 8-32	nil	non-	390 + hp value
annis ^{MM2}	L	13	0	7 + 3	3	2-9/2-9/3-9			low to exceptional	1300 + 10/hp
ant, giant worker ^{MM}	S	16	3	2	1	1-6	nil	nil	animal	20 + 2/hp
ant, giant soldier ^{MM}	S	16	3	2	2	2-8/1-4	poison (2-8)	nil	animal	40 + 3/hp
ant lion ^{MM2}	L	12	2	8	1	5-20		nil	animal	676 + 10/hp
ape, carnivorous ^{MM}	L	15	6	5	3	1-4/1-4/2-8	rending (1-8)	surprised only on a 1	low+	170+5/hp
ape, gorilla ^{MM}	M	15	6	4+1	3	1-3/1-3/1-6	rending (1-6)	nil	low	130+5/hp
apparition ^{FF}	M	special	0	8	1	special	fearful attack, surprise on 1-5	hit only by magic or silver weapons, ethereality	average	1000+10/hp
ascomoid ^{MM2}	L	13	3	6+6	1	1/1' dia.			non-	775+8/hp
aspis --										
drone ^{MM2}	M	3	3(2)	6	2	1-4/1-4 or by weapon	nil	nil	very	300+6/hp
larva --	S	see below	6	see below	1	2-7	immune to acid	nil	non-	see below
2 HD ^{MM2}		16		2						228+2/hp
3 HD ^{MM2}		16		3						350+3/hp
4 HD ^{MM2}		15		4						485+4/hp
5 HD ^{MM2}		15		5						5130+5/hp
cow ^{MM2}	L	10	7	0	1	3-18	nil	nil	low	1350+14/hp

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assassin bug ^{FF}	S	18	5	1+1	1	1-4	paralyzation, larvae	nil	animal	65+2/hp
astral searcher ^{FF}	M	16	10	2	1	1-6	all victims AC 5, possession	magic resistance (50%)	non-	73+2/hp
atomie ^{MM2}	S	20	4	½	2	by weapon		nil	average to very	40+1/hp
auromvorax ^{MM2}	S	9	0	12	1	2-8			animal	2700+16/hp
axe beak ^{MM}	L	16	6	3	3	1-3/1-3/2-8	nil	nil	animal	35+3/hp
azer ^{MM2}	M	16	2	2+1	1	by weapon +1/+1	heat	immune to fire, magic resistance (5%)	low	40+3/hp
warrior ^{MM2}	M	16	2	3+2	1	by weapon +1/+2		magic resistance (10%)	average	85+4/hp
hero ^{MM2}	M	15	2	4+3	1	by weapon +1/+3		magic resistance (15%)	average to very	130+5/hp
leader ^{MM2}	M	15	2	5+4	1	by weapon +2/+3		magic resistance (20%)	very	225+6/hp
noble ^{MM2}	M	13	2	7+6	1	by weapon +2/+4		magic resistance (35%)	exceptional	variable
King Amaimon ^{MM2}	M	12	2	9+8	1	by weapon +3/+6		magic resistance (35%)	exceptional	variable
babbler ^{FF}	M	15	6	5	3	1-6/1-6/1-8	backstab +4 to-hit for triple damage	hide on belly (75%)	average	130+5/hp
baboon ^{MM}	S	18	7	1+1	1	1-4 (or 2-5)	nil	climbing	low	20+2/hp
badger ^{MM}	S	18	4	1+2	3	1-2/1-2/1-3	nil	nil	semi-	20+2/hp
badger, giant ^{MM}	M	16	4	3	3	1-3/1-3/1-6	nil	nil	semi-	35+3/hp
baku ^{MM2}	L	9	-2	12+12	3	3-18/2-12/2-12			exceptional to genius	4900+18/hp
baluchitherium ^{MM}	L	8	5	14	2	5-20	nil	nil	semi-	4200+18/hp
banderlog ^{MM2}	S	15	6	4	1	2-5			low to average	60+4/hp
barghest --	M-L				2				high to genius	
		13	2	6+6		8-14				725+8/hp*
		12	1	7+7		9-15				1275+10/hp
		12	0	8+8		10-16				2300+12/hp*
		10	-1	9+9		11-17				3450+14/hp*
		10	-2	10+10		12-18				4350+14/hp*
		9	-3	11+11		13-19				5100+16/hp*
		9	-4	12+12		14-20				5100+16/hp*
barkburr --										
small ^{MM2}	S	18/16	0(8)	2-3	1	1			non-	45+1/hp or 65+2/hp or 90+3/hp
large ^{MM2}	S	15	0(8)	4-5	1	4			non-	125+4/hp or

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huge ^{MM2}	S	13	0(8)	6	1	6			non-	165+5/hp
barracuda ^{MM}	S-L	19 or 16	6	1-3	1	2-8	nil	nil	non-	275+6/hp
basidirond ^{MM2}	M	15	4	5+5	1	2-8			--	20+2/hp
basilisk ^{MM}	M	13	4	6+1	1	1-10	gaze petrifies	nil	animal	475+6/hp
basilisk, greater ^{MM2}	L	10	2	10	3	1-6/1-6/2-16			low	1000+8/hp
bat ^{MM2}	S	20	8	¼	1	1	swarm	nil	animal	3000+14/hp
doom- ^{FF}	M	13	4	6+3	2	1-6/1-4	shriek	nil	animal	1
fire ^{MM2}	S	16	8	2	1	2-8		nil	semi-	400+8/hp*
giant --	S		8		1		rabies	those with dexterity less than 13 are -3 to-hit flying bats	non-	28+2/hp
½ HD ^{FF}		20		½		1-2				5+1/hp
1 HD ^{FF}		19		1		1-4				10+1/hp
mobat ^{MM2}	M	15/13	7(2)	4	1	2-8		nil	low	150+5/hp
bear, black ^{MM}	M	16	7	3+3	3	1-3/1-3/1-6	hug (2-8)	nil	semi-	85+4/hp
bear, brown ^{MM}	L	15	6	5+5	3	1-6/1-6/1-8	hug (2-12)	nil	semi-	300+6/hp
bear, cave ^{MM}	L	13	6	6+6	3	1-8/1-8/1-12	hug (2-16)	nil	semi-	650+8/hp
bear, polar ^{MM2}	L	12	6	8+8	3	1-10/1-10/2-12	hug (3-18)	nil	semi-	900+12/hp
beaver, giant ^{MM}	M	15	4	4	1	4-16	nil	nil	low to average	60+4/hp
bee, giant --										
worker ^{MM2}	M	16	6	3+1	1	1-3	poison	nil	low	150+4/hp
soldier ^{MM2}	M	15	5	4+2	1	1-4	poison	nil	low	200+5/hp
bumble- ^{MM2}	L	13	5	6+4	1	1-6	poison	nil	low	400+8/hp
beetle, giant --										
bombadier ^{MM}	M	16	4	2+2	1	2-12	acid cloud	firing cloud	non-	105+3/hp
boring ^{MM}	L	15	3	5	1	5-20	nil	nil	animal	90+5/hp
death watch ^{MM2}	L	15	3	9	1	3-12	death vibration	camouflage	animal	1400+12/hp
fire ^{MM}	S	18	4	1+2	1	2-8	nil	nil	non-	20+2/hp
rhinoceros ^{MM}	L	9	2	2	2	3-18/2-16	nil	nil	non-	2150+16/hp
slicer ^{MM2}	L	13	3	6	1	2-15	dismemberment	nil	non-	275+6/hp
stag ^{MM}	L	13	3	7	3	4-16/1-10/1-10	nil	nil	non-	400+8/hp

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water ^{MM}	M	15	3	4	1	3-18	nil	nil	non-	85+4/hp
behemoth ^{MM2}	L	10	6	10+5	1	4-16 or 6-24	upset small craft	nil	animal	1800+15/hp
behir ^{MM2}	L	9	4	12	1+1 or 1+6	2-8/2-5 or 2-8/6x1-6			low	2850+16/hp
beholder ^{MM}	L	10/9/8/7	0/2/7	45-75 hp	1	2-8	magic	anti-magic	exceptional	12900+20/hp
berbalang ^{FF}	M	18	6	1+1	3	1-4/1-4/1-6	nil	projection	very	65+2/hp
black pudding ^{MM}	S-L	10	10	10	1	3-24	dissolves wood & metal	blows, cold, lightning useless	non-	1350+14/hp
blindheim ^{FF}	S	15	3(1)	4+2	1	1-8	blinding stare	brightness	animal	130+5/hp
blink dog ^{MM}	M	15	5	4	1	1-6	rear attack 75%	teleport away	average	170+5/hp
blood hawk ^{FF}	S	18	7	1+1	3	1-4/1-4/1-6	nil	nil	semi-	20+2/hp
blood thorn ^{MM2}	L	variable	4/3	5-30 + special	1-4, 2-5, or 5-8	Special	blood drain	nil	non-	800+35/hp
bloodworm, giant ^{FF}	L	13	4	6	1	nil	blood drain (1-8 hp)	nil	non-	225+6/hp
boalisk ^{MM2}	L	15	5	5+1	2	1-3/2-7	disease gaze, constriction	nil	animal	350+6/hp
boar, giant ^{MM}	L	13	6	7	1	3-18	nil	nil	animal	225+8/hp
boar, wild ^{MM}	M	16	6	3+3	1	2-12	fight until -7 hp	nil	animal	85+4/hp
boar, warthog ^{MM}	M	16	7	3	2	2-8/2-8	fight until -6 hp	nil	animal	35+3/hp
bodak ^{MM2}	M	12	5	9+9	1	by weapon	death gaze	immune to sleep hold charm slow poison	low	1950+14/hp
boggart ^{MM2}	S	13	-6	6	1	2-12	energy bolt, confusion, invisibility	immune to most magic	very to exceptional	625+6/hp
boggle ^{MM2}	S	15	5	4+3	3(2)	1-4/1-4/1-4	rear claws 1-4/1-4, spider climb, dimension door	oily skin, -1 to damage taken, resistance to fire	low	170+5/hp
boobrie ^{MM2}	L	12	5	9	3	1-6/1-6/2-16	surprise 2 in 6	immune to poison	animal	900+12/hp
bookworm ^{MM2}	S	--	2	¼	nil	nil	surprise 95%	flee	non-	9
bonesnapper ^{FF}	M	15	4	4	2	1-8/1-4	nil	nil	non-	60+4/hp
booka ^{FF}	M	20	7	½	nil	nil	traps and snares	invisible at will, magic resistance (10%)	very	9+1/hp
bowler ^{MM2}	S-M	20	4	½+1	1	1/hp	rolling/crushing	nil	semi-	5+1/hp
brain mole ^{MM}	S	--	9	1 hp	nil	nil	psionic	nil	animal	31
brownie ^{MM}	S	20	3	½	1	1-3	magic use	saving throws, no surprise	high	65+1/hp
buckawn ^{MM2}	S	20	3	1-1	1	by weapon		never surprised	average to very	65+1/hp
buffalo ^{MM}	L	15	7/3	5	2	1-8/1-8	charge (3-18/1-4)	head AC 3	semi-	350+8/hp
bugbear ^{MM}	M	16	5	3+1	1	2-8 or by weapon	surprise on 1-3	nil	low to average	135+4/hp

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bulette ^{MM}	L	12	-2/4/6	9	3	4-48/3-18/3-18	8' jump	nil	animal	2300+12/hp
bull ^{MM}	L	15	7	4	2	1-6/1-6	charge (3-12 + 1-4)	nil	semi-	85+4/hp
bullywug ^{FF}	S-M	19	6 or better	1	3 or 1	1-2/1-2/2-5 or by weapon	hop, surprise on 1-3 (1-5 when hopping)	camouflage (75% chance to hide)	low to average	18+1/hp
leader ^{FF}		16		2 (11-13 hp)		+1 damage on all attacks				36+2/hp
shaman ^{FF}		16		2 (11-14 hp)			spells			80+3hp
great chief ^{FF}		16		2 (16-19 hp)		+2 damage on all attacks				80+3/hp
bunyip ^{FF}	M	15	10	5	1	1-6	roar, sever limb on a roll of 20	nil	animal	90+5/hp
camel, wild ^{MM}	L	16	7	3	1	1-4	spitting	nil	animal to semi-	35+3/hp
carbuncle ^{FF}	S	19	2	1	nil	nil	nil	empathy, telepathy, prophecy	low to average	14+1/hp
carrion crawler ^{MM}	L	16	3/7	3+1	8	special	paralysis	nil	non-	580+4/hp
caryatid column ^{FF}	M	15	5	5 (22 hp)	1	2-8	nil	weapon breakage, reduced damage from weapons	non-	280 (170+5/hp)
cat ^{MM2}	S	20	6	½	2	1-2/1	rear claws 1-2	surprised only 1 in 6	animal	5+1/hp
wild ^{MM2}	S	19	5	1	3	1-2/1-2/1-2	rear claws 1-2/1-2	surprised only 1 in 6	animal	10+1/hp
catoblepas ^{MM}	L	13	7	6+2	1	1-6 + stun	gaze = death, stun	nil	semi-	700+8/hp
caterwaul ^{FF}	M	15	6 to -1	4+2	3(+)	1-4/1-4/1-6	uncanny agility, screech	uncanny agility, surprised only on 1 in 10, move silently (75%), hide in shadows (75%)	low	170+5/hp
catfish, giant ^{MM2}	L	13/12/10	7	7-10	1	3-12	poison, swallow whole	nil	animal	650+12/hp
cattle, wild ^{MM}	L	19/16/15	7	1 to 4	1	1-4	stampede	nil	semi-	35+3/hp
cave cricket ^{MM2}	S-M	--	4	1+3	nil	nil	jump/kick	nil	animal	20+2/hp
cave fisher ^{MM2}	M	16	4	3	2	2-8/2-8	adhesive trap line	nil	semi-	85+3/hp
cave moray ^{MM2}	M	15	0/5	4+4	1/rd	2-8	surprise on 1-5	withdraw into cyst	semi-	130+5/hp
centaur ^{MM}	L	15	5(4)	4	2	1-6/1-6 or by weapon	human weapon	nil	low to average	85+4/hp
centipede, giant ^{MM}	S	20	9	¼	1	nil	poison	nil	non-	30+1/hp
centipede, huge ^{MM2}	S	20	9	1 hp	1	nil	poison	nil	non-	31
centipede, megalomorph ^{MM2}	M	16	5	3	1	1-3	poison	nil	animal	125+3/hp
cerebral parasite ^{MM}	S	--	--	--	--	--	infest psionics	killed only by <i>cure disease</i>	non-	nil
cheetah ^{MM2}	M	16	5	3	3	1-2/1-2/2-8	rear claws 1-2/1-2	surprised only on 1 in 6	animal	65+3/hp
chimera ^{MM}	L	12	6/5/2	9	6	1-3/1-3/1-4/1-4/2-8/3- 12	breath weapon (3-24)	nil	semi-	1000+12/hp

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choke creeper ^{MM2}	L	7	6/5	25	8+	1-4	strangle	immune to electricity	non-	7600+35/hp
cifal ^{FF}	M	10	6	10 (2 & 8)	1	1-12	nil	edged weapons do only 1 damage	non-	1350+14/hp
cloaker ^{MM2}	L	13	3(1)	6	2 + special	1-6/1-6	engulf, moan, manipulate shadows	nil	high	350+6/hp
clubnek ^{FF}	M	16	8	2	3	1-6/1-6/1-8	nil	nil	low	20+2/hp
cockatrice ^{MM}	S	15	6	5	1	1-3	touch petrifies	nil	animal	315+5/hp
coffer corpse ^{FF}	M	16	8	2	1	1-6 or by weapon	<i>fear</i>	hit only by magic weapons, turned as wraith	low	36+2/hp
cooshee ^{MM2}	M	16	5	3+3	1	7-10	overbearing	camouflage	semi-	110+4/hp
couatl ^{MM}	M	12	5	9	2	1-3/2-8	poison, magic use	become ethereal	genius	2400+12/hp
crab, giant ^{MM}	L	16	3	3	2	2-8/2-8	nil	nil	non-	35+3/hp
crabman ^{FF}	L	16	4	3	2	1-4/1-4	nil	nil	low to average	35+3/hp
crane, giant ^{MM2}	M	16	6	3	1	1-10	nil	nil	animal	35+3/hp
crayfish, giant ^{MM}	L	15	4	4+4	2	2-12/2-12	nil	nil	non-	90+5/hp
crimson death ^{MM2}	M	9	0(4)	13	1	3-30	surprise on 5 in 6	hit only by +2 weapons, magic resistance (100%)	genius	7050+18/hp
crocodile, normal ^{MM}	L	16	5	3	2	2-8/1-12	surprise on 3 in 6	nil	animal	60+4/hp
crocodile, giant ^{MM}	L	13	4	7	2	3-18/2-20	nil	nil	animal	400+8/hp
crypt thing ^{FF}	M	13	3	6	1	1-8	<i>teleport</i>	hit only by magic weapons	very	275+6/hp
crysmal --										
medium ^{MM2}	M	13	0	6+6	1	3-12(2-8)		nil	high	825+10/hp
large ^{MM2}	M	13	0	6+6	1	3-12(2-8)		nil	exceptional	825+10/hp
crystooze ^{MM2}	M	15	8	4	1	4-16			animal	225+4/hp
cyclopskin ^{MM2}	L	15	3	5	1	by weapon +2 dmg	nil	nil	low to average	90+5/hp
daemon --										
arcano- ^{MM2}	M	9	-2	13+39	4	1-4/1-4/2-16/1-6		immune to 1st level spells	supra-genius	6950+18/hp
charona- ^{MM2}	M	10	-1	10+20	1	2-8			exceptional	5300+16/hp
dergho- ^{MM2}	L	10	0	11+22	5	1-4 or 3 by weapon			low	5800+16/hp
hydro- ^{MM2}	L	12	2	9+36	3 or 5	1-4/1-4/1-8/1-8/1-10			low	3450+14/hp
mezzo- ^{FF}	M	10	-3	10+40	2 or 1 weapon	7-12/7-12 or by weapon +6	+3 to hit with weapons, magic	magic, hit only by magical weapons, resistant to acid cold and fire, immune to paralysis poison charm and	high to exceptional	2700+14/hp

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nyca- ^{FF}	L	9	-4	12+36	2 or 1 weapon	9-16/9-16 or by weapon +8	+4 to hit with weapons, magic	suggest, magic resistance (special) magic, hit only by +2 or better weapons, resistant to acid cold and fire, immune to paralysis poison beguiling charm and suggest, regenerate 3/turn, magic resistance (special)	exceptional to genius	6800+16/hp
pisco- ^{MM2}	M	13	-1	6	2	2-16/2-16			average to very	456+6/hp
ultra- ^{MM2}	L	8	-5	14+28	2	2-8/2-8			genius to supra- genius	8100+20/hp
yagno- ^{MM2}	L	9	1	13+13	1	1-10+12			low	7050+18/hp
dakon ^{FF}	M	16	5	1+1	2	1-10/1-10	nil	nil	average	20+2/hp
dao ^{MM2}	L	12	3	8+3	1	3-18			low to very	1600+12/hp
dark creeper ^{FF}	S	18	0 (8)	1+1	1	1-4	thief abilities, spontaneous combustion	thief abilities, create darkness	average	110+2/hp
dark stalker ^{FF}	M	16	0 (8)	2+1	1	1-6	thief abilities, spontaneous combustion	thief abilities, create darkness, wall of fog	average	200+3/hp
death dog ^{FF}	M	16	7	2+1	2	1-10/1-10	disease, trip	nil	animal	105+3/hp
death knight ^{FF}	M	12	0	9 (d10)	1	by weapon + 6	magic, fear	gate, magic resistance (75%), spell reflection	average to genius	3700+16/hp
demilich ^{MM2}	M	12	-6 + *	8+3	*	*			supra-genius	5950+16/hp
demodand --										
farastu (tarry) ^{MM2}	M	10	-1	11	3	2-7/2-7/3-12			average to exceptional	2850+16/hp
kelubar (slime) ^{MM2}	M	9	-2	13	3	2-8/2-8/4-16			exceptional to genius	3959+18/hp
shator (shaggy) ^{MM2}	M	8	-3	15	3	2-9/2-9/5-20			exceptional to supra-genius	5250+20/hp
demon --										
alu- ^{MM2}	M	13	5	6+2	1	by weapon			very to genius	4050+14/hp
babau ^{MM2}	M	13	-3	7+14	1 or 3	by weapon +7 or 2- 5/2-5/2-8			very	2000+12/hp
bar-lgura ^{MM2}	M	13	-3	6+6	3	1-6/1-6/2-12			very to high	1725+10/hp
cambion --										
minor ^{MM2}	M	15-12	6	5-8	2	by weapon			average to very	1275+10/hp
baron ^{MM2}	M	12-9	2	9-12	2	by weapon			very to high	4400+15/hp
marquis ^{MM2}	L	8-7	2	14-16	2	by weapon			high to genius	6500+20/hp
chasme ^{MM2}	M	13	-1	7+2	3	2-8/2-8/1-4			average to very	1275+10/hp

Monster	Size	To Hit A.C. 0	Armor Class	Hit Dice	No. of Attacks	Damage Per Attack	Special Attacks	Special Defences	Intelligence	X.P. Value
Demogorgon ^{MM}	L	7	-8	200 hp	3	1-6/1-6/special	energy drain, rotting, hypnosis, beguiling, insanity, magic use, psionics	hit only by +2 or better weapon, magic resistance (95%)	supra-genius	74,000
dretch ^{MM2}	M	15	2	4	3	1-4/1-4/2-5			semi- to low	175+4/hp
Juiblex ^{MM}	L	7	-7	88 hp	1	4-40	spew ochre-slime, magic use, psionics	hit only by +2 or better weapon, magic resistance (65%)	genius	47,280
manes ^{MM}	S	19	7	1	3	1-2/1-2/1-4	nil	hit only by +1 or better weapon, resistant to spells as undead	semi-	18+1/hp
nabassu --										
mature ^{MM2}	M	15	-5	5+20	3	2-8/2-8/3-12			high	3300+12/hp
immature ^{MM2}	M	15	4	5+2	3	2-8/2-8/3-12			high	1800+12/hp
Orcus	L	7(1)	6	120 hp	2	2-8 + special with tail/hand 1-4/or fist 3-13/or weapon +8	poison (-4 on save), death wand, magic use, psionics	hit only by +3 or better weapon, magic resistance (85%)	supra-genius	63,900
utterkin ^{MM2}	M	15	1	5+1	1 or 2	2-7/2-7 or by weapon			average	425+6/hp
succubus ^{MM}	M	13	0	6	2	1-3/1-3	energy drain, magic use, psionics	hit only by magic weapons, magic resistance (70%)	exceptional	2100+6/hp
type I ^{MM}	L	12	0	8	5	1-4/1-4/1-8/1-8/1-6	magic use	magic resistance (50%)	low	1275+10/hp
type II ^{MM}	L	12	-2	9	3	1-3/1-3/4-16	magic use, psionics	magic resistance (55%)	low	2000+12/hp
type III ^{MM}	L	10	-4	10	5	2-12/2-12/1-3/1-3/2-5	magic use, psionics	magic resistance (60%)	average	2400+14/hp
type IV ^{MM}	L	8	-1	11	3	1-4/1-4/2-8	magic use, psionics	hit only by +2 or better weapon, magic resistance (65%)	very	3000+16/hp
type V ^{MM}	L	12	-7/-5	7+7	7	2-8 + 6 various weapons	magic use, psionics	hit only by magic weapons, magic resistance (80%)	high	3000+12/hp
type VI ^{MM}	L	12	-2	8+8	1	2-13	whip & immolate (2-12/3-18 or 4-24), magic use, psionics	hit only by magic weapons, magic resistance (75%)	high	3600+12/hp
Yeenoghu ^{MM}	L	7	-5	100 hp	1	flail = 3-18 plus special	paralyzation & confusion with flail, magic use, psionics	hit only by magic weapons, magic resistance (80%), regenerate 3/hr	exceptional	54,500
denzelian ^{FF}	S	13	0	6	nil	nil	nil	nil	semi-	nil
derro ^{MM2}	S	16	8	3	2 or 1	by weapon		magic resistance (30%)	very	75+4/hp
warrior ^{MM2}	S	15	7	4	2 or 1				very	75+4/hp
champion ^{MM2}	S	13	7	5	2 or 1				very	225+6/hp
lieutenant ^{MM2}	S	12	7	6	2 or 1				very	225+6/hp
leader ^{MM2}	S	15	6	7	2 or 1				high	350+8/hp

Monster	Size	To Hit A.C. 0	Armor Class	Hit Dice	No. of Attacks	Damage Per Attack	Special Attacks	Special Defences	Intelligence	X.P. Value
student savant ^{MM2}	S	variable	6	4-7	2 or 1		magic		exceptional to genius	300+5/hp
savant ^{MM2}	S	variable	6	5-8	2 or 1		magic		exceptional to genius	550+10/hp
deva --										
astral ^{MM2}	L	12	-6	9+36	2	4-15/4-15 +6			genius, wis 20 cha 20	10100+25/hp
monadic ^{MM2}	L	12	-4	8+32	2	3-12/3-12 +4			genius, wis 19 cha 19	8100+20/hp
movanic ^{MM2}	M	13	-5	7+28	3	by weapon +5			exceptional, wis 18 cha 18	7850+18/hp
devil --										
abishai --										
black ^{MM2}		12	2	8	1	5-14			average	855+10/hp
blue ^{MM2}	M	15	3	5+1	1	5-10			average	550+ 6/hp
green ^{MM2}	M	13	3	6	1	4-10			average	550+ 6/hp
red ^{MM2}	M	15	1	4+2	2	2-5/2-5			average	320+ 5/hp
white ^{MM2}	M	13	3	7	2	4-9/4-9			average	650+ 8/hp
Asmodeus ^{MM}	L	7	-7	199 hp	1	4-14	rod, magic use, psionics	hit only by +3 weapons, magic resistance (90%)	supra-genius	70,965
Balzebul ^{MM}	L	7	-5	166 hp	1	2-12 + special	poison, magic use, psionics	hit only by +3 weapons, magic resistance (85%)	genius	61,410
barbed ^{MM}	M	12	0	8	3	2-8/2-8/3-12	fear, magic use	never surprised, magic resistance (35%)	very	1425+10/hp
bearded ^{MM2}	M	13	1	6+6	1 or 3	1-8/1-2/1-2 or by weapon			average to very	1125+10/hp
bone ^{MM}	L	12	-1	9	1	3-12	bone hook, tail (2-8 + 1-4 strength points lost), magic use	magic resistance (40%)	very	2800+12/hp
Dispater ^{MM}	M	7	-2	144 hp	1	4-24	rod, magic use, psionics	hit only by +2 weapon, magic resistance (80%)	genius	48.040
erinyes ^{MM}	M	13	2	6+6	1	2-8	pain poison, rope of entanglement, magic use	magic resistance (30%)	average	875+8/hp
Geryon ^{MM}	L	7	-3	133 hp	3	3-18/3-18/2-8	poison, horn of minotaur summoning (5-20), magic use, psionics	hit only by +3 weapon, mgic resistance (75%)	exceptional	47,975
horned ^{MM}	L	13	-5	5+5	4 or 1 + weapon	1-4/1-4/2-5/1-3 or 1-3 & weapon	tail, spell use, psionics, spec. weapon. fork (2-12) or whip (1-4 + stun)	hit only by magic weapons, magic resistance (50%)	high	1320+6/hp
ice ^{MM}	L	10	-4	11	4	1-4/1-4/2-8/3-12	weapon, magic use, psionics	hit only by +2 weapon, regeneration, magic resistance (55%)	high	4400+16/hp
lemure ^{MM}	M	16	7	3	1	1-3	nil	regeneration, spell immunity (<i>charm</i> , <i>sleep</i> , etc.)	semi-	65+3/hp

Monster	Size	To Hit A.C. 0	Armor Class	Hit Dice	No. of Attacks	Damage Per Attack	Special Attacks	Special Defences	Intelligence	X.P. Value
nupperibo ^{MM2}	M	19	9	1	2 or 1	1-2/1-2 or by weapon			non-	18+1/hp
pit fiend ^{MM}	L	9	-3	13	2	5-8/7-12	tail (2-8), magic use, psionics	hit only by +2 weapons, regeneration, magic resistance (65%)	exceptional	7900+18/hp
spined ^{MM2}	S	16	3	3+3	1 or 2	1-4/1-4 or by weapon			low to average	240+ 4/hp
styx ^{FF}	M	13	-1	6+6	1	2-8	<i>imprisonment</i>	hit only by silver or magic weapons, magic resistance (50%)	high	1275+8/hp
devil dog ^{FF}	M	13	6	6	1	2-8	throat attack, <i>fear</i>	nil	average	350+6/hp
diakk --										
tall ^{MM2}	L	13	0	6+6	1	1-12		magic resistance (30%)	low to average	1300+12/hp
broad ^{MM2}	M	12	3	8+8	2	2-8/2-8		magic resistance (30%)	low to average	1300+12/hp
dinosaur --										
apatosaurus ^{MM}	L	9	5	12	1	1-4	nil	nil	non-	1300+16/hp
ankisaurus ^{MM2}	M	16	7	2	1	1-4	nil	nil	non-	20+2/hp
ankylosaurus ^{MM}	L	12	0	9	1	3-18	nil	nil	non-	900+12/hp
antrodemus ^{MM}	L	8	5	15	3	1-4/1-4/6-24	nil	nil	non-	2400+20/hp
apatosaurus ^{MM}	L	7	5	30	1	3-18	step on (4-40)	nil	non-	5000+35/hp
archelon ischyra ^{MM}	L	13	3	7	1	3-12	nil	nil	non-	225+8/hp
brachiosaurus ^{MM}	L	7	5	36	1	5-20	step on (8-80)	nil	non-	5000+35/hp
camarasaurus ^{MM}	L	7	6	20	1	3-12	step on (3-30)	nil	non-	4000+30/hp
camptosaurus ^{MM2}		19/16	7	1-3	nil	nil	nil	nil	non-	5+1/hp
ceratosaurus ^{MM}	L	12	5	8	3	1-6/1-6/4-16	nil	nil	non-	600+12/hp
cetiosaurus ^{MM}	L	7	6	24	1	3-18	step on (4-40)	nil	non-	5000+35/hp
compsognathus ^{MM2}	S	20	5	1-1	1	1-3	surprise on 1-3	nil	non-	10+1/hp*
dacentrurus ^{MM2}	L	10	3/6	10	1	2-16	Active Defense	nil	non-	900+14/hp
deinonychus ^{MM2}	L	15	2	4+1	3	1-2/1-2/2-8	Gutting talons (2-12)	nil	non-	130+5/hp
dilophosaurus ^{MM2}	L	12	5	8+2	3	2-12/2-12/1-6	nil	nil	non-	600+12/hp
dimetrodon ^{MM2}	L	16/15	4	3-5	1	6-15	nil	nil	non-	35+3/hp
dinictis ^{MM}	L	10	7	10	1	5-20	swallowing whole	nil	non-	1500+14/hp
diplodocus ^{MM}	L	7	6	24	1	3-18	step on (3-30)	nil	non-	5000+35/hp
elasmosaurus ^{MM}	L	8	7	15	1	4-24	nil	nil	non-	2400+20/hp
euparkeria ^{MM2}	S	18	5	1+1	1	2-5	nil	nil	non-	20+2/hp

Monster	Size	To Hit A.C. 0	Armor Class	Hit Dice	No. of Attacks	Damage Per Attack	Special Attacks	Special Defences	Intelligence	X.P. Value
gorgosaurus ^{MM}	L	9	5	13	3	1-3/1-3/7-28	nil	nil	non-	1800+18/hp
iguanodon ^{MM}	L	13	4	6	3	1-3/1-3/2-8	nil	nil	non-	150+6/hp
kentrosaurus ^{MM2}	L	10	2/6	11	1	4-16	nil	nil	non-	2000+16/hp
lambeosaurus ^{MM}	L	9	6	12	1	2-12	nil	nil	non-	1300+16/hp
mamenchisaurus ^{MM2}	L	7	7	18	1	2-16	Trample	nil	non-	3000+25/hp
massopondylus ^{MM2}	L	13	5	7	1	3-12	nil	nil	non-	225+8/hp
megalosaurus ^{MM}	L	9	5	12	1	3-18	nil	nil	non-	1300+16/hp
monoclonius ^{MM}	L	12	3/4	8	1	2-16	charge/trample (2-16)	nil	non-	550+8/hp
mosasaurus ^{MM}	L	9	7	12	1	4-32	nil	nil	non-	1300+18/hp
nothosaurus ^{MM2}	L	8	8	14	1+2	5-30(3-12/3-12)	nil	nil	non-	1800+18/hp
ornitholestes ^{MM2}	M	16	4	2	1	2-8	nil	nil	non-	20+2/hp
paleoscincus ^{MM}	L	12	-3	9	1	2-12	nil	biting inflicts 3-12 hp on attacker	non-	1300+12/hp
pentaceratops ^{MM}	L	9	2/6	12	3	1-6/1-10/1-10	charge/trample (2-20)	nil	non-	1300+18/hp
phororhacos ^{MM2}	L	13	6	7+7	3	1-4/1-4/2-12	nil	nil	animal	600+10/hp
plateosaurus ^{MM}	L	12	5	8	-	-	nil	nil	non-	375+10/hp
plesiosaurus ^{MM}	L	7	7	20	1	5-20	flippers in water (2-12/2-12)	nil	non-	4000+30/hp
podokesaurus ^{MM2}	S	16	4	2+2	3	1/1/2-5	nil	nil	non-	35+3/hp
pteranodon ^{MM}	L	16	7	3+3	1	2-8	nil	nil	non-	85+4/hp
pterosaur, giant ^{MM2}	L	13	5	6+6	1	3-12	nil	nil	non-	350+8/hp
stegosaurus ^{MM}	L	7	2/5	18	1	5-20	nil	nil	non-	3000+25/hp
struthiomimus ^{MM2}	L	13	6	6+3	3	1-2/1-2/2-8	nil	nil	animal	225+8/hp
styracosaurus ^{MM}	L	10	2/4	10	1	2-16	charge/trample (2-16)	biting inflicts 1-6 to 3-18 hp	non-	1950+14/hp
tanystrophaus ^{MM2}	L	13	5	6+6	1	5-12	Surprises 5 in 6	nil	non-	375+10/hp
tennodontosaurus ^{MM2}	L	10	4	10	1+1	5-20(2-12)	nil	nil	non-	1500+14/hp
teratosaurus ^{MM}	L	10	5	10	3	1-3/1-3/3-18	nil	nil	non-	900+14/hp
triceratops ^{MM}	L	7	2/6	16	3	1-8/1-12/1-12	charge/trample (2-14)	nil	non-	4000+20/hp
tyrannosaurus rex ^{MM}	L	7	5	18	3	1-6/1-6/5-40	swallowing whole	nil	non-	6550+25/hp
dire corby ^{FF}	M	16	6	2	2	1-6/1-6	nil	nil	low	20+2/hp
disenchanter ^{FF}	M	15	5	5	1	disenchantment	disenchant	hit only by magic weapons	average	205+5/hp

Monster	Size	To Hit A.C. 0	Armor Class	Hit Dice	No. of Attacks	Damage Per Attack	Special Attacks	Special Defences	Intelligence	X.P. Value
displacer beast ^{MM}	L	13	4	6	2	2-8/2-8	nil	-2 on opponent's to-hit dice, +2 on own saving throws	semi-	475+8/hp
djinni ^{MM}	L	13	4	7+3	1	2-16	whirlwind, magic use	nil	average to high	725+5/hp
dog, war ^{MM}	M	16	6	2+2	1	2-8	nil	nil	semi-	35+3/hp
dog, wild ^{MM}	S	18	7	1+1	1	1-4	nil	nil	semi-	20+2/hp
dolphin ^{MM}	M	16	5	2+2	1	2-8	nil	save as 4th level fighter	very	65+2/hp
doppleganger ^{MM}	M	15	5	4	1	1-12	mutable form, surprise	<i>ESP</i> , immune to <i>sleep</i> and <i>charm</i> , save as 10th level fighter	very	330+4/hp
dracolisk ^{MM2}	L	13	3	7+3	3	1-6/1-6/3-12			low to average	2200+12/hp
dragon --										
black ^{MM}	L	13/12	3	6-8	3	1-4/1-4/3-18			average	variable
blue ^{MM}	L	12/10	2	8-10	3	1-6/1-6/3-24			very	variable
brass ^{MM}	L	13/12	2	6-8	3	1-4/1-4/4-16			high	variable
bronze ^{MM}	L	12/10	0	8-10	3	1-6/1-6/4-24			exceptional	variable
chromatic ^{MM}	L	7	0	128 hp	6	2-16/3-18/2-20/3-24/3-30/1-6	poison sting, breath weapons, magic use	nil	genius	63580
cloud ^{MM2}	L	9/8	0/-3	12-14	4	1-10/1-10/3-36/3-12			genius	variable
copper ^{MM}	L	13/12	1	7-9	3	1-4/1-4/5-20			high	variable
faerie ^{MM2}	S	15	5(1)	4	1	1-2			high to genius	280+4/hp
gold ^{MM}	L	10/9	-2	10-12	3	1-8/1-8/6-36			genius	variable
green ^{MM}	L	13/12	2	7-9	3	1-6/1-6/2-20			average to very	variable
mist ^{MM2}	L	12/10	1/-2	9-11	4	1-4/1-4/2-24/2-8			exceptional	3450+5/hp + 50/over 36
platinum ^{MM}	L	7	-3	168 hp	3	2-12/2-12/6-48	breath weapon, magic use	nil	genius	58080
red ^{MM}	L	12/10	-1	9-11	3	1-8/1-8/3-30			exceptional	variable
shadow ^{MM2}	L	15/13	-2	4-6+1	3	2-5/2-5/3-12			very to genius	245+5/hp
silver ^{MM}	L	12/10	-1	9-11	3	1-6/1-6/5-30			exceptional	variable
white ^{MM}	L	15/13	3	5-7	3	1-4/1-4/2-16			average	variable
dragon, oriental --							<i>fear</i>	<i>ESP, polymorph, invisibility</i>		
li lung ^{FF}	L		4		3	2-8/2-8/1-20	<i>earthquake</i>	nil	average	
small		13		7						575+8/hp
average		12		8						925+10/hp

Monster	Size	To Hit A.C. 0	Armor Class	Hit Dice	No. of Attacks	Damage Per Attack	Special Attacks	Special Defences	Intelligence	X.P. Value
huge		12		9						1400+12/hp
lung wang ^{FF}	L		0		3	1-12/1-12/6-36	breath weapon, <i>scaly command</i>	nil	very	
small-average		10/9		11-12						4550+6/hp
huge		9		13						6350+18/hp
pan lung ^{FF}	L		2		3	1-3/1-3/2-16	constriction, <i>scaly command</i> , <i>water fire</i> , <i>charm monster</i>	nil	high	
small		13		6						475+6/hp
average		13		7						700+8/hp
huge		12		8						1100+10/hp
shen lung ^{FF}	L		1		4	1-4/1-4/2-24/1-8	magic, <i>scaly command</i> , <i>water fire</i>	immune to poison, unharmd by insects arachnids and arthropods	exceptional	
small		12		9						1400+12/hp
average		10		10						2100+14/hp
huge		10		11						3000+16/hp
t'ien lung ^{FF}	L		-2		3	1-6/1-6/4-40	breath weapon, magic	nil	exceptional	
small-average		10/9		11-12						4550+16/hp
huge		9		13						6350+18/hp
yu lung ^{FF}	L		3		3	1-4/1-4/2-16	nil	nil	low	
small		15		5						130+5/hp
average		13		6						225+6/hp
huge		13		7						350+8/hp
dragonfish ^{FF}	S	16	4	2	1	1-6	poison	camouflage	non-	65+2/hp
dragonfly, giant ^{MM2}	M	13	3	7	1	3-12			low	525+8/hp
dragon turtle ^{MM}	L	9/8	0	12-14	3	2-12/2-12/4-32	breath weapon, capsizing	nil	very	7300+18/hp
dragon horse ^{MM2}	L	12	0	8	2	1-8/1-8			average to exceptional	1275+10/hp
dragonne ^{MM}	L	12	6/2	9	3	1-8/1-8/3-18	roar	nil	low	1400+14/hp
dragonne ^{MM2}	L	12	3	8+4	3	1-6/1-6/4-16			semi-	600+12/hp
drelb ^{MM2}	M	15	2	5+3	1	3-12			average to very	800+6/hp
drider ^{MM2}	L	13	3	6+6	1	1-4 or by weapon			high	875+8/hp
dryad ^{MM}	M	16	9	2	1	(dagger)	<i>charm person</i>	magic use	high	105+3/hp

Monster	Size	To Hit A.C. 0	Armor Class	Hit Dice	No. of Attacks	Damage Per Attack	Special Attacks	Special Defences	Intelligence	X.P. Value
duergar ^{MM2}	S	18	4	1+2	1	1-8 or by weapon			average	30+2/hp
dune stalker ^{FF}	M	13	3	6	1	2-12	kiss of death	hit only by magic weapons, magic resistance (30%)	high	400+6/hp
dustdigger ^{MM2}	L	15	4	4	1	1-8 + victim's AC			semi-	165+4/hp
eagle, normal ^{MM2}	M	18	6	1+3	3	1-2/1-2/1-2			animal	35+2/hp
eagle, giant ^{MM}	M	15	7	4	3	1-6/1-6/2-12	diving (+4 to hit, 2-12 x 2)	eyesight	average	150+4/hp
ear seeker ^{MM}	S	20	9	1 hp	1	special	burrowing into ear to brain	nil	non-	nil
ebilis ^{MM2}	M	15	3	4+4	4	1-4			low	165+5/hp
eel --										
electric ^{MM}	M	16	9	2	1	1-3	jolt (1, 2 or 3d8)	nil	non-	65+2/hp
electric marine ^{MM2}	L	13/12	6	6-8	1	2-8/3-12/4-16			non-	400+8/hp
giant ^{MM}	M	15	6	5	1	3-18	nil	nil	non-	160+6/hp
weed ^{MM}	S	20	8	1-1	1	1	poison	camouflage	non-	49+1/hp
efreeti ^{MM}	L	10	2	10	1	3-24	magic use	resists fire damage	very	1950+14/hp
elemental --										
air elemental ^{MM}	L	12/9/7	2	8/12/16	1	2-20	whirlwind	hit only by +2 weapons	low	2850+15/hp
earth elemental ^{MM}	L	12/9/7	2	8/12/16	1	4-32	nil	hit only by +2 weapons	low	2850+15/hp
fire elemental ^{MM}	L	12/9/7	2	8/12/16	1	3-24	burn inflammables	hit only by +2 weapons	low	2850+15/hp
water elemental ^{MM}	L	12/9/7	2	8/12/16	1	5-30	nil	hit only by +2 weapons	low	2850+15/hp
elephant --										
asiatic ^{MM}	L	10	6	10	5	2-12 (x5)	nil	nil	semi-	1500+14/hp
loxodont ^{MM}	L	10	6	11	5	2-16 (x2)/2-12 (x3)	nil	nil	semi-	2125+16/hp
elfin cat ^{MM2}	M	16	4	3+6	3	1-2/1-2/1-3			exceptional	135+4/hp
enveloper ^{FF}	L	**	4	3+	2	1-8/1-8	consume victims	assumed knowledge	variable	**
ettin ^{MM}	L	10	3	10	2	2-16/3-18	nil	surprised only on a 1	low	1950+14/hp
ettercap ^{FF}	M	15	6	5	3	1-3/1-3/1-8	poison, traps	nil	low	165+5/hp
executioner's hood ^{MM2}	S	16	6	2+2	1	1-4			semi-	320+8/hp
eye, floating ^{MM}	L	20	9	½	nil	nil	hypnotism	nil	non-	30+1/hp
eye killer ^{FF}	M	15	4	4	1	1-6	constriction, death stare	nil	animal	150+4/hp
eye of fear & flame ^{FF}	M	9	2	12	nil	nil	magic	reflect some spells	high	2850+16/hp

Monster	Size	To Hit A.C. 0	Armor Class	Hit Dice	No. of Attacks	Damage Per Attack	Special Attacks	Special Defences	Intelligence	X.P. Value
eye of the deep ^{MM}	L	10/9	5	10-12	3	2-8/2-8/1-6	stunning, magic use	nil	very	3700+16/hp
falcon --										
small ^{MM2}	S	20	5	1-1	3	1/1/1			animal	15+1/hp
large ^{MM2}	S	18	6	1	3	1-2/1-2/1			animal	25+1/hp
fire Drake ^{FF}	S	19	5	1+4	1	2-8	Cone of Fire Breath weapon (2-16)		semi-	125+4/hp
fire friend ^{MM2}	S	15	3	4	1	1-2			low	36+2/hp
fire newt ^{FF}	M	16	5	2+2	1	by weapon	breath weapon (1-6)	resistant to fire	low	90+3/hp
elite ^{FF}	M	16	3	3+3	1	by weapon	breath weapon (1-6)	resistant to fire	low	125+4/hp
priest ^{FF}	M	16	5	3+3	1	by weapon	spell use, breath weapon (1-6)	resistant to fire	low	190+4/hp
overlord ^{FF}	M	15	3	4+4	1	by weapon	breath weapon (1-6)	resistant to fire	low	165+5/hp
fire snake ^{FF}	S	16	6	2	1	1-4	paralyzation	immune to fire	semi-	73+2/hp
fire toad ^{FF}	S	15	10	4+1	1	variable	Ffreball		low	165+5/hp
flail snail --	L		4 (-8)				nil	immune to fire/ poison	low	
4 HD ^{FF}		15		4	4	1-8 (x4)				150+4/hp
5 HD ^{FF}		15		5	5	1-8 (x5)				205+5/hp
6 HD ^{FF}		13		6	6	1-8 (x6)				350+6/hp
flightless bird ^{MM}	M	19/16	7	1-3	1 or 1	1-4 or 2-8			animal	**
flind ^{FF}	M	16	5	2+3	1	1-6 or 1-4	Disarm		average	35+3/hp
leader ^{FF}	M	16	5	3+3	1	1-6 or 1-4	Disarm		very	60+4/hp
flumph ^{FF}	S	16	0/8	2	1	1-8 + 1-4 (acid)	Impalement		average	36+2/hp
fly, giant --										
bluebottle ^{MM2}	M	16	6	3	1	1-8			non-	35+3/hp
horse- ^{MM2}	L	13	5	6	1	2-16			non-	150+6/hp
foo creature --										
dog ^{MM2}	M	13	0	7+7	3	2-5/2-5/1-12			very	1000+12/hp
lion ^{MM2}	L	10	-1	11+11	3	2-8/2-8/1-16			exceptional	2850+16/hp
forester's bane ^{MM2}	L	15	4/7/9	5	3-6	2-5 each			non-	165+5/hp
forlarren ^{FF}	M	16	2	3	2	1-4/1-4			semi-	90+3/hp
formian --										

Monster	Size	To Hit A.C. 0	Armor Class	Hit Dice	No. of Attacks	Damage Per Attack	Special Attacks	Special Defences	Intelligence	X.P. Value
myrmarch ^{MM2}	L	13	1	6+6	2	2-8/1-2			exceptional	400+8/hp
warrior ^{MM2}	M	16	1	3+3	4	1-6/1-6/1-4/1			low	150+4/hp
worker ^{MM2}	S	18	3	1+1	1	1-4			low	20+2/hp
frog --										
giant ^{MM}	S-L	19/16	7	1-3	3	1-3 or 1-6 or 2-8	surprise (1-4), jump, tongue	nil	non-	45+3/hp
killer ^{MM}	S	16	8	1+4	3	1-2/1-2/2-5	surprise (1-4), jump	nil	non-	36+2/hp
poisonous ^{MM}	S	19	8	1	1	1	poison	nil	non-	35+1/hp
froghemoth ^{MM2}	L	7	2/4/6	16	1 or 4	5-50 or 5-8+4			animal	8100+20/hp
frost man ^{FF}	M	15	5	4	1	by weapon			average	125+4/hp
fungi, violet ^{MM}	S-M	16	7	3	1-4	special	rotting poison	nil	non-	135+4/hp
galeb duhr ^{MM2}	L	12/10	-2	8-10	2	2-16, 3-18, 4-24			very	2000+12/hp
galltrit ^{FF}	S	21	2	2 hp	1	1-2			average	32
gambado ^{FF}	M	15	6	4	3	1-8/1-4/1-4			low	85+4/hp
gar, giant ^{MM}	L	12	3	8	1	5-20	swallow whole	nil	non-	550+10/hp
garbug --										
black ^{FF}	L	16	5	2+2	1 and 6	1-4 + special			animal	145+3/hp
violet ^{FF}	L	16	5	3+1	2 and 6	1-6/1-6 + special			animal	190+4/hp
gargoyle ^{MM}	M	15	5	4+4	4	1-3/1-3/1-6/1-4	nil	hit only by magic weapons	low	165+5/hp
gargoyle, margoyle ^{MM2}	M	13	2	6	4	1-6/1-6/2-8/2-8	nil	hit only by magic weapons, camouflage	low	350+6/hp
gas spore ^{MM}	L	21	9	1 hp	1	special	touch = infestation	explosion (6-36)	non-	33
gelatinous cube ^{MM}	L	15	8	4	1	2-8	paralyzation, surprise on 1-3	immunity to some attacks	non-	150+4/hp
ghast ^{MM}	M	15	4	4	3	1-4/1-4/1-8	nausea, paralyzation	immune to <i>sleep</i> and <i>charm</i>	very	190+4/hp
ghost ^{MM}	M	10	0(8)	10	1	special	age 10 years & panic, age 10-40 years per touch, <i>magic jar</i>	ethereal vs. weapons & spells	high	4050+14/hp
ghoul ^{MM}	M	16	6	2	3	1-3/1-3/1-6	paralyzation	immune to <i>sleep</i> and <i>charm</i>	low	65+2/hp
giant --										
cloud ^{MM}	L	9	2	12 + 2-7	1	6-36	hurl rocks (2-24)	surprised only on a 1	average to very	4250+16/hp
fire ^{MM}	L	10/9	3	11 + 2-5	1	5-30	hurl rocks (2-20)	impervious to fire	low to average	2700+16/hp
fog ^{FF}	L	8	1	14	1	4-24	hurl rocks (2-20)	hide in fog	average to high	3950+18/hp

[illegible]

Monster	Size	To Hit A.C. 0	Armor Class	Hit Dice	No. of Attacks	Damage Per Attack	Special Attacks	Special Defences	Intelligence	X.P. Value
warlock ^{FF}										variable
captain ^{FF}										variable
supreme leader ^{FF}										variable
wizard-king ^{FF}										variable
gloomwing ^{MM2}	M	15	1	5+1	1	by weapon			animal	525+6/hp
gnoll ^{MM}	L	16(15)	5(+)	2(+)	1	2-8 or weapon	nil	nil	low to average	28+2/hp
goat, normal ^{MM2}	M	18	7	1+2	1	1-3			animal	24+2/hp
goat, giant ^{MM}	L	16	7	3+1	1	2-16	charge (+4 to hit, 6-20)	nil	semi-	85+4/hp
goblin ^{MM}	S	20(18/16)	6(+)	1-1	1	1-6 or weapon	nil (missile weapons)	nil	low to average	10+1/hp
goldbug ^{FF}	S	19	9	1	1	1-4			non-	45+1/hp
golem --										
clay ^{MM}	L	10	7	50 hp	1	3-30	haste	immunity to sharp weapons and most magic	non-	3700
flesh ^{MM}	L	12	9	40 hp	2	2-16/2-16	nil	hit only by magic weapons, immunity to most spells	semi-	2380
iron ^{MM}	L	7	3	80 hp	1	4-40	poison gas	hit only by +3 weapons, immunity to most spells	non-	14,550
stone ^{MM}	L	9	5	60 hp	1	3-24	slow spell	hit only by +2 weapons, immunity to most spells	non-	8950
gorbel ^{FF}	S	16	3(10)	2	1	1-4 or 1-6			non-	36+2/hp*
gorgimera ^{MM2}	L	10	5/2	10	5	1-3/1-3/2-8/2-12/3-12			semi-	2557+14/hp
gorgon ^{MM}	L	12	2	8	1	2-12	breath weapon	nil	animal	1750+10/hp
gorilla bear ^{FF}	L	15	4	4	2	1-8/1-8	hug (2-12)		low	85+4/hp
gray ooze ^{MM}	M-L	16	8	3+3	1	2-16	corrosive properties, possible psionics	immunity to most spells	animal	200+5/hp
green hag ^{MM2}	M	12	-2	9	2	7-8/7-8			low to very	1600+12/hp
grell ^{FF}	M	15	4	5	11	10 x 1-4/1-6			average	840+5/hp
green slime ^{MM}	S	16	9	2	nil	nil	infect flesh, corrosive properties	immunity to most weapons and spells	non-	610+2/hp
griffon ^{MM}	L	13	3	7	3	1-4/1-4/2-16	nil	nil	semi-	375+10/hp
grig ^{MM2}	S	20	2	½+1	3 or 2	by weapon			low to average	50+1/hp
grim ^{MM2}	M	15	0	4+2	3, 1 or 3				average	285+5/hp
grimlock ^{FF}	M	16	5	2	1	1-6 or by weapon			average	28+2/hp
leader ^{FF}	M	16	4	3	1	1-6 or by weapon			average	50+3/hp

Monster	Size	To Hit A.C. 0	Armor Class	Hit Dice	No. of Attacks	Damage Per Attack	Special Attacks	Special Defences	Intelligence	X.P. Value
champion ^{FF}	M	15	3	4	1	1-6 or by weapon			average	85+4/hp
gripli ^{MM2}	S	18	9	1+1	1 weapon	1-4/by weapon			very to exceptional	45+2/hp
groaning spirit ^{MM}	M	13	0	7	1	1-8	death groan, fear	hit only by magic weapons, some spell immunity, magic resistance (50%)	exceptional	2450+10/hp
grue, elemental --										
chaggrin ^{MM2}	S	15	4	5+5	2	3-6/3-6			low to average	425+6/hp
harginn ^{MM2}	M	15	3	4+4	1	5-8			average to high	245+5/hp
ildriss ^{MM2}	M	15	2	4	1	3-12			low to very	245+5/hp
varrdig ^{MM2}	M	13	5	6+6	2(1)	1-4/1-4(4-16)			semi- to average	650+8/hp
gryph --										
2 HD ^{FF}	S	16	6	2	1	2-12			animal	28+2/hp
3 HD ^{FF}	S	16	6	3	1	2-12			animal	50+3/hp
4 HD ^{FF}	S	15	6	4	1	2-12			animal	85+4/hp
guardian daemon ^{FF}	S	12	1	8	3	1-6/1-12/1-12			very	1275+10/hp
guardian familiar ^{FF}	S	12	8	1(9)	3	1-6/1-4/1-4			animal	1800+12/hp
hangman tree ^{MM2}	L	15	3/5	61/year	3	1-3/1-3/1-3			low	1600+8/hp
harpy ^{MM}	M	16	7	3	3	1-3/1-3/1-6	singing & charm	nil	low	145+3/hp
haunt ^{MM2}	M	15	0	5	1	by weapon			non-	165+5/hp
hellcat ^{FF}	L	13	6	7+2	3	2-5/2-5/2-12			average	1000+10/hp
hellhound ^{MM}	M	15/13	4	4-7	1	1-10	breath (1 hp/HD), surprise on 1-4	surprised only on 1, see invisible (50%)	low	250+5/hp
herd animal ^{MM}	S-L	**	8-7	1-5	**	**	stampede	nil	animal	**
hippocampus ^{MM}	L	15	5	4	1	1-4	nil	nil	average	60+4/hp
hippogriff ^{MM}	L	16	5	3+3	3	1-6/1-6/1-10	nil	nil	semi-	60+4/hp
hippopotamus ^{MM}	L	12	6	8	1	2-8 or 3-18	upset river craft	nil	animal	375+6/hp
hoar fox ^{FF}	S	16	6	2	1	1-6			animal	28+2/hp
hobgoblin ^{MM}	M	18(16/15)	5(+)	1+1	1	1-8 or by weapon	nil (missile weapons)	nil	average	20+2/hp
hollyphaunt ^{MM2}	S	12	-4	8+8	2	1-3/1-3			genius	3750+14/hp
homonculous ^{MM}	S	16	6	2	1	1-3	bite causes sleep	save at level of its creator	very	81+2/hp
hook horror ^{FF}	L	15	3	5	2	1-8/1-8			low	90+5/hp

Monster	Size	To Hit A.C. 0	Armor Class	Hit Dice	No. of Attacks	Damage Per Attack	Special Attacks	Special Defences	Intelligence	X.P. Value
hordling --										
6+3 HD ^{MM2}	S	13	3	6+3	1				semi-	525+8/hp
7+2 HD ^{MM2}	S	13	2	7+2	1				low	825+10/hp
8+1 HD ^{MM2}	M	12	1	8+1	1				average	1300+12/hp
9 HD ^{MM2}	L	12	0	9	1				very	1400+12/hp
hornet, giant ^{FF}	M	15	2/4	5	1	1-4			semi-	165+5/hp
hound of ill omen ^{FF}	M	-	-	-	1	special			non-	nil
huecuva ^{FF}	M	16	3	2	1	1-6			semi-	81+1/hp
hybsil ^{MM2}	S	20	7	1-1	1	1-4 or by weapon (Sleep poison)			average to very	22+1/hp
hydra --	L	see bellow	5	see below	see below	see below	1-4 attacks on same opponent	all heads must be killed to slay	semi-	see below
5-headed ^{MM}		15		5	5	1-6 each				165+5/hp
6-headed ^{MM}		13		6	6	1-6 each				250+6/hp
7-headed ^{MM}		13		7	7	1-8 each				400+8/hp
8-headed ^{MM}		12		8	8	1-8 each				650+10/hp
9-headed ^{MM}		12		9	9	1-8 each				1000+12/hp
10-headed ^{MM}		10		10	10	1-8 each				1500+14/hp
11-headed ^{MM}		10		11	11	1-10 each				2150+16/hp
12-headed ^{MM}		9		12	12	1-10 each				2850+16/hp
13-headed ^{MM}		9		13	13	1-10 each				3000+18/hp
14-headed ^{MM}		8		14	14	1-12each				3950+18/hp
15-headed ^{MM}		8		15	15	1-12 each				4000+20/hp
16-headed ^{MM}		7		16	16	2-12 each				5250+20/hp
lermaean ^{MM}								all heads must be killed to slay; regenerate 2 new heads 1-4/rds		
pyrohydra ^{MM}							1-4 attacks on same opponent	all heads must be killed to slay		
5-headed ^{MM}		15		5	5	1-6 each	breath weapon (1-8/head)		semi-	665+5/hp
6-headed ^{MM}		13		6	6	1-6 each	breath weapon (1-8/head)		semi-	950+6/hp
7-headed ^{MM}		13		7	7	1-8 each	breath weapon (1-8/head)		semi-	1225+8/hp
8-headed ^{MM}		12		8	8	1-8 each	breath weapon (1-8/head)		semi-	1850+10/hp
9-headed ^{MM}		12		9	9	1-8 each	breath weapon (1-8/head)		semi-	2600+12/hp

Monster	Size	To Hit A.C. 0	Armor Class	Hit Dice	No. of Attacks	Damage Per Attack	Special Attacks	Special Defences	Intelligence	X.P. Value
10-headed ^{MM}		10		10	10	1-8 each	breath weapon (1-8/head)		semi-	3300+14/hp
11-headed ^{MM}		10		11	11	1-10 each	breath weapon (1-10/head)		semi-	4700+16/hp
12-headed ^{MM}		9		12	12	1-10 each	breath weapon (1-10/head)		semi-	6250+16/hp
hyena, normal ^{MM}	M	16	7	3	1	2-8	nil	nil	animal	35+3/hp
hyena, giant ^{MM}	L	15	7	5	1	3-12	nil	nil	animal	90+5/hp
imorph ^{FF}	M	15	5	5	2	1-4/1-4			animal	130+5/hp
imp ^{MM}	S	16	2	2+2	1	1-4	poison, magic use	hit only by magic weapons, regeneration, magic resistance (25%), immunity to some magic, save at 7 hit dice	average	275+3/hp
intellect devourer ^{MM}	M	13	4	6+6	4	1-4 (x4)	hide in shadows, psionics	immunity to most weapons & magic	very	1510+8/hp
invisible stalker ^{MM}	L	12	3	8	1	4-16	surprise on 1-5	invisibility (-2 on opponent "to hit" dice)	high	1090+10/hp
irish deer ^{MM}	L	15	7	4	1(2)	2-12 (2-12)	nil	nil	animal	60+4/hp
iron cobra ^{FF}	S	19	0	1	1	1-3			non-	88+1/hp
ixitxachitl ^{MM}	M	18	6	1+1(+)	1	3-12	cleric spell use	nil	average to high	28+2/hp
vampiric ^{MM}	M	16	6	2+2	1	3-12	energy level drain, spell use	regenerate (3/round)	average to high	290+3/hp
jackal ^{MM}	L	20	7	½	1	1-2	nil	nil	semi-	5+1/hp
jackalwere ^{MM}	S (M)	15	4	4	1	2-8	sleep gaze affects any level not saving	hit only by iron or magic weapons	very	800+4/hp
jaculi ^{FF}	L	19	6	1	1	1-6			animal	10+1/hp
jaguar ^{MM}	L	15	6	4+1	3	1-3/1-3/1-8	rear claws (2-5/2-5)	surprised on 1 only	semi-	205+5/hp
jann --						by weapon + strength bonus				
normal ^{MM2}	M	12	5	6+2	1				very to exceptional	975+8/hp
sheik ^{MM2}	M	12	1	11	1				genius	975+8/hp
amir ^{MM2}	M	12	1	12	1				genius	975+8/hp
vizier ^{MM2}	M	12	1	12	1				genius to supra-genius	975+8/hp
jelly, mustard ^{MM2}	L	13	4	7+14	1 or 2	5-20 or 2-8/2-8			average	825+18/hp
jermlaine ^{FF}	S	20	7	½	1	1-2 or 1-4			average	7+1/hp
elder ^{FF}	S	20	7	½	1	1-2 or 1-4			average	32+1/hp
kamadan ^{FF}	L	15	4	4+2	3+4-7	1-3/1-3/1-6 + 1-4/snake head			low	240+5/hp
kampfult ^{MM2}	S	16	4	2	6	1			low	36+2/hp

Monster	Size	To Hit A.C. 0	Armor Class	Hit Dice	No. of Attacks	Damage Per Attack	Special Attacks	Special Defences	Intelligence	X.P. Value
kech ^{MM2}	M	15	4	5	3	2-5/2-5/1-6			average	205+5/hp
kelpie ^{FF}	M	15	5	5	-	-			low to average	165+5/hp
kenku ^{FF}	M	16	5	2	3 or 1	1-4/1-4/1-6 or by weapon			average	28+2/hp
warrior ^{FF}	M	16	5	3	3 or 1	1-4/1-4/1-6 or by weapon			average	120+3/hp
leader ^{FF}	M	15	5	4	3 or 1	1-4/1-4/1-6 or by weapon			average	240+4/hp
supreme leader ^{FF}	M	15	5	4	3 or 1	1-4/1-4/1-6 or by weapon			average	420+5/hp
khargra ^{FF}	S	15	-3	6	1	3-18			low	300+6/hp
killmoulis ^{FF}	S	20	6	½	-	-			average	9+1/hp
ki-rin ^{MM}	L	9	-5	12	3	2-8/2-8/3-18	magic use, psionics	magic resistance (90%)	supra-genius	8500+16/hp
kobold ^{MM}	S	20	7(6)	½	1	1-4 (1-6) or weapon	nil (missile weapons)	nil	low to average	5+1/hp
korred ^{MM2}	S	15	5	6+1	1 or by weapon	1-2+4 or by weapon			very	900+8/hp
kraken ^{MM2}	L	7	5/0	20	2 + 4-6 and 1	2-12(x2), 2-8 (x4-6), 5-20			genius	16900+30/hp
kuo-toa ^{FF}	M	**	4	2(+)	1 or 2	2-5 or by weapon	males gain +1 to hit and damege with weapons	slippery, immune to poison & paralyzation and some spells, detect invisible, surprised on 1 in 6 only	low to average	**
lamia ^{MM}	M	12	3	9	1	1-4	touch drains 1 point of wisdom, spell use	nil	high	1700+12/hp
noble ^{FF}	M	10	6	10+1	1	1-6			high	2550+14/hp
lammasu ^{MM}	L	12	6	7+7	2	1-6/1-6	spell use	protection from evil	genius	850+10/hp
greater ^{MM2}	L	9	6	12+7	2	2-12/2-12			supra-genius	3950+18/hp
lamprey ^{MM}	S	18	7	1+2	1	1-2	blood drain	nil	non-	28+2/hp
giant ^{MM}	M	15	6	5	1	1-6	blood drain	nil	non-	165+5/hp
land ^{MM2}	S	18	7	1+2	1	1	blood drain, encumber	nil	non-	36+2/hp
larva ^{MM}	M	19	7	1	1	2-5	nil	nil	low	10+1/hp
lava children ^{FF}	M	15	4	4	3	1-6/1-6/2-12			average	150+4/hp
warrior ^{FF}		14		5	3	1-6/1-6/2-12				205+5/hp
spell-caster ^{FF}		15		5	3	1-6/1-6/2-12	spells			280+5/hp
double-classed ^{FF}		15		6	3	1-6/1-6/2-12	spells			475+6/hp
triple-classed ^{FF}		13		7	3	1-6/1-6/2-12	spells			700+7/hp
leech, giant ^{MM}	S-M	19/16/15	9	1-4	1	1-4	drain blood, anesthesia,	nil	non-	160+4/hp

Monster	Size	To Hit A.C. 0	Armor Class	Hit Dice	No. of Attacks	Damage Per Attack	Special Attacks	Special Defences	Intelligence	X.P. Value
leopard ^{MM}	L	16	6	3+2	3	1-3/1-3/1-6	cause disease rear claws (1-4/1-4)	surprised on 1 only	semi-	150+4/hp
leprechaun ^{MM}	S	--	8	2-5 hp	nil	nil	magic use	never surprised	exceptional	80+1/hp
leucrotta ^{MM}	L	13	4	6+1	1	3-18	voice imitation	back kicks (1-6/1-6)	average	475+8/hp
lich ^{MM}	M	10	0	11	1	1-10	paralyzation, fear, spell use, (psionics)	magic weapons only can hit, immunity to some magic	supra-genius	10500+16/hp
lion ^{MM}	L	15	5/6	5+2	3	1-4/1-4/1-10	rear claws (2-7/2-7)	surprised on a 1 only	semi-	300+6/hp
mountain ^{MM}	L	16	6	3+1	3	1-3/1-3/1-6	rear claws (1-4/1-4)	surprised on a 1 only	semi-	110+4/hp
spotted ^{MM}	L	13	5/6	6+2	3	1-4/1-4/1-12	rear claws (2-8/2-8)	surprised on a 1 only	semi-	300+6/hp
lizard --										
ice ^{FF}	S	16	1	3+3	3	1-6/1-3/1-3	spells, breath weapon (2-16)	polymorph self, magic resistance (80%)	low	255+4/hp
fire ^{MM}	L	10	3	10	3	1-8/1-8/2-16	fire puff	immune to fire	animal	1350+14/hp
giant ^{MM}	L	16	5	3+1	1	1-8	die 20 indicates double damage (2-16)	nil	non-	125+4/hp
minotaur ^{MM}	L	12	5	8	3	2-12/2-12/3-18	surprise on 1-4, bite and hold fast on a 20	nil	non-	875+10/hp
subterranean ^{MM}	L	13	5	6	1	2-12	able to move on walls and ceilings, 20 equals double damage (4-24)	nil	animal	350+6/hp
lizard king ^{FF}	L	12	3	8	1	5-20			average	550+10/hp
lizard man ^{MM}	M	16	5	2+1	3	1-2/1-2/1-8	nil	nil	low	35+3/hp
advanced ^{MM}	M	16	4	2+1	1	by weapon	missile weapons	nil	average	50+3/hp
locathah ^{MM}	M	****	6	2	1	by weapon	nil	nil	very	20+2/hp
luck eater ^{MM2}	S	15	7	4	-	-			low	125+4/hp
lurker above ^{MM}	L	10	6	10	1	1-6	surprise on 1-4, smother prey in 2-5 rounds	nil	non-	1500+14/hp
lycanthrope --										
foxwoman ^{MM2}	M	12	4/6	8+1	1	1-2, 2-12 or by weapon			average to exceptional	1700+12/hp
greater seawolf ^{MM2}	L	12	5	9+2	1 or 2	3-12, 1-2 + by weapon			low to high	900+12/hp
lesser seawolf ^{MM2}	M	16	6(7)	2+2	1(3)	1-2/1-2/1-4			average	50+3/hp
werebear ^{MM}	L	13	2	7+3	3	1-3/1-3/2-8	hug (2-16)	hit only by silver or magic weapons	exceptional	825+10/hp
wereboar ^{MM}	L	15	4	5+2	1	2-12	nil	hit only by silver or magic weapons	average	275+6/hp
wererat ^{MM}	S-M	16	6	3+1	1	1-8 (sword)	surprise on 1-4	hit only by silver or magic weapons	very	150+4/hp

Monster	Size	To Hit A.C. 0	Armor Class	Hit Dice	No. of Attacks	Damage Per Attack	Special Attacks	Special Defences	Intelligence	X.P. Value
wereshark ^{MM2}	L	10	0	10+3	1	5-20		hit only by silver or magic weapons	low to exceptional	1500+14/hp
weretiger ^{MM}	L	13	3	6+2	3	1-4/1-4/1-12	rear claws (2-5/2-5)	hit only by silver or magic weapons	average	525+8/hp
werewolf ^{MM}	M	15	5	4+3	1	2-8	surprise on 1-3	hit only by silver or magic weapons	average	205+5/hp
lynx, giant ^{MM}	M	16	6	2+2	3	1-2/1-2/1-4	rear claws (1-3/1-3), surprise on 1-5	hide (90%), detect traps (75%)	very	120+3/hp
magman ^{MM2}	S	16	6	2	1	3-24			low	97+2/hp
magnesium spirit ^{FF}	M	13	0	6+1	1	3-12	blindness, always gains initiative, merge, energy & strength drain	hit only by silver or magic weapon, Immune some spells magic resistanc (50%)	very	1300+8/hp
mammoth ^{MM}	L	9	5	13	5	3-18/3-18/2-16/2- 12/2-12	nil	nil	semi-	3000+18/hp
mandragora ^{MM2}	S	18/16	5	1+1/ 2+2	2	1-4/1-4			low to average	variable/hp
mantari ^{FF}	S	19	9	1	1	special	damage = 19 minus victim's constitution, four times damage if hit on consecutive rounds	nil	animal	65+2/hp
manticore ^{MM}	L	13	4	6+3	3	1-3/1-3/1-8	tail spikes	nil	low	525+8/hp
mantis, giant ^{MM2}	L	10	3	10	1 or 1	2-12 or 3-12			non-	1,350+14/hp
mantrap ^{MM2}	L	variable	6	4-9	2-5	special			non-	275+6/hp
marid ^{MM2}	L	9	5	13	1	8-32			high to genius	5000+18/hp
mastiff, shadow ^{MM2}	M	15	6	4	1	2-8			semi-	185+4/hp
mastodon ^{MM}	L	9	6	12	5	2-16/2-16/2-12/2- 12/2-12	nil	nil	semi-	2990+16/hp
meazel ^{FF}	M	15	8	4	2	1-4/1-4	strangulation	skills of a 4th level thief	low	85+4/hp
medusa ^{MM}	M	13	5	6	1	1-4	gaze petrifies, hair of asps poisons	nil	very	725+6/hp
meenlock ^{FF}	S	15	7	4	2	1-4/1-4	paralyzation	dimension Door	very	240+4/hp
mephit --										
fire ^{FF}	M	16	5	3+1	2	1-3/1-3	breath weapon, spell use, <i>gate</i> (25%)	immune to fire	average	150+4/hp
lava ^{FF}	M	16	6	3	2	2-9/2-9	breath weapon, spell use, <i>gate</i> (25%)	immune to fire, regeneration (2/r)	average	105+3/hp
smoke ^{FF}	M	16	4	3+1	2	1-2/1-2	breath weapon, spell use, <i>gate</i> (20%)	immune to fire	average	105+3/hp
steam ^{FF}	M	16	7	3+3	2	1-4/1-4	breath weapon, spell use, <i>gate</i> (30%)	immune to fire	average	175+4/hp
merman ^{MM}	M	18	7	1+1	1	by weapon	nil	nil	average to very	20+2/hp
mihstu ^{MM2}	M	12	-2	8+2	4	1-7 each			high	1700+12/hp

Monster	Size	To Hit A.C. 0	Armor Class	Hit Dice	No. of Attacks	Damage Per Attack	Special Attacks	Special Defences	Intelligence	X.P. Value
mimic ^{MM}	L	13/12/10	7	7-10	1	3-12	glue, surprise	camouflage	semi- to average	1000+10/hp 1300+12/hp
mind flayer ^{MM}	M	12	5	8+4	4	2 hp each	mind blast, psionics, tentacle hit slays in 1-4 rounds	nil	genius	1800+12/hp
miner ^{MM2}	L	10	4	10	1	3-12			high	1000+14/hp
minimal --										
ape, gorilla ^{MM2}	S	19	8	1	3	1/1/1-2			low	10+1/hp
ape, carnivorous ^{MM2}	L	19	8	1+2	3	1/1/1-3			low	30+2/hp
baboon ^{MM2}	S	20	9	¼	1	1			low	5+1/hp
badger ^{MM2}	S	20	6	¼+1	1	1-2			semi-	7+1/hp
black bear ^{MM2}	S	20	9	1-1	3	1/1/1-2			semi-	12+1/hp
brown bear ^{MM2}	S	19	8	1+3	3	1-2/1-2/1-2			semi-	28+2/hp
cave bear ^{MM2}	S	18	8	2+2	3	1-2/1-2/1-3			semi-	50+3/hp
boar, wild ^{MM2}	S	20	8	1-1	1	1-4			animal	10+1/hp
boar, warthog ^{MM2}	S	20	9	1-1	2	1-2/1-2			animal	10+1/hp
buffalo ^{MM2}	S	19	9	1+2	2	1-2/1-2			semi-	20+2/hp
bull ^{MM2}	S	19	9	1	2	1-2/1-2			semi-	10+1/hp
camel, wild ^{MM2}	S	20	5	1-1	1	1			animal to semi-	10+1/hp
dog, war ^{MM2}	S	20	8	½ +1	1	1-2			semi-	7+1/hp
dog, wild ^{MM2}	S	20	9	¼	1	1			semi-	5+1/hp
elephant, Asian ^{MM2}	S	18	8	2+4	5	1-4/1-4/1-3/1-2/1-2			semi-	90+3/hp
elephant, loxodont ^{MM2}	S	18	8	2+6	5	2-5/2-5/1-4/1-3/1-3			semi-	125+3/hp
hippopotamus ^{MM2}	S	20	8	½	1	1-4 or 3-6			animal	20+2/hp
horse, wild ^{MM2}	S	20	9	½ +1	1	1			animal	5+1/hp
hyena ^{MM2}	S	20	9	1-1	1	1-2			animal	10+1/hp
jaguar ^{MM2}	S	19	8	1	3	1/1/1-2			semi-	45+2/hp
leopard ^{MM2}	S	19	8	1	3	1/1/1-2			semi-	45+2/hp
lion ^{MM2}	S	19	7	1+3	3	1/1/1-3			semi-	65+2/hp
lion, mountain ^{MM2}	S	20	8	1-1	3	1/1/1-2			semi-	25+2/hp
lynx ^{MM2}	S	20	8	¼	1	1			semi-	5+1/hp
mammoth ^{MM2}	M	16	7	3+4	5	3-6/3-6/2-5/1-3/1-3			semi-	125+4/hp
rhinoceros ^{MM2}	M	18	8	2+1	1	1-2 or 1-4			animal	90+3/hp

Monster	Size	To Hit A.C. 0	Armor Class	Hit Dice	No. of Attacks	Damage Per Attack	Special Attacks	Special Defences	Intelligence	X.P. Value
stag ^{MM2}	S	20	9	1-1	1 or 2	1-2 or 1/1			animal	7+1/hp
tiger ^{MM2}	S	18	8	2+1	3	1-2/1-2/1-3			semi-	50+3/hp
wolf ^{MM2}	S	20	9	½	1	1-2			semi-	5+1/hp
minotaur ^{MM}	L	13	6	6+3	2	2-8 or 1-4/by weapon	nil	surprised on a 1 only	low	400+8/hp
mite ^{FF}	S	20	8	1-1	1	1-3	nil	nil	low	5+1/hp
modron--										
base modrons --										
monodrone ^{MM2}	S	20	7	1+1 or 1-1	1 or nil	1-4 or by weapon			semi-	28+2/hp
duodrone ^{MM2}	S	16	6	2+2	2	2-5/2-5 or by weapon			low	50+3/hp
tridrone ^{MM2}	M	16	5	3+3	3	3-6/3-6/3-6			average	85+4/hp
quadrone ^{MM2}	M	15	4	4+4	4 or 2	4-7 (x4) or 6-9 (x2) or by weapon			very	165+5/hp
pentadrone ^{MM2}	M	15	3	5+5	5	5-8 (x5)			very	165+5/hp
heirarch modrons --										
decatron ^{MM2}	M	10	2	10+10	10	1-4 (x10)			high	2550+14/hp
nonatron ^{MM2}	L	10	0	11+11	9	1-6 (x9)			high	5250+16/hp
octon ^{MM2}	M	9	1	12+12	8	1-8 (x8)			exceptional	5250+16/hp
septon ^{MM2}	M	9	-1	13+13	7	1-10 (x7)			exceptional	8250+18/hp
hexton ^{MM2}	L	8	-2	14+14	6	2-13 (x6)			genius	8250+18/hp
quinton ^{MM2}	L	8	-3	15+15	5	3-17 (x5)			genius	10,950+20/hp
quarton ^{MM2}	L	7	-4	16+16	4	4-26 (x4)			supra-genius	10,950+20/hp
tertian ^{MM2}	L	7	-5	17+17	3	5-40 (x3)			supra-genius	16,200+26/hp
secundus ^{MM2}	L	7	-6	18+18	2	6-72 (x2) + stun			godlike	15,200+25/hp
mold --										
brown ^{MM}	S-L	--	9	--	nil	nil	freezing	immune to most magic	non-	nil
russet ^{MM2}	S-L	--	9	--	nil	nil	poison spores	Immune to Wpns/Fire/Cold	non-	nil
yellow ^{MM}	S-L	--	9	--	1	1-8	poison spores	immune to most magic	non-	nil
mongrelman ^{MM2}	M	19	5	1	1	1-4 or by weapon			low to average	20+1/hp
warrior ^{MM2}	M	19	5	2	1	1-6 or by weapon			low to average	35+2/hp
sergeant ^{MM2}	M	16	5	3	1	1-8 or by weapon			average	65+3/hp
lieutenant/bodyguard ^{MM2}	M	15	5	4	1	1-10 or by weapon			average	110+4/hp

Monster	Size	To Hit A.C. 0	Armor Class	Hit Dice	No. of Attacks	Damage Per Attack	Special Attacks	Special Defences	Intelligence	X.P. Value
leader ^{MM2}	M	15	4	5	1	1-12 + 1 or by weapon + 1			average	225+5/hp
moon dog ^{MM2}	M	12	2/0/-2	8+16	1	3-12			high to exceptional	2000+12/hp
morkoth ^{MM}	M	13	3	7	1	1-10	hypnosis, charm	spell reflection	exceptional	1050+8/hp
muckdweller ^{MM2}	S	20	6	½	1	1-2			average	7+1/hp
mud-man ^{MM2}	S	18	10	2	1	nil			non-	28+2/hp
mummy ^{MM}	M	13	3	6+3	1	1-12	fear, paralyzation, disease	hit only by magic weapons (or fire or holy water) at reduced damage, immunity to some magic	low	1150+8/hp
myconid --										
myconid ^{MM2}	S	19	10	1	1	1-4			average	14+1/hp
warrior ^{MM2}	S	19	10	2	1	2-8			average	28+2/hp
leader ^{MM2}	S	19	10	3	1	3-12			average	50+3/hp
hero ^{MM2}	S	19	10	4	1	4-16			average	150+4/hp
elder ^{MM2}	S	19	10	5	1	5-20			average	205+5/hp
king ^{MM2}	S	19	10	6	1	6-24			average	425+6/hp
purple fungus zombie ^{MM2}	M	20	10	1	2	1-3/1-3			non-	7+1/hp
naga --										
guardian ^{MM}	L	10/9	3	11-12	2	1-6/2-8	poison bite, spit poison, spell use	nil	exceptional	3550+16/hp
spirit ^{MM}	L	12/10	4	9-10	1	1-3	poison bite, spell use, gaze charms	nil	high	2700+14/hp
water ^{MM}	M	13/12	5	7-8	1	1-4	poison bite, spell use	nil	very	1325+10/hp
narwhal --	L		6		1				animal	
4+4 HD ^{MM} & ^{MM2}		15		4+4		2-24				165+5/hp*
5+5 HD ^{MM2}		13		5+5		6-24				275+6/hp*
6+6 HD ^{MM2}		13		6+6		7-28				400+8/hp*
necrophidius ^{FF}	L	16	2	2	1	1-8			average	118+2/hp
needleman ^{FF}	M	16	6	3+4	1-6	1-2			low	85+3/hp
neo-otyugh --	L	12/10/9	0	9-12	3	2-12/2-12/1-3	disease	never surprised	average to very	1500+15/hp
nereid ^{MM2}	M	15	10	4	-	-			very	200+4/hp
night hag ^{MM}	M	12	9	8	1	2-12	sleep magic, spell use	hit only by iron, silver or +3 weapons, Immunity to some magic	exceptional	1750+10/hp

Monster	Size	To Hit A.C. 0	Armor Class	Hit Dice	No. of Attacks	Damage Per Attack	Special Attacks	Special Defences	Intelligence	X.P. Value
nightmare ^{MM}	L	13	-4	6+6	3	2-8/4-10/4-10	nil	smoke cloud (-2 on opponent to-hit and damage)	high	600+8/hp
nilbog ^{FF}	S	20	6	1-1	1	1-6 or by weapon			average	53+1/hp
nixie ^{MM}	S	20	7	½	1	by weapon	charm	magic resistance (25%)	very	32+1/hp
nonafel ^{FF}	L	12	5/6	9	1	2-20 or 1-8			low	1400+12/hp
norker ^{FF}	S	18	3	1+2	2	1-3/1-6			average	20+2/hp
nymph ^{MM}	M	--	9	3	nil	nil	sight causes blindness/ death, spell use	magic resistance (50%)	exceptional	350+3/hp
obliviax ^{MM2}	S	20	10	¼	nil	nil			average	30+1/hp
ochre jelly ^{MM}	M	13	8	6	1	3-12	nil	immune to lightning	non-	150+6/hp
octopus, giant ^{MM}	L	12	7	8	7	1-4 (x6)/2-12	constriction	nil	animal	550+10/hp
ogre ^{MM}	L	15	5	4+1	1	1-10 or by weapon	nil	nil	low	90+5/hp
leader ^{MM}	L	13	4	30-33 hp	1	2-12 or by weapon	nil	nil	low to average	225+8/hp
chieftain ^{MM}	L	13	3	34-37 hp	1	4-14 or by weapon	nil	nil	average	225+8/hp
ogre, aquatic --										
aquatic ogre ^{MM2}	L	15	4	4+4	3 or 1	1-6/1-6/2-8 or by weapon			low to average	130+6/hp
sub-chief ^{MM2}	L	15	3	5+5	3 or 1	1-6/1-6/2-8 or by weapon			low to average	130+6/hp
chief ^{MM2}	L	13	3	6+6	3 or 1	1-6/1-6/2-8 or by weapon			low to average	250+6/hp
shaman ^{MM2}	L	15	4	4+4	3 or 1	1-6/1-6/2-8 or by weapon			low to average	130+6/hp
female ^{MM2}	L	15	5	3+3	3 or 1	1-2/1-2/1-6 or by weapon			low to average	130+6/hp
young ^{MM2}	L	16	6	2+2	3 or 1	1-2/1-2/1-4 or by weapon			low to average	130+6/hp
ogre mage ^{MM}	L	15	4	5+2	1	1-12 or by weapon	magic & spell use	regeneration	average to exceptional	900+6/hp
chieftain ^{MM}	L	12	4	5+2 (+2/die)	1	3-14 or by weapon	magic & spell use	regeneration, save as 9 HD monster	average to exceptional	1300+10/hp
ogrillon ^{FF}	M	16	6	2	2	2-7/2-7			low	28+2/hp
oliphant ^{MM2}	L	12	4	8+4	4	3-12/3-12/3-12/3-12			low	600+12/hp
ophidian ^{MM2}	M	16/15	5	3-4	1+1	1-3 + by weapon			low to very	125+4/hp
opinicus ^{MM2}	M	13	-2	7+7	4	1-3/1-3/1-6/1-6			very to exceptional	2300+12/hp
orc ^{MM}	M	19	6	1	1	1-6 or by weapon	nil (missile weapons)	nil	low to average	10+1/hp
guard/subchief ^{MM}	M	16	4	11 hp	1	2-7 or by weapon			average	20+2/ho

Monster	Size	To Hit A.C. 0	Armor Class	Hit Dice	No. of Attacks	Damage Per Attack	Special Attacks	Special Defences	Intelligence	X.P. Value
bodyguard/chief ^{MM}	M	16	4	13-16 hp	1	2-8 or by weapon			average to high	20+2/hp
osquip ^{FF}	S	16	7	3+1	1	2-12			animal	60+4/hp
otter ^{MM2}	S	20	5	1-1	1	1-2	nil	nil	animal	5+1/hp
otter, giant ^{MM}	L	15	5	5	1	3-18	nil	nil	semi-	90+5/hp
otyugh ^{MM}	M-L	13/12	3	6-8	3	1-8/1-8/2-5	disease	never surprised	low	700+8/hp
owl ^{MM2}	S	19	5	1	3	1-2/1-2/1	surprise on 1-5	nil	animal	30+1/hp
owl, giant ^{MM}	M	15	6	4	3	2-8/2-8/2-5	surprise on 1-5	nil	very	150+4/hp
owlbear ^{MM}	L	15	5	5+2	3	1-6/1-6/2-12	hug (2-16) with paw hit of 18	nil	low	225+8/hp
para-elemental --										
ice ^{MM2}	L	9/7	3	8/12/16	1	3-36			low	2850+15/hp
smoke ^{MM2}	L	9/7	3	8/12/16	all within 10'	2-16 + blinding			low	2850+15/hp
magma ^{MM2}	L	9/7	3	8/12/16	1	4-24			low	2850+15/hp
ooze ^{MM2}	L	9/7	3	8/12/16	1	2-16			low	2850+15/hp
pech ^{MM2}	S	15	3	4	1	by weapon +3			average to exceptional	240+4/hp
pedipalp --										
large pedipalp ^{MM2}	S	18	7	1+1	1	1-8			non-	20+2/hp
huge pedipalp ^{MM2}	S	16	4	2+2	3	1-6/1-6/1-8			non-	50+3/hp
giant pedipalp ^{MM2}	L	15	2	4+4	3	1-8/1-8/2-8			non-	170+5/hp
pegasus ^{MM}	L	15	6	4	3	1-8/1-8/1-3	nil	nil	average	60+4/hp
penangglan ^{FF}	M	15	10/8	4	1	1-6 or by weapon			average	290+5/hp
pernicon ^{FF}	S	20	3	½	1	1-3			semi-	7+1/hp
peryton ^{MM}	M	15	7	4	1	4-16	nil	hit only by magic weapons	average	150+4/hp
phantom ^{MM2}	M	--	--	--	--	--	fear	nil	--	nil
phantom stalker ^{FF}	L	13	3	6	2	1-4/1-4			semi-	375+6/hp
phoenix ^{MM2}	M	4	-3	20	1 or 2	2-12 or 1-8/1-8			genius	8600+30/hp
phycomid ^{MM2}	S	15	5	4	2	3-6/3-6			non-	280+5/hp
piercer --										
1 HD ^{MM}	S	19	3	1	1	1-6	95% to attack by surprise	nil	non-	10+1/hp
2 HD ^{MM}	S	16	3	2	1	2-12	95% to attack by surprise	nil	non-	20+2/hp

Monster	Size	To Hit A.C. 0	Armor Class	Hit Dice	No. of Attacks	Damage Per Attack	Special Attacks	Special Defences	Intelligence	X.P. Value
3 HD ^{MM}	M	16	3	3	1	3-18	95% to attack by surprise	nil	non-	35+3/hp
4 HD ^{MM}	M	15	3	4	1	4-24	95% to attack by surprise	nil	non-	60+4/hp
pike, giant ^{MM}	L	15	5	4	1	4-16	surprise on 1-4	nil	non-	85+4/hp
pixie ^{MM}	S	20	5	½	1	by weapon	special arrows, spell use, magic	magic resistance (25%), invisibility (-4 on opponent's to-hit dice)	exceptional	105+1/hp
planetar ^{MM2}	L	5	-7	18	3	by weapon +7			supra-genius	60,000+35/hp
poltergeist ^{FF}	M	20	10	½	nil	nil			low	34+1/hp
porcupine, giant ^{MM}	L	13	5	6	1	2-8	shoot quills (1-8 for 1-4 hp each)	quills (1-4 per attack upon)	animal	350+6/hp
portuguese man-o-war ^{MM}		19/16/15	9	1-4	1	1-10	paralyzation	transparent (90% invisible)	non-	185+4/hp
protein polymorph --										
small ^{FF}	L	13	2	6	variable	6-36 or by weapon			average	400+6/hp
medium ^{FF}	L	13	2	7	variable	6-36 or by weapon			average	400+6/hp
large ^{FF}	L	12	2	8	variable	6-36 or by weapon			average	400+6/hp
pseudo-dragon ^{MM}	S	16	2	2	1	1-3	poison sting (+4 to hit), see invisible	chameleon power, magic resistance (35%)	average	200+2/hp
pseudo-undead --										
pseudo-ghost ^{MM2}	M	15	4	4	3	1-4/1-4/1-8			low to average	130+5/hp
pseudo-ghoul ^{MM2}	M	16	6	2	3	1-3/1-3/1-6			low to average	35+3/hp
pseudo-lich ^{MM2}	M	10	0	11	1	1-10			low to average	1300+16/hp
pseudo-mummy ^{MM2}	M	13	3	6+3	1	1-12			low to average	225+8/hp
pseudo-spectre ^{MM2}	M	13	2	7+3	1	1-8			low to average	225+8/hp
pseudo-vampire ^{MM2}	M	12	1	8+3	1	5-10			low to average	375+10/hp
pseudo-wight ^{MM2}	M	15	5	4 + 3	1	1-4			low to average	60+4/hp
pseudo-wraith ^{MM2}	M	15	4	5+3	1	1-6			low to average	150+6/hp
pseudo-zombie ^{MM2}	M	16	8	2	2	by weapon			low to average	35+3/hp
pudding, deadly --										
brown pudding ^{MM2}	S-L	10	5	11	1	5-20			non-	1600+16/hp
dun pudding ^{MM2}	S-L	12	7	8+1	1	4-24			non-	1000+12/hp
white pudding ^{MM2}	S-L	12	8	9	1	7-28			non-	1200+12/hp
purple worm ^{MM}	L	8	6	15	1 & 1	2-24/2-8	swallow whole, poison sting	nil	non-	4900+20/hp
pyrolisk ^{MM2}	S	15	6	4+3	1	1-4			low	240+5/hp

Monster	Size	To Hit A.C. 0	Armor Class	Hit Dice	No. of Attacks	Damage Per Attack	Special Attacks	Special Defences	Intelligence	X.P. Value
quaggoth --										
quaggoth warrior ^{FF}	L	18	6	1+2	2 or 1	1-4/1-4 or by weapon			low	28+2/hp
quaggoth leader ^{FF}	L	16	4	3	2 or 1	1-4/1-4 or by weapon			low	50+3/hp
quasi-element lightning ^{MM2}	S	13/12/9	2	6/9/12	1	1-6+6/1-6+9/1-6+12			low	1000+15/hp
quasit ^{MM}	S	16	2	3	3	1-2/1-2/1-4	attack poison causes dexterity loss (1/hit), spell use	regenerate, magic use & partial immunity to spells, magic resistant (25%), save as 7 HD monster, hit only by magic weapons	low	325+3/hp
quickling --										
quickling ^{MM2}	S	18	-3	1+4	3	as weapon (dagger)			high to genius	200+3/hp
quickling warrior ^{MM2}	S	16	-3	3	3	as weapon (dagger)			high to genius	350+3/hp
quickling leader ^{MM2}	S	15	-3	4+4	3	as weapon (dagger)			high to genius	900+5/hp
quickwood ^{MM2}	L	variable	5	5-10	variable	special			very	350+10/hp
quipper ^{FF}	S	20	8	½	1	1-2			non-	5+1/hp
qullan ^{FF}	L	16	10	2	1	5-11			low	73+2/hp
rakshasa ^{MM}	M	13	-4	7	3	1-3/1-3/2-5	illusion, spell use	hit only by magic weapons, not affected by spells under 8th level	very	925+8/hp
ram ^{MM2}	M	16	6	2	1	1-2	charge (2-4)	nil	animal	28+2/hp
ram, giant ^{MM}	L	15	6	4	1	2-12	charge (4-24)	nil	animal	85+4/hp
rat ^{MM2}	S	20	7	¼	1	1			animal	2+1/hp
giant ^{MM}	S	20	7	½	1	1-3	disease	nil	semi-	7+1/hp
vapor ^{MM2}	S	16	6	2	1	1-2			low	62+2/hp
raven --										
normal raven ^{MM2}	S	20	7	¼	1	1	eye attack (1 in10)	never surprised	animal	1+1/hp
huge raven ^{MM2}	M	20	6	1-1	1	1-2	eye attack (1 in10)	never surprised	semi-	30+1/hp
giant raven ^{MM2}	M-L	16	4	3+2	1	3-6	eye attack (1 in10)	never surprised	low	60+4/hp
ray --										
manta ^{MM}	L	12/10	6	8-11	1 & 1	3-12/2-20	swallow whole, paralyzation	nil	non-	1200+10/hp
pungi ray ^{MM}	L	15	7	4	1-12	1-4 each	poison, concealment	nil	non-	410+4/hp
sting ray ^{MM}	L	19	7	1	1	1-3	poison	nil	non-	90+1/hp
remorhaz ^{MM}	L	**	0/2/4	7-14	1	6-36	swallow whole	glowing back heat melts non-magic weapons	animal	1700+16/hp

Monster	Size	To Hit A.C. 0	Armor Class	Hit Dice	No. of Attacks	Damage Per Attack	Special Attacks	Special Defences	Intelligence	X.P. Value
retch plant ^{MM2}	L	-	8	5-8	nil	nil			non-	160+6/hp
retriever ^{FF}	L	10	-2	10	4	3-18/3-18/3-18/3-18			low	4950+14/hp
revenant ^{FF}	M	12	10	8	1	2-16			very to exceptional	1275+10/hp
rhinoceros ^{MM}	L	12	6	8-9	1	2-8 or 2-12	charge (4-16 or 4-24)	nil	animal	900+12/hp
wooly ^{MM}	L	10	5	10	1	2-12	charge (4-24)	nil	animal	1350+14/hp
roc ^{MM}	L	7	4	18	2 or 1	3-18/3-18 or 4-24	nil	nil	animal	5000+25/hp
rock reptile ^{MM2}	M-L	15	3	5+1/ft of length	1	1-4 + 1/ft of length			animal	400+7/hp
roper ^{MM}	L	10/9	0	10-12	1	5-20	6 poisonous strands cause weakness	magic resistance (80%), disguise ability	exceptional	2750+14/hp
rot grub ^{MM}	S	--	9	1 hp	nil	nil	burrow into flesh	nil	non-	nil
rothe ^{FF}	M	16	7	2	3	1-3/1-3/1-8			animal	20+2/hp
rust monster ^{MM}	M	15	2	5	nil	nil	destroy metal	hit on monster destroys metal	animal	185+4/hp
sahuagin ^{MM}	M	16	5	2+2	1, 3 or 5	by weapon or 1-2/ 1- 2/1-4/1-4/1-4	possible spell use, weapons	sight and hearing keenness	high	35+3/hp
baron/noble ^{MM}	L	13	3	6+6					exceptional	350+8/hp
chieftain ^{MM}	L	15	4	4+4					very	130+5/hp
cleric ^{MM}	M-L	16	5	2-6					very	**
guard/lieutenant ^{MM}	L	16	5	3+3					very	85+4/hp
king ^{MM}	L	10	1	10+10		triple damage			genius	1350+14/hp
prince ^{MM}	L	12	3	8+8		double damage			genius	600+12/hp
mutant ^{MM}	L	16	4	2+4	2 or 5 or 7	by weapons or 1-2 (x2)/1-4/1-4/1-4			high	50+3/hp
salamander ^{MM}	M	13	5/3	7+7	2	by weapon/2-12, constrict/2-12	heat (1-6)	hit only by magic weapons, heat and limited spell immunity	high	825+10/hp
sandling ^{MM2}	L	15	3	4	1	2-18	Immune to sleep/Hold/Charm		non-	85+4/hp
sandman ^{FF}	M	15	3	4	nil	nil			average	215+5/hp
satyr ^{MM}	M	15	5	5	1	2-8	magical weapons, (magic pipes)	surprised on a 1 only, 90% undetectable, magic resistance (50%)	very	280+5/hp 580+5/hp
scarecrow ^{FF}	M	15	6	5	1	1-6			non-	165+5/hp
scorpion --										
giant ^{MM}	M	15	3	5+5	3	1-10/1-10/1-4	poison sting	nil	non-	650+6/hp
huge ^{MM2}	M	15	4	4+4	3	1-8/1-8/1-3	poison sting	nil	non-	165+5/hp

Monster	Size	To Hit A.C. 0	Armor Class	Hit Dice	No. of Attacks	Damage Per Attack	Special Attacks	Special Defences	Intelligence	X.P. Value
large ^{MM2}	S	16	5	2+2	3	1-4/1-4/1	poison sting	nil	non-	90+3/hp
screaming devilkin ^{FF}	S	16	2	3	1	1-6			low	90+3/hp
scum creeper ^{MM2}	S	19	8	1	1	nil			non-	14+1/hp
sea hag ^{MM}	M	16	7	3	1	dagger	weakness, death gaze	magic resistance (50%)	average	600+3/hp
sea horse ^{MM}	L	16/15	7	2-4	1	1-4 or 2-5 or 2-8	nil	nil	semi-	20+4/hp
sea lion ^{MM}	L	13	5/3	6	3	1-6/1-6/2-12	nil	nil	semi-	150+6/hp
selkie --										
selkie ^{MM2}	M	16	6	3+3	1	1-6 or by weapon			average to exceptional	75+4/hp
selkie leader ^{MM2}	M	16	6	3+3	1	1-6 or by weapon			average to exceptional	75+4/hp
shade ^{MM2}	as original	as original	as original	as original	as original	by weapon			low to genius	variable
shadow ^{MM}	M	16	7	3+3	1	2-5	drain strength	hit only by magic weapons, 90% undetectable	low	225+4/hp
shadow demon ^{FF}	M	13	9/5/1	7+3	3	1-8/1-6/1-6			very	825+10/hp
shambling mound ^{MM}	L	12/10	0	8-11	2	2-16/2-16	suffocation	partial magic and spell immunity	low	1800+10/hp
shark ^{MM}										
shark	M	**	6	3-8	1	2-5 or 2-8 or 3-12	nil	nil	non-	**
giant shark ^{MM}	L	**	5	10-15	1	4-16 or 5-20 o 6-24	swallow whole	nil	non-	**
shedu ^{MM}	L	12	4	9+9	2	1-6/1-6	psionics	ethereal, magic resistance (25%)	exceptional	1950+14/hp
greater ^{MM2}	L	9	2	14+14	2	3-18/3-18	psionics	ethereal, magic resistance (50%), protection from evil (10')	genius	5250+20/hp
sheet ghoul ^{FF}	M	15	2	4+2	3	1-3/1-3/1-6			average	170+5/hp
sheet phantom ^{FF}	M-L	16	3	3	1	1-4			average	105+4/hp
shocker ^{FF}	M	18	0/10	1+2	11	10 each			semi-	65+2/hp
shrieker ^{MM}	S-L	--	7	1-3	nil	nil	nil	noise	non-	5+1/hp
sirine ^{MM2}	M	12	3	4-7	1	by weapon			high to genius	350+10/hp
skeleton ^{MM}	M	19	7	1	1	1-6	nil	sharp weapons score half damage only	non-	14+1/hp
animal skeleton ^{MM2}	S-M	20	8	1-1	1	1-4	nil	sharp weapons score half damage only	non-	10+1/hp
skeleton warrior ^{FF}	M	12	2	9+2 to 9+12	1	by weapon			exceptional	2550+14/hp (10th-12th lvl), 3700+16/hp

Monster	Size	To Hit A.C. 0	Armor Class	Hit Dice	No. of Attacks	Damage Per Attack	Special Attacks	Special Defences	Intelligence	X.P. Value (13th-15th lvl)
skulk ^{FF}	M	20	7	2	1	by weapon			average	36+2/hp
skunk ^{MM2}	S	20	8	¼	1	1	squirt musk	squirt musk	animal	4+1/hp
giant ^{MM}	M	15	7	5	1	1-6	squirt musk	squirt musk	animal	165+5/hp
slaad --										
blue ^{FF}	L	12	5	8+4	5	2-16/2-12/2-12/2-12/2-12			low	2000+12/hp
death ^{FF}	M	8	-4	15+7	3 or 2	3-18/3-18 or 2 swords (1-8+7)			genius	2000+12/hp
green ^{FF}	L	12	3	9+3	3	2-16/3-8/3-8			average	4350+14/hp
grey ^{FF}	M	10	1	10+6	3 or 2	2-16/4-10/4-10 or 2 swords (1-8+6)			high	6200+16/hp
red ^{FF}	L	13	6	7	3	1-4/1-4/2-16			low	875+8/hp
slime creature --										
lesser ^{MM2}	S	16	9	3+2	1	1-4			animal	110+4/hp
common ^{MM2}	M	15	9	5+2	1	2-8			animal	300+6/hp
greater ^{MM2}	L	12	9	8+2	1	4-16			animal	1200+12/hp
slime, olive ^{MM2}	S	-	9	2+2	-	-			non-	330+3/hp
slithering tracker ^{MM}	S	15	5	5	nil	nil	paralyzation	95% undetectable	average	280+5/hp
slug, giant ^{MM}	L	9	8	12	1	1-12	spit acid	not harmed by blunt weapons	non-	2000+16/hp
snake --										
amphisbaena ^{MM}	M	13	3	6	2	1-3/1-3	poison	not harmed by cold	animal	475+6/hp
giant constrictor ^{MM}	L	13	5	6+1	2	1-4/2-8	continuing constriction	nil	animal	225+8/hp
constrictor ^{MM2}	M	16	6	3+2	2	1/1-3	constriction	nil	animal	85+4/hp
giant poisonous ^{MM}	L	15	5	4+2	1	1-3	poison (3-18 even if save)	nil	animal	390+5/hp
poisonous ^{MM2}	S	16	6	2+1	1	1	poison	nil	animal	255+3/hp
giant sea ^{MM}	L	12/10	5	8-10	2	1-6/3-18	poison & constriction	nil	animal	1000+12/hp
giant spitting ^{MM}	M	15	5	4+2	1	1-3	poison & poison spit	nil	animal	390+5/hp
snyad ^{FF}	S	20	-4	1-1	nil	nil			low	7+1/hp
solar ^{MM2}	L	3	9	177 hp	4	by weapon +12			supra-genius	95,000+35/hp
solifugid --										
large solifugid ^{MM2}	M	16	6	3+3	2 or 1	2-8			non-	85+4/hp

Monster	Size	To Hit A.C. 0	Armor Class	Hit Dice	No. of Attacks	Damage Per Attack	Special Attacks	Special Defences	Intelligence	X.P. Value
huge solifugid ^{MM2}	M	15	5	5+5	2 or 1	3-12			non-	225+6/hp
giant solifugid ^{MM2}	L	13	4	6+6	2 or 1	4-16			non-	350+8/hp
son of kyuss ^{FF}	M	15	4	4	1	1-8			low	215+4/hp
spectator ^{MM2}	L	15	4/7	4+4	1	1			very to high	350+9/hp
spectre ^{MM}	M	13	2	7+3	1	1-8	energy drain (2 levels)	hit only by magic weapons, partial magic and spell resistance	high	1650+10/hp
sphinx --										
andro- ^{MM}	L	9	-2	12	2	2-12/2-12	spell use, roar	nil	exceptional	2850+16/hp
crio- ^{MM}	L	10	0	10	3	2-8/2-8/3-18	nil	nil	average	1350+14/hp
gyno- ^{MM}	L	12	-1	8	2	2-8/2-8	spell use	nil	genius	1550+10/hp
heiraco- ^{MM}	L	12	1	9	3	2-8/2-8/1-10	nil	nil	low	600+12/hp
spider --										
giant ^{MM}	L	15	4	4+4	1	2-8	webs, poison	nil	low	315+5/hp
huge ^{MM}	M	16	6	2+2	1	1-6	surprise on 1-5, poison	nil	animal	145+3/hp
large ^{MM}	L	18	8	1+1	1	1	poison	nil	low	65+2/hp
marine ^{MM2}	L	13	4	7+7	1	3-12	Poison (Save +2, Webs		semi-	650+12/hp
phase ^{MM}	L	15	7	5+5	1	1-6	webs, poison	phasing out	low	700+6/hp
water ^{MM}	M	16	5	3+3	1	1-4	poison	nil	semi-	190+4/hp
spriggan ^{MM2}	S	15	3	4	2	by weapon			average to exceptional	1000+10/hp
giant-sized ^{MM2}	L	12	5	8+4	2	2-8/2-8				
sprite ^{MM}	S	19	6	1	1	by weapon	sleep arrows	invisibility, 75% undetactable otherwise	very	80+1/hp
squealer ^{MM2}	L	9	6	12	3	7-12/1-3/1-3			semi-	3000+16/hp
squid, giant ^{MM}	L	9	7/3	12	9	1-6 (x8)/5-20	constriction (2-12)	tentacle hits, ink	non-	2000+16/hp
squirrel --										
squirrel ^{MM2}	S	20	8	¼	1	1			animal	nil
carnivorous flying ^{MM2}	S	20	7	1-1	1	1-2			animal	10+1/hp
giant black ^{MM2}	S	18	6	1+1	1	1-3			semi-	20+2/hp
stag ^{MM}	L	16	7	3	1 or 2	2-8 or 1-3/1-3	nil	nil	animal	35+3/hp
giant ^{MM}	L	15	7	5	1 or 2	4-16 or 1-4/1-4	nil	nil	animal	90+5/hp
stegocentipede ^{MM2}	L	12	3/6	9	1+1	2-8 + 3-12			non-	1700+12/hp

Monster	Size	To Hit A.C. 0	Armor Class	Hit Dice	No. of Attacks	Damage Per Attack	Special Attacks	Special Defences	Intelligence	X.P. Value
stench kow ^{MM2}	L	16	2	3+3	1	2-8			animal	150+4/hp
stirge ^{MM}	S	16	8	1+1	1	1-3	attack as 4 hit dice monster, drain blood (1-4)	nil	animal	36+2/hp
stone guardian ^{MM2}	M-L	15	2	4+4	2	2-9/2-9			non-	550+8/hp
storoper ^{MM2}	M	13	0	6	1	1-10			high	500+6/hp
strangleweed ^{MM}	S	16/15	6	2-4	1	special	constriction	nil	animal	35+3/hp
stunjelly ^{FF}	L	15	8	4	1	2-8			animal	125+4/hp
su-monster ^{MM}	M	13	6	5+5	5	1-4(x4)/2-8	psionics	nil	average	225+6/hp
sundew, giant ^{MM2}	M	12	7	8	special	1-3			semi-	1075+10/hp
sussurus ^{FF}	L	12	4	8	2	1-8/1-8			low	550+10/hp
svirfneblin ^{FF}	S	16	2	3+6	1 or 2	by weapon			exceptional	325+5/hp
4th level ^{FF}	S	15	1	4+7	1 or 2	by weapon			exceptional	575+6/hp
5th level ^{FF}	S	15	0	5+8	1 or 2	by weapon			exceptional	1025+8/hp
6th level ^{FF}	S	13	0	6+9	1 or 2	by weapon			exceptional	1800+10/hp
swan ^{MM2}	M	18	7	1+2	3	1/1/1-2			animal	1+1/hp
swanmay ^{MM2}	M	variable	7	2+	as swan or human	as swan or by weapon			high to genius	Variable
swordfish --										
1+1 HD ^{MM} & ^{MM2}	M	18	6	1+1	1	2-12			animal	10+1/hp*
2+2 HD ^{MM2}	L	16	6	2+2	1	3-12			animal	20+2/hp*
3+3 HD ^{MM2}	L	16	6	3+3	1	4-16			animal	35+3/hp*
sylph ^{MM}	M	--	9	3	nil	nil	spell use, magic	invisibility, magic resistance (50%)	exceptional	325+3/hp
symbiotic jelly ^{FF}	S	16	8	2	-	-			very	65+2/hp
tabaxi ^{FF}	M	16	6	2	3 or by weapon	1-3/1-3/1-3 or by weapon			average	20+2/hp
taer ^{MM2}	M	16	4	3+6	3 or 1	1-6/1-4/1-4 or by weapon			low	150+4/hp
tasloi ^{MM2}	S	19	5	1	1	by weapon			low to average	10+1/hp
tentamort ^{FF}	S	16	3/3/1	2/2/4	2	1-6/1-6			non-	475+6/hp
terithran ^{FF}	S	15	3(6)	5+1	2	2-5/2-5			low to average	575+6/hp
termite, giant harvester --										
worker ^{MM2}	S	18	2/10	1+2	1	1-2			animal	20+2/hp
soldier ^{MM2}	M	16	2/8	2+2	1	1-4			animal	50+3/hp

Monster	Size	To Hit A.C. 0	Armor Class	Hit Dice	No. of Attacks	Damage Per Attack	Special Attacks	Special Defences	Intelligence	X.P. Value
king ^{MM2}	L	13	5	6+6	2	3-18/3-18			animal	500+10/hp
queen ^{MM2}	L	12	4	8+8	2	5-30/5-30			animal	900+13/hp
thessalhydra ^{MM2}	L	9	0	12	up to 10	1-6 (x8)/1-12/1-20			low	5800+16/hp
thri-kreen ^{MM2}	M	13	5	6+3	5 or 3	1-4 (x4)/2-5/2-5 or by weapon +2			high	800+8/hp
thoqqua ^{FF}	S	16	2	3	1 + 1	4-32/2-12			low	65+3/hp
thork ^{FF}	L	16	3	3	1	1-6			animal	90+3/hp
thought eater ^{MM}	S	--	9	3	nil	nil	devour mental energy	ethereal	non-	255+3/hp
throat leech ^{FF}	S	20	10	1 hp	1	1-3			non-	6
thunder beast ^{MM2}	L	variable	4	4-9, +1/HD	1	2-12			animal	650+10/hp
thunderherder ^{MM2}	L	13	3	7	1	-			semi-	350+8/hp
tick, giant ^{MM}	S	16/15	3	2-4	1	1-4	blood drain (1-6), disease	nil	non-	105+2/hp
tiger ^{MM}	L	13	6	5+5	3	2-5/2-5/1-10	rear claws (2-8/2-8)	surprised on a 1 only	semi-	225+6/hp
sabre-tooth tiger ^{MM}	L	11	6	7+2	3	2-5/2-5/2-12	rear claws (2-8/2-8)	surprised on a 1 only	semi-	550+10/hp
tiger fly --										
male ^{FF}	M	13	4	6	2 & 1	1-8/1-8 + 4-24	poison	nil	non-	275+6/hp
female ^{FF}	M	15	4	4	1	4-16	paralyzation	nil	non-	125+4/hp
larva ^{FF}	S	20	9	1-1	1	2-8	nil	nil	non-	10+1/hp
time elemental --										
common ^{MM2}	S	9	2	12	1	3-12			very to exceptional	3000+20/hp
noble ^{MM2}	S	7	2	16	1	4-16			genius to supra- genius	3000+20/hp
royal ^{MM2}	S	1	2	24/28	1	6-24/7-28			supra-genius	3000+20/hp
tirapheg ^{FF}	M	16	10	2	3	1-4/1-4/1-4	strangle	illusions	average	73+2/hp
titan --	L	7			1		spell use, psionics	invisibility, etherealness	genius to supra- genius	
17 HD ^{MM}			2	17		7-42				7000+25/hp
18 HD ^{MM}			1	18		7-42				7000+25/hp
19 HD ^{MM}			0	19		7-42				9000+30/hp
20 HD ^{MM}			-1	20		7-42				9000+30/hp
21 HD ^{MM}			-2	21		8-48				11000+35/hp
22 HD ^{MM}			-3	22		8-48				11000+35/hp

Monster	Size	To Hit A.C. 0	Armor Class	Hit Dice	No. of Attacks	Damage Per Attack	Special Attacks	Special Defences	Intelligence	X.P. Value
titanotheres ^{MM}	L	9	6	12	1	2-16	charge (4-32), trample (2-12/2-12)	nil	animal	2000+16/hp
toad, giant ^{MM}	M	16	6	2+4	1	2-8	hop	nil	animal	50+3/hp
toad, ice ^{MM}	L	15	4	5	1	3-12	cold radiation	nil	average	205+5/hp
toad, poisonous ^{MM}	M	16	7	2	1	2-5	poison	nil	animal	155+2/hp
trapper ^{MM}	L	9	3	12	1	4 + AC	95% undetectable, smotherers in 6 rounds, trapped cannot use weapons	partial immunity to cold and fire	high	2850+16/hp
transposer ^{MM2}	M	13	7	6	2	1-6/1-6	Transpose dmg, Change Self		low	525+7/hp
treant --							control 1 or 2 trees	never surprised	very	
"shrubling"	L	13/12	0	7-8	2	2-16/2-16				1200+10/hp
mature ^{MM}	L	12/10	0	9-10	2	3-18/3-18				1950+14/hp
"moss trunk" ^{MM}	L	10/9	0	11-12	2	4-24/4-24				2850+16/hp
tri-flower frond ^{MM2}	M	16	9	2+8	2-8	2-8 each			non-	120+3/hp
triloch ^{FF}	--	--	--	--	--	--	--	normally undetectable	animal	nil
triton ^{MM}	M	16	5	3	1	by weapon	spell use, magic, psionics	magic resistance (90%)	high & up	105+3/hp
leaders ^{MM}	M	**	4 or better	4-9	1	by weapon	spell use, magic, psionics	magic resistance (90%)	high & up	**
troglodyte ^{MM}	M	16	5	2	3 or 1	1-3/1-3/2-5 or by weapon	revulsion odor, missiles, surprise on 1-4	chameleon power	low	36+2/hp
chief leader ^{MM}		13	5 or 4	6						300+6/hp
major leader ^{MM}		13	5	4						110+4/hp
minor leader/guard ^{MM}		16	5	3						65+3/hp
female ^{MM}		18	5	1+1						28+2/hp
troll ^{MM}	L	13	4	6+6	3	5-8/5-8/2-12	nil	surprised on a 1 only, regeneration (+3/r)	low	525+8/hp
giant ^{FF}	L	12	4	8	1	2-16		regeneration (+2/r)	low	725+10/hp
giant 2-headed ^{FF}	L	10	4	10	4	1-6/1-6/1-10/1-10		surprised on a 1 only, regeneration (+1/r)	average	1800+14/hp
ice ^{FF}	L	16	8	2	2	1-8/1-8		immune to cold, hit only by magic weapons, regeneration (+2/r)	semi-	44+2/hp
marine freshwater ^{MM2}	M	15	3	5+5	3	2-5/2-5/3-12		regeneration (3/r)	semi- to low	400+8/hp
marine saltwater ^{MM2}	L	13	2	6+12	3	1-4/1-4/9-16		regeneration (3/r)	low to average	900+12/hp
spirit troll ^{FF}	L	15	2	5+5	3	1-6/1-3/1-3	strength drain	invulnerable to cold, invisibility, regeneration (3/r), surprised on 1 in 6 only, magic resistance (30%)	very	575+6/hp

Monster	Size	To Hit A.C. 0	Armor Class	Hit Dice	No. of Attacks	Damage Per Attack	Special Attacks	Special Defences	Intelligence	X.P. Value
turtle, giant --										
sea ^{MM}	L	8	2/5	15	1	4-16	nil	nil	non-	900+10/hp
snapping ^{MM}	L	10	0/5	10	1	6-24	surprises on 1-4, shoot neck	nil	non-	1950+14/hp
tween ^{FF}	M	19	10	1	1	by weapon			very	14+1/hp
twilight bloom ^{MM2}	L	16	8	3+8	nil	nil			non-	125+4/hp
umber hulk ^{MM}	L	15	2	8+8	3	3-12/3-12/2-10	gaze confuses	nil	average	1300+12/hp
umpleby ^{FF}	L	13	4	6	1	1-4			low	350+6/hp
unicorn ^{MM}	L	15	2	4+4	3	1-6/1-6/1-12	charge (2-24), surprise on 1-5	immune to poison, senses enemies at 24", teleport, saves as 11th level magic-user	average	400+5/hp
urchin --										
black urchin ^{FF}	S	18	4	1+1	1	1-6			semi-	28+2/hp
green urchin ^{FF}	S	16	3	2+1	2	2-7/2-7			semi-	50+3/hp
land urchin ^{MM2}	S	16	3	3+3	2-12	1-2			animal	150+4/hp
red urchin ^{FF}	S	16	2	3+1	3	2-5/2-5/2-5			semi-	85+4/hp
silver urchin ^{FF}	S	15	0	5+3	5	2-5/2-5/2-5/2-5/2-5			semi-	400+6/hp
yellow urchin ^{FF}	S	15	1	4+2	4	1-6/1-6/1-6/1-6			semi-	205+5/hp
ustilagor ^{MM2}	S	16	5	3+3	1	2-5 + Poison			non-	135+4/hp
vagabond ^{MM2}	as form	as form	as form	as form	as form	as form	as form	as form	genius to supra-genius	variable
vampire ^{MM}	M	12	1	8+3	1	5-10	energy drain (2 levels), charm	hit only by magic weapons, regenerates, gaseous form, limited immunity to magical attacks/poison/paralyzation	exceptional	3800+12/hp
vargouille ^{MM2}	S	18	8	1+1	1	1-4			low	118+2/hp
vegepygmy ^{MM2}	S	19	4	1	1	1-6 or by weapon			low	53+1/hp
verme ^{MM2}	L	6	3/5	18+18	1	7-28			animal	8550+25/hp
vilstrak ^{MM2}	M	20	2	1-1	2	2-5/2-5			low	7+1/hp
vision ^{FF}	M	12	0(10)	8	nil	nil	ageing	hit only by silver or magic weapons, magic resistance (75%)	high	825+10/hp
vodyanoi ^{FF}	L	12	2	8	3	3-12/3-12/1-10			average	650+10/hp
volt ^{FF}	S	16	3	2+1	1+1	1-4/2-12			animal	50+3/hp
vortex ^{FF}	Variabile	16	0	2+2	1	special			non-	50+3/hp

Monster	Size	To Hit A.C. 0	Armor Class	Hit Dice	No. of Attacks	Damage Per Attack	Special Attacks	Special Defences	Intelligence	X.P. Value
vulchling ^{MM2}	M	19	7	1	1 or 2	2-5 or 1-4/1-4			low	10+1/hp
vulture ^{MM2}	M	18	6	1+1	1	1-2			animal	3+5/hp
giant ^{MM2}	L	16	7	2+1	1	1-4			animal	20+2/hp
wasp, giant ^{MM}	M	15	4	4	2	2-8/1-4	poison	nil	non-	320+4/hp
water weird ^{MM}	L	16	6	3+3	nil	nil	drag into water, take over water elementals	general immunity to weapons and magic	very	370+4/hp
weasel ^{MM2}	S	20	6	¼	1	1			animal	2+1/hp
giant ^{MM}	M	16	6	3+3	1	2-12	drain blood (2-12/r)	nil	animal	125+4/hp
webbird ^{MM2}	S	20	8	½	1	1	Webs, Egg Insertion		semi-	7+1/hp
wemic --										
normal ^{MM2}	L	15	6	5+8	3	1-4/1-4 + by weapon		never surprised	average	200+7/hp
chief ^{MM2}	L	13	5	6+4	3	1-6/1-6 + by weapon +1		never surprised	average	200+7/hp
king ^{MM2}	L	12	3	9	3	1-8/1-8 + by weapon +2		never surprised	average	200+7/hp
witch doctor ^{MM2}	L	15	3	5+8	3	1-4/1-4 + by weapon	spell use	never surprised	average	200+7/hp
whale ^{MM}	L		4				smash with tail for d8 damage equal to half hit dice of whale, sperm whales swallow whole	nil	low	**
black		7		18-23	1	3-24 or 4-32				
humpback		7		26-33	1	4-32 or 4-40				
killer		9/8		12-15	1	6-24 to 10-40				
right		7		20-26	1	10-40 to 15-60				
sperm		7		29-36	1	5-20				
white (beluga)		9		12-13	1					
whipweed ^{FF}	Variab le	16	6/4	2+4	2	1-10/1-10			semi-	120+4/hp
wight ^{MM}	M	15	5	4 + 3	1	1-4	energy drain	hit only by silver or magic weapons, limited immunity to magical attacks/poison/ paralyzation/ <i>sleep/charm</i>	average	540+5/hp
willow, black ^{MM2}	L	9/8/7	2	12-19	7-12	1-4 each			low to very	2400+20/hp
will-o-wisp ^{MM}	S	12	-8	9	1	2-16	nil	invisibility, general immunity to spells	exceptional	1200+12/hp
wind walker ^{MM}	L	13	7	6+3	1	3-18	nil	telepathic, ethereal, limited immunity to spells, magic	very	575+8/hp

Monster	Size	To Hit A.C. 0	Armor Class	Hit Dice	No. of Attacks	Damage Per Attack	Special Attacks	Special Defences	Intelligence	X.P. Value
witherstench ^{FF}	S	16	7	2+2	2	1-6/1-6			semi-	65+3/hp
witherweed --										
small patch ^{FF}	S	16	8	3	1-12 fronds	nil			non-	90+3/hp
medium patch ^{FF}	M	16	8	4	13-24 fronds	nil			non-	125+4/hp
large patch ^{FF}	L	16	8	5	25-50 fronds	nil			non-	165+5/hp
huge patch ^{FF}	L	16	8	6	50-100 fronds	nil			non-	275+6/hp
wolf ^{MM}	S	16	7	2+2	1	2-5	(howling)	nil	semi-	35+3/hp
dire ^{MM}	M	16	6	3+3	1	2-8	(howling)	nil	semi-	60+4/hp
winter ^{MM}	L	13	5	6	1	2-8	frost breath	not harmed by cold	average	245+5/hp
worg ^{MM}	L	15	6	4+4	1	2-8	(howling)	nil	low	90+5/hp
wolf-in-sheep's-clothing ^{MM2}	S	12	3/5/7	9	1-3	1-4			low	900+14/hp
wolfwere ^{MM2}	M	15	3	5+1	1 or 2	2-12 + by weapon			high to exceptional	550+6/hp
wolverine ^{MM}	S	16	5	3	3	1-4/1-4/2-5	musk, exceptional intelligence in combat	nil	semi-	125+3/hp
giant ^{MM}	M	15	4	4+4	3	2-5/2-5/2-8	musk, exceptional intelligence in combat	nil	semi-	205+5/hp
worm --										
tenebrous worm ^{MM2}	M	10	1	10	1	2-20			animal	2400+20/hp
tunnel worm ^{MM2}	L	12	4	9+3	1	2-16			non-	1350+14/hp
wraith ^{MM}	M	15	4	5+3	1	1-6	energy drain	hit only by silver or magic weapons, limited immunity to spells/magic/poison/paralysis	very	575+6/hp
wyvern ^{MM}	L	13	3	7+7	2	2-16/2-16	poison	nil	low	925+10/hp
xag-ya & xeg-yi ^{MM2}	M	variable	0	5-8	1	7-12			high	1100+10/hp
xaren ^{MM2}	M	15	1	5+5	4	1-3/1-3/1-3			average	325+6/hp
xill ^{FF}	M	15	0	5	4	1-4/1-4/1-4/1-4 or by weapon			very	325+5/hp
xorn ^{MM}	M	12	-2	7+7	4	1-3 (x3)/6-24	surprise on 1-5	moledular adjustment, immunity to most spells and magic	average	1275+10/hp
xvart --										
xvart ^{FF}	S	20	7	1-1	1	2-5 or by weapon			average	5+1/hp
xvart shaman ^{FF}	S	20	7	1-1	1	2-5 or by weapon	spell use		average	15+1/hp

Monster	Size	To Hit A.C. 0	Armor Class	Hit Dice	No. of Attacks	Damage Per Attack	Special Attacks	Special Defences	Intelligence	X.P. Value
xvart leader ^{FF}	S	18	7	2	1	2-5 or by weapon			average	20+2/hp
yellow musk creeper ^{FF}	L	16	7	3	2-12	-			non-	65+3/hp
yeth hound ^{MM2}	L	16	0	3+3	1	2-8			low	235+4/hp
yeti ^{MM}	L	15	6	4+4	2	1-6/1-6	squeeze (2-16), paralyzation	near invisibility, immunity to cold	average	435+5/hp
yochlol ^{MM2}	M	13	-10/10	6(d10)	2				high	1275+10/hp
yuan-ti --										
pureblood ^{MM2}	M	15	4/0	6	2	by weapon			genius	350+8/hp
halfbreed ^{MM2}	M	13/12	4/0	7-8	2	1-10, 1-6 or 1-4 or by weapon			genius	525+10/or 900+12/hp
abomination ^{MM2}	M	12	4/0	9	2	1-10 + by weapon			genius	900+12/hp
zombie ^{MM}	M	16	8	2	1	1-8	nil	some spell immunity	non-	20+2/hp
ju-ju ^{MM2}	by host	15	6	3+12	1	3-12			low	110+4/hp
monster ^{MM2}	by host	15	6	6	1	4-16			non-	150+6/hp
yellow musk ^{FF}	M	16	variable	2	1	by weapon			non-	28+2/hp
zorbo ^{MM2}	S	15	10	4+2	2	1-2/1-2			semi-	280+5/hp
zygom ^{MM2}	by host	16	8	3 (or as host)	by host	by host			non-	85+4/hp