

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
dragon --										
black --	L		3		3	1-4/1-4/3-18			average	
small --		13		6						
very young ^{MM}				(6 hp)			breath weapon (6)	nil		311 (275 + 6/hp)
magic-using ^{MM}				(6 hp)			breath weapon (6)	magic use		386 (350 + 6/hp)
young ^{MM}				(12 hp)			breath weapon (12)	nil		347
magic-using ^{MM}				(12 hp)			breath weapon (12)	magic use		422
sub-adult ^{MM}				(18 hp)			breath weapon (18)	nil		383
mgaic-using ^{MM}				(18 hp)			breath weapon (18)	magic use		458
young adult ^{MM}				(24 hp)			breath weapon (24)	nil		419
magic-using ^{MM}				(24 hp)			breath weapon (24)	magic use		494
adult ^{MM}				(30 hp)			breath weapon (30)	<i>fear</i> aura, save bonus		605 (425 + 6/hp)
magic-using ^{MM}				(30 hp)			breath weapon (30)	<i>fear</i> aura, save bonus, magic use		680 (500 + 6/hp)
old ^{MM}				(36 hp)			breath weapon (36)	<i>fear</i> aura, save bonus		641
magic-using ^{MM}				(36 hp)			breath weapon (36)	<i>fear</i> aura, save bonus, magic use		716
very old ^{MM}				(42 hp)			breath weapon (42)	<i>fear</i> aura, save bonus		677
magic-using ^{MM}				(42 hp)			breath weapon (42)	<i>fear</i> aura, save bonus, magic use		752
ancient ^{MM}				(48 hp)			breath weapon (48)	<i>fear</i> aura, save bonus		713
magic-using ^{MM}				(48 hp)			breath weapon (48)	<i>fear</i> aura, save bonus, magic use		788
average --		13		7						
very young ^{MM}				(7 hp)			breath weapon (7)	nil		456 (400 + 8/hp)
magic-using ^{MM}				(7 hp)			breath weapon (7)	magic use		581 (525 + 8/hp)
young ^{MM}				(14 hp)			breath weapon (14)	nil		512
magic-using ^{MM}				(14 hp)			breath weapon (14)	magic use		637
sub-adult ^{MM}				(21 hp)			breath weapon (21)	nil		568
mgaic-using ^{MM}				(21 hp)			breath weapon (21)	magic use		693
young adult ^{MM}				(28 hp)			breath weapon (28)	nil		624
magic-using ^{MM}				(28 hp)			breath weapon (28)	magic use		749

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
adult ^{MM}				(35 hp)			breath weapon (35)	<i>fear</i> aura, save bonus		930 (650 + 8/hp)
magic-using ^{MM}				(35 hp)			breath weapon (35)	<i>fear</i> aura, save bonus, magic use		1055 (775 + 8/hp)
old ^{MM}				(42 hp)			breath weapon (42)	<i>fear</i> aura, save bonus		986
magic-using ^{MM}				(42 hp)			breath weapon (42)	<i>fear</i> aura, save bonus, magic use		1111
very old ^{MM}				(49 hp)			breath weapon (49)	<i>fear</i> aura, save bonus		1042
magic-using ^{MM}				(49 hp)			breath weapon (49)	<i>fear</i> aura, save bonus, magic use		1167
ancient ^{MM}				(56 hp)			breath weapon (56)	<i>fear</i> aura, save bonus		1098
magic-using ^{MM}				(56 hp)			breath weapon (56)	<i>fear</i> aura, save bonus, magic use		1223
huge --		12		8						
very young ^{MM}				(8 hp)			breath weapon (8)	nil		730 (650 + 10/hp)
magic-using ^{MM}				(8 hp)			breath weapon (8)	magic use		905 (825 + 10/hp)
young ^{MM}				(16 hp)			breath weapon (16)	nil		810
magic-using ^{MM}				(16 hp)			breath weapon (16)	magic use		985
sub-adult ^{MM}				(24 hp)			breath weapon (24)	nil		890
mgaic-using ^{MM}				(24 hp)			breath weapon (24)	magic use		1065
young adult ^{MM}				(32 hp)			breath weapon (32)	nil		970
magic-using ^{MM}				(32 hp)			breath weapon (32)	magic use		1145
adult ^{MM}				(40 hp)			breath weapon (40)	<i>fear</i> aura, save bonus		1400 (1000 + 10/hp)
magic-using ^{MM}				(40 hp)			breath weapon (40)	<i>fear</i> aura, save bonus, magic use		1575 (1175 + 10/hp)
old ^{MM}				(48 hp)			breath weapon (48)	<i>fear</i> aura, save bonus		1480
magic-using ^{MM}				(48 hp)			breath weapon (48)	<i>fear</i> aura, save bonus, magic use		1655
very old ^{MM}				(56 hp)			breath weapon (56)	<i>fear</i> aura, save bonus		1560
magic-using ^{MM}				(56 hp)			breath weapon (56)	<i>fear</i> aura, save bonus, magic use		1735
ancient ^{MM}				(64 hp)			breath weapon (64)	<i>fear</i> aura, save bonus		1640
magic-using ^{MM}				(64 hp)			breath weapon (64)	<i>fear</i> aura, save bonus, magic use		1815

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
blue --	L		2		3	1-6/1-6/3-24			very	
small --		12		8						
very young ^{MM}				(8 hp)			breath weapon (8)	nil		1005 (925 + 10/hp)
magic-using ^{MM}				(8 hp)			breath weapon (8)	magic use		1180 (1100 + 10/hp)
young ^{MM}				(16 hp)			breath weapon (16)	nil		1085
magic-using ^{MM}				(16 hp)			breath weapon (16)	magic use		1260
sub-adult ^{MM}				(24 hp)			breath weapon (24)	nil		1165
mgaic-using ^{MM}				(24 hp)			breath weapon (24)	magic use		1340
young adult ^{MM}				(32 hp)			breath weapon (32)	nil		1245
magic-using ^{MM}				(32 hp)			breath weapon (32)	magic use		1420
adult ^{MM}				(40 hp)			breath weapon (40)	<i>fear</i> aura, save bonus		1675 (1275 + 10/hp)
magic-using ^{MM}				(40 hp)			breath weapon (40)	<i>fear</i> aura, save bonus, magic use		1850 (1450 + 10/hp)
old ^{MM}				(48 hp)			breath weapon (48)	<i>fear</i> aura, save bonus		1755
magic-using ^{MM}				(48 hp)			breath weapon (48)	<i>fear</i> aura, save bonus, magic use		1930
very old ^{MM}				(56 hp)			breath weapon (56)	<i>fear</i> aura, save bonus		1835 (1275 + 10/hp)
magic-using ^{MM}				(56 hp)			breath weapon (56)	<i>fear</i> aura, save bonus, magic use		2110 (1550 + 10/hp)
ancient ^{MM}				(64 hp)			breath weapon (64)	<i>fear</i> aura, save bonus		1915
magic-using ^{MM}				(64 hp)			breath weapon (64)	<i>fear</i> aura, save bonus, magic use		2190
average --		12		9						
very young ^{MM}				(9 hp)			breath weapon (9)	nil		1508 (1400 + 12/hp)
magic-using ^{MM}				(9 hp)			breath weapon (9)	magic use		1808 (1700 + 12/hp)
young ^{MM}				(18 hp)			breath weapon (18)	nil		1616
magic-using ^{MM}				(18 hp)			breath weapon (18)	magic use		1916
sub-adult ^{MM}				(27 hp)			breath weapon (27)	nil		1724
mgaic-using ^{MM}				(27 hp)			breath weapon (27)	magic use		2024
young adult ^{MM}				(36 hp)			breath weapon (36)	nil		1832
magic-using ^{MM}				(36 hp)			breath weapon (36)	magic use		2132
adult ^{MM}				(45 hp)			breath weapon (45)	<i>fear</i> aura, save bonus		2540 (2000 + 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
magic-using ^{MM}				(45 hp)			breath weapon (45)	<i>fear</i> aura, save bonus, magic use		2840 (2300 + 12/hp)
old ^{MM}				(54 hp)			breath weapon (54)	<i>fear</i> aura, save bonus		2648
magic-using ^{MM}				(54 hp)			breath weapon (54)	<i>fear</i> aura, save bonus, magic use		2948
very old ^{MM}				(63 hp)			breath weapon (63)	<i>fear</i> aura, save bonus		2756 (2000 + 12/hp)
magic-using ^{MM}				(63 hp)			breath weapon (63)	<i>fear</i> aura, save bonus, magic use		3156 (2400 + 12/hp)
ancient ^{MM}				(72 hp)			breath weapon (72)	<i>fear</i> aura, save bonus		2864
magic-using ^{MM}				(72 hp)			breath weapon (72)	<i>fear</i> aura, save bonus, magic use		3264
huge --		10		10						
very young ^{MM}				(10 hp)			breath weapon (10)	nil		2240 (2100 + 14/hp)
magic-using ^{MM}				(10 hp)			breath weapon (10)	magic use		2690 (2550 + 14/hp)
young ^{MM}				(20 hp)			breath weapon (20)	nil		2380
magic-using ^{MM}				(20 hp)			breath weapon (20)	magic use		2830
sub-adult ^{MM}				(30 hp)			breath weapon (30)	nil		2520
mgaic-using ^{MM}				(30 hp)			breath weapon (30)	magic use		2970
young adult ^{MM}				(40 hp)			breath weapon (40)	nil		2660
magic-using ^{MM}				(40 hp)			breath weapon (40)	magic use		3110
adult ^{MM}				(50 hp)			breath weapon (50)	<i>fear</i> aura, save bonus		3700 (3000 + 14/hp)
magic-using ^{MM}				(50 hp)			breath weapon (50)	<i>fear</i> aura, save bonus, magic use		4150 (3450 + 14/hp)
old ^{MM}				(60 hp)			breath weapon (60)	<i>fear</i> aura, save bonus		3840
magic-using ^{MM}				(60 hp)			breath weapon (60)	<i>fear</i> aura, save bonus, magic use		4290
very old ^{MM}				(70 hp)			breath weapon (70)	<i>fear</i> aura, save bonus		3980 (3000 + 14/hp)
magic-using ^{MM}				(70 hp)			breath weapon (70)	<i>fear</i> aura, save bonus, magic use		4580 (3600 + 14/hp)
ancient ^{MM}				(80 hp)			breath weapon (80)	<i>fear</i> aura, save bonus		4120
magic-using ^{MM}				(80 hp)			breath weapon (80)	<i>fear</i> aura, save bonus, magic use		4720
brass --	L		2		3	1-4/1-4/4-16			high	
small --		13		6						

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
very young ^{MM}				(6 hp)			breath weapon (6)	nil		311 (275 + 6/hp)
magic-using ^{MM}				(6 hp)			breath weapon (6)	magic use		386 (350 + 6/hp)
young ^{MM}				(12 hp)			breath weapon (12)	nil		347
magic-using ^{MM}				(12 hp)			breath weapon (12)	magic use		422
sub-adult ^{MM}				(18 hp)			breath weapon (18)	nil		383
mgaic-using ^{MM}				(18 hp)			breath weapon (18)	magic use		458
young adult ^{MM}				(24 hp)			breath weapon (24)	nil		419
magic-using ^{MM}				(24 hp)			breath weapon (24)	magic use		494
adult ^{MM}				(30 hp)			breath weapon (30)	<i>fear</i> aura, save bonus		605 (425 + 6/hp)
magic-using ^{MM}				(30 hp)			breath weapon (30)	<i>fear</i> aura, save bonus, magic use		680 (500 + 6/hp)
old ^{MM}				(36 hp)			breath weapon (36)	<i>fear</i> aura, save bonus		641
magic-using ^{MM}				(36 hp)			breath weapon (36)	<i>fear</i> aura, save bonus, magic use		716
very old ^{MM}				(42 hp)			breath weapon (42)	<i>fear</i> aura, save bonus		677
magic-using ^{MM}				(42 hp)			breath weapon (42)	<i>fear</i> aura, save bonus, magic use		752
ancient ^{MM}				(48 hp)			breath weapon (48)	<i>fear</i> aura, save bonus		713
magic-using ^{MM}				(48 hp)			breath weapon (48)	<i>fear</i> aura, save bonus, magic use		788
average --		13		7						
very young ^{MM}				(7 hp)			breath weapon (7)	nil		456 (400 + 8/hp)
magic-using ^{MM}				(7 hp)			breath weapon (7)	magic use		581 (525 + 8/hp)
young ^{MM}				(14 hp)			breath weapon (14)	nil		512
magic-using ^{MM}				(14 hp)			breath weapon (14)	magic use		637
sub-adult ^{MM}				(21 hp)			breath weapon (21)	nil		568
mgaic-using ^{MM}				(21 hp)			breath weapon (21)	magic use		693
young adult ^{MM}				(28 hp)			breath weapon (28)	nil		624
magic-using ^{MM}				(28 hp)			breath weapon (28)	magic use		749
adult ^{MM}				(35 hp)			breath weapon (35)	<i>fear</i> aura, save bonus		930 (650 + 8/hp)
magic-using ^{MM}				(35 hp)			breath weapon (35)	<i>fear</i> aura, save bonus, magic use		1055 (775 + 8/hp)
old ^{MM}				(42 hp)			breath weapon (42)	<i>fear</i> aura, save bonus		986

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
magic-using ^{MM}				(42 hp)			breath weapon (42)	<i>fear</i> aura, save bonus, magic use		1111
very old ^{MM}				(49 hp)			breath weapon (49)	<i>fear</i> aura, save bonus		1042
magic-using ^{MM}				(49 hp)			breath weapon (49)	<i>fear</i> aura, save bonus, magic use		1167
ancient ^{MM}				(56 hp)			breath weapon (56)	<i>fear</i> aura, save bonus		1098
magic-using ^{MM}				(56 hp)			breath weapon (56)	<i>fear</i> aura, save bonus, magic use		1223
huge --		12		8						
very young ^{MM}				(8 hp)			breath weapon (8)	nil		730 (650 + 10/hp)
magic-using ^{MM}				(8 hp)			breath weapon (8)	magic use		905 (825 + 10/hp)
young ^{MM}				(16 hp)			breath weapon (16)	nil		810
magic-using ^{MM}				(16 hp)			breath weapon (16)	magic use		985
sub-adult ^{MM}				(24 hp)			breath weapon (24)	nil		890
mgaic-using ^{MM}				(24 hp)			breath weapon (24)	magic use		1065
young adult ^{MM}				(32 hp)			breath weapon (32)	nil		970
magic-using ^{MM}				(32 hp)			breath weapon (32)	magic use		1145
adult ^{MM}				(40 hp)			breath weapon (40)	<i>fear</i> aura, save bonus		1400 (1000 + 10/hp)
magic-using ^{MM}				(40 hp)			breath weapon (40)	<i>fear</i> aura, save bonus, magic use		1575 (1175 + 10/hp)
old ^{MM}				(48 hp)			breath weapon (48)	<i>fear</i> aura, save bonus		1480
magic-using ^{MM}				(48 hp)			breath weapon (48)	<i>fear</i> aura, save bonus, magic use		1655
very old ^{MM}				(56 hp)			breath weapon (56)	<i>fear</i> aura, save bonus		1560
magic-using ^{MM}				(56 hp)			breath weapon (56)	<i>fear</i> aura, save bonus, magic use		1735
ancient ^{MM}				(64 hp)			breath weapon (64)	<i>fear</i> aura, save bonus		1640
magic-using ^{MM}				(64 hp)			breath weapon (64)	<i>fear</i> aura, save bonus, magic use		1815
bronze --	L		0		3	1-6/1-6/4-24			exceptional	
small --		12		8						
very young ^{MM}				(8 hp)			breath weapon (8)	nil		(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
magic-using ^{MM}				(8 hp)			breath weapon (8)	magic use		(1450 + 10/hp)
young ^{MM}				(16 hp)			breath weapon (16)	nil		
magic-using ^{MM}				(16 hp)			breath weapon (16)	magic use		
sub-adult ^{MM}				(24 hp)			breath weapon (24)	nil		
mgaic-using ^{MM}				(24 hp)			breath weapon (24)	magic use		
young adult ^{MM}				(32 hp)			breath weapon (32)	nil		
magic-using ^{MM}				(32 hp)			breath weapon (32)	magic use		
adult ^{MM}				(40 hp)			breath weapon (40)	<i>fear</i> aura, save bonus		(1625 + 10/hp)
magic-using ^{MM}				(40 hp)			breath weapon (40)	<i>fear</i> aura, save bonus, magic use		(1900 + 10/hp)
old ^{MM}				(48 hp)			breath weapon (48)	<i>fear</i> aura, save bonus		
magic-using ^{MM}				(48 hp)			breath weapon (48)	<i>fear</i> aura, save bonus, magic use		
very old ^{MM}				(56 hp)			breath weapon (56)	<i>fear</i> aura, save bonus		
magic-using ^{MM}				(56 hp)			breath weapon (56)	<i>fear</i> aura, save bonus, magic use		
ancient ^{MM}				(64 hp)			breath weapon (64)	<i>fear</i> aura, save bonus		
magic-using ^{MM}				(64 hp)			breath weapon (64)	<i>fear</i> aura, save bonus, magic use		
average --		12		9						
very young ^{MM}				(9 hp)			breath weapon (9)	nil		(2000 + 12/hp)
magic-using ^{MM}				(9 hp)			breath weapon (9)	magic use		(2300 + 12/hp)
young ^{MM}				(18 hp)			breath weapon (18)	nil		
magic-using ^{MM}				(18 hp)			breath weapon (18)	magic use		
sub-adult ^{MM}				(27 hp)			breath weapon (27)	nil		
mgaic-using ^{MM}				(27 hp)			breath weapon (27)	magic use		
young adult ^{MM}				(36 hp)			breath weapon (36)	nil		
magic-using ^{MM}				(36 hp)			breath weapon (36)	magic use		
adult ^{MM}				(45 hp)			breath weapon (45)	<i>fear</i> aura, save bonus		(2600 + 12/hp)
magic-using ^{MM}				(45 hp)			breath weapon (45)	<i>fear</i> aura, save bonus, magic use		(3000 + 12/hp)
old ^{MM}				(54 hp)			breath weapon (54)	<i>fear</i> aura, save bonus		
magic-using ^{MM}				(54 hp)			breath weapon (54)	<i>fear</i> aura, save bonus, magic use		

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
very old ^{MM}				(63 hp)			breath weapon (63)	<i>fear</i> aura, save bonus		
magic-using ^{MM}				(63 hp)			breath weapon (63)	<i>fear</i> aura, save bonus, magic use		
ancient ^{MM}				(72 hp)			breath weapon (72)	<i>fear</i> aura, save bonus		
magic-using ^{MM}				(72 hp)			breath weapon (72)	<i>fear</i> aura, save bonus, magic use		
huge --		10		10						
very young ^{MM}				(10 hp)			breath weapon (10)	nil		(3000 + 14/hp)
magic-using ^{MM}				(10 hp)			breath weapon (10)	magic use		(3450 + 14/hp)
young ^{MM}				(20 hp)			breath weapon (20)	nil		
magic-using ^{MM}				(20 hp)			breath weapon (20)	magic use		
sub-adult ^{MM}				(30 hp)			breath weapon (30)	nil		
mgaic-using ^{MM}				(30 hp)			breath weapon (30)	magic use		
young adult ^{MM}				(40 hp)			breath weapon (40)	nil		
magic-using ^{MM}				(40 hp)			breath weapon (40)	magic use		
adult ^{MM}				(50 hp)			breath weapon (50)	<i>fear</i> aura, save bonus		(3900 + 14/hp)
magic-using ^{MM}				(50 hp)			breath weapon (50)	<i>fear</i> aura, save bonus, magic use		(4500 + 14/hp)
old ^{MM}				(60 hp)			breath weapon (60)	<i>fear</i> aura, save bonus		
magic-using ^{MM}				(60 hp)			breath weapon (60)	<i>fear</i> aura, save bonus, magic use		
very old ^{MM}				(70 hp)			breath weapon (70)	<i>fear</i> aura, save bonus		
magic-using ^{MM}				(70 hp)			breath weapon (70)	<i>fear</i> aura, save bonus, magic use		
ancient ^{MM}				(80 hp)			breath weapon (80)	<i>fear</i> aura, save bonus		
magic-using ^{MM}				(80 hp)			breath weapon (80)	<i>fear</i> aura, save bonus, magic use		
copper --	L		1		3	1-4/1-4/5-20			high	
small --		13		7						
very young ^{MM}				(7 hp)			breath weapon (7)	nil		(525 + 8/hp)
magic-using ^{MM}				(7 hp)			breath weapon (7)	magic use		(650 + 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
young ^{MM}				(14 hp)			breath weapon (14)	nil		
magic-using ^{MM}				(14 hp)			breath weapon (14)	magic use		
sub-adult ^{MM}				(21 hp)			breath weapon (21)	nil		
mgaic-using ^{MM}				(21 hp)			breath weapon (21)	magic use		
young adult ^{MM}				(28 hp)			breath weapon (28)	nil		
magic-using ^{MM}				(28 hp)			breath weapon (28)	magic use		
adult ^{MM}				(35 hp)			breath weapon (35)	<i>fear</i> aura, save bonus		(775 + 8/hp)
magic-using ^{MM}				(35 hp)			breath weapon (35)	<i>fear</i> aura, save bonus, magic use		(900 + 8/hp)
old ^{MM}				(42 hp)			breath weapon (42)	<i>fear</i> aura, save bonus		
magic-using ^{MM}				(42 hp)			breath weapon (42)	<i>fear</i> aura, save bonus, magic use		
very old ^{MM}				(49 hp)			breath weapon (49)	<i>fear</i> aura, save bonus		(775 + 8/hp)
magic-using ^{MM}				(49 hp)			breath weapon (49)	<i>fear</i> aura, save bonus, magic use		(950 + 8/hp)
ancient ^{MM}				(56 hp)			breath weapon (56)	<i>fear</i> aura, save bonus		
magic-using ^{MM}				(56 hp)			breath weapon (56)	<i>fear</i> aura, save bonus, magic use		
average --		12		8						
very young ^{MM}				(8 hp)			breath weapon (8)	nil		(825 + 10/hp)
magic-using ^{MM}				(8 hp)			breath weapon (8)	magic use		(1000 + 10/hp)
young ^{MM}				(16 hp)			breath weapon (16)	nil		
magic-using ^{MM}				(16 hp)			breath weapon (16)	magic use		
sub-adult ^{MM}				(24 hp)			breath weapon (24)	nil		
mgaic-using ^{MM}				(24 hp)			breath weapon (24)	magic use		
young adult ^{MM}				(32 hp)			breath weapon (32)	nil		
magic-using ^{MM}				(32 hp)			breath weapon (32)	magic use		
adult ^{MM}				(40 hp)			breath weapon (40)	<i>fear</i> aura, save bonus		(1175 + 10/hp)
magic-using ^{MM}				(40 hp)			breath weapon (40)	<i>fear</i> aura, save bonus, magic use		(1350 + 10/hp)
old ^{MM}				(48 hp)			breath weapon (48)	<i>fear</i> aura, save bonus		
magic-using ^{MM}				(48 hp)			breath weapon (48)	<i>fear</i> aura, save bonus, magic use		
very old ^{MM}				(56 hp)			breath weapon (56)	<i>fear</i> aura, save bonus		

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
magic-using ^{MM}		12		(56 hp)			breath weapon (56)	<i>fear</i> aura, save bonus, magic use		(1175 + 10/hp)
				(64 hp)			breath weapon (64)	<i>fear</i> aura, save bonus		(1450 + 10/hp)
				(64 hp)			breath weapon (64)	<i>fear</i> aura, save bonus, magic use		
				9						
				(9 hp)			breath weapon (9)	nil		(1300 + 12/hp)
				(9 hp)			breath weapon (9)	magic use		(1600 + 12/hp)
				(18 hp)			breath weapon (18)	nil		
				(18 hp)			breath weapon (18)	magic use		
				(27 hp)			breath weapon (27)	nil		
				(27 hp)			breath weapon (27)	magic use		
				(36 hp)			breath weapon (36)	nil		
				(36 hp)			breath weapon (36)	magic use		
				(45 hp)			breath weapon (45)	<i>fear</i> aura, save bonus		(1900 + 12/hp)
				(45 hp)			breath weapon (45)	<i>fear</i> aura, save bonus, magic use		(2200 + 12/hp)
				(54 hp)			breath weapon (54)	<i>fear</i> aura, save bonus		
				(54 hp)			breath weapon (54)	<i>fear</i> aura, save bonus, magic use		
				(63 hp)			breath weapon (63)	<i>fear</i> aura, save bonus		(1900 + 12/hp)
				(63 hp)			breath weapon (63)	<i>fear</i> aura, save bonus, magic use		(2300 + 12/hp)
				(72 hp)			breath weapon (72)	<i>fear</i> aura, save bonus		
				(72 hp)			breath weapon (72)	<i>fear</i> aura, save bonus, magic use		
gold --	L		-2		3	1-8/1-8/6-36			genius	
small --		10		10						
				(10 hp)			breath weapon (10)	nil		(3000 + 14/hp)
				(10 hp)			breath weapon (10)	magic use		(3450 + 14/hp)
				(20 hp)			breath weapon (20)	nil		
				(20 hp)			breath weapon (20)	magic use		

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
sub-adult ^{MM}				(30 hp)			breath weapon (30)	nil		
mgaic-using ^{MM}				(30 hp)			breath weapon (30)	magic use		
young adult ^{MM}				(40 hp)			breath weapon (40)	nil		(3000 + 14/hp)
magic-using ^{MM}				(40 hp)			breath weapon (40)	magic use		(3600 + 14/hp)
adult ^{MM}				(50 hp)			breath weapon (50)	<i>fear</i> aura, save bonus		(3900 + 14/hp)
magic-using ^{MM}				(50 hp)			breath weapon (50)	<i>fear</i> aura, save bonus, magic use		(4500 + 14/hp)
old ^{MM}				(60 hp)			breath weapon (60)	<i>fear</i> aura, save bonus		
magic-using ^{MM}				(60 hp)			breath weapon (60)	<i>fear</i> aura, save bonus, magic use		
very old ^{MM}				(70 hp)			breath weapon (70)	<i>fear</i> aura, save bonus		
magic-using ^{MM}				(70 hp)			breath weapon (70)	<i>fear</i> aura, save bonus, magic use		
ancient ^{MM}				(80 hp)			breath weapon (80)	<i>fear</i> aura, save bonus		
magic-using ^{MM}				(80 hp)			breath weapon (80)	<i>fear</i> aura, save bonus, magic use		
average --		10		11						
very young ^{MM}				(11 hp)			breath weapon (11)	nil		(4400 + 16/hp)
magic-using ^{MM}				(11 hp)			breath weapon (11)	magic use		(5100 + 16/hp)
young ^{MM}				(22 hp)			breath weapon (22)	nil		
magic-using ^{MM}				(22 hp)			breath weapon (22)	magic use		
sub-adult ^{MM}				(33 hp)			breath weapon (33)	nil		
mgaic-using ^{MM}				(33 hp)			breath weapon (33)	magic use		
young adult ^{MM}				(44 hp)			breath weapon (44)	nil		(4400 + 16/hp)
magic-using ^{MM}				(44 hp)			breath weapon (44)	magic use		(5250 + 16/hp)
adult ^{MM}				(55 hp)			breath weapon (55)	<i>fear</i> aura, save bonus		(5800 + 16/hp)
magic-using ^{MM}				(55 hp)			breath weapon (55)	<i>fear</i> aura, save bonus, magic use		(6650 + 16/hp)
old ^{MM}				(66 hp)			breath weapon (66)	<i>fear</i> aura, save bonus		
magic-using ^{MM}				(66 hp)			breath weapon (66)	<i>fear</i> aura, save bonus, magic use		
very old ^{MM}				(77 hp)			breath weapon (77)	<i>fear</i> aura, save bonus		
magic-using ^{MM}				(77 hp)			breath weapon (77)	<i>fear</i> aura, save bonus, magic use		

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
ancient ^{MM}				(88 hp)			breath weapon (88)	<i>fear</i> aura, save bonus		
magic-using ^{MM}				(88 hp)			breath weapon (88)	<i>fear</i> aura, save bonus, magic use		
huge --		9		12						
very young ^{MM}				(12 hp)			breath weapon (12)	nil		6316 (6100 + 18/hp)
magic-using ^{MM}				(12 hp)			breath weapon (12)	magic use		7266 (7050 + 18/hp)
young ^{MM}				(24 hp)			breath weapon (24)	nil		6532
magic-using ^{MM}				(24 hp)			breath weapon (24)	magic use		7482
sub-adult ^{MM}				(36 hp)			breath weapon (36)	nil		6748
mgaic-using ^{MM}				(36 hp)			breath weapon (36)	magic use		7698
young adult ^{MM}				(48 hp)			breath weapon (48)	nil		6964 (6100 + 18/hp)
magic-using ^{MM}				(48 hp)			breath weapon (48)	magic use		8164 (7300 + 18/hp)
adult ^{MM}				(60 hp)			breath weapon (60)	<i>fear</i> aura, save bonus		9080 (8000 + 18/hp)
magic-using ^{MM}				(60 hp)			breath weapon (60)	<i>fear</i> aura, save bonus, magic use		10280 (9200 + 18/hp)
old ^{MM}				(72 hp)			breath weapon (72)	<i>fear</i> aura, save bonus		9296
magic-using ^{MM}				(72 hp)			breath weapon (72)	<i>fear</i> aura, save bonus, magic use		10496
very old ^{MM}				(84 hp)			breath weapon (84)	<i>fear</i> aura, save bonus		9512
magic-using ^{MM}				(84 hp)			breath weapon (84)	<i>fear</i> aura, save bonus, magic use		10712
ancient ^{MM}				(96 hp)			breath weapon (96)	<i>fear</i> aura, save bonus		9728
magic-using ^{MM}				(96 hp)			breath weapon (96)	<i>fear</i> aura, save bonus, magic use		10928
green --	L		2		3	1-6/1-6/2-20			average to very	
small --		13		7						
very young ^{MM}				(7 hp)			breath weapon (7)	nil		456 (400 + 8/hp)
magic-using ^{MM}				(7 hp)			breath weapon (7)	magic use		581 (525 + 8/hp)
young ^{MM}				(14 hp)			breath weapon (14)	nil		512
magic-using ^{MM}				(14 hp)			breath weapon (14)	magic use		637
sub-adult ^{MM}				(21 hp)			breath weapon (21)	nil		568
mgaic-using ^{MM}				(21 hp)			breath weapon (21)	magic use		693

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
young adult ^{MM}				(28 hp)			breath weapon (28)	nil		624
magic-using ^{MM}				(28 hp)			breath weapon (28)	magic use		749
adult ^{MM}				(35 hp)			breath weapon (35)	<i>fear</i> aura, save bonus		930 (650 + 8/hp)
magic-using ^{MM}				(35 hp)			breath weapon (35)	<i>fear</i> aura, save bonus, magic use		1105 (825 + 8/hp)
old ^{MM}				(42 hp)			breath weapon (42)	<i>fear</i> aura, save bonus		986
magic-using ^{MM}				(42 hp)			breath weapon (42)	<i>fear</i> aura, save bonus, magic use		1161
very old ^{MM}				(49 hp)			breath weapon (49)	<i>fear</i> aura, save bonus		1042
magic-using ^{MM}				(49 hp)			breath weapon (49)	<i>fear</i> aura, save bonus, magic use		1217
ancient ^{MM}				(56 hp)			breath weapon (56)	<i>fear</i> aura, save bonus		1098
magic-using ^{MM}				(56 hp)			breath weapon (56)	<i>fear</i> aura, save bonus, magic use		1273
average --		12		8						
very young ^{MM}				(8 hp)			breath weapon (8)	nil		730 (650 + 10/hp)
magic-using ^{MM}				(8 hp)			breath weapon (8)	magic use		905 (825 + 10/hp)
young ^{MM}				(16 hp)			breath weapon (16)	nil		810
magic-using ^{MM}				(16 hp)			breath weapon (16)	magic use		985
sub-adult ^{MM}				(24 hp)			breath weapon (24)	nil		890
mgaic-using ^{MM}				(24 hp)			breath weapon (24)	magic use		1065
young adult ^{MM}				(32 hp)			breath weapon (32)	nil		970
magic-using ^{MM}				(32 hp)			breath weapon (32)	magic use		1145
adult ^{MM}				(40 hp)			breath weapon (40)	<i>fear</i> aura, save bonus		1400 (1000 + 10/hp)
magic-using ^{MM}				(40 hp)			breath weapon (40)	<i>fear</i> aura, save bonus, magic use		1700 (1300 + 10/hp)
old ^{MM}				(48 hp)			breath weapon (48)	<i>fear</i> aura, save bonus		1480
magic-using ^{MM}				(48 hp)			breath weapon (48)	<i>fear</i> aura, save bonus, magic use		1780
very old ^{MM}				(56 hp)			breath weapon (56)	<i>fear</i> aura, save bonus		1560
magic-using ^{MM}				(56 hp)			breath weapon (56)	<i>fear</i> aura, save bonus, magic use		1860
ancient ^{MM}				(64 hp)			breath weapon (64)	<i>fear</i> aura, save bonus		1640
magic-using ^{MM}				(64 hp)			breath weapon (64)	<i>fear</i> aura, save bonus, magic use		1940

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						
very young ^{MM}				(9 hp)			breath weapon (9)	nil		1108 (1000 + 12/hp)
magic-using ^{MM}				(9 hp)			breath weapon (9)	magic use		1408 (1300 + 12/hp)
young ^{MM}				(18 hp)			breath weapon (18)	nil		1216
magic-using ^{MM}				(18 hp)			breath weapon (18)	magic use		1516
sub-adult ^{MM}				(27 hp)			breath weapon (27)	nil		1324
mgaic-using ^{MM}				(27 hp)			breath weapon (27)	magic use		1624
young adult ^{MM}				(36 hp)			breath weapon (36)	nil		1672
magic-using ^{MM}				(36 hp)			breath weapon (36)	magic use		1972
adult ^{MM}				(45 hp)			breath weapon (45)	<i>fear</i> aura, save bonus		2140 (1600 + 12/hp)
magic-using ^{MM}				(45 hp)			breath weapon (45)	<i>fear</i> aura, save bonus, magic use		2440 (1900 + 12/hp)
old ^{MM}				(54 hp)			breath weapon (54)	<i>fear</i> aura, save bonus		2248
magic-using ^{MM}				(54 hp)			breath weapon (54)	<i>fear</i> aura, save bonus, magic use		2548
very old ^{MM}				(63 hp)			breath weapon (63)	<i>fear</i> aura, save bonus		2356
magic-using ^{MM}				(63 hp)			breath weapon (63)	<i>fear</i> aura, save bonus, magic use		2656
ancient ^{MM}				(72 hp)			breath weapon (72)	<i>fear</i> aura, save bonus		2464
magic-using ^{MM}				(72 hp)			breath weapon (72)	<i>fear</i> aura, save bonus, magic use		2764
red --	L		-1		3	1-8/1-8/3-30			exceptional	
small --		12		9						
very young ^{MM}				(9 hp)			breath weapon (9)	nil		2108 (2000 + 12/hp)
magic-using ^{MM}				(9 hp)			breath weapon (9)	magic use		2408 (2300 + 12/hp)
young ^{MM}				(18 hp)			breath weapon (18)	nil		2216
magic-using ^{MM}				(18 hp)			breath weapon (18)	magic use		2516
sub-adult ^{MM}				(27 hp)			breath weapon (27)	nil		2324
mgaic-using ^{MM}				(27 hp)			breath weapon (27)	magic use		2624
young adult ^{MM}				(36 hp)			breath weapon (36)	nil		2432

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
magic-using ^{MM}				(36 hp)			breath weapon (36)	magic use		2732
adult ^{MM}				(45 hp)			breath weapon (45)	<i>fear</i> aura, save bonus		3140 (2600 + 12/hp)
magic-using ^{MM}				(45 hp)			breath weapon (45)	<i>fear</i> aura, save bonus, magic use		3540 (3000 + 12/hp)
old ^{MM}				(54 hp)			breath weapon (54)	<i>fear</i> aura, save bonus		3248
magic-using ^{MM}				(54 hp)			breath weapon (54)	<i>fear</i> aura, save bonus, magic use		3648
very old ^{MM}				(63 hp)			breath weapon (63)	<i>fear</i> aura, save bonus		3356
magic-using ^{MM}				(63 hp)			breath weapon (63)	<i>fear</i> aura, save bonus, magic use		3756
ancient ^{MM}				(72 hp)			breath weapon (72)	<i>fear</i> aura, save bonus		3464
magic-using ^{MM}				(72 hp)			breath weapon (72)	<i>fear</i> aura, save bonus, magic use		3864
average --		10		10						
very young ^{MM}				(10 hp)			breath weapon (10)	nil		3140 (3000 + 14/hp)
magic-using ^{MM}				(10 hp)			breath weapon (10)	magic use		3590 (3450 + 14/hp)
young ^{MM}				(20 hp)			breath weapon (20)	nil		3280
magic-using ^{MM}				(20 hp)			breath weapon (20)	magic use		3730
sub-adult ^{MM}				(30 hp)			breath weapon (30)	nil		3420
mgaic-using ^{MM}				(30 hp)			breath weapon (30)	magic use		3870
young adult ^{MM}				(40 hp)			breath weapon (40)	nil		3560
magic-using ^{MM}				(40 hp)			breath weapon (40)	magic use		4010
adult ^{MM}				(50 hp)			breath weapon (50)	<i>fear</i> aura, save bonus		4600 (3900 + 14/hp)
magic-using ^{MM}				(50 hp)			breath weapon (50)	<i>fear</i> aura, save bonus, magic use		5200 (4500 + 14/hp)
old ^{MM}				(60 hp)			breath weapon (60)	<i>fear</i> aura, save bonus		4740
magic-using ^{MM}				(60 hp)			breath weapon (60)	<i>fear</i> aura, save bonus, magic use		5340
very old ^{MM}				(70 hp)			breath weapon (70)	<i>fear</i> aura, save bonus		4880
magic-using ^{MM}				(70 hp)			breath weapon (70)	<i>fear</i> aura, save bonus, magic use		5480
ancient ^{MM}				(80 hp)			breath weapon (80)	<i>fear</i> aura, save bonus		5020
magic-using ^{MM}				(80 hp)			breath weapon (80)	<i>fear</i> aura, save bonus, magic use		5620
huge --		10		11						

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
very young ^{MM}				(11 hp)			breath weapon (11)	nil		4576 (4400 + 16/hp)
magic-using ^{MM}				(11 hp)			breath weapon (11)	magic use		5276 (5100 + 16/hp)
young ^{MM}				(22 hp)			breath weapon (22)	nil		4752
magic-using ^{MM}				(22 hp)			breath weapon (22)	magic use		5452
sub-adult ^{MM}				(33 hp)			breath weapon (33)	nil		4928
mgaic-using ^{MM}				(33 hp)			breath weapon (33)	magic use		5628
young adult ^{MM}				(44 hp)			breath weapon (44)	nil		5104
magic-using ^{MM}				(44 hp)			breath weapon (44)	magic use		5804
adult ^{MM}				(55 hp)			breath weapon (55)	<i>fear</i> aura, save bonus		6680 (5800 + 16/hp)
magic-using ^{MM}				(55 hp)			breath weapon (55)	<i>fear</i> aura, save bonus, magic use		7530 (6650 + 16/hp)
old ^{MM}				(66 hp)			breath weapon (66)	<i>fear</i> aura, save bonus		6856
magic-using ^{MM}				(66 hp)			breath weapon (66)	<i>fear</i> aura, save bonus, magic use		7706
very old ^{MM}				(77 hp)			breath weapon (77)	<i>fear</i> aura, save bonus		7032
magic-using ^{MM}				(77 hp)			breath weapon (77)	<i>fear</i> aura, save bonus, magic use		7882
ancient ^{MM}				(88 hp)			breath weapon (88)	<i>fear</i> aura, save bonus		7208
magic-using ^{MM}				(88 hp)			breath weapon (88)	<i>fear</i> aura, save bonus, magic use		8058
silver --	L		-1		3	1-6/1-6/5-30			exceptional	
small --		12		9						
very young ^{MM}				(9 hp)			breath weapon (9)	nil		2108 (2000 + 12/hp)
magic-using ^{MM}				(9 hp)			breath weapon (9)	magic use		2408 (2300 + 12/hp)
young ^{MM}				(18 hp)			breath weapon (18)	nil		2216
magic-using ^{MM}				(18 hp)			breath weapon (18)	magic use		2516
sub-adult ^{MM}				(27 hp)			breath weapon (27)	nil		2324 (2000 + 12/hp)
mgaic-using ^{MM}				(27 hp)			breath weapon (27)	magic use		2724 (2400 + 12/hp)
young adult ^{MM}				(36 hp)			breath weapon (36)	nil		2432

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
magic-using ^{MM}				(36 hp)			breath weapon (36)	magic use		2832
adult ^{MM}				(45 hp)			breath weapon (45)	<i>fear</i> aura, save bonus		3140 (2600 + 12/hp)
magic-using ^{MM}				(45 hp)			breath weapon (45)	<i>fear</i> aura, save bonus, magic use		3540 (3000 + 12/hp)
old ^{MM}				(54 hp)			breath weapon (54)	<i>fear</i> aura, save bonus		3248
magic-using ^{MM}				(54 hp)			breath weapon (54)	<i>fear</i> aura, save bonus, magic use		3648
very old ^{MM}				(63 hp)			breath weapon (63)	<i>fear</i> aura, save bonus		3356
magic-using ^{MM}				(63 hp)			breath weapon (63)	<i>fear</i> aura, save bonus, magic use		3756
ancient ^{MM}				(72 hp)			breath weapon (72)	<i>fear</i> aura, save bonus		3464
magic-using ^{MM}				(72 hp)			breath weapon (72)	<i>fear</i> aura, save bonus, magic use		3864
average --		10		10						
very young ^{MM}				(10 hp)			breath weapon (10)	nil		3140 (3000 + 14/hp)
magic-using ^{MM}				(10 hp)			breath weapon (10)	magic use		3590 (3450 + 14/hp)
young ^{MM}				(20 hp)			breath weapon (20)	nil		3280
magic-using ^{MM}				(20 hp)			breath weapon (20)	magic use		3730
sub-adult ^{MM}				(30 hp)			breath weapon (30)	nil		3420 (3000 + 14/hp)
mgaic-using ^{MM}				(30 hp)			breath weapon (30)	magic use		4020 (3600 + 14/hp)
young adult ^{MM}				(40 hp)			breath weapon (40)	nil		3560
magic-using ^{MM}				(40 hp)			breath weapon (40)	magic use		4160
adult ^{MM}				(50 hp)			breath weapon (50)	<i>fear</i> aura, save bonus		4600 (3900 + 14/hp)
magic-using ^{MM}				(50 hp)			breath weapon (50)	<i>fear</i> aura, save bonus, magic use		5200 (4500 + 14/hp)
old ^{MM}				(60 hp)			breath weapon (60)	<i>fear</i> aura, save bonus		4740
magic-using ^{MM}				(60 hp)			breath weapon (60)	<i>fear</i> aura, save bonus, magic use		5340
very old ^{MM}				(70 hp)			breath weapon (70)	<i>fear</i> aura, save bonus		4880
magic-using ^{MM}				(70 hp)			breath weapon (70)	<i>fear</i> aura, save bonus, magic use		5480
ancient ^{MM}				(80 hp)			breath weapon (80)	<i>fear</i> aura, save bonus		5020
magic-using ^{MM}				(80 hp)			breath weapon (80)	<i>fear</i> aura, save bonus, magic use		5620
huge --		10		11						

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
very young ^{MM}				(11 hp)			breath weapon (11)	nil		4576 (4400 + 16/hp)
magic-using ^{MM}				(11 hp)			breath weapon (11)	magic use		5276 (5100 + 16/hp)
young ^{MM}				(22 hp)			breath weapon (22)	nil		4752
magic-using ^{MM}				(22 hp)			breath weapon (22)	magic use		5452
sub-adult ^{MM}				(33 hp)			breath weapon (33)	nil		4928 (4400 + 16/hp)
mgaic-using ^{MM}				(33 hp)			breath weapon (33)	magic use		5778 (5250 + 16/hp)
young adult ^{MM}				(44 hp)			breath weapon (44)	nil		5104
magic-using ^{MM}				(44 hp)			breath weapon (44)	magic use		5954
adult ^{MM}				(55 hp)			breath weapon (55)	<i>fear</i> aura, save bonus		6680 (5800 + 16/hp)
magic-using ^{MM}				(55 hp)			breath weapon (55)	<i>fear</i> aura, save bonus, magic use		7530 (6650 + 16/hp)
old ^{MM}				(66 hp)			breath weapon (66)	<i>fear</i> aura, save bonus		6856
magic-using ^{MM}				(66 hp)			breath weapon (66)	<i>fear</i> aura, save bonus, magic use		7706
very old ^{MM}				(77 hp)			breath weapon (77)	<i>fear</i> aura, save bonus		7032
magic-using ^{MM}				(77 hp)			breath weapon (77)	<i>fear</i> aura, save bonus, magic use		7882
ancient ^{MM}				(88 hp)			breath weapon (88)	<i>fear</i> aura, save bonus		7208
magic-using ^{MM}				(88 hp)			breath weapon (88)	<i>fear</i> aura, save bonus, magic use		8058
white --	L		3		3	1-4/1-4/2-16			average (low)	
small --		15		5						
very young ^{MM}				(5 hp)			breath weapon (5)	nil		190 (165 + 5/hp)
young ^{MM}				(10 hp)			breath weapon (10)	nil		215
magic-using ^{MM}				(10 hp)			breath weapon (10)	magic use		255 (205 + 5/hp)
sub-adult ^{MM}				(15 hp)			breath weapon (15)	nil		240
mgaic-using ^{MM}				(15 hp)			breath weapon (15)	magic use		280
young adult ^{MM}				(20 hp)			breath weapon (20)	nil		265
magic-using ^{MM}				(20 hp)			breath weapon (20)	magic use		305
adult ^{MM}				(25 hp)			breath weapon (25)	<i>fear</i> aura, save bonus		370 (245 + 5/hp)
magic-using ^{MM}				(25 hp)			breath weapon (25)	<i>fear</i> aura, save bonus, magic use		410 (285 + 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
old ^{MM}				(30 hp)			breath weapon (30)	<i>fear</i> aura, save bonus		395
magic-using ^{MM}				(30 hp)			breath weapon (30)	<i>fear</i> aura, save bonus, magic use		435
very old ^{MM}				(35 hp)			breath weapon (35)	<i>fear</i> aura, save bonus		420
magic-using ^{MM}				(35 hp)			breath weapon (35)	<i>fear</i> aura, save bonus, magic use		460
ancient ^{MM}				(40 hp)			breath weapon (40)	<i>fear</i> aura, save bonus		445
magic-using ^{MM}				(40 hp)			breath weapon (40)	<i>fear</i> aura, save bonus, magic use		485
average --		13		6						
very young ^{MM}				(6 hp)			breath weapon (6)	nil		271 (275 + 6/hp)
young ^{MM}				(12 hp)			breath weapon (12)	nil		347
magic-using ^{MM}				(12 hp)			breath weapon (12)	magic use		422 (350 + 6/hp)
sub-adult ^{MM}				(18 hp)			breath weapon (18)	nil		383
mgaic-using ^{MM}				(18 hp)			breath weapon (18)	magic use		458
young adult ^{MM}				(24 hp)			breath weapon (24)	nil		419
magic-using ^{MM}				(24 hp)			breath weapon (24)	magic use		494
adult ^{MM}				(30 hp)			breath weapon (30)	<i>fear</i> aura, save bonus		605 (425 + 6/hp)
magic-using ^{MM}				(30 hp)			breath weapon (30)	<i>fear</i> aura, save bonus, magic use		680 (500 + 6/hp)
old ^{MM}				(36 hp)			breath weapon (36)	<i>fear</i> aura, save bonus		641
magic-using ^{MM}				(36 hp)			breath weapon (36)	<i>fear</i> aura, save bonus, magic use		712
very old ^{MM}				(42 hp)			breath weapon (42)	<i>fear</i> aura, save bonus		677
magic-using ^{MM}				(42 hp)			breath weapon (42)	<i>fear</i> aura, save bonus, magic use		752
ancient ^{MM}				(48 hp)			breath weapon (48)	<i>fear</i> aura, save bonus		713
magic-using ^{MM}				(48 hp)			breath weapon (48)	<i>fear</i> aura, save bonus, magic use		788
huge --		13		7						
very young ^{MM}				(7 hp)			breath weapon (7)	nil		456 (400 + 8/hp)
young ^{MM}				(14 hp)			breath weapon (14)	nil		512
magic-using ^{MM}				(14 hp)			breath weapon (14)	magic use		637 (525 + 8/hp)
sub-adult ^{MM}				(21 hp)			breath weapon (21)	nil		568

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
mgaic-using ^{MM}				(21 hp)			breath weapon (21)	magic use		693
young adult ^{MM}				(28 hp)			breath weapon (28)	nil		624
magic-using ^{MM}				(28 hp)			breath weapon (28)	magic use		749
adult ^{MM}				(35 hp)			breath weapon (35)	<i>fear</i> aura, save bonus		930 (650 + 8/hp)
magic-using ^{MM}				(35 hp)			breath weapon (35)	<i>fear</i> aura, save bonus, magic use		1055 (775 + 8/hp)
old ^{MM}				(42 hp)			breath weapon (42)	<i>fear</i> aura, save bonus		986
magic-using ^{MM}				(42 hp)			breath weapon (42)	<i>fear</i> aura, save bonus, magic use		1111
very old ^{MM}				(49 hp)			breath weapon (49)	<i>fear</i> aura, save bonus		1042
magic-using ^{MM}				(49 hp)			breath weapon (49)	<i>fear</i> aura, save bonus, magic use		1167
ancient ^{MM}				(56 hp)			breath weapon (56)	<i>fear</i> aura, save bonus		1098
magic-using ^{MM}				(56 hp)			breath weapon (56)	<i>fear</i> aura, save bonus, magic use		1223