

Labyrinth Lord™ Monster Matrix

For use with Labyrinth Lord™
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version 1.0

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Back to the Keep

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Introduction

These pages collect the basic information about the monsters presented in the *Labyrinth Lord*[™] core rules into an easy-to-read reference chart. The table contains the following information about each monster.

Monster: The name of the particular monster. In the case of multiple varieties of the same or similar monsters, particular subtypes are listed separately under the name of the monster. For instance, there are separate entries for black, cave, grizzly, and polar bears under the main entry Bear.

Movement: The monster's movement rate(s). For monsters with a special movement, the special movement type is abbreviated in the entry as follows: Fly (F:), Swim (S:), Web (W:), Boar (B:).

Armor Class: The armor class of the monster. Where this entry shows "Armor type" the monster's actual armor class is determined by the armor worn rather than a natural armor class. Where the entry shows "Always hit" the monster is always hit by any attack; characters do not need to roll to hit the monster when attacking it.

Hit Dice: This shows the hit dice the monster has. In cases where the monster has non-standard hit dice, the appropriate multiple and die will be listed. For example, a monster with only 1 to 4 hit points would have a hit dice entry of "1d4." If there is a modifier to the monster's hit dice, it will be listed following the hit dice number or multiple and die entry, like "1+1," "1-1," or "1d4+1." In some cases, a monster will have a variety of possible hit dice. This will either be shown as a list of possible hit dice or a range. For instance, an entry might say "2, 4, or 5" or "3 to 7."

Attacks: This shows the number of attacks the monster has per round. In the case of monsters that have different attack modes that allow different number of attacks, each option will be listed as a number. For instance, an albino ape can attack with two claw attacks or can throw rocks, so the albino ape entry shows "2 or 1" for the number of attacks. For more information about the particular attacks possible, see the *Labyrinth Lord*[™] core rules.

Damage: This column shows the amount of damage the creature causes with a successful attack. If the monster uses weapons, rather than a natural attack form, the entry will read "weapon." If the monster receives a bonus or penalty to weapon damage, that will be indicated by an appropriate modifier, such as "weapon +1." For creatures with special attack modes that cause a particular effect in addition to or in place of regular damage, that will also be listed here. For instance, a mummy causes 1 to 12 points of damage with a successful attack and may infect the character struck with disease. The entry for Damage for the mummy reads "1d12, disease." For more information about the special damage caused by a particular monster, see the *Labyrinth Lord*[™] core rules.

Special: This column lists the monster's special attacks, defenses, vulnerabilities, or other characteristics. For information about the specific details of these effects, see the *Labyrinth Lord*[™] core rules.

Save: The saving throw equivalent for the monster is abbreviated here. Monsters that save as a 0-level human have 0H listed here. All other monsters have the first letter of a class, followed by the level at which they save. For instance, a monster that saves as a 5th-level fighter would have F5 listed. The other abbreviations are as follows: Cleric (C), Dwarf (D), Elf (E), Halfling (H), Magic-user (M), and Thief (T).

Morale: This column shows the base morale score for the monster. This may be modified as shown in the morale rules in the *Labyrinth Lord*[™] core rules.

Alignment (Align.): This column shows the monster's alignment – Lawful (L), Neutral (N), or Chaotic (C).

X.P. Value: This column shows the experience points characters earn for defeating each monster. In the case of monsters with multiple possible hit dice, there will be an entry here for each possible hit dice value.

Monster	Movement	Armor Class	Hit Dice	Attacks	Damage	Special	Save	Morale	Align.	X.P.	Value
Ant, Giant	180' (60')	3	4	1	2d6	nil	F2	7	N	80	
Ape, Albino	120' (40')	6	4	2 or 1	1d4/1d4 or 1d6	nil	F2	7	N	80	
Baboon, Higher	120' (40')	6	2	2	1d3/1d6	nil	F2	8	N	20	
Basilisk	60' (20')	4	6+1	2	1d10/petrify	petrifying gaze	F6	9	N	570	
Bat											
Normal	9' (3') F: 120' (40')	6	1 hp	nil	nil	confuse	0H	6	N	6	
Giant	30' (10') F: 180' (60')	6	2	1	1d4	nil	F1	8	N	20	
Giant Vampiric	30' (10') F: 180' (60')	6	2	1	1d4	paralysis, blood drain	F1	8	N	29	
Bear											
Black	120' (40')	6	4	3	1d3/1d3/1d6	nil	F2	7	N	80	
Cave	120' (40')	5	7	3	1d3/1d3/1d6	nil	F3	9	N	440	
Grizzly	120' (40')	6	5	3	1d3/1d3/1d6	nil	F2	8	N	200	
Polar	120' (40')	6	6	3	1d3/1d3/1d6	nil	F3	8	N	320	
Bee, Giant Killer											
Worker	150' (50')	7	1d4 hp	1	1d3	poison, stinger	F1	9	N	7	
Guard	150' (50')	7	1	1	1d3	poison, stinger	F1	9	N	16	
Queen	150' (50')	7	2	1	1d3	poison	F2	9	N	38	
Beetle											
Giant Fire	120' (40')	4	1+2	1	2d4	light	F1	7	N	15	
Giant Spitting	120' (40')	4	2	1	1d6	toxic spray	F1	8	N	38	
Giant Carnivorous	150' (50')	3	3+1	1	2d6	nil	F1	9	N	65	
Black Pudding											
Small (split)	60' (20')	6	10	1	3d8	only damaged by fire, splitting	F5	12	N	3100	
Small (split)	60' (20')	6	2	1	2d8	only damaged by fire	F5	12	N		
Blink Dog	120' (40')	5	4	1	1d6	blinking	F4	6	L	135	

Monster	Movement	Armor Class	Hit Dice	Attacks	Damage	Special	Save	Morale	Align.	X.P.	Value
Boar											
Giant	120' (40')	6	5	1	3d4	nil	F5	9	N	200	
Ordinary	150' (50')	7	3	1	2d4	nil	F2	9	N	50	
Bugbear	90' (30')	5	3+1	1	2d4 or weapon +1	surprise	F3	9	C	100	
Camel	150' (50')	7	2	2	1/1d4	nil	F1	7	N	20	
Carcass Scavenger	120' (40')	7	3+1	8	0	paralysis, swallow	F2	9	N	135	
Cat											
Lion	150' (50')	6	5	3	1d4+1/1d4+1/ 1d10	nil	F3	9	N	200	
Mountain Lion	150' (50')	6	3+2	3	1d3/1d3/1d6	nil	F2	8	N	65	
Panther	210' (70')	4	4	3	1d4/1d4/1d8	nil	F2	8	N	80	
Sabre-tooth Tiger	150' (50')	6	8	3	1d8/1d8/2d8	nil	F4	10	N	560	
Tiger	150' (50')	6	6	3	1d6/1d6/2d6	surprise	F3	9	N	570	
Centaur	180' (60')	5	4	3	1d6/1d6/weapon	nil	F4	8	N	80	
Young	180' (60')	5	2	3	1d2/1d2/weapon	nil	F2	8	N	20	
Centipede, Giant	60' (20')	9	1d4 hp	1	0	poison	0H	7	N	6	
Chimera	120' (40') F: 180' (60')	4	9	5	1d3/1d3/2d4/ 2d4/3d4	fire breath	F9	9	C	1700	
Cockatrice	90' (30') F: 180' (60')	6	5	2	1d6/petrify	petrification	F5	7	N	350	
Crab, Giant	60' (20')	2	3	2	2d6/2d6	nil	F2	7	N	50	
Crocodile											
Ordinary	90' (30') S: 90' (30')	5	2	1	1d8	nil	F1	7	N	20	
Large	90' (30') S: 90' (30')	3	6	1	2d8	nil	F3	7	N	320	
Giant	90' (30') S: 90' (30')	1	15	1	3d8	nil	F8	9	N	1500	
Cyclops	90' (30')	5	13	1	3d10	-2 to attack rolls, throw rocks, <i>curse</i>	F13	9	C	2400	

Monster	Movement	Armor Class	Hit Dice	Attacks	Damage	Special	Save	Morale	Align.	X.P. Value
Demon Boar	120' (40') B: 180' (60')	3 (9)	9	1	2d6 or weapon	only damaged by silver or magic weapons, <i>charm person</i> , lycanthropy	F9	10	C	3800
Djinni	90' (30') F: 240' (80')	5	7+1	1	2d8	only damaged by magic weapons, <i>creation</i> , <i>gaseous form</i> , <i>invisibility</i> , whirlwind	F14	12	N	1700
Doppelganger	90' (30')	5	4	1	1d12	imitation, immune to <i>charm</i> and <i>sleep</i>	F10	10	C	190
Dragon										
Black	90' (30') F: 240' (80')	2	7	3	1d4+1/1d4+1/ 2d10	breath, chance of sleeping, spells, chance to subdue	F7	8	C	1490
Blue	90' (30') F: 240' (80')	0	9	3	1d6+1/1d6+1/ 3d10	breath, chance of sleeping, spells, chance to subdue	F9	9	N	3100
Gold	90' (30') F: 240' (80')	-2	11	3	2d4/2d4/6d6	breath, chance of sleeping, spells, chance to subdue, <i>polymorph</i>	F11	10	L	3600
Green	90' (30') F: 240' (80')	1	8	3	1d6/1d6/3d8	breath, chance of sleeping, spells, chance to subdue	F8	9	C	2060
Red	90' (30') F: 240' (80')	-1	10	3	1d8/1d8/4d8	breath, chance of sleeping, spells, chance to subdue	F10	10	C	3100
White	90' (30') F: 240' (80')	3	6	3	1d4/1d4/2d8	breath, chance of sleeping, spells, chance to subdue	F6	8	N	1070
Sea	180' (60')	1	8	1	3d8	poison spit, chance of sleeping, spells, chance to subdue	F8	9	N	2060
Dragon Turtle	30' (10') S: 90' (30')	-2	30	3	1d8/1d8/1d6x10	breath	F15	10	C	9500
Dryad	120' (40')	5	2	0	0	tree, <i>charm person</i>	F4	6	N	29
Dwarf	60' (20')	4	1	1	1d8 or weapon	nil	D1	8	L, N	10
Leader	60' (20')	4	3 to 8	1	1d8 or weapon	magic items	D3 to D8	10	L, N	3HD: 65 4HD: 135 5HD: 350 6HD: 570 7HD: 790 8HD: 1060
Efreeti	90' (30') F: 240' (80')	3	10	1	2d8	only damaged by magic weapons, <i>creation</i> , <i>invisibility</i> , <i>wall of fire</i> , flame pillar	F15	12	C	4500

Monster	Movement	Armor Class	Hit Dice	Attacks	Damage	Special	Save	Morale	Align.	X.P. Value
Elemental										
Air (staff, misc. magic, spell)	— F: 360' (120')	2, 0, -2	8, 12, 16	1	1d8, 2d8, 3d8	whirlwind attack	F8, F12, F16	10	N	8HD: 1570 12HD: 2800 16HD: 3300
Earth (staff, misc. magic, spell)	60' (20')	2, 0, -2	8, 12, 16	1	1d8, 2d8, 3d8	bonus damage, limited movement through water	F8, F12, F16	10	N	8HD: 1570 12HD: 2800 16HD: 3300
Fire (staff, misc. magic, spell)	120' (40')	2, 0, -2	8, 12, 16	1	1d8, 2d8, 3d8	bonus damage, limited movement through water	F8, F12, F16	10	N	8HD: 1570 12HD: 2800 16HD: 3300
Water (staff, misc. magic, spell)	60' (20')	2, 0, -2	8, 12, 16	1	1d8, 2d8, 3d8	bonus damage, must stay near water	F8, F12, F16	10	N	8HD: 1570 12HD: 2800 16HD: 3300
Elephant	120' (40')	5	9	2 or 1	2d4/2d4 or 4d8	charge	F5	8	N	2400
Elf	120' (40')	5	1+1	1	1d8 or weapon	spell use	E1	8	N	15
Leader	120' (40')	5	2 to 7	1	1d8 or weapon	spell use, magic items	E2 to E7	10	N	2HD: 29 3HD: 65 4HD: 135 5HD: 350 6HD: 570 7HD: 790
Ettin	120' (40')	3	10	2	2d8/3d6	rarely surprised	F10	9	C	1700
Ferret, Giant	150' (50')	5	1+1	1	1d8	nil	F1	8	N	15
Fish										
Giant Bass	S: 120' (40')	7	2	1	1d6	nil	F1	8	N	20
Giant Catfish	S: 90' (30')	4	8+3	5	2d8/1d4/1d4/ 1d4/1d4	nil	F4	8	N	620
Giant Piranha	S: 150' (50')	6	3+3	1	1d8	nil	F2	7	N	65
Giant Rockfish	S: 180' (60')	7	5+5	4	1d4/1d4/1d4/1d4, poison	poison, camouflage	F3	8	N	460
Giant Sturgeon	S: 180' (60')	0	10+2	1	2d10	swallow	F5	9	N	1700
Fly, Giant Carnivorous	90' (30') F: 180' (60')	6	2	1	1d8	surprise	F1	8	N	29
Gargoyle	90' (30') F: 150' (50')	5	4	4	1d3/1d3/1d6/1d4	only harmed by magic weapons	F8	11	C	500

Monster	Movement	Armor Class	Hit Dice	Attacks	Damage	Special	Save	Morale	Align.	X.P.	Value
Gelatinous Cube	60' (20')	8	4	1	2d4, paralysis	surprise, paralysis, immune to lightning and cold-based attacks	F2	12	N	245	
Ghoul	90' (30')	6	2	3	1d3/1d3/1d3, paralysis	turned as 3 HD, paralysis, immune to <i>sleep</i> and <i>charm</i>	F2	9	C	47	
Giant											
Hill	120' (40')	4	8	1	2d8	nil	F8	8	C	560	
Stone	120' (40')	4	9	1	3d6	throw rocks	F9	9	N	1700	
Frost	120' (40')	4	10+1	1	4d6	immune to cold, throw rocks	F10	9	C	1700	
Fire	120' (40')	4	11+2	1	5d6	immune to fire, throw rocks	F11	9	C	2000	
Cloud	120' (40')	4	12+3	1	6d6	rarely surprised, throw rocks	F12	10	N	2000	
Storm	150' (50')	2	15	1	8d6	summon lightning, immune to lightning	F15	10	L	3300	
Gnoll	90' (30')	5	2	1	2d4 or weapon +1	nil	F2	8	C	47	
Gnome	60' (20')	5	1	1	1d6 or weapon	nil	D1	8	L, N	10	
Leader	60' (20')	5	2 (11 hp)	1	1d6 or weapon	nil	D2	8	L, N	20	
Bodyguard	60' (20')	5	3 (1d4+9 hp)	1	1d6 or weapon	nil	D3	10	L, N	50	
Grand Chief	60' (20')	5	4 (18 hp)	1	1d6+1 or weapon +1	nil	D4	10	L, N	80	
Goblin	60' (20')	6	1-1	1	1d6 or weapon	nil	0H	7	C	5	
Bodyguard	60' (20')	6	2	1	1d6 or weapon	nil	F1	9	C	20	
Goblin King	60' (20')	6	3	1	1d6+1 or weapon +1	nil	F2	9	C	50	
Golem											
Amber	180' (60')	6	10	3	2d6/2d6/2d10	only harmed by magic weapons; immune to <i>hold</i> , <i>charm</i> , and <i>sleep</i> ; immune to poisons and gases	F5	12	N	3100	
Bone	120' (40')	2	8	4	4 weapons	only harmed by magic weapons; immune to <i>hold</i> , <i>charm</i> , and <i>sleep</i> ; immune to electricity, fire, cold, poisons and gases	F4	12	N	2065	
Bronze	240' (80')	0	20	1	3d10	heat; only harmed by magic weapons; immune to <i>hold</i> , <i>charm</i> , and <i>sleep</i> ; immune to poisons and gases	F10	12	N	4250	

Monster	Movement	Armor Class	Hit Dice	Attacks	Damage	Special	Save	Morale	Align.	X.P. Value
Golem										
Wood	120' (40')	7	2+2	1	1d8	only harmed by magic weapons; immune to <i>hold</i> , <i>charm</i> , and <i>sleep</i> ; immune to poisons and gases; slow initiative; susceptible to fire	F1	12	N	59
Gorgon	120' (40')	2	8	1	2d6 or petrify	charge, breath	F8	8	C	1060
Gray Ooze	10' (3')	8	3	1	2d8	destroy armor, immune to fire and cold	F2	12	N	80
Gray Worm	60' (20')	6	6	1	1d8	swallow	F3	9	N	570
Green Slime	3' (1')	NA	2	1	corrosion	immune to all attacks except fire and <i>cure disease</i>	F1	12	N	38
Griffon	120' (40') F: 360' (120')	5	7	3	1d4/1d4/2d8	nil	F4	8	N	440
Halfling	90' (30')	7	1-1	1	1d6 or weapon	nil	H1	7	L	5
Militia/Leader	90' (30')	7	2 to 7	1	1d6 or weapon	magic items	H2 to H7	7	L	2HD: 29 3HD: 65 4HD: 135 5HD: 350 6HD: 570 7HD: 790
Harpy	60' (20') F: 150' (50')	7	3	3	1d4/1d4/1d6	<i>charm</i> , +2 to saving throws	F3	7	C	80
Hawk										
Ordinary	F: 480' (160')	8	1d4 hp	1	1d2	nil	0H	7	N	5
Giant	F: 450' (150')	6	3+3	1	1d6	nil	F2	8	N	65
Hell Hound	120' (40')	4	3 to 7	1	1d6 or breath	immune to non-magical fire, breath, detect invisibility	F3 to F7	9	C	3HD: 80 4HD: 190 5HD: 500 6HD: 820 7HD: 1140
Herd Animals										
Goats	240' (80')	7	1	1	1d4	nil	F1	5	N	10
Antelope/Deer	240' (80')	7	2	1	1d4	nil	F1	5	N	20
Caribou/Cattle/Oxen	240' (80')	7	3	1	1d6	nil	F2	5	N	50

Monster	Movement	Armor Class	Hit Dice	Attacks	Damage	Special	Save	Morale	Align.	X.P. Value
Herd Animals										
Buffalo/Elk/Moose	240' (80')	7	4	1	1d8	nil	F2	5	N	80
Hippogriff	180' (60') F: 360' (120')	5	3+1	3	1d6/1d6/1d10	nil	F2	8	N	65
Hobgoblin										
Hobgoblin	90' (30')	6	1+1	1	1d8 or weapon	nil	F1	8	C	15
Bodyguard	90' (30')	6	4	1	1d8 or weapon	nil	F4	10	C	80
Hobgoblin King	90' (30')	6	5 (22 hp)	1	1d8+2 or weapon +2	nil	F5	10	C	200
Horse										
Riding	240' (80')	7	2	2	1d4/1d4	nil	F1	7	N	20
War	120' (40')	7	3	2	1d6/1d6	charge	F2	9	N	50
Draft	90' (30')	7	3	0	0	nil	F2	6	N	50
Hydra										
	120' (40')	5	5 to 12	5 to 12	1d10 per attack	maximum hp per die	F5 to F12	9	N	5HD: 200 6HD: 320 7HD: 440 8HD: 560 9/10HD: 1000 11/12HD: 1200
Aquatic	S: 120' (40')	5	5 to 12	5 to 12	1d10 per attack	maximum hp per die	F5 to F12	9	N	5HD: 200 6HD: 320 7HD: 440 8HD: 560 9/10HD: 1000 11/12HD: 1200
Poisonous	120' (40')	5	5 to 12	5 to 12	1d10 per attack, poison	maximum hp per die, poison	F5 to F12	9	N	5HD: 350 6HD: 570 7HD: 790 8HD: 1060 9/10HD: 1700 11/12HD: 2000

Monster	Movement	Armor Class	Hit Dice	Attacks	Damage	Special	Save	Morale	Align.	X.P. Value
Hydra										
Pyrohydra	120' (40')	5	5 to 12	5 to 12	1d10 per attack	maximum hp per die, breath	F5 to F12	9	N	5HD: 350 6HD: 570 7HD: 790 8HD: 1060 9/10HD: 1700 11/12HD: 2000
Insect Swarm	30' (10') F: 60' (20')	7	2 to 4	1	2 hp	not harmed by weapons, engulf	0H	11	N	2HD: 29 3HD: 65 4HD: 135
Invisible Stalker	120' (40')	3	8	1	4d4	surprise, may be dispelled	F8	12	N	215
Kobold	60' (20')	7	1d4 hp	1	1d4 or weapon -1	nil	0H	6	C	5
Bodyguard	60' (20')	7	1+1 (6 hp)	1	1d4 or weapon -1	nil	0H	8	C	15
Chief	60' (20')	7	2 (9 hp)	1	1d4 or weapon -1	nil	F1	6	C	20
Leech, Giant	120' (40')	7	6	1	1d6	blood drain	F3	10	N	570
Lizard										
Giant Draco	120' (40') F: 210' (70')	5	4+2	1	1d10	nil	F3	7	N	215
Giant Gecko	120' (40')	5	3+1	1	1d8	nil	F2	7	N	100
Giant Horned Chameleon	120' (40')	2	5	2	2d4/1d6	surprise, tongue attack, knockdown	F3	7	N	800
Giant Tuatara	90' (30')	4	6	3	1d4/1d4/2d6	nil	F4	6	N	570
Lizardfolk	60' (20') S: 120' (40')	5	2+1	1	1d6+1 or weapon +1	nil	F2	12	N	47
Locust, Subterranean	60' (20') F: 180' (60')	4	2	1	1d2 or 1d4	panic, whine, spittle, immune to yellow mold and poison	F2	5	N	38
Lycanthrope										
Werebear	120' (40')	2 (8)	6	3	2d4/2d4/2d8	hug, lycanthropy, only harmed by silver or magic weapons, summon animals, vulnerable to wolfsbane	F6	10	N	1070
Wereboar	150' (50')	4 (9)	4+1	1	2d6	rage, lycanthropy, only harmed by silver or magic weapons, summon animals, vulnerable to wolfsbane	F4	9	N	365

Monster	Movement	Armor Class	Hit Dice	Attacks	Damage	Special	Save	Morale	Align.	X.P. Value
Lycanthrope										
Wererat	120' (40')	7 (9)	3	1	1d4 or weapon	surprise, lycanthropy, only harmed by silver or magic weapons, summon animals, vulnerable to wolfsbane	F3	8	C	95
Weretiger	150' (50')	3 (9)	5	3	1d6/1d6/2d6	surprise, lycanthropy, only harmed by silver or magic weapons, summon animals, vulnerable to wolfsbane	F5	9	N	650
Werewolf	180' (60')	5 (9)	4	1	2d4	lycanthropy, only harmed by silver or magic weapons, summon animals, vulnerable to wolfsbane	F4	8	C	190
Werewolf, Pack Leader	180' (60')	5 (9)	5	1	2d4+2	surprise, lycanthropy, only harmed by silver or magic weapons, summon animals, vulnerable to wolfsbane	F5	8	C	500
Manticore	120' (40') F: 180' (60')	4	6+1	3 or 1	1d4/1d4/2d4 or 1d6 (x6)	throw spikes	F6	9	C	980
Mastodon	120' (40')	3	15	2 or 1	2d6/2d6 or 4d8	charge, trample	F8	8	N	3300
Medusa	90' (30')	8	4	1	1d6, poison	poison, petrification	F4	8	C	245
Men										
Berserker	120' (40')	7	1+1	1	1d6 or weapon	rage	F1	N/A	N	21
Brigand	120' (40')	7 (8) or 4	1	1	1d6 or weapon	nil	F1	8	C	10
Brigand Leader	120' (40')	3	2, 4, or 5	1	1d6 or weapon	magic items	F2, F4, or F5	8	C	2HD: 29 4HD: 135 5HD: 350
Brigand Chief	120' (40')	3	9	1	1d6 or weapon	magic items	F9	8	C	1700
Brigand Cleric	120' (40')	3	8d6	1	1d6 or weapon	spell use, magic items	C8	8	C	1560
Brigand Magic-User	120' (40')	9	9d4 or 9d4+1	1	1d4 or weapon	spell use, magic items	M9 or M10	8	C	2400
Pirate	120' (40')	8	1	1	1d6 or weapon	nil	F1	6	N, C	10
Pirate Leader	120' (40')	8	4, 5, or 8	1	1d6 or weapon	magic items	F4, F5, or F8	6	N, C	4HD: 135 5HD: 350 8HD: 1060
Pirate King	120' (40')	8	9+4	1	1d6 or weapon	nil	F11	6	N, C	1200
Pirate Magic-User	120' (40')	9	9d4 or 9d4+1	1	1d4 or weapon	spell use, magic items	M9 or M10	8	C	2400
Merchant	90' (30')	5	1	1	1d6 or weapon	nil	F1	Varies	N	10

Monster	Movement	Armor Class	Hit Dice	Attacks	Damage	Special	Save	Morale	Align.	X.P. Value
Men										
Merchant Guard	90' (30')	5	1, 2, 3, or 5	1	1d6 or weapon	magic items	F1, F2, F3, or F5	Varies	N	1HD: 13 2HD: 29 3HD: 65 5HD: 350
Nomad	120' (40')	Armor type	1	1	1d6 or weapon	nil	F1	8	N	10
Nomad Fighter	120' (40')	Armor type	2, 4, 5, or 8	1	1d6 or weapon	magic items	F2, F4, F5, or F8	8	N	2HD: 29 4HD: 135 5HD: 350 8HD: 1060
Nomad Cleric	120' (40')	Armor type	9	1	1d6 or weapon	spell use, magic items	C9	8	N	2400
Nomad Magic-user	120' (40')	9	8d4	1	1d4 or weapon	spell use, magic items	M8	8	N	1560
Merfolk	S: 120' (40')	6	1	1	1d6 or weapon	nil	F1	8	N	10
Leader	S: 120' (40')	6	2 or 4	1	1d6 or weapon	nil	F2 or F4	8	N	2HD: 20 4HD: 80
Minotaur	120' (40')	6	6	2 or 1	1d6/1d6 or weapon +2	nil	F6	12	C	820
Morlock	120' (40')	8	1	1	weapon	infravision, vulnerable to sunlight	F1	9	C	10
Leader	120' (40')	8	3	1	weapon	infravision, vulnerable to sunlight	F3	9	C	50
Mule	120' (40')	7	2	1	1d4 or 1d3	nil	0H	8	N	20
Mummy	60' (20')	3	5+1	1	1d12, disease	only harmed by magic weapons or fire; immune to <i>charm</i> , <i>sleep</i> , or <i>hold</i> ; paralysis; mummy rot	F5	12	C	860
Neanderthal	120' (40')	8	2	1	2d4 or weapon	nil	F2	7	L	20
Leader	120' (40')	8	6	1	2d4 or weapon	nil	F6	7	L	320
Nixie	S: 120' (40')	7	1	1	1d4	<i>charm</i> , spell use, summon giant fish	E1	6	N	16
Ochre Jelly	30' (10')	8	5	1	2d6	corrosion, splitting	F3	12	N	500
Small (split)	30' (10')	8	2	1	1d6	corrosion	F1	12	N	
Octopus, Giant	S: 90' (30')	7	8	8 or 1	1d3 (x8) or 1d6	constriction, ink spray	F4	7	N	2060
Ogre	90' (30')	5	4+1	1	1d10	nil	F4	10	C	215

Monster	Movement	Armor Class	Hit Dice	Attacks	Damage	Special	Save	Morale	Align.	X.P. Value
Orc	120' (40')	6	1	1	1d6 or weapon	vulnerable to sunlight, shaky morale	F1	8	C	10
Leader	120' (40')	6	1 (8 hp)	1	1d6 or weapon +1	vulnerable to sunlight, shaky morale	F1	8	C	10
Chief	120' (40')	6	4 (15 hp)	1	1d6 or weapon +2	vulnerable to sunlight	F1	8	C	80
Owl Bear	120' (40')	5	5	3	1d8/1d8/1d8	hug	F3	9	N	350
Pegasus	240' (80') F: 480' (160')	6	2+2	2	1d6/1d6	nil	F2	8	L	47
Phase Tiger	150' (50')	4	6	2	2d4/2d4	phasing	F6	8	N	570
Pixie	90' (30') F: 180' (60')	3	1	1	1d4	invisibility, surprise	E1	7	N	16
Pterodactyl	F: 180' (60')	7	1	1	1d3	nil	F1	7	N	13
Pteranodon	F: 240' (120')	6	5	1	1d12	nil	F3	8	N	350
Purple Worm	60' (20')	6	15	2	2d8/1d8, poison	poison, swallow	F8	10	N	3300
Rat										
Ordinary	60' (20') S: 30' (10')	9	1 hp	1	1d6, disease	disease, swarm	0H	5	N	6
Giant	120' (40') S: 60' (20')	7	1d4 hp	1	1d3, disease	disease	F1	8	N	6
Rhagodessa, Giant	150' (50')	5	4+2	1	0 or 2d8	grab	F2	9	N	215
Rhinoceros, Ordinary	120' (40')	5	6	1	2d4 or 2d8	charge	F3	6	N	570
Woolly	120' (40')	4	8	1	2d6 or 2d12	charge	F4	6	N	1060
Roc, Small	60' (20') F: 480' (160')	4	6	3	1d4+1/1d4+1/2d6	nil	F3	8	L	320
Large	60' (20') F: 480' (160')	2	12	3	1d8/1d8/2d10	nil	F6	9	L	1200
Giant	60' (20') F: 480' (160')	0	36	3	3d6/3d6/8d6	nil	F9	10	L	6750
Rot Grub	10' (2')	9	1 hp	Special	burrowing	burrowing, vulnerable to fire and <i>cure disease</i>	0H	N/A	N	5
Rust Monster	120' (40')	2	5	1	rusting	rusting	F3	7	N	500

Monster	Movement	Armor Class	Hit Dice	Attacks	Damage	Special	Save	Morale	Align.	X.P. Value
Salamander, Flame	120' (40')	2	8	3	1d4/1d4/1d8	heat; immune to fire, <i>sleep</i> , and <i>charm</i> ; only harmed by magic weapons	F8	8	N	2060
Frost	120' (40')	3	12	5	1d6/1d6/1d6/ 1d6/2d6	cold; immune to cold, <i>sleep</i> , and <i>charm</i> ; only harmed by magic weapons	F12	9	C	3600
Scorpion, Giant	150' (50')	2	4	3	1d10/1d10/1d4, poison	poison	F2	11	C	190
Sea Serpent	S: 150' (50')	5	6	1	2d6 or constriction	constriction	F3	8	N	570
Shadow	90' (30')	7	2+2	1	1d4, strength drain	only harmed by magic weapons; immune to <i>sleep</i> and <i>charm</i> ; surprise; strength drain; cannot be turned	F2	12	C	83
Shark										
Bull	S: 180' (60')	4	2	1	2d4	frenzy	F1	7	N	29
Mako	S: 180' (60')	4	4	1	2d6	frenzy	F2	7	N	135
Great White	S: 180' (60')	4	8	1	2d10	frenzy	F4	7	N	1060
Shrew, Giant	180' (60')	4	1	2	1d6/1d6	echolocation, speed, fear	F1	10	N	19
Shrieker	9' (3')	7	3	0	0	scream	F1	12	N	65
Skeleton	60' (20')	7	1	1	1d6 or weapon	immune to charm and sleep	F1	12	C	13
Snake, Spitting Cobra										
Pit Viper	90' (30')	6	2	1	1d4, poison	poison	F1	7	N	38
Sea	90' (30')	6	3	1	1, poison	poison	F2	7	N	65
Giant Python	90' (30')	6	5	2	1d4/2d8	constriction	F3	8	N	350
Giant Rattlesnake	120' (40')	5	4	2	1d4, poison	poison	F2	8	N	135
Spectre	150' (50') F: 300' (100')	2	6	1	1d8, drain energy	only harmed by magic weapons; immune to <i>charm</i> , <i>hold</i> , and <i>sleep</i> ; drain energy	F6	11	C	1070
Spider										
Giant Black Widow	60' (20') W: 120' (40')	6	3	1	2d6, poison	poison, web	F2	8	N	80
Giant Crab	120' (40')	7	2	1	1d8, poison	poison, surprise	F1	7	N	38

Monster	Movement	Armor Class	Hit Dice	Attacks	Damage	Special	Save	Morale	Align.	X.P. Value
Spider										
Giant Tarantula	120' (40')	5	4	1	1d8, poison	poison	F2	8	N	135
Sprite										
	60' (20') F: 180' (60')	5	1d4 hp	1	curse	curse	E1	7	N	6
Squid, Giant										
	S: 120' (40')	7	6	9	1d4 (x8)/1d10	constriction, ink spray	F3	7 (9)	N	1070
Statue, Animate										
Crystal	90' (30')	4	3	2	1d6/1d6	immune to <i>sleep</i>	F3	11	L	65
Stone	60' (20')	4	5	2	2d6/2d6	immune to <i>sleep</i>	F5	11	C	500
Iron	30' (10')	4	4	2	1d8/1d8	immune to <i>sleep</i> , trap weapons	F4	11	N	190
Stegosaurus										
	60' (20')	3	11	1	2d8 or 2d6	nil	F6	7	N	1200
Stirge										
	30' (10') F: 180' (60')	7	1	1	1d3	blood drain	F2	9	N	16
Throghrin										
	120' (40')	6	3	2 or 1	1d3/1d3 or weapon	paralysis, regeneration	F3	10	C	80
Titanotheres										
	120' (40')	5	12	1	2d6 or 2d8	charge	F6	7	N	2000
Toad, Giant										
	90' (30')	7	2+2	1	1d4+1	surprise, swallow	F1	6	N	71
Treant										
	60' (20')	2	8	2	2d6/2d6	surprise, control trees	F8	6	L	1560
Triceratops										
	90' (30')	2	11	1	3d6	charge	F6	8	N	1200
Troglodyte										
	120' (40')	5	2	3	1d4/1d4/1d4	surprise, stench	F2	9	C	38
Troll										
	120' (40')	4	6+3	3	1d6/1d6/1d10	regeneration	F6	10	C	600
Tyrannosaurus Rex										
	120' (40')	3	20	1	6d6	nil	F10	11	N	2250
Unicorn										
	240' (80')	2	4	3	1d8/1d8/1d8	teleport	F8	7	L	135
Vampire										
	120' (40') F: 180' (60')	2	7-9	1	1d10, drain energy	immune to <i>charm</i> , <i>hold</i> , and <i>sleep</i> ; only take half damage from cold and electricity; only harmed by magic weapons; regenerate; vulnerable to sunlight, holy water, holy symbols, garlic, and immersion; drain energy; gaseous form; shape change; summon animals; charm	F7	11	C	7HD: 3150 8HD: 6060 9HD: 7300

Monster	Movement	Armor Class	Hit Dice	Attacks	Damage	Special	Save	Morale	Align.	X.P. Value
Weasel, Giant	150' (50')	7	4+4	1	2d4	drain blood, infravision	F3	8	N	290
Whale										
Killer	S: 240' (80')	6	6	1	1d20	swallow	F3	10	N	570
Narwhal	S: 180' (60')	7	12	2	2d6/1d8	nil	F12	8	L	1200
Sperm	S: 180' (60')	6	36	1	3d20	swallow, slam	F15	7	N	12500
Wight	90' (30')	5	3	1	drain energy	drain energy, only harmed by silver or magic weapons, immune to <i>sleep</i> and <i>charm</i>	F3	12	C	110
Wolf										
Ordinary	180' (60')	7	2+2	1	1d6	nil	F1	8	N	35
Dire	150' (50')	6	4+1	1	2d4	nil	F2	8	N	140
Wraith	120' (40') F: 240' (80')	3	4	1	1d6	drain energy; immune to <i>sleep</i> , <i>hold</i> , or <i>charm</i> ; not harmed by normal weapons; half damage from silver weapons	F4	12	C	300
Wyvern	90' (30') F: 240' (80')	3	7	2	2d8/2d8, poison	poison	F4	9	C	1140
Yellow Mold	0	Always hit	2	1 area	1d6, special	spores, only damaged by fire	F2	N/A	N	38
Zombie	120' (40')	8	2	1	1d8 or weapon	immune to <i>charm</i> and <i>sleep</i>	F1	12	C	29

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