



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
queen <sup>MM</sup>	M	nil	3	10	nil	nil	nil	nil	animal	nil*
soldier <sup>MM</sup>	S	16	3	2	2	2-8/1-4	poison (2-8)	nil	animal	90 + 3/hp*
worker <sup>MM</sup>	S	16	3	2	1	1-6	nil	nil	animal	20 + 2/hp
ant lion <sup>MM2</sup>	L	12	2	8	1	5-20	grapple	nil	animal	550 + 10/hp*
ape --										
carnivorous <sup>MM</sup>	L	15	6	5	3	1-4/1-4/2-8	rending (1-8)	surprised only on a 1	low+	170 + 5/hp
gorilla <sup>MM</sup>	M	15	6	4 + 1	3	1-3/1-3/1-6	rending (1-6)	nil	low	130 + 5/hp
apparition <sup>FF</sup>	M	special	0	8	1	special	fearful attack, surprise on 5 in 6	magic or silver weapon to hit, etherealness	average	1000 + 10/hp
ascomoid <sup>MM2</sup>	L	13	3	6 + 6	1	1 hp/1' diameter cloud	spore jet	immune to mind-affecting magic & blunt weapons, edged weapons do 1 point only, +4 save vs. magic	unratable	775 + 8/hp
aspis --										
drone <sup>MM2</sup>	M	3	3(2)	6	2	1-4/1-4 or by weapon	dual weapon use	dual shield use	very	300 + 6/hp
larva --	S	see below	6	see below	1	2-7	nil	immune to acid	non-	see below
2 HD <sup>MM2</sup>		16		2						28 + 2/hp
3 HD <sup>MM2</sup>		16		3						35 + 3/hp
4 HD <sup>MM2</sup>		15		4						85 + 4/hp
5 HD <sup>MM2</sup>		15		5						130 + 5/hp
cow <sup>MM2</sup>	L	10	7	10	1	3-18	acidic slime	nil	low	1350 + 14/hp
assassin bug <sup>FF</sup>	S	18	5	1 + 1	1	1-4	paralyzation, larvae	nil	animal	65 + 2/hp
astral searcher <sup>FF</sup>	M	16	10	2	1	1-6	all victims AC 5, possession	magic resistance (50%)	non-	73 + 2/hp
atomie <sup>MM2</sup>	S	21*	4	½	2	by weapon	spell use	nil	average to very	40 + 1/hp
auromvorax <sup>MM2</sup>	S	9	0	12	1	2-8	grapple	half damage from blunt weapons & magic fire, immune to normal fire & poison	animal	2700 + 16/hp
axe beak <sup>MM</sup>	L	16	6	3	3	1-3/1-3/2-8	nil	nil	animal	35 + 3/hp
azer --	M	see below	2	see below	1	by weapon	heat	immune to fire	low to very	see below
2 + 1 HD <sup>MM2</sup>		15		2 + 1		+1 damage		magic resistance (5%)		50 + 3/hp*
3 + 2 HD <sup>MM2</sup>		15		3 + 2		+2 damage		magic resistance (10%)		85 + 4/hp
4 + 3 HD <sup>MM2</sup>		14		4 + 3		+3 damage		magic resistance (15%)		130 + 5/hp
5 + 4 HD <sup>MM2</sup>		11		5 + 4		+3 damage		magic resistance (20%)		225 + 6/hp

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noble <sup>MM2</sup>		10		7 + 6		+4 damage		magic resistance (25%)		550+10/hp*
King Amaimon <sup>MM2</sup>		7		9 + 8		+6 damage		magic resistance (35%)	very	1350+14/hp*
babbler <sup>FF</sup>	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 <sup>MM</sup>	S	18	7	1 + 1	1	1-4 (or 2-5)	nil	climbing	low	20 + 2/hp
badger <sup>MM</sup>	S	18	4	1 + 2	3	1-2/1-2/1-3	nil	nil	semi-	20 + 2/hp
giant <sup>MM</sup>	M	16	4	3	3	1-3/1-3/1-6	nil	nil	semi-	35 + 3/hp
baku <sup>MM2</sup>	L	9	-2	12 + 12	3	3-18/2-12/2-12	psionics, roar, invisibility, etherealness	immune to fire, magic resistance (20%)	exceptional to genius	4900 + 18/hp
baluchitherium <sup>MM</sup>	L	8	5	14	2	5-20	nil	nil	semi-	4200 + 18/hp
banderlog <sup>MM2</sup>	S	15	6	4	1	2-5	(missile weapons)	nil	low to average	60 + 4/hp
barghest --	M-L	see below	see below	see below	2	see below	spell-like abilities	magic weapon to hit, immune to fire	see below	see below
6 + 6 HD		13	2	6 + 6		8-14		magic resistance (30%)	high	725 + 8/hp*
7 + 7 HD		12	1	7 + 7		9-15		magic resistance (35%)	high	1275 + 10/hp
8 + 8 HD		12	0	8 + 8		10-16		magic resistance (40%)	high to exceptional	2300 + 12/hp*
9 + 9 HD		10	-1	9 + 9		11-17		magic resistance (45%)	exceptional	3450 + 14/hp*
10 + 10 HD		10	-2	10 + 10		12-18		magic resistance (50%)	exceptional	4350 + 14/hp*
11 + 11 HD		9	-3	11 + 11		13-19		magic resistance (55%)	genius	5100 + 16/hp*
12 + 12 HD		9	-4	12 + 12		14-20		magic resistance (60%)	genius	5950 + 16/hp*
barkurr --	S	13	0(8)	see below	1	1 + special	surprise, lignification	nearly indetectable	non-	
1 HD <sup>MM2</sup>				1						45 + 1/hp
2 HD <sup>MM2</sup>				2						65 + 2/hp
3 HD <sup>MM2</sup>				3						90 + 3/hp
4 HD <sup>MM2</sup>				4						125 + 4/hp
5 HD <sup>MM2</sup>				5						165 + 5/hp
6 HD <sup>MM2</sup>				6						275 + 6/hp
barracuda --			6		1	2-8	nil	nil	non-	
1 HD <sup>MM</sup>	S	19		1						10 + 1/hp*
2 HD <sup>MM</sup>	M	18		2						20 + 2/hp
3 HD <sup>MM</sup>	L	16		3						35 + 3/hp*
basidiron <sup>MM2</sup>	M	15	4	5 + 5	1	2-8 + special	smothering, hallucinatory spores	partial immunity to cold	unratable	475 + 6/hp

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basilisk <sup>MM</sup>	M	13	4	6 + 1	1	1-10	gaze petrifies	nil	animal	1000 + 8/hp
greater <sup>MM2</sup>	L	10	2	10	3	1-6/1-6/2-16	poison, gaze petrifies	surprised only on a 1	low	3000 + 14/hp
bat <sup>MM2</sup>	S	21*	8/4	¼	1	1	swarm	AC 4 while flying	animal	5 + 1/hp
doombat <sup>FF</sup>	M	13	4	6 + 3	2	1-6/1-4	shriek	nil	animal	400 + 8/hp*
fire bat --	S	see below	8	see below	1	see below	nil	immunity to fire, detect invisible	semi-	
adult <sup>MM2</sup>		16		2		2-8				28 + 2/hp
young <sup>MM2</sup>		19		1		1-4				10 + 1/hp
giant --	S	see below	8	see below	1	see below	rabies	those with dexterity less than 13 are -3 to-hit flying giant bats	non-	see below
½ HD <sup>FF</sup>		21*		½		1-2				5 + 1/hp
1 HD <sup>FF</sup>		19		1		1-4				10 + 1/hp
mobat --	M	see below	10/7/2	see below	1	2-8	screech, surprise on 1-3	nil	low	
4 HD <sup>MM2</sup>		15		4						85 + 4/hp*
5 HD <sup>MM2</sup>		15		5						130 + 5/hp*
6 HD <sup>MM2</sup>		13		6						225 + 6/hp*
bear --										
black <sup>MM</sup>	M	16	7	3 + 3	3	1-3/1-3/1-6	hug (2-8)	nil	semi-	85 + 4/hp
brown <sup>MM</sup>	L	15	6	5 + 5	3	1-6/1-6/1-8	hug (2-12), fight until -9 hp	nil	semi-	300 + 6/hp
cave <sup>MM</sup>	L	13	6	6 + 6	3	1-8/1-8/1-12	hug (2-16), fight until -9 hp	nil	semi-	650 + 8/hp
polar <sup>MM2</sup>	L	12	6	8 + 8	3	1-10/1-10/2-12	hug (3-18), fight until -13 hp	nil	semi-	900 + 12/hp
beaver, giant <sup>MM</sup>	M	15	4	4	1	4-16	nil	nil	low to average	60 + 4/hp
bee, giant --										
honey-, worker <sup>MM2</sup>	M	16	6	3 + 1	1	1-3	poison sting (once)	nil	low	150 + 4/hp
honey-, soldier <sup>MM2</sup>	M	15	5	4 + 2	1	1-4	poison sting (once)	nil	low	205 + 5/hp*
honey-, drone <sup>MM2</sup>	M	--	5		nil	nil	nil	nil	low	nil
honey-, queen <sup>MM2</sup>	M	--	5	8 + 6	nil	nil	nil	nil	low	nil
bumble- <sup>MM2</sup>	L	13	5	6 + 4	1	1-6	poison sting	nil	low	400 + 8/hp
bumble-, queen <sup>MM2</sup>	L	12	5	8 + 6	1	1-8	poison sting	nil	low	1300 + 12/hp*
beetle, giant --										
bombadier <sup>MM</sup>	M	16	4	2 + 2	1	2-12	acid cloud	firing cloud	non-	105 + 3/hp