

Variable Hit Dice for Dungeons & Dragons

by Steven J. Ege based upon ideas presented by Gary Gygax

In 1976, D&D Supplement III: *Eldritch Wizardry* was released. In that book, three demons were introduced that used d10 Hit Dice. Included as well was a note that other creatures could have d12 or d20 Hit Dice. The idea was never fully developed, and until recently, it was unknown that there was to be a revision. The intention for *AD&D* was to have the hit dice be d4, d8, and d12 for small, medium, and large.

In numerous discussions on the topic of creature hit dice many people believed the dragons of 1st Edition *AD&D* to be woefully underpowered. From these discussions, the kernel idea of the variable hit dice system, namely the idea of dragons having d20 hit dice, appeared. From that single idea the concept of Adjusted Hit Dice, where the creature has an easier time attacking and saving based upon its hit dice, appeared. The seed idea of d4, d8, and d12 for Hit Dice was expanded to include all die types.

HIT DICE

In this system, a creature's hit die is based upon the size of the creature. Therefore, the smaller a creature is compared to the baseline of medium, the smaller its hit dice and the fewer its hit points. Larger creatures will of course have larger hit dice and more hit points. For this article, the traditional sizes of small, medium, and large, are supplanted by the monster size structure of the 2nd Edition *Monstrous Manual*, in that there are six sizes of creature, each size having a corresponding hit die type that applies in generating hit points for that creature.

Like hit dice, a creature's attack capability and saving throws are affected by size. The creature's hit dice are multiplied by a number given in the table below. The result is what is used instead of the actual hit dice of the creature for determining attack potential and saving throws.

Size Descriptor			Hit Die Type	Multiplier
T	Tiny	2' or less	d4	.5
S	Small	2' + to 4'	d6	.75
M	Medium	4' + to 7'	d8	1
L	Large	7' + to 12'	d10	1.25
H	Huge	12' + to 25'	d12	1.5
G	Gargantuan	25' + or more	d20	2.5

THE CREATURES

Every creature from the three monster books is shown on the following tables, along with its new hit dice under the variable hit dice system, and the adjusted hit dice it uses for attacks and saves. In some cases the numbers have been adjusted, and in all cases not adjusted, rounded up or down as appropriate to the nearest number. The Adjusted Hit Dice column figures in the bonus Hit Die earned for hit points of +3 or higher.

MONSTER MANUAL

Creature	Hit Dice	Adjusted Hit Dice
Aerial Servant	1d10	20
Ankheg	3d10 – 8d10	4 – 10
	3d12 – 8d12	5 – 12
Ant, Giant	2d4	1
Ape (Gorilla)	4d8+1	4
Ape, Carnivorous	5d10	6
Axe Beak	3d10	4
Baboon	1d6+1	1-1
Badger	1d6+2	1
Baluchitherium	14d12	21
Barracuda	1d6 – 3d6	Up to 1-1 – 2
	1d8 – 3d8	1 – 3
	1d10 – 3d10	1+ – 4
Basilisk	6d8+1	6
Bear, Black	3d8+3	3
Bear, Brown	5d10+5	7
Bear, Cave	6d10+6	9
Beaver, Giant	4d8	4
Beetle, Giant		
Bombardier	2d8+2	2
Beetle, Giant Boring	5d10	6
Beetle, Giant Fire	1d6+2	1
Beetle, Giant		
Rhinoceros	12d10	15
Beetle, Giant Stag	7d10	9
Beetle, Giant Water	4d8	4
Beholder	10d10 – 17d10 (55 – 95HP)	13 – 21
Black Pudding	10d8	10
	10d10	13
Blink Dog	4d6	3
Boar, Giant	7d8	7
Boar, Warthog	3d6	2
Boar, Wild	3d6+3	2
Brain Mole	1HP	Up to 1-1
Brownie	1d4	Up to 1-1
Buffalo	5d8	5
Bugbear	3d10+1	4
Bulette	9d12	14
Bull	4d8	4
Camel, Wild	3d10	4
Carrion Crawler	3d10+1	4
Catoblepas	6d10+2	8
Cattle, Wild	1d10-4d10	1+ – 5
Centaur	4d10	5
Centipede, Giant	1 – 2HP	Up to 1-1
Cerebral Parasite	n/a	n/a
Chimera	9d8	9
Cockatrice	5d6	4
Couatl	9d10	11
Crab, Giant	4d8	4
Crayfish, Giant	4d10+4	6
Crocodile, Giant	7d12	11
	7d20	18
Crocodile, Normal	3d10	4
	3d12	5
Demon		
Demogorgon	295HP	68

Creature	Hit Dice	Adjusted Hit Dice
Juiblex	110HP	25
Manes	1d6	Up to 1-1
Orcus	175HP	41
Succubus	6d8	6
Type I	8d10	10
Type II	9d10	11
Type III	10d10	13
Type IV	11d10	14
Type V	7d10+7	10
Type VI	8d10+8	11
Yeenoghu	125HP	29
Devil		
Asmodeus	285HP	66
Baalzebul	200HP	46
Barbed	8d10	10
Bone	9d10	11
Dispater	175HP	40
Erineyes	6d8+6	7
Geryon	345HP	75
Horned	5d10+5	7
Ice	11d10	14
Lemure	3d8	3
Pit Fiend	13d10	16
Dinosaur		
Anatosaurus	12d20	30
Ankylosaurus	9d12	14
Antrodemus	15d20	38
Apatosaurus	30d20	75
Archelon Ischyras	7d10	9
Brachiosaurus	36d20	90
Camarasaurus	20d20	50
Ceratosaurus	8d12	12
Cetiosaurus	24d20	60
Dinichtys	10d20	25
Diplodocus	24d20	60
Elasmosaurus	15d20	38
Gorgosaurus	13d20	33
Iguanadon	6d20	15
Lambeosaurus	12d20	30
Megalosaurus	12d12	18
Monoclonius	8d12	12
Mosasaurus	12d20	30
Paleoscincus	9d12	14
Pentaceratops	12d12	18
Plateosaurus	8d12	12
Plesiosaurus	20d20	50
Pteranodon	3d20+3	8
Stegosaurus	18d12	27
Styracosaurus	10d12	15
Teratosaurus	10d12	15
Triceratops	16d12	24
Tyrannosaurus Rex	18d20	45
Displacer Beast	6d10	8
Djinni	7d10+3	9
Dog, War	2d8+2	2
Dog, Wild	1d6+1	1-1
Dolphin	2d8+2	2
Doppelganger	4d8	4

Creature	Hit Dice	Adjusted Hit Dice
Dragon		
Black	6d20 – 8d20	15 – 20
Blue	8d20 – 10d20	20 – 25
Brass	6d20 – 8d20	15 – 20
Bronze	8d20 – 10d20	20 – 25
Chromatic	16d20 (320HP)	40
Copper	7d20 – 9d20	18 – 23
Gold	10d20 – 12d20	25 – 30
Green	7d20 – 9d20	18 – 23
Platinum	21d20 (420HP)	53
Red	9d20 – 11d20	23 – 28
Silver	9d20 – 11d20	23 – 28
White	5d12 – 7d12	8 – 11
Dragonne	9d8	9
Dragon Turtle	12d20 – 14d20	30 – 35
Dryad	2d8	2
Dwarf	1d6	Up to 1-1
Eagle, Giant	4d12	6
Ear Seekers	1HP	Up to 1-1
Eel, Electric	2d10	3
Eel, Giant	5d12	8
Eel, Weed	1d8-1	1-1
Efreeti	10d10	13
Elemental, Air	8d10	10
	12d10	15
	16d10	20
Elemental, Earth	8d10	10
	12d10	15
	16d10	20
Elemental, Fire	8d10	10
	12d10	15
	16d10	20
Elemental, Water	8d10	10
	12d10	15
	16d10	20
Elephant, Asiatic	10d10	13
Elephant, Loxodont	11d10	14
Elf	1d8+1	1+
Ettin	10d12	15
Eye, Floating	1 – 4HP	Up to 1-1
Eye of the Deep	10d6 – 12d6	8 – 9
	10d8 – 12d8	10 – 12
Flightless Bird	1d8 – 3d8	1 – 3
Frog, Giant	1d6 – 3d6	Up to 1-1 – 2
	1d8 – 3d8	1 – 3
Frog, Killer	1d6+4	2
Frog, Poisonous	1d6	Up to 1-1
Fungi, Violet	3d6	2
	3d8	3
Gar, Giant	8d12	12
	8d20	20
Gargoyle	4d8+4	5
Gas Spore	1HP	Up to 1-1
Gelatinous Cube	4d10	5
Ghast	4d8	4
Ghost	10d8	10
Ghoul	2d8	2
Giant		
Cloud	12d12+(1d6+1)	18 – 19

Creature	Hit Dice	Adjusted Hit Dice
Fire	11d10+(1d4+1)	14 – 15
Frost	10d12+(1d4)	15 – 16
Hill	8d10+(1/3d6)	10
Stone	9d10+(1/2d6)	11
Storm	15d12+(1d6+1)	23 – 24
Gnoll	2d8	2
Gnome	1d6	Up to 1-1
Goat, Giant	3d8+1	3
Goblin	1d6	Up to 1-1
Golem		
Clay	60HP	14
Flesh	50HP	11
Iron	100HP	23
Stone	75HP	16
Gorgon	8d10	10
Gray Ooze	3d8+3	3
	3d10+3	4
Green Slime	2d6	1+
Griffon	7d10	9
Groaning Spirit	7d8	7
Halfling	1d6	Up to 1-1
Harpy	3d8	3
Hell Hound	4d8 – 7d8	4 – 7
Herd Animal	1d6 – 5d6	Up to 1-1 – 4
	1d8 – 5d8	1 – 5
	1d10 – 5d10	1+ – 6
Hippocampus	4d10	5
Hippogriff	3d10+3	4
Hippopotamus	8d10	10
Hobgoblin	1d8+1	1+
Homonculous	2d4	1
Horse		
Draft	3d10	4
Heavy	3d10+3	4
Light	2d10	3
Medium	2d10+2	3
Pony	1d10+1	1+
Wild	2d10	3
Hydra	5d10 – 12d10	6 – 15
Hyena	3d8	3
Hyena, Giant	5d10	6
Imp	2d4+2	1+
Intellect Devourer	6d8+6	7
Invisible Stalker	8d10	10
Irish Deer	4d10	5
Ixitxachtli	1d8+1	1+
	3d8+3	3
	4d8+4	5
Jackal	1 – 4HP	Up to 1-1
Jackalwere	4d6	3
	4d8	4
Jaguar	4d10+1	5
Ki-Rin	12d10	15
Kobold	1 – 4HP	Up to 1-1
Lamia	9d8	9
Lammasu	7d10+7	10
Lamprey	1d6+2	1
Lamprey, Giant	5d8	5
Larva	1d8	1

Creature	Hit Dice	Adjusted Hit Dice
Leech, Giant	1d6 – 4d6	Up to 1-1 – 3
	1d8 – 4d8	1 – 4
Leopard	3d8+2	3
Leprechaun	1d4+1	Up to 1-1
Leucrotta	6d10+1	8
Lich	11d8+	11+
Lion	5d10+2	6
Lion, Mountain	3d8+1	3
Lion, Spotted	6d10+2	8
Lizard		
Fire	10d10	13
Giant	3d10+1	4
Minotaur	8d10	10
Subterranean	6d10	8
Lizard Man	2d8+1	2
Locathah	2d8	2
Lurker Above	10d12	15
Lycanthrope		
Werebear	7d10+3	9
Wereboar	5d10+2	6
Wererat	3d6+1	2
	3d8+1	3
Weretiger	6d10+2	8
Werewolf	4d10+3	5
Lynx, Giant	2d8+2	2
Mammoth	13d10	16
	13d12	20
Manticore	6d10+3	8
Masher	8d10	10
Mastodon	12d10	15
Medusa	6d8	6
Men		
Bandit	1d8	1
Berserker	1d8+1	1+
Buccaneer	1d8	1
Caveman	1d8	1
	2d8	2
Dervish	1d8	1
Merchant	1d8	1
Pilgrim	1d8	1
Merman	1d8+1	1+
Mimic	7d10 – 10d10	9 – 13
Mind Flayer	8d8+4	9
Minotaur	6d10+3	8
Mold, Brown	n/a	n/a
Mold, Yellow	n/a	n/a
Morkoth	7d8	7
Mule	3d10	4
Mummy	6d8+3	6
Naga		
Guardian	11d12 – 12d12	17 – 18
Spirit	9d12 – 10d12	14 – 15
Water	7d10 – 8d10	9 – 10
Neo-otyugh	9d10 – 12d10	11 – 15
Night Hag	8d8	8
Nightmare	6d10+6	9
Nixie	1d6	Up to 1-1
Nymph	3d8	3
Ochre Jelly	6d8	6

Creature	Hit Dice	Adjusted Hit Dice
Octopus, Giant	8d10	10
Ogre	4d10+1	5
Ogre Mage	5d10+2	6
Orc	1d8	1
Otter, Giant	5d10	6
Otyugh	6d8 – 8d8	6 – 8
	6d10 – 8d10	8 – 10
Owl, Giant	4d8	4
Owlbear	5d10+2	6
Pegasus	4d10	5
Peryton	4d8	4
Piercer	1d6 – 4d6	Up to 1-1 – 3
	1d8 – 4d8	1 – 4
Pike, Giant	4d10	5
	4d12	6
Pixie	1d6	Up to 1-1
Porcupine, Giant	6d10	8
Portuguese Man-o-war, Giant	1d6 – 4d6	Up to 1-1 – 3
	1d8 – 4d8	1 – 4
	1d10 – 4d10	1+ – 5
Pseudo-Dragon	2d4	1
Purple Worm	15d20	38
Quasit	3d6	2
Rakshasha	7d8	7
Ram, Giant	4d8	4
Rat, Giant (Sumatran)	1d4	Up to 1-1
Ray		
Manta	8d10 – 11d10	10 – 14
Pungi	4d10	5
Sting	1d6	Up to 1-1
Remorhaz	7d12 – 14d12	11 – 21
	7d20 – 14d20	18 – 35
Rhinoceros	8d10 – 9d10	10 – 11
Rhinoceros, Woolly	10d10	13
Roc	18d20	45
Roper	10d10 – 12d10	13 – 15
Rot Grub	1HP	Up to 1-1
Rust Monster	5d8	5
Sahuagin	2d8+2	2
Salamander	7d8+7	8
Satyr	5d8	5
Scorpion, Giant	5d8+5	6
Sea Hag	3d8	3
Sea Horse, Giant	2d10 – 4d10	3 – 5
Sea Lion	6d10	8
Shadow	3d8+3	4
Shambling Mound	8d10 – 11d10	10 – 14
Shark	3d8 – 8d8	3 – 8
	3d10 – 8d10	4 – 10
Shark, Giant	10d10 – 15d10	13 – 19
Shedu	9d10+9	12
Shrieker	3d6	2
	3d8	3
	3d10	4
Skeleton	1d8	1
Skunk, Giant	5d8	5
Slithering Tracker	5d6	4
Slug, Giant	12d10	15

Creature	Hit Dice	Adjusted Hit Dice
Snake, Giant		
Amphisbaena	6d8	6
Constrictor	6d10+1	8
Poisonous	4d10+2	5
Sea	8d20 – 10d20	20 – 25
Spitting	4d8+2	4
Spectre	7d8+3	8
Sphinx		
Andro-	12d10	15
Crio-	10d10	13
Gyno-	8d10	10
Hieraco-	9d10	11
Spider		
Giant	4d10+4	6
Huge	2d8+2	2
Large	1d6+1	1-1
Phase	5d10+5	7
Water, Giant	3d8+3	4
Sprite	1d6	Up to 1-1
Squid, Giant	12d20	30
Stag	3d10	4
Stag, Giant	5d10	6
Stirge	1d6+1	4
Strangle Weed	2d6 – 4d6	1+ – 3
Su-Monster	5d8+5	6
Sylph	3d8	3
Thought Eater	3d6	2
Tick, Giant	2d6 – 4d6	1+ – 3
Tiger	5d10+5	7
Tiger, Sabre-Tooth	7d10+2	9
Titan	17d12 – 22d12	26 – 33
Titanother	12d10	15
Toad		
Giant	2d8+4	3
Ice	5d10	6
Poisonous	2d8	2
Trapper	12d12	18
Treant	7d12 – 12d12	11 – 18
Triton	3d8	3
Troglodyte	2d8	2
Troll	6d10+6	9
Turtle		
Sea, Giant	15d20	38
Snapping, Giant	10d20	25
Umber Hulk	8d10+8	11
Unicorn	4d10+4	6
Vampire	8d8+3	9
Wasp, Giant	4d8	4
Water Weird	3d10+3	5
Weasel, Giant	3d8+3	4
Whale	12d12 – 36d12	18 – 54
	12d20 – 36d20	30 – 90
Wight	4d8+3	5
Will-O-(The)-Wisp	9d6	7
Wind Walker	6d10+3	9
Wolf	2d6+2	1+
Wolf, Dire	3d8+3	4
	3d10+3	5
Wolf, Winter	6d10	8

Creature	Hit Dice	Adjusted Hit Dice
Wolverine	3d6	2
Wolverine, Giant	4d8+4	5
Wraith	5d8+3	6
Wyvern	7d20+7	19
Xorn	7d8+7	8
Yeti	4d10+4	6
Zombie	2d8	2

FIEND FOLIO

Aarakockra	1d8+2	1+
Achaierai	60HP (body) 20HP (legs)	14 (beak) 6 (legs)
Adherer	4d8	4
Aleax	As PC Level	As PC Level
Algoid	5d8	5
Al-Mi'raj	1d6	Up to 1-1
Apparition	8d8	8
Assassin Bug	1d4+1	Up to 1-1
Astral Searcher	2d8	2
Babbler	5d10	6
Bat, Giant	1d4 1d6	Up to 1-1 Up to 1-1
Berbalang	1d8+1	1+
Blindheim	4d6+2	3
Blood Hawk	1d6+1	1-1
Bloodworm, Giant	6d12	9
Bonesnapper	4d8	4
Booka	1d6	Up to 1-1
Bullywug	1d6 1d8	Up to 1-1 1
Bunyip	5d8	5
Carbuncle	1d6	Up to 1-1
Caryatid Column	22HP	5
Caterwaul	4d8+2	4
Cifal	8d8 or 10d8	8 – 10
Clubnek	2d8	2
Coffer Corpse	2d8	2
Crabman	3d10	4
Crypt Thing	6d8	6
Dakon	1d8+1	1+
Dark Creeper	1d6+1	1-1
Dark Stalker	2d8+1	2
Death Dog	2d8+1	2
Death Knight	9d10	11
Lolth	88HP	20
Denzelian	6d6	5
Devil, Styx	6d8+6	7
Devil Dog	6d8	6
Dire Corby	2d8	2
Disenchanter	5d8	5
Doombat	6d8+3	7
Dragon, Oriental		
Li Lung	7d12 – 9d12	11 – 14
Lung Wang	11d12 – 13d12 11d20 – 13d20	17 – 20 28 – 33
Pan Lung	6d20 – 8d20	15 – 20
Shen Lung	9d20 – 11d20	23 – 28
T'ien Lung	11d20 – 13d20	28 – 33
Yu Lung	5d12 – 7d12	8 – 11

Creature	Hit Dice	Adjusted Hit Dice
Dragonfish	2d6	1+
Dune Stalker	6d8	6
Elemental Princes		
Cryonax	130HP	30
Imix	130HP	30
Ogrémoch	130HP	30
Olhydra	130HP	30
Yan-C Bin	105HP	24
Elf, Drow	2d8 (or better)	2 (or better)
Enveloper	3d10 5d10 7d10	4 6 9
Ettercap	5d8	5
Eye Killer	4d8	4
Eye of Fear and Flame	12d8	12
Firedrake	4d6	3
Firenewt	2d8+2	2
Fire Snake	2d6	1+
Firetoad	4d6+1	3
Flail Snail	4d10 – 6d10	5 – 8
Flind	2d8+3	3
Flumph	2d4	1
Forlarren	3d8	3
Frost Man	4d8	4
Galltrit	2HP	Up to 1-1
Gambado	4d8	4
Garbug		
Black	2d10+2	3
Violet	3d10+1	4
Giant		
Fog	14d12	21
Mountain	12d12	18
Giant Strider	2d10	3
Gibberling	1d8	1
Githyanki	1d8 – 11d8	1 – 11
Githzerai	1d8 – 9d8	1 – 9
Goldbug	1d4	Up to 1-1
Gorbel	1HP	2
Gorilla Bear	4d10	5
Grell	5d8	5
Grimlock	2d8	2
Gryph	2d6 – 4d6	1+ – 3
Guardian Daemon	8d8 8d10	8 10
Guardian Familiar	1d6 – 9d6	Up to 1-1 – 7
Hellcat	7d10+2	9
Hoar Fox	2d6	1+
Hook Horror	5d10	6
Hornet, Giant	5d8	5
Hound of Ill Omen	n/a	n/a
Huecuva	2d8	2
Ice Lizard	3d6+3	2
Imorph	5d8	5
Iron Cobra	1d6	Up to 1-1
Jaculi	1d10	1+
Jermlaine	1d4	Up to 1-1
Kamadan	4d10+2	5
Kelpie	5d8	5
Kenku	2d8 – 5d8	2 – 5

Creature	Hit Dice	Adjusted Hit Dice
Kharghra	6d6	5
Killmoulis	1d4	Up to 1-1
Kuo-Toa	4d8	4
	4d10	5
Lamia Noble	10d8+1	10
Lava Children	4d8	4
Lizard King	8d10	10
Magnesium Spirit	6d8+1	6
Mantari	1d6+1	1-1
Meazel	4d8	4
Meenlock	4d6	3
Mephit		
Fire	3d8+1	3
Lava	3d8	3
Smoke	3d8	3
Steam	3d8+3	4
Mezzodaemon	10d8+40	11
Mite	1d6-1	Up to 1-1
Necrophidius	2d10	3
Needleman	3d8+4	4
Nilbog	1d6-1	Up to 1-1
Nonafel	9d10	11
Norker	1d6+2	1
Nycadaemon	12d10+36	16
Ogrillon	2d8	2
Osquip	3d6+2	2
Pēnanggalan	4d8	4
Pernicon	1d4	Up to 1-1
Phantom Stalker	6d10	8
Poltergeist	1d4	Up to 1-1
Protein Polymorph	6d10 – 8d10	8 – 10
Quaggoth	1d10+2	1+
Quipper	1d4	Up to 1-1
Qullan	2d10	3
Retriever	10d10	13
Revenant	8d8	8
Rothé	2d8	2
Sandman	4d8	4
Scarecrow	5d8	5
Screaming Devilkin	3d6	2
Shadow Demon	7d8+3	8
Sheet Ghoul	4d8+2	4
Sheet Phantom	3d12	5
Shocker	1d8+2	1+
Skeleton Warrior	9d8+(2d6)	9 – 10
Skulk	2d8	2
Slaad		
Blue	8d10+4	11
Death	15d8+5	16
Green	9d10+3	12
Grey	10d8+6	11
Red	7d10	9
Ssendam	197HP	44
Ygorl	260HP	59
Snyad	1d6-1	Up to 1-1
Son of Kyuss	4d8	4
Stunjelly	4d10	5
Sussurus	8d10	10
Svirfneblin	3d6+6	3

Creature	Hit Dice	Adjusted Hit Dice
Symbiotic Jelly	2d4	1
Tabaxi	2d8	2
Tentamort	8d10	10
Terithran	5d6+1	4
Thoqqua	3d6	2
Thork	3d10	4
Throat Leech	1HP	Up to 1-1
Tiger Fly	1d6-1 (larva)	Up to 1-1
	4d8 (female)	4
	6d8 (male)	6
Tirapheg	2d10	3
Trilloch	n/a	n/a
Troll		
Giant	8d10	10
Giant Two-Headed	10d10	13
Ice	2d10	3
Spirit	5d10+5	7
Tween	1d8	1
Umpleby	6d10	8
Urchin		
Black	1d6+1	1-1
Green	2d6+1	1+
Red	3d6+1	2
Silver	5d6+3	5
Yellow	4d6+2	3
Vision	8d8	8
Vodyanoi	8d10	0
Volt	2d6+1	1+
Vortex	2d4+2	1+
Whipweed	2d12+4 (stalks)	4
	1d8+4 (body)	n/a
Witherstench	2d6+2	1+
Witherweed	3d8	3
	4d10	5
	5d12	8
	6d20	15
Xill	5d8	5
Xvart	1d6-1	Up to 1-1
Yellow Musk Creeper	3d10	4
Zombie, Yellow Musk	2d8	2

MONSTER MANUAL II

Aboleth	8d12	12
Agathion	7d8+7	8
	7d10+7	10
Annis	7d10+(3d4)	10
Ant Lion	8d10	10
Ascomoid	6d8+6	7
	6d10+6	9
Aspis		
Drone	6d8	6
Larva	2d6 – 5d6	1+ – 4
Cow	10d10	13
	10d12	15
Atomie	1d4	Up to 1-1
Aurumvorax	12d6	9
Azer	2d8+1 – 5d8+4	2 – 6
Baku	12d10+12	16
Banderlog	4d6	3

Creature	Hit Dice	Adjusted Hit Dice
Barghest	6d8+6 – 12d8+12 6d10+6 – 12d10+12	7 – 13 9 – 16
Barkburr	1d6 – 6d6	Up to 1-1 – 5
Basidiron	5d8+5	6
Basilisk, Greater	10d10	13
Bat		
Mobat	4d8 – 6d8	4 – 6
Ordinary	1 – 2HP	Up to 1-1
Bat, Fire	2d6	1+
Bear, Northern	8d12+8	13
Bee, Giant		
Worker Honeybee	3d8+1	3
Soldier Honeybee	4d8+2	4
Bumblebee	6d10+4	9
Queen	8d10+6	11
Beetle		
Death Watch	9d8	9
Slicer	6d10	8
Behemoth	10d12+5	16
Behir	12d20	30
Bloodthorn	5d8 – 16d8 17d10 – 30d10	3 4 – 5
Boalisk	5d12+1	8
Bodak	9d8+9	10
Boggart	6d6	5
Boggle	4d6+3	3
Boobrie	9d10	11
Bookworm	2HP	n/a
Bowler	1d4+1	Up to 1-1
Buckawn	1d6-1	Up to 1-1
Cat		
Domestic	1d4+1	Up to 1-1
Wild	1d6	Up to 1-1
Cat Lord	81HP	19
Catfish, Giant	7d12 – 10d12	11 – 15
Cave Cricket	1d6+3 1d8+3	1+ 2
Cave Fisher	3d8	3
Cave Moray	4d8+4	5
Centipede		
Huge	1HP	Up to 1-1
Megalo-	3d8	3
Cheetah	3d8	3
Choke Creeper	25d20	63
Cloaker	6d10	9
Cooshee	3d8+3	4
Crane, Giant	3d8	3
Crysmal	6d6+6	5
Crystal Ooze	4d8 4d10	4 5
Cyclopskin	5d10	6
Daemon		
Arcanadaemon	13d8+39	14
Charon	140HP	31
Charonadaemon	10d8+20	11
Derghodaemon	11d10+22	15
Hydrodaemon	9d10+36	12
Oinodaemon	285HP	52
Piscodaemon	6d8	6

Creature	Hit Dice	Adjusted Hit Dice
Ultrodaemon	14d8+28	15
Yagnodaemon	13d10+13	17
Dao	8d10+3	11
Death, Crimson	13d8	13
Demilich	50HP	Special
Demodand		
Farastu	11d8	11
Kelubar	13d8	13
Shator	15d8	15
Demon		
Alu-demon	6d8+2-6	6 – 7
Babau	7d8+14	8
Baphomet	130HP	30
Bar-Lgura	6d8+6	7
Cambion	5d8 – 16d8 5d10 – 16d10	5 – 16 6 – 20
Chasme	7d8+2	7
Dretch	4d6	3
Fraz-Urb'luu	340HP	78
Graz'zt	225HP	51
Kostchtchie	96HP	21
Nabassu	5d8+2-20	5-6
Pazuzu	155HP	34
Rutterkin	5d8+1	5
Derro	3d6	2
Deva		
Astral	9d8+36	10
Monadic	8d8+32	9
Movanic	7d8+28	8
Devil		
Abishai		
Black	8d10	10
Blue	5d8+1	5
Green	6d8	6
Red	4d6+2	3
White	7d8	7
Amon	155HP	35
Bael	130HP	30
Bearded	6d8+6	7
Belial	185HP	43
Glasya	85HP	19
Hutjin	160HP	38
Mammon	170HP	39
Mephistopheles	230HP	53
Moloch	180HP	42
Nupperibo	1d8	1
Titivilus	86HP	19
Spined	3d6+3	2
Diakk	6d10+6 8d8+8	9 9
Dinosaur		
Ankisauros	2d8	2
Camptosaurus	1d6 – 3d6 1d8 – 3d8 1d10 – 3d10	Up to 1-1 – 2 1 – 3 1+ – 4
Compsognathus	1d4-1	Up to 1-1
Dacentrurus	10d12	15
Deinonychus	4d10+1	6
Dilophosaurus	8d20+2	20

Creature	Hit Dice	Adjusted Hit Dice
Dimetrodon	3d10 – 5d10	4 – 6
Euparkeria	1d6+1	1-1
Kentrosaurus	11d12	17
Mamenchisaurus	18d20	45
Massopondylus	7d12	11
Nothosaurus	14d20	35
Ornitholestes	2d8	2
Phororhacos	7d10+7	10
Podokesaurus	2d10+2	3
Pterosaur, Giant	6d20+6	16
Struthiomimus	6d12+3	10
Tanystropheus	6d20+6	16
Tennodontosaurus	10d20	25
Dracolisk	7d12+3	12
Dragon		
Cloud	12d20 – 14d20	30 – 35
Faerie	1 – 16HP	4
Mist	9d20 – 11d20	23 – 28
Shadow	4d12+1 – 6d12+1	6 – 9
	4d20+1 – 6d20+1	10 – 15
Dragonfly, Giant	7d8+1 – 8d8+1	7 – 8
Dragon Horse	8d10	10
Dragonnel	8d12+4	13
Drelb	5d8+3	6
Drider	6d10+6	9
Duergar	1d6+2	1
Dustdigger	4d10	5
Eagle	1d8+3	2
Eblis	4d8+4	5
Eel, Electric	6d12 – 8d12	9 – 12
	6d20 – 8d20	15 – 20
Elf		
Grugach	1d8+1	1
Valley	1d8+2	1
Elfin Cat	3d6+6	2
Executioner's Hood	2d4+2	1+
	4d4+4	2
	6d4+6	3
	2d6+2	1+
	4d6+4	3
	6d6+6	5
Falcon (Hawk)	1d6-1	Up to 1-1
	1d6	Up to 1-1
Firefriend (Giant Firefly)	1d4+1	Up to 1-1
Fly, Giant		
Bluebottle	3d8	3
Horsefly	6d10	8
Foo Creatures		
Dog	7d8+7	8 (10)
Lion	11d10+11	15 (19)
Forester's Bane	5d10	6
Formian (Centaur Ant)		
Myrmarch	6d10+6	9
Warrior	3d8+3	4
Worker	1d6+1	1-1
Frogmoth	16d12	24
Galeb Duhr	8d10 – 12d10	10 – 15
Giant		
Fomorian	13d12+ 1-3	20 – 21

Creature	Hit Dice	Adjusted Hit Dice
Firbolg	13d10+(1d6+1)	16 – 17
Verbeeg	5d10+5	7
Gibbering Mouter	4d8+3	5
Gloomwing	5d8+1	5
Goat	1d8+2	1+
Gorgimera	10d8	10
Greenhag	9d8	9
Grippli	1d6+1	1-1
Grig	1d4+1	Up to 1-1
Grim	4d8+(2d4)	4 – 5
Grue, Elemental		
Chaggrin	5d6+5	4
Harginn	4d8+4	5
Ildriss	4d8	4
Varrdig	6d8+6	7
Hangman Tree	61HP/year	21/year
Haunt	5d8	5
Hollyphant	8d6+8	7
Hordling	6d6+3	5
	7d6+2	5
	8d6+1	6
	9d6	7
	6d8+3	7
	7d8+2	7
	8d8+1	8
	9d8	9
	6d10+3	9
	7d10+2	9
	8d10+2	10
	9d10	11
Hybsil	1d6-1	Up to 1-1
Jann	6d8+2	6
Jelly, Mustard	7d10+14	10
Kampfult	2d6	1+
Kech	5d8	5
Korred	6d6+1	5
Kraken	20d10	25
Lammasu, Greater	12d8+7	13
Lamprey, Land	1d6+2	1
Luck Eater	4d4	2
Lycanthrope		
Foxwoman	8d8+1	8
Seawolf (Greater)	9d8+2	9
	9d10+2	11
	9d12+2	14
Seawolf (Lesser)	2d8+2	2
Wereshark	10d10+3	14
Magman	2d6	1+
Mandragora	1d4+1	Up to 1-1
	2d4+2	1+
Mantis, Giant	10d10	13
Mantrap	4d12 – 9d12	6 – 14
Margoye	6d8	6
Marid	13d12	20
Mastiff, Shadow	4d8	4
Mihstu	8d8+2	8
Miner	10d10	13
Minimal	special	special

Creature	Hit Dice	Adjusted Hit Dice
Modron		
Monodrone	1d6+1 or 1d6-1 1d8+1 or 1d8-1	1- – Up to 1-1 1+ – 1-
Duodrone	2d8+2	2
Tridrone	3d8+3	4
Quadrone	4d8+4	5
Pentadrone	5d8+5	6
Decaton	10d8+10	11
Nonaton	11d10+11	14
Octon	12d10+12	16
Septon	13d8+13	14
Hexton	14d10+14	19
Quinton	15d10+15	20
Quarton	16d10+16	21
Tertian	17d10+17	22
Secundus	18d10+18	24
Primus	330HP	60
Mold, Russet	12HP/10 sq. ft. 14HP/10 sq. ft. 16HP/10 sq. ft.	n/a n/a n/a
Mongrelman	1d8 – 4d8	1 – 4
Moon Dog	8d6+16	7
Muckdweller	1d4	Up to 1-1
Mud-Man	2d6	1+
Myconid	1d6 – 2d6 3d8 – 4d8 5d10 – 6d10	Up to 1-1 – 1+ 3 – 4 6 – 8
Nereid	4d8	4
Narwhale	4d10+4 5d10+5 6d10+6	6 7 9
Oblivix	1-2HP	Up to 1-1
Ogre, Aquatic	4d10+4	6
Oliphant	8d10+4 10d10+5	11 14
Ophidian	3d8 4d8	3 4
Opinicus	7d8+7	8
Otter	1d6-1 1d6+1	1-1 1+
Owl	1d6	Up to 1-1
Para-elemental, Ice	8d10 12d10 16d10	10 15 20
Para-elemental, Smoke	8d10 12d10 16d10	10 15 20
Para-elemental, Magma	8d10 12d10 16d10	10 15 20
Para-elemental, Ooze	8d10 12d10 16d10	10 15 20
Pech	4d6	3
Pedipalp		
Large	1d6+1	1-1
Huge	2d6+2	1+
Giant	4d10+4	6
Phantom	n/a	n/a
Phoenix	20d8	20

Creature	Hit Dice	Adjusted Hit Dice
Phycomid	4d6	3
Planetary	176HP	32
Pseudo-undead	special	special
pudding, Deadly		
Brown	11d6 11d8 11d10	8 11 14
Dun	8d6+1 8d8+1 8d10+1	6 8 10
White	9d6 9d8 9d10	7 9 11
Pyrolisk (see notes)	4d6+3	4
Quasi-elemental	6d6	5
Lightning	9d6 12d6	7 9
Quickling	1d4+2 3d4 4d4+2	Up to 1-1 1+ 2
Quickwood	5d10 – 10d10	6 – 12
Ram	2d8	2
Rat		
Ordinary	1-2HP	Up to 1-1
Vapor	2d6	1+
Raven (Crow)		
Ordinary	1-2HP	Up to 1-1
Huge	1d8-1	1-1
Giant	3d8+2 3d10+2	3 4
Retch Plant	5d12 – 8d12	7 – 12
Rock Reptile	5d8+5 – 5d8+7 5d10+8 – 5d10+12	6 7
Sandling	4d10	5
Scorpion		
Large	2d6+2	1+
Huge	4d8+4	5
Scum Creeper	1d4	Up to 1-1
Selkie	3d8+3	4
Shade	special	special
Shedu, Greater	14d8+14	15
Sirine	4d8 – 7d8	4 – 7
Skeleton, Animal	1d6-1 1d8-1	Up to 1-1 1-1
Skunk	1-2HP	Up to 1-1
Slime Creature	3d6+2 5d8+2 8d10+2	2 5 10
Slime, Olive	2d6+2	1+
Snake		
Constrictor	3d12+2	5
Poisonous	2d6+1	1+
Solar	215HP	39
Solifugid		
Large	3d8+3	4
Huge	5d8+5	6
Giant	6d10+6	9
Spectator	4d6+4	4
Spider, Giant Marine	7d10+7	10

Creature	Hit Dice	Adjusted Hit Dice
Spriggan	4d4	2
	8d10+4	11
Squealer	12d10	15
Squirrel		
Giant, Black	1d4+1	Up to 1-1
Ordinary	1HP	Up to 1-1
Carnivorous Flying	1d4+1	Up to 1-1
Stegocentipede	9d12	14
Stench Kow	3d10+3	5
Stone Guardian	4d8+4	5
	4d10+4	6
Storoper	6d8	6
Sundew, Giant	8d8	8
Swan	1d8+2	1+
Swanmay	2d8 – 12d8	2 – 12
Swordfish	1d8+1	1+
	2d10+2	3
	3d10+3	5
Taer	3d8+6	4
Tarrasque	705HP	67
Tasloi	1d6	Up to 1-1
Termite, Giant Harvester		
Worker	1d6+2	1-1
Soldier	2d8+2	2
Thessalhydra	12d20	30
Thri-kreen	6d8+3	7
Thunder Beast	4d10+4	6
	5d10+5	7
	6d10+6	9
	7d10+7	10
	8d10+8	11
	9d10+9	12
Thunderherder	7d10	9
Time Elemental	12d6	9
	16d6	12
	20d6	15
	24d6	18
	28d6	21
Transposer	6d8	6
Tri-flower Frond	2d8+8	3
Troll, Marine		
Fresh Water	5d8+5	6
Salt Water	6d10+12	9
Twilight Bloom	3d10+8	5
Urchin, Land	3d6+3	3
Ustilagor	3d4+3	3
Vagabond	special	special
Vargouille	1d6+1	1-1
Vegepygmy	1d6 – 6d6	1- –5
Verme	18d20+18	46
Vilstrak	1d6	1-
Vulchling	1d8	1
Vulture		
Giant	2d12+1	3
Ordinary	1d8+1	1
Weasel	1 – 2HP	Up to 1-1
Webbird	1d4	Up to 1-1
Wemic	5d8+8	6
Willow, Black	12d10 – 19d10	15 – 24

Creature	Hit Dice	Adjusted Hit Dice
Wolf-in-sheep's-clothing	9d6	6
Wolfwere	5d8+1	5
Worm		
Tenebrous Worm	10d8	10
Tunnel Worm	9d20+3	24
Xag-ya	5d8 – 8d8	5 – 8
Xeg-yi	5d8 – 8d8	5 – 8
Xaren	5d6+5	5
Yeth Hound	3d8+3	4
Yochlol	6d10	8
Yuan Ti	6d8 – 9d8	6 – 9
Zombie, Juju	3d8+12	4
Zombie, Monster	6d10	8
Zorbo	4d6+2	3
Zygom	special	special

CREATURE NOTES

This set of notes is by no means exhaustive as most special cases for creatures are covered in their descriptions. For the few cases not covered in their descriptions, some added clarification has been provided below. Anything that isn't covered, the referee is expected to handle on a case by case basis.

CREATURES OF D4 HIT DIE TYPE

For creatures with d4 hit dice, their adjusted hit dice for attacks does not neatly follow the guideline given in the Dungeon Master Guide that creatures with a +3 bonus or higher to Hit Dice are treated as the next Hit Die for purposes of attacks. The Hit Dice for these creatures follow their own system, shown below. Creatures with 3d4 or more hit dice will use the multiplier given in the chart on page 1.

Hit Dice	Adjusted Hit Dice
1d4, 1d4+1, 1d4+2	Up to 1-1
1d4+3	1-1
1d4+4	1
1d4+5 and up	1+
2d4	1
2d4+1, 2d4+2, 2d4+3	1+
2d4+4 and up	2

CREATURES WITH HIT POINTS

Divide hit points by 4.5 to determine hit dice. Then based upon the hit die type determined for the creature, multiply hit dice times the average points per die in the chart below.

Hit Die Type	Average Points Per Die
d4	2.5
d6	3.5
d8	4.5
d10	5.5
d12	6.5
d20	10.5

ADJUSTED HIT DICE

Many creatures have adjusted hit dice that range from 17 to as high as 70, possibly even higher. The Adjusted Hit Dice column in the creature listings is used to gauge just how powerful a creature should be for purposes of referee placement in a dungeon. In actual combat, these creatures all are treated as being 16+ Hit Dice monsters for purposes of both attacks and saving throws, despite the number given in the Hit Dice for Attacks column.

DAMAGE BONUSES

Creatures that are considered giant-class do an extra point of damage for every Hit Die the creature has. Dæmons, demons, devils, and dragons do two extra points of damage for each of their Hit Dice. These damage bonuses are based on the creature's Hit Dice, not the Adjusted Hit Dice.

DRAGON LIFE CYCLE

To determine the number of hit points per die for a dragon, use the chart below in place of the chart given in the *Monster Manual*, *Fiend Folio*, or *Monster Manual II*.

Age	Points Per Die	
	d12	d20
1 – Very young	2	3
2 – Young	3	5
3 – Sub-adult	5	8
4 – Young adult	6	10
5 – Adult	8	13
6 – Old	9	15
7 – Very old	11	18
8 – Ancient	12	20

HANGMAN TREE

Hangman Trees earn 61 hit points per year. For purposes of attacks and saving throws, they attack as a 21 Hit Dice creature times the number of years the Hangman Tree has been alive. So a 78 year old Hangman Tree would have 4758 Hit Points, attack as a 1638 Hit Dice creature and save as a 1638 Hit Dice creature.

HAUNT

The totals refer to the Haunt in its natural state.

MINIMAL

To use minimal, reference the chart on page 85 of *Monster Manual II* and find the animal desired. Then reference that same animal in this article to find its hit die type. Reduce the hit die type by one (from d8 to d6 for example), and then calculate hit points. If the creature hit die type is already a d4, then there is no change.

For example, an Asiatic Elephant minimal has 2+4 Hit Dice. Looking in this article, the Asiatic Elephant has a d10 Hit Die type. For the minimal, that d10 hit die type becomes a d8, making the minimal's hit dice 2d8+4.

PSEUDO-UNDEAD

A pseudo-undead has the hit dice and adjusted hit dice of the undead creature it resembles.

PYROLISK

The hit dice on this creature is erroneously listed as 43 in *Monster Manual II*, when it should be 4+3.

SHADE

A shade's hit dice and adjusted hit dice are equivalent to the level of the original creature.

VAGABOND

Vagabond hit dice and adjusted hit dice are equal to the hit dice and adjusted hit dice of the creature whose body it inhabits.

YOCHLOL

Hit dice for this creature are presented as d10 in the *Monster Manual II* entry.

ZYGOM

Zygom hit dice and adjusted hit dice are based on its host. At minimum, the zygom will have 3d4 or 3d6 Hit Dice and is treated in both instances as a 2 Hit Dice creature for purposes of attacks and saving throws.

Hit Dice	Hit Die Type					
	d4	d6	d8	d10	d12	d20
	Up to	Up to				
1	1-1	1-1	1	1+	2	3
2	1	1+	2	3	3	5
3	2	2	3	4	5	8
4	2	3	4	5	6	10
5	3	4	5	6	8	13
6	3	5	6	8	9	15
7	4	5	7	9	11	18
8	4	6	8	10	12	20
9	5	7	9	11	14	23
10	5	8	10	13	15	25
11	6	8	11	14	17	28
12	6	9	12	15	18	30
13	7	10	13	16	20	33
14	7	11	14	18	21	35
15	8	11	15	19	23	38
16	8	12	16	20	24	40
17	9	13	17	21	26	43
18	9	14	18	23	27	45
19	10	14	19	24	29	48
20	10	15	20	25	30	50
21	11	16	21	26	32	53
22	11	17	22	28	33	55
23	12	17	23	29	35	58
24	12	18	24	30	36	60
25	13	19	25	31	38	63
26	13	20	26	33	39	65
27	14	20	27	34	41	68
28	14	21	28	35	42	70
29	15	22	29	36	44	73
30	15	23	30	38	45	75
31	16	23	31	39	47	78
32	16	24	32	40	48	80
33	17	25	33	41	50	83
34	17	26	34	43	51	85
35	18	26	35	44	53	88
36	18	27	36	45	54	90
37	19	28	37	46	56	93
38	19	29	38	48	57	95
39	20	29	39	49	59	98
40	20	30	40	50	60	100
41	21	31	41	51	62	103
42	21	32	42	53	63	105
43	22	32	43	54	65	108
44	22	33	44	55	66	110
45	23	34	45	56	68	113
46	23	35	46	58	69	115
47	24	35	47	59	71	118
48	24	36	48	60	72	120
49	25	37	49	61	74	123
50	25	38	50	63	75	125
51	26	38	51	64	77	128
52	26	39	52	65	78	130
53	27	40	53	66	80	133
54	27	41	54	68	81	135
55	28	41	55	69	83	138
56	28	42	56	70	84	140
57	29	43	57	71	86	143
58	29	44	58	73	87	145
59	30	44	59	74	89	148

Hit Dice	Hit Die Type					
	d4	d6	d8	d10	d12	d20
60	30	45	60	75	90	150
61	31	46	61	76	92	153
62	31	47	62	78	93	155
63	32	47	63	79	95	158
64	32	48	64	80	96	160
65	33	49	65	81	98	163
66	33	50	66	83	99	165
67	34	50	67	84	101	168
68	34	51	68	85	102	170
69	35	52	69	86	104	173
70	35	53	70	88	105	175
71	36	53	71	89	107	178
72	36	54	72	90	108	180
73	37	55	73	91	110	183
74	37	56	74	93	111	185
75	38	56	75	94	113	188
76	38	57	76	95	114	190
77	39	58	77	96	116	193
78	39	59	78	98	117	195
79	40	59	79	99	119	198
80	40	60	80	100	120	200
81	41	61	81	101	122	203
82	41	62	82	103	123	205
83	42	62	83	104	125	208
84	42	63	84	105	126	210
85	43	64	85	106	128	213
86	43	65	86	108	129	215
87	44	65	87	109	131	218
88	44	66	88	110	132	220
89	45	67	89	111	134	223
90	45	68	90	113	135	225
91	46	68	91	114	137	228
92	46	69	92	115	138	230
93	47	70	93	116	140	233
94	47	71	94	118	141	235
95	48	71	95	119	143	238
96	48	72	96	120	144	240
97	49	73	97	121	146	243
98	49	74	98	123	147	245
99	50	74	99	124	149	248
100	50	75	100	125	150	250

To use this chart, it is necessary to determine the creature's size, as that determines its hit die type. Use the following chart as a guide to determine a creature's size.

	Size Descriptor	Hit Die Type	
T	Tiny	2' or less	d4
S	Small	2'+ to 4'	d6
M	Medium	4'+ to 7'	d8
L	Large	7'+ to 12'	d10
H	Huge	12'+ to 25'	d12
G	Gargantuan	25'+ or more	d20

Once the creature's Hit Die type is determined, find the number of Hit Dice the creature has and read across the columns to the chosen Hit Die Type. The number at the intersection of the two is the Adjusted Hit Dice. If a creature has bonus hit points +3 or higher, add 1 Hit Die to the result.