

# OED MONSTER DETERMINATION

## MONSTER LEVEL MATRIX

Dungeon Level	Monster Level					
	1	2	3	4	5	6
1	1-4	5	6	-	-	-
2	1-2	3-4	5	6	-	-
3-4	1	2	3-4	5	6	-
5-7	-	1	2	3-4	5	6
8-10	-	-	1	2	3-4	5-6
11+	-	-	-	1	2	3-6

## MONSTER LEVEL TABLES

### Die Level 1 (EHD 1)

- 1 Bandit
- 2 Giant Beetle, Fire
- 3 Giant Centipede
- 4 Giant Rat
- 5 Goblin
- 6 Hobgoblin
- 7 Kobold
- 8 Large Spider
- 9 Orc
- 10 Skeleton

### Die Level 2 (EHD 2)

- 1 Berserker
- 2 Giant Ant, Worker
- 3 Giant Beetle, Bomb.
- 4 Giant Frog
- 5 Giant Lizard
- 6 Gnoll
- 7 Lizard Man
- 8 Warrior
- 9 Wererat
- 10 Zombie

### Die Level 3 (EHD 3-4)

- 1 Bugbear
- 2 Doppelganger
- 3 Ghoul
- 4 Giant Tick
- 5 Giant Toad
- 6 Gray Ooze
- 7 Hero
- 8 Lycanth. (Wolf/Boar)
- 9 Ogre
- 10 White Ape
- 11 Wight
- 12 Wraith

### Die Level 4 (EHD 5-7)

- 1 Cockatrice
- 2 Displacer Beast
- 3 Gargoyle
- 4 Gelatinous Cube
- 5 Giant Beetle, Boring
- 6 Giant Snake
- 7 Harpy
- 8 Lycanth. (Bear/Tiger)
- 9 Minotaur
- 10 Mummy
- 11 Myrmidon
- 12 Owl Bear

**Die Level 5 (EHD 8-10)**

- 1 Carrion Crawler
- 2 Giant (Hill/Stone/Frost)
- 3 Giant Scorpion
- 4 Giant Slug
- 5 Hydra (5-6 Heads)
- 6 Invisible Stalker
- 7 Manticore
- 8 Phase Spider
- 9 Spectre
- 10 Superhero
- 11 Troll
- 12 Wyvern

**Die Level 6 (EHD 11+)**

- 1 Balrog
- 2 Basilisk
- 3 Beholder
- 4 Chimera
- 5 Dragon (Any)
- 6 Ettin
- 7 Fire Lizard
- 8 Giant Beetle, Rhino.
- 9 Giant (Fire/Cloud/Storm)
- 10 Golem (Any)
- 11 Gorgon
- 12 Hydra (7-12 Heads)
- 13 Medusa
- 14 Mind Flayer
- 15 Ogre Mage
- 16 Purple Worm
- 17 Roper
- 18 Umber Hulk
- 19 Vampire
- 20 Will-O-Wisp

Other monsters to consider (undefined EHDs): Rust Monster, Lich, Lammasu, Titan, Oozes, Elementals, Thieves, and Wizards (with 1-4 wizard apprentices and 1-6 fighter bodyguards).

**NUMBER APPEARING**

Assume a party of 4 characters. Wandering monsters appear 1d3 at a time (average 2), assuming that dungeon level equates to Equivalent Hit Dice (EHD). If the matrix column contains the 3-4 result, then there is no need to modify numbers appearing; for columns left or right, modify as shown here.

Column	Multiplier
Left 2	×3
Left 1	×2
Right 1	×½
Right 2	×½

For dungeon lairs (with or without treasure), place 1d6 monsters (average 3.5) and modify as above.

Note: This guide is not suggested for encounters in the deepest reaches of the dungeon (levels 11+), as levels and EHDs can vary greatly there. In that case, it is recommended to multiply numbers by a ratio of Dungeon Level / EHD (see [OED Monster Database](#) for exact EHDs). Also, if party size varies, then numbers should be modified in like proportion. A minimum of one monster appears in any encounter (which might be very dangerous!).