

MONSTER HEADS

Air Elemental, Large	*	Giant Ant, Warrior	5
Air Elemental, Medium	*	Giant Ant, Worker	2
Air Elemental, Small	*	Giant Beetle, Bombardier	3
Balrog	17	Giant Beetle, Boring	5
Bandit	1	Giant Beetle, Fire	1
Basilisk	25	Giant Beetle, Rhinoceros	13
Beholder	*	Giant Beetle, Stag	10
Berserker	2	Giant Centipede	1
Black Pudding	*	Giant Frog	2
Blink Dog	3	Giant Hog	2
Bugbear	3	Giant Lizard	2
Carrion Crawler	11	Giant Rat	1
Centaur	4	Giant Scorpion	10
Chimera	11	Giant Slug	10
Cockatrice	7	Giant Snake	6
Displacer Beast	8	Giant Tick	3
Djinni	7	Giant Toad	3
Doppelganger	4	Giant Wasp	5
Dragon, Black	17	Giant Weasel	3
Dragon, Blue	26	Giant, Cloud	13
Dragon, Gold	*	Giant, Fire	12
Dragon, Green	22	Giant, Frost	10
Dragon, Red	32	Giant, Hill	8
Dragon, White	16	Giant, Stone	9
Dryad	7	Giant, Storm	18
Dwarf	1	Gnoll	2
Earth Elemental, Large	*	Gnome	1
Earth Elemental, Medium	*	Goblin	1
Earth Elemental, Small	*	Golem, Flesh	21
Efreeti	15	Golem, Iron	*
Elf	1	Golem, Stone	*
Ettin	13	Gorgon	13
Fire Elemental, Large	*	Gray Ooze	2
Fire Elemental, Medium	*	Green Slime	*
Fire Elemental, Small	*	Griffon	8
Fire Lizard	14	Harpy	6
Gargoyle	6	Hell Hound	5
Gelatinous Cube	6	Hero	5
Ghoul	4	Hippogriff	3
		Hobgoblin	1
		Homunculus	1
		Horse, Draft	2
		Horse, Heavy	2
		Horse, Light	2
		Horse, Medium	2

Hydra, 10 Heads	18
Hydra, 6 Heads	9
Invisible Stalker	10
Kobold	1
Lammasu	*
Large Spider	1
Lich	*
Lizard Man	2
Lord	10
Manticore	9
Medusa	13
Mind Flayer	19
Minotaur	5
Minotaur Lizard	10
Mule	2
Mummy	8
Myrmidon	7
Nixie	1
Ochre Jelly	*
Ogre	4
Ogre Mage	20
Orc	1
Owl Bear	5
Pegasus	3
Phase Spider	11
Pixie	1
Purple Worm	32
Rat	0
Roc	7
Roper	15
Rust Monster	*
Salamander	8
Shadow	3
Skeleton	1
Spectre	9
Stirge	1
Superhero	9
Swashbuckler	6
Titan	*
Treant	33
Tree	11
Triton	*
Troll	9
Umber Hulk	18
Unicorn	5

Vampire	39
Warrior	3
Water Elemental, Large	*
Water Elemental, Medium	*
Water Elemental, Small	*
Werebear	7
Wereboar	3
Wererat	2
Weretiger	5
Werewolf	3
White Ape	4
Wight	3
Will-O-Wisp	29
Wolf	2
Wraith	4
Wyvern	11
Yellow Mold	*
Zombie	2

Notes:

EHD = Equivalent Hit Dice (a measure of danger level for the monster).

* = EHD unmeasurable by current Monte Carlo computer method (spells, exotic abilities, etc.).

Suggested uses:

(1) Encounter balancing. When the sum of EHDs equals the sum of PC levels, then the encounter is roughly 50% likely to be won by either side.

(2) XP awards. Per OD&D Vol-1, award 100 XP per EHD (see also: *The Strategic Review #2*, p. 4, para. 1).

EHDs may be dependent on specific monster interpretations: see the [OED Monster Database](#) for full details.