

Giant Animals in AD&D Monster Manual

Added hit points in HD are ignored.

Where range of AC, MV, HD, Attacks are given, only the best is recorded.

Boldface indicates large aquatic outliers (ignored in trimmed average).

Use as proxy for OD&D giant animals.

Giant Animal	AC	MV	HD	Atks	Damage	Normal HD
Centipede	9	15	1/4	1	Poison (+4)	
Rat	7	12	1/2	1	1-3	
Ant, worker	3	18	2	1	1-6	
Lynx	6	12	2	3	1-2/1-2/1-4	
Toad	6	12	2	1	2-8	
Ant, warrior	3	18	3	1	2-8/3-12+poison	
Crab	3	9	3	2	2-8/2-8	
Frog	7	9	3	1	2-8	
Lizard	5	15	3	1	1-8	
Weasel	6	15	3	1	2-12+drain	
Beaver	6	12	4	1	4-16	
Crayfish	4	12	4	2	2-12/2-12	
Eagle	7	48	4	3	1-6/1-6/2-12	
Leech	9	9	4	1	1-4+drain	
Owl	6	18	4	3	2-8/2-8/2-5	
Pike	5	36	4	1	4-16	
Portugese man-o-war	9	1	4	1	1-10+paralysis	
Ram	6	15	4	1	2-12	
Sea Horse	7	21	4	1	2-8	
Snake, poisonous	5	15	4	1	1-3+poison	
Spider	4	12	4	1	2-8+poison	
Tick	3	12	4	1	1-4+drain	
Wasp	4	21	4	2	2-8/1-4+poison	
Wolverine	4	15	4	3	2-5/2-5/2-8	3
Beetle, boring	3	12	5	1	5-20	
Eel	6	9	5	1	3-18	2
Hyena	7	12	5	1	3-12	3
Lamprey	6	9	5	1	1-6+drain	1
Otter	5	18	5	1	3-18	
Scorpion	3	15	5	3	1-10/1-10/1-4+poison	
Skunk	7	18	5	1	1-6	
Stag	7	21	5	1	4-16	3
Porcupine	5	12	6	1	2-8	
Snake, constrictor	5	18	6	2	1-4/2-8+constrict	
Boar	6	12	7	1	3-18	3
Crocodile	4	12	7	2	3-18/2-20	3
Gar	3	30	8	1	5-20	
Octopus	7	12	8	7	1-4(x6)/2-12	
Turtle, snapping	0	3	10	1	6-24	
Slug	8	12	12	1	1-12	
Squid	3	18	12	9	1-6(x8)/5-20	
Shark	5	18	15	1	6-24	8
Turtle, sea	2	15	15	1	4-16	
Trimmed Average	6	15	4	1		