



# FIELD GUIDE TO ENCOUNTERS

by Dragon's Byte

**VOL. 2**

**Judges Guild**

TWO HUGE VOLUMES CONTAINING:  
RULES AND GUIDELINES  
FOR THIS NEW ROLE PLAYING SYSTEM,  
600 FAMILIAR AND NOT-SO-FAMILIAR MONSTERS,  
PROVISIONS FOR GODHOOD,  
AND INTELLIGENT CHARACTER MONSTERS.  
GOOD FOR HOURS OF INTRIGUING FUN!



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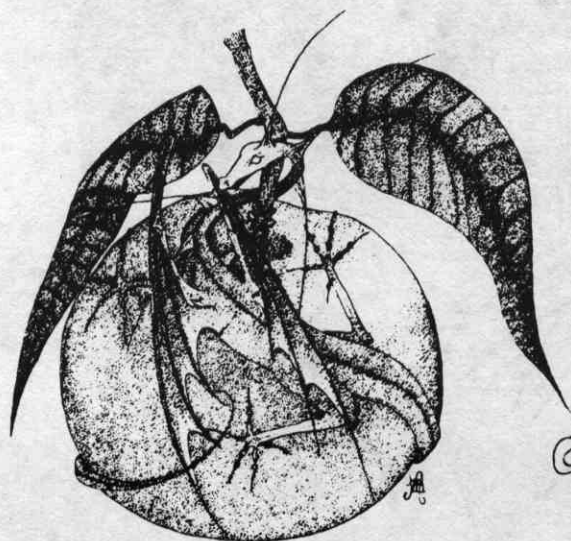
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This Adventure Belongs To: \_\_\_\_\_

# Monsters of The Dragon's Byte

## Introduction to the Monster Manual

### Purpose:

This monster manual has several purposes. The user may or may not agree with them. The first purpose is to provide the user with a collection (and a rather large one at that) of monsters that the Dungeon Master can have at his fingertips. The second is to try to compile monsters from a number of different sources into one all-encompassing collection. The third is to try to standardize these many monsters so that they are all complementary. This will make it a great deal easier for the Judge to keep his monsters straight, and to use the various special abilities. The fourth is to introduce monsters from various literary sources. In addition to making an adaptation of a book to a game a little easier, it may also give the user ideas on books to read, to add substance to his game. Finally, it also introduces environmental coding so that the user may use creatures that are native to a specific environment, rather than simply placing the creature there (i.e. a Dragon in the Arctic or a Polar Bear in a Tropical Rain Forest.)

### Reading a Monster Listing

**Name:** This entry lists the name of the monster. It may also have a number next to it, which serves to distinguish this monster from another one with the same name, but with different stats. On occasion, there may be numbers missing from the sequence. This is not a monster missing from this Monster Manual but, instead, a monster from the master listing that the Dragon's Byte could not get permission to publish. Monsters should always be listed with the general name first, followed by the specifying name in parentheses, followed by its number.

**Hit Dice:** This entry lists the number of Hit die a monster has. The Hit Die determine the number of damage points that the monster has, by telling one how many 8-sided die to roll, and sum for the total of damage points or Pips (Personal Injury Points). The number of Hit Die is a fairly standardized thing. It is normally based upon the assumption that the monster has 1 HD per meter of height. This rule has two major exceptions. The first is that the assignment of Hit Die is irregular at one of the extremes in height. If a creature is less than 1 meter long or more than 10 meters, then there are obvious problems. In the case of monsters less than 1 meter long, there are normally 3 choices. 1) The monster has so few damage points as to be virtually zero- these are assigned 0 HD; 2) The monster has only 1 or 2 damage points- these are assigned .2 HD; 3) The monster has 1 to 4 damage points - these are assigned .5 HD. If a creature is more than 10 meters long, the problem is slightly more complicated, and will require thought on the part of the judge. The general trend should be towards giving the monster somewhat more than the normal amount of Hit Die (remember that a 10 meter elephant should have more hit die than a 10 meter long snake.) The second of the exceptions is the tenacity or toughness of the monster. This is the rule that the exceptionally tough monster gets more hit die, while the exceptionally weak monster gets fewer. For obvious reasons, this exception does not have well-defined rules. The two major ones are: 1) If the creature is a tough .5 meter monster, then give it 1 HD; 2) Rarely give the creature more than double the number of HD of its size.

**Damage Done:** This entry lists the amount of damage that the monster may do. With many, but not all, monsters, the attacks listed are those attacks that may be used against one opponent in that melee. These attack listings consist of three major sections. The first is the damage section, which tells how much damage the monster inflicts by a given type of attack. The second section is not always present. It tells the number of times per melee that the monster may use a given attack. One attack per melee is to be assumed if nothing is recorded in this section. Some creatures may get more than one attack per melee, but only be listed for one. This is because the only way to list the attack with enough damage to be determinable by a die roll was to list one or more attacks together. The third section is the type of attack: claws, bite, constriction, etc.

Most of these damages are standardized and new monster damages are determined from the old ones by making slight size adjustments. A few of these standards are listed:

- Deer: 1-3 2A/M by Hooves
- Horse: 1-4 2A/M by Hooves
- Lion: 1-4 2A/M by Claws--1-4 by Bite
- Giant Snake: 1-8/M by Constriction

Others may be got from the text. Suffocation, like constriction, does 1 - 8 per melee.

**Armour Class:** This entry lists the Armour Class of the monster. Again, Armour Classes have been standardized where possible. A few of the standards are listed:

- Simple Skinned (i.e. Human) - AC: 8
- Animal < 5 meters long - AC: 7
- Reptile > 5 meters, but < 10 meters - AC: 6
- Reptile > 10 meters - AC: 5
- Armoured Animals - AC: 4
- Metal or Stone Creatures - +/- AC: 2-0



On many of the smaller or faster animals, the Armour Class has been adjusted to a lower value to accommodate for the added difficulty of hitting them not because its skin is actually stronger.

**Treasure Class:** This entry lists the Treasure Class of the monster. This single letter code designated an amount of treasure determined by the following chart:

	A	B	C	D	E	F	G	H	I
CP	20 2	50 4	50 4	75 4	40 5	50 5	-- --	40 5	-- --
SP	20 2	45 3	30 2	75 3	50 3	30 2	-- --	50 2.5	-- --
GP	50 3	40 2	15 2	45 2.5	35 2.5	20 1	60 25	75 12.5	-- --
EP	25 1.5	20 1	15 1	20 2	20 1.5	-- --	50 50	75 6.25	-- --
PP	15 100	15 75	5 50	15 75	15 30	-- --	20 250	40 150	20 50
MP	10 15	-- --	-- --	10 5	10 2	-- --	15 150	20 125	10 100
AP	5 7	-- --	-- --	-- --	-- --	-- --	10 20	15 25	5 10
GEMS	50 7	30 2	20 2	40 2	20 2	-- --	50 10	60 25	50 30
MAGIC ITEMS	60 2	-- --	10 1	10 1	25 2	-- --	30 2	50 3	15 2



The first line gives the percentage chance of having that type of treasure, while the second line gives the maximum amount of treasure given. In the case of CP and SP, the amount given is in thousands, while the GP and EP are given in hundreds.

**Junk Class:** This entry gives the Junk Class of the monster. This single letter code designates the amount of junk collected by the monster. The code is given in the following chart:

A - 50%	1 - 10	Items
B - 40%	1 - 5	Items
C - 15%	1 - 4	Items
D - 30%	1 - 4	Items
E - 35%	1 - 3	Items
F - 50%	1 - 2	Items
G - 60%	1 - 20	Items
H - 75%	1 - 40	Items

These junk items may or may not be useful to the player. They are only the objects taken from dead Ints, or houses, caravans, and the like.

**Special Abilities:** This entry lists any special abilities of the monster, as well as some physical description. Each ability is numbered consecutively and separately. The designation (P) or (M) is sometimes used behind an ability to designate its status as a Psionic or Magic ability, respectively. In many cases, these special abilities are similar to spells or Psionics, and so are written in upper case. Its power rating and Level should then be listed in parentheses behind the ability. A spell-related ability is normally equivalent to the Magus or Clerical spell of a Level of Experience equal to the ability's Level.

**Class:** This entry lists the class of the monster and attempts to give a general description of it's external appearance.

**Height:** This entry lists the height of the monster, usually in meters. Although important for describing the monster, the height usually serves a more important function; it is used to determine the number of Hit Die a monster has.

**Color:** This entry lists the basic colors of the monster. This is only a crude guide, and it is subject to considerable variation in a number of cases.



**Category:** This entry lists the basic range of environments in which the monster may be found.

**In Dungeon:** This entry tells the user whether or not one might find this monster in a land dungeon.

**Environment Code:** This entry lists the primary geographical environment that the monster might be found in. The choices are as follows:

- A - Air
- B - Desert
- C - Flourine
- D - Forest
- E - Methane/Ammonia
- F - Magma
- G - Mountains
- H - Plain
- I - Solar
- J - Space (Deep)
- K - Space (Solar)
- L - Swamp
- M - Underground
- N - Underground (Deep)
- O - Water (Fresh)
- P - Water (Salt)



**Temperature Range:** This entry lists the basic temperature range that the monster lives in. The choices in Temperature range are as follows:

- A - Ultra-Cold (-273 to -80 Degrees)
- B - Solar Temperate
- C - Very Cold (-80 to -15 Degrees)
- D - Cold (-15 to 5 Degrees)
- E - Semi-Cold (5 to 25 Degrees)
- F - Fair (25 to 30 Degrees)
- G - Temperate
- H - Semi-Hot (30 to 40 Degrees)
- I - Hot (40 to 80 Degrees)
- J - Very Hot (80 to 200 Degrees)
- K - Super Hot (200 to 600 Degrees)
- L - Solar Hot



**Gravity:** This entry gives the basic gravity range in which the monster lives. The choices in gravity are as follows:

- 1 0 to .1 G's
- 2 .1 to .9 G's
- 3 .9 to 3 G's
- 4 4 to 11 G's
- 5 12 to 50 G's
- 6 50 on up G's



Special Environments: This entry gives the special environment condition which the creature can withstand. The choices in these environments are as follows:

- R - High Background Radiation
- N - High Inert Gas Content
- P - High Noxious Gas Content
- U - High U.V. Light
- I - High Ionizing Radiation
- M - High Trace Metal Content

Origin Code: This entry gives the origin of the monster. This is often from a Terran mythology and it specifies which mythology. Others are from various books which have been published. These listings specify the author and the book or series from which the creature was taken.

Usage Code: This entry gives the monster's special uses, if there are any. These uses include:

- P - Pet
- G - Guard
- F - Familiar
- M - Mount
- B - Beast of Burden
- V - Venom
- S - Sample

If the monster is listed as a Pet, Guard, Mount, Beast of Burden, or Familiar, then this means that a player may buy or raise one of these animals, to serve in that function. Being a familiar implies only that this animal has a certain 'magical' power, and will serve its owner as a pet.

This is not the same thing as a truly magical familiar. If the monster is listed as a Venom or Sample then it means that part of the monster may be used for other purposes. Venom means that a venom or poison may be extracted from the animal. Sample means that part of the monster may be used for some purpose. This is a general category and represents many kinds of samples.

EP for the Monster: This entry lists the experience points earned by the players for killing the monster. To get the experience points, you take this value and add the number of Damage Points the monster has to it. Because of the complexity of assigning EP, this will be dealt with in a section of its own.

### Assigning E.P.

Assigning EP to a monster is a complicated, but not overly difficult task. Once one understands the basic rules, assigning EP can prove quite simple, in most cases. Rather than a text on the rules, they will simply be listed here.

- 1) All monsters are assigned 10 EP per Hit Die.
- 2) Few monsters of under 1 HD will be given EP. Only if they prove sufficiently deadly and dangerous will they get EP, and then only around 5 total.
- 3) For the different damage ranges, the EP assigned are as follows:
  - 1-2 or 1-3 -- 5 EP
  - 1-4 or 1-10 -- 10 EP
  - 1-4/M -- 15 EP
  - 1-8/M -- 20 EP



- 4) For each 2 AC below AC 8 the monster should be assigned 10 EP (i.e. AC 6 = 10 EP, AC 4 = 20 EP, AC 2 = 30 EP).
- 5) For increased or decreased resistances, the total EP is increased or decreased 5 EP for 25% to 50% and 10 EP for 75% to 100% resistance.
- 6) For Breaths - Most breaths are 10 EP per use per day. The exception to this rule is an exceptionally powerful one, such as a Life draining breath.
- 7) Any magical ability that is equivalent to a spell gets 10 EP per 2 levels of the spell. Should a monster be listed with general spell use, from a certain magic system, then it is assigned 10 EP for each level of spell use.
- 8) For poisons and venoms, the following chart is used:
 

Poison STR < 9	5EP
Poison STR 9-16	10EP
Poison STR 17-21	15EP
Poison STR > 22	Give 20 + 5EP for every 4 STR of Poison

 Venom - Variable, and dependent upon the effect of the Venom
- 9) EP for energy damage is determined in a manner similar to that of damages.
- 10) The ability to fly is assigned 10 EP
- 11) For increased speed, the EP is multiplied by the increase in speed.
- 12) For Invisibility 20 EP are assigned.
- 13) For immunity from any attacks, but magical or energy, 20 EP are given.
- 14) Life Drains are assigned 10 EP for each 2 levels or Stats (i.e. CON or STR) drained.
- 15) Any entry in the Special Environments is assigned 10 EP.

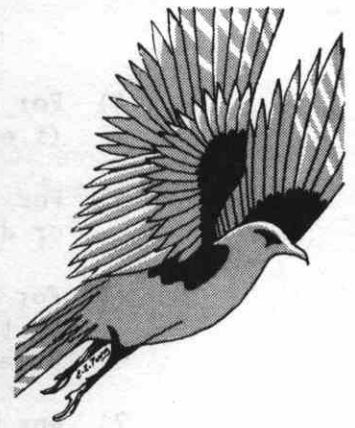
Once all these things have been determined, they are added together to give the total base EP for the monster.



**AAU**  
 Hit Dice: 5  
 Damage Done: by Weapon  
 Armour Class: 5  
 Treasure Class: C  
 Junk Class: C  
 Class: Mummy- Jackal Head  
 Height: 2M  
 Color: White  
 Special Abilities:  
 1) Mobile  
 2) Fear (6th Level) gaze  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: Egypt  
 Gravity Code: 9 to 3 G's  
 Environment Code: B- Desert  
 Temperature Range Code: H-  
 Semi-Hot (30 to 40 degrees)  
 Base Experience Points for  
 Killing Monster: 100



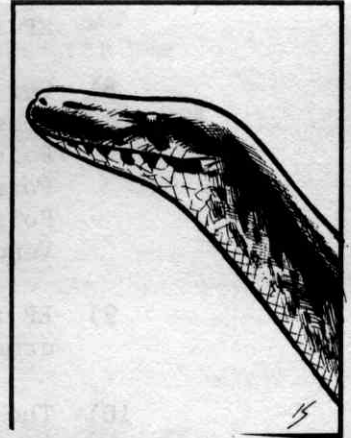
**ACHIVALATOPA**  
 Hit Dice: 4  
 Damage Done: 1-4 by Bite--1-4 2A/M  
 by Claws -- 1-8 by Brush  
 Armour Class: 2  
 Treasure Class:  
 Junk Class:  
 Class: Bird - Knife Feathers  
 Height: 4M  
 Color: Silver  
 Special Abilities: 1. Carnivorous  
 2. Use spells as a 6th level Astrologer  
 Category: Land & Air  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Zuni  
 Gravity Code: .9 to 3 G's  
 Environment Code: A - Air  
 Temperature Range Code: H - Semi-  
 Hot (30 to 40 Degrees)  
 Base Experience Points for Killing  
 Monster: 110



**AB-SHE**  
 Hit Dice: 10  
 Damage Done: 2-24 by Bite--  
 1-10 2A/M by Claws -3-18 by Tail  
 Armour Class: 5  
 Treasure Class: I  
 Junk Class: I  
 Class: Crocodile  
 Height: 10M  
 Color: Brown  
 Special Abilities: 1. It is magical  
 and can see spirits. 2. Immune to  
 all Life-drains.  
 Category: Land & Water  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Egypt  
 Gravity Code: .9 to 3 G's  
 Environment Code: 0-Water (fresh)  
 Temperature Range Code: H - Semi-hot  
 (30 to 40 degrees)  
 Base Experience Points for  
 Killing Monster: 21C



**ADDER**  
 Hit Dice: .5  
 Damage Done: 1 by Bite (Poison (15)  
 Armour Class: SN  
 Treasure Class:  
 Junk Class:  
 Class: Snake  
 Height: .5M  
 Color: Brown  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Venom  
 Origin Code: Persia  
 Gravity Code: .9 to 3 G's  
 Environment Code: B - Desert  
 Temperature Range Code: H - Semi-  
 Hot (30 to 40 Degrees)  
 Base Experience Points for Killing  
 Monster: 10



**ABESHIMYDUAL**  
 Hit Dice: 5  
 Damage Done: 2-12 by Bite 1-5  
 2A/M by Claws  
 Armour Class: 5  
 Treasure Class: I  
 Junk Class: I  
 Class: Crocodile  
 Height: 5M  
 Color: Brown-Grey  
 Special Abilities: 1. Magical words  
 calm it.  
 Category: Land & Water  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: Egypt  
 Gravity Code: .9 to 3 G's  
 Environment Code: 0 - Water (Fresh)  
 Temperature Range Code: H - Semi-  
 Hot (30 to 40 Degrees)  
 Base Experience Points for Killing  
 Monster: 100



**ADERYN Y CORPH**  
 Hit Dice: .2  
 Damage Done: None  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Bird- White Cross on Wing  
 Height: .2M  
 Color: Black  
 Special Abilities: 1. Always ap-  
 pears 10M before an encounter in  
 which an Int will be killed.  
 2. Hit only by unholy or holy  
 objects  
 Category: Other-Dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: England  
 Gravity Code: .9 to 3 G's  
 Environment Code: D - Forest  
 Temperature Range Code: G - Temper-  
 ate  
 Special Environment Code: High  
 Noxious Gas Content  
 Base Experience Points for  
 Killing Monster: 0



**ACHACHILA**  
 Hit Dice: 1  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Non-Corporeal  
 Height: 1M  
 Color: Invisible  
 Special Abilities: 1. Hit only by  
 magic or energy 2. Able to con-  
 trol frost, hail, or rain within  
 2km.  
 Category: Land & Air  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Familiar  
 Origin Code: Bolivia  
 Gravity Code: .9 to 3 G's  
 Environment Code: D - Forest  
 Temperature Range Code: H - Semi-  
 Hot (30 to 40 Degrees)  
 Base Experience Points for  
 Killing Monster: 0



**AHL AT-TRAL**  
 Hit Dice: 2  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class: E  
 Junk Class: E  
 Class: Humanoid - Whirlwind Form  
 Height: 2M  
 Color: Invisible  
 Special Abilities: 1. Hit only by  
 Magic or energy 2. Trips camels  
 3. Can drink a well dry. 4. Live  
 in an extra-dimensional world  
 under the Sahara.  
 Category: Other-Dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Egypt  
 Gravity Code: .9 to 3 G's  
 Environment Code: B - Desert  
 Temperature Range Code: H- Semi-  
 Hot (30 to 40 degrees)  
 Base Experience Points for  
 Killing Monster: 70

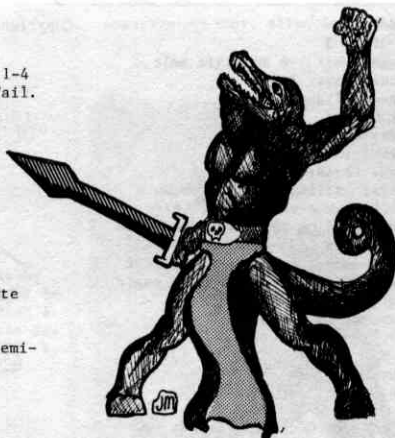


**AHLMAKOH**  
 Hit Dice: 3  
 Damage Done: 1-5 2A/M by Claws--  
 1-4 by Bite  
 Armour Class: 7  
 Treasure Class: E  
 Junk Class: E  
 Class: Bear-White Stripe down Face  
 Height: 3M  
 Color: Black  
 Special Abilities: 1. Its nasal  
 mucous, rubbed over ones body,  
 decreases ones AC 2.  
 Catagory: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Sample  
 Origin Code: Vancouver Island  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: E - Semi-  
 Cold (5 to 25 degrees)  
 Base Experience Points for  
 Killing Monster: 60



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**AI**  
 Hit Dice: 3  
 Damage Done: 1-6 by Bite -- 1-4  
 2A/M by Claws -- 1-4 by Tail.  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Crocodile- Long Legs  
 Height: 3M  
 Color: Brown  
 Catagory: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: the Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: D - Forest  
 Temperature Range Code: H- Semi-  
 Hot (30 to 40 degrees)  
 Base Experience Points for  
 Killing Monster: 70



**AIGAMUCHAB 1**  
 Hit Dice: 4  
 Damage Done: 1-6 by Mouth --1-8 by  
 Club  
 Armour Class: 8  
 Treasure Class: B  
 Junk Class: B  
 Class: Humanoid  
 Height: 2M  
 Color: Black  
 Special Abilities: Extremely long  
 teeth and Claws 2. Is cannibal-  
 istic  
 Catagory: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Africa  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: H- Semi-  
 Hot (30 to 40 digrees)  
 Base Experience Points for  
 Killing Monster: 60



**AIGAMUCHAB 2**  
 Hit Dice: 5  
 Damage Done: By Weapon  
 Armour Class: 8  
 Treasure Class: C  
 Junk Class: C  
 Class: Humanoid - Headless/Eyes on  
 Feet  
 Height: 3M  
 Color: Black  
 Catagory: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Africa  
 Gravity Code: .9 to 3 G's  
 Environment Code: B - Desert  
 Temperature Range Code: H - Semi-  
 Hot (30 to 40 degrees)  
 Base Experience Points for  
 Killing Monster: 60



**AISINOKOKI**  
 Hit Dice: 33  
 Damage Done: 2-20 by Foot--2-16/M  
 by Crush--1-10 by Bite  
 Armour Class: 6  
 Treasure Class: H  
 Junk Class: H  
 Class: Humanoid  
 Height: 30M  
 Color: Grey  
 Special Abilities: 1. Man-eating  
 2. Aka "Mind Sucker"  
 Catagory: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Blackfoot  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: F- Fair  
 (25 to 30 degrees)  
 Base Experience Points for  
 Killing Monster: 420

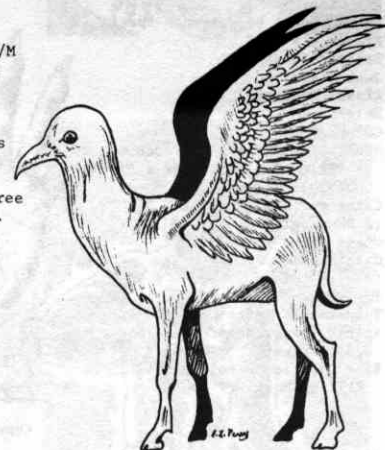


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**AK HAR ERH**  
 Hit Dice: 1  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Wind Snake  
 Height: 2M  
 Color: Invisible  
 Special Abilities: 1. Aka "Snake of  
 Wind" 2. Hit only by magic or  
 energy  
 Catagory: Air  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: A - Air  
 Temperature Range Code: --  
 Special environment Code: High Nox-  
 ious gas content  
 Base Experience Points for  
 Killing Monster: 0



**AKHEKH**  
 Hit Dice: 2  
 Damage Done: 1-4 by Bite--1-2 3A/M  
 by Bite (P)--1-3 2A/M by Hoove  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Antelope - Bird Head/Wings  
 Height: 2M  
 Color: Black  
 Special Abilities: 1. Evil 2. Three  
 uraei on back (winged cobra) 3.  
 Poison (18)  
 Catagory: Land & Air  
 In dungeon: Y  
 Our Monster: Y  
 Usage Code: Venom  
 Origin Code: Egypt  
 Gravity Code: .9 to 3 G's  
 Environment Code: B - Desert  
 Temperature Range Code: H- Semi-  
 Hot (30 to 40 degrees)  
 Base Experience Points for  
 Killing Monster: 115



**AKRISAK MA'AGAO**  
 Hit Dice: 8  
 Damage Done: Special  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Dragon-Spirit  
 Height: 8M  
 Color: White  
 Special Abilities: 1. Aka "Lost  
 dead ones" 2. Lost soul 3.  
 Cause bewilderment (6th level) 4.  
 Surrounded by 6 a grey light 5.  
 Hit only by magic or energy.  
 Catagory: Undead  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: --  
 Temperature Range Code: --  
 Special Environment Code: High Nox-  
 ious gas content  
 Base Experience Points for  
 Killing Monster: 100



**AL BORAK**

Hit Dice: 3  
 Damage Done: 1-4 2A/M by Hooves  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Pegasus  
 Height: 3M  
 Color: White  
 Special Abilities: 1. 4xs speed  
 Category: Land & Air  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: Persia  
 Gravity Code: .9 to 3 G's  
 Environment Code: B - Desert  
 Temperature Range Code: H - Semi-Hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 220



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**ALBASTA**

Hit Dice: 3  
 Damage Done: Special  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Spirit  
 Height: 2M  
 Color: White  
 Special Abilities: 1. Hit only by Magic or energy 2. Can take human form. 3. Lures victim into bogs, over ravine edges, etc. 4. Lives in remote places  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code:--  
 Origin Code: Russia  
 Gravity Code: .9 to 3 G's  
 Environment Code: G - Mountain  
 Temperature Range Code: E - Semi-Cold (5 to 25 degrees)  
 Base Experience Points for Killing Monster: 70



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**ALKUK**

Hit Dice: 5  
 Damage Done: by Weapon --Special  
 Armour Class: 8  
 Treasure Class: B  
 Junk Class: B  
 Class: Humanoid  
 Height: 2M  
 Color: Pink  
 Special Abilities: 1. Touch drains 1 STR/M of blood. This drain is not felt directly  
 Category: Land & Air  
 In Dungeon: Y  
 Usage Code: --  
 Origin Code: Jewish  
 Gravity Code: .9 to 3 G's  
 Environment Code:--  
 Temperature Range Code:--  
 Special environment Code: High Nox-gas content  
 Base Experience Points for Killing Monster: 80



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**AMA-INU**

Hit Dice: 4  
 Damage Done: 1-4 by Bite -- 1-3 2A/M by Claws  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Dog -Lion-Headed  
 Height: 2M  
 Color: Red & Gold  
 Special Abilities: 1. Guards sacred places from Demons & Angels 2. Immune to Demon or Angel magic 3. 3xs speed when fighting a Demon or Angel  
 Category: Air & Other -Dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Familiar  
 Origin Code: Japan  
 Gravity Code: .9 to 3 G's  
 Environment Code: --  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 160

**AMAM**

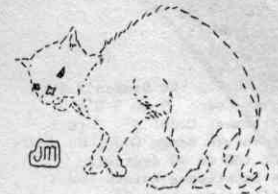
Hit Dice: 4  
 Damage Done: 1-8 by Bite 1-4 2A/M by Claws  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Lion - Crocodile Head/Hippopotamus rear  
 Height: 2M  
 Color: Brown  
 Special Abilities: 1. Aka "Devourer"  
 Category: Land  
 In Dungeon: Y  
 Our Monster: y  
 Usage Code: Pet  
 Origin Code: Egypt  
 Gravity Code: .9 to 3 G's  
 Environment Code: G - Mountain  
 Temperature Range Code: H - Semi-Hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 70



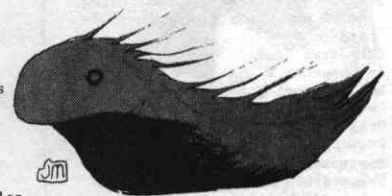
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**AMAGAT**

Hit Dice: 3  
 Damage Done: 1-6 by magic bolt  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Non-Corporeal  
 Height: 1M  
 Color: Invisible  
 Special Abilities: 1. There is a 20% chance that it will become attached to any Shaman or Medicine Man it encounters. 2. Advises and protects Shaman (20% + 5% LoE). 3. Hit only by magic or energy.  
 Category: Land & Air  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Familiar  
 Origin Code: Yakut  
 Gravity Code: .9 to 3 G's  
 Environment Code: D - Forest  
 Temperature Range Code: E - Semi-Cold (5 to 25 Degrees)  
 Base Experience Points for Killing Monster: 80

**ANGEL BANE**

Hit Dice: .5  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Tinkle  
 Height: 50CM  
 Color: Black  
 Special Abilities: These Tinkles Lay nuggets with unholy symbols on them 2. Aka tinkle #231-243  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: Dragon's Byte Tinkles  
 Gravity Code: .9 to 3 G's  
 Environment Code: H-Plain  
 Temperature Range Code: G - Temperate  
 Base Experience Points for Killing Monster: 0

**ANGEL OF 1ST HEAVEN**

Hit Dice: 4  
 Damage Done: 1-6 by Horns- 1-8 by Butt  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Cow  
 Height: 2M  
 Color: Brown & White  
 Special Abilities: 1. Hit only by magic or energy. 2. HOLY LIGHT 5m radius (permed). 3. Milk heals all damage and disease. De-ages 20 years. 4. Attacks are magical. 5. Invisible.  
 Category: Other-Dimensional  
 In dungeon: N  
 Our Monster: Y  
 Usage Code: Sample  
 Origin Code: Persia  
 Gravity Code: .9 to 3 G's  
 Environment Code: H - Plain  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 115



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### ANGEL OF 2ND HEAVEN

Hit Dice: 6  
 Damage Done: 1-10 2A/M by Claws--  
 2-16 by Beak  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Eagle  
 Height: 3M  
 Color: Red & White  
 Special Abilities: 1. Hit only by magic or energy 2. Attacks are magical (double damage against a Demon) 3. Touch dispells all undead 4. Gaze dispells undead under Vampire and most demons. 5. HOLY LIGHT 5m radius 6. Invisible.  
 Catagory: Other-Dimensional  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Persia  
 Gravity Code: .9 to 3 G's  
 Environment Code: A-Air  
 Temperature Range Code: H -Semi-Hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 180



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### ANGEL OF 5TH HEAVEN

Hit Dice: 4  
 Damage Done: Special  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Humanoid  
 Height: 2M  
 Color: White  
 Special Abilities: 1. Hit only by magic or energy 2. HOLY LIGHT 5m radius. 3. CHARM (6th Level). 3. Give immeasurable sexual pleasure. 4. COM: 24. 5. Control pregnancy at will. 6. Invisible. 7. Aka "Hourii."  
 Catagory: Other- Dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code:--  
 Origin Code: Persia  
 Gravity Code: .9 to 3 G's  
 Environment Code: H- Semi-Hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 170



### ANGEL OF 3RD HEAVEN

Hit Dice: 4  
 Damage Done: 1-8 by Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Vulture  
 Height: 2M  
 Color: Black  
 Special Abilities: 1. Hit only by magic or energy 2. HOLY LIGHT 5m radius 3. Attacks are magical 4. Gates away with all Undead to its Heaven ( a charnal dimension) 5. Invisible  
 Catagory: Other-Dimensional  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code:--  
 Origin Code: Persia  
 Gravity Code: .9 to 3 G's  
 Environment Code: A- Air  
 Temperature Range Code: H - Semi-Hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 120



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### ANGEL OF 6TH HEAVEN

Hit Dice: 3  
 Damage Done: By Weapon  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Humanoid-Boy  
 Height: 1M  
 Color: Brown  
 Special Abilities: 1. Hit by magic or energy. 2. HOLY LIGHT 5M radius. 3. Touch de-ages 5-50 yrs. 4. REMOVE CURSE (17th Level). 5. Invisible.  
 Catagory: Other -Dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code:--  
 Origin Code: Persia  
 Gravity Code: .9 to 3 G's  
 Environment Code: H-Plain  
 Temperature Range Code: H- Semi-hot (30-40 degrees)  
 Base Experience Points: for Killing Monster: 105



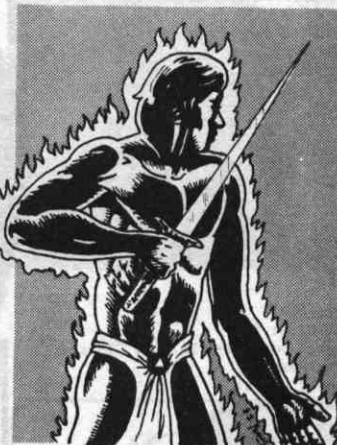
### ANGEL OF 4TH HEAVEN

Hit Dice: 6  
 Damage Done: 1-8 2A/M by Hooves (Silver)  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Horse  
 Height: 2M  
 Color: Golden Yellow  
 Special Abilities: 1. Hit only by magic or energy 2. Fly 3. Touch of hoof kill lesser demons, 4-40 to greater demons 4. Walk between worlds 5. HOLY LIGHT 5m radius 6. Invisible 7. Attacks are magical  
 Catagory: Other -Dimensional  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: Persia  
 Gravity Code: .9 to 3 G's  
 Environment Code: H - Plain  
 Temperature Range Code: H- Semi-Hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 170



### ANGEL OF 7TH HEAVEN

Hit Dice: 6  
 Damage Done: By Weapon  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Human-Male  
 Height: 2M  
 Color: Brown  
 Special Abilities: 1. Hit only by magic or energy 2. HOLY LIGHT 5M radius 3.+5 Damage, +6 to Hit 4. Sword dislikes Demons 5. Invisible 6. Self-immolates with magical flame for 5HD by touch.  
 Catagory: Other-Dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code:--  
 Origin Code: Persia  
 Gravity Code: .9 to 3 G's  
 Environment Code: H-Plain  
 Temperature Range Code: H-Semi-hot (30 to 40 Degrees)  
 Base Experience Points for Killing Monster: 230



**ANKH-AAPAU**

Hit Dice: 3  
 Damage Done: 1-4 By Bite 1-6/M  
 Constriction  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Snake  
 Height: 3M  
 Color: Black & Red  
 Special Abilities: 1. Breath 3/day  
 (fire-2-16)  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Gravity Code: .9 to 3 G's  
 Environment Code: H-Plain  
 Temperature Range Code: H-Semi-hot  
 (30 to 40 degrees)  
 Base Experience Points for Killing  
 Monster: 70

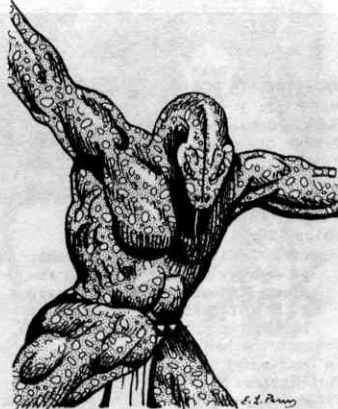
**APO**

Hit Dice: 5  
 Damage Done: Special  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Humanoid-Scales/Gills  
 Height: 2M  
 Color: Silver  
 Special Abilities: 1. Hit only by  
 magic or energy 2. SHAPE CHANGE  
 at will 3. CONTROL WATER (16th  
 level) at will 4. Only found at  
 oasis  
 Category: Water  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Familiar  
 Origin Code: Persia  
 Gravity Code: .9 to 3 G's  
 Environment Code: B - Desert  
 Temperature Range Code: H - Semi-  
 Hot (30 to 40 Degrees)  
 Base Experience Points for Killing  
 Monster: 100

**ANTIU**

Hit Dice: 5  
 Damage Done: By Weapon  
 Armour Class: 7  
 Treasure Class: B  
 Junk Class: B

Class: Humanoid- Snake Head/  
 Scaled  
 Height: 2M  
 Color: Grey  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: Egypt  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: H - Semi-hot  
 (30 to 40 Degrees)  
 Base Experience Points for  
 Killing Monster: 60

**APOPHIS**

Hit Dice: 5  
 Damage Done: 1-8 By Bite -- 1-8/M  
 By Constriction  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Snake  
 Height: 5M  
 Color: Black  
 Special Abilities: 1. Will regener-  
 ate completely unless every bone  
 is removed by a red hot knife and  
 the body roasted piece by piece.  
 Category: Land & Water  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Egypt  
 Gravity Code: .9 to 3 G's  
 Environment Code: 0-Water (fresh)  
 Temperature Range Code: G-Temperate  
 Base Experience Points for Killing  
 Monster: 110

**APE**

Hit Dice: 5  
 Damage Done: 1-6 2A/M By Fists--1-3  
 By Bite  
 Armour Class: 7  
 Treasure Class: E  
 Junk Class: E  
 Class: Primate  
 Height: 2M  
 Color: Brown-Black  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Africa  
 Gravity Code: .9 to 3 G's  
 Environment Code: D - Forest  
 Temperature Range Code: F - Fair  
 (25 to 30 Degrees)  
 Base Experience Points for Killing  
 Monster: 70

**Apple Turnover ( Attack)**

Hit Dice: 2  
 Damage Done: 1-4 By Butt 1-4 By Heat  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Construct  
 Height: 3M  
 Color: Tasty Brown  
 Special Abilities: 1. If cut open  
 then it bleeds hot apple filling  
 for 1-6M 2. Flies  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: A - air  
 Temperature Range Code: H- Semi-hot  
 (30 to 40 degrees)  
 Base Experience Points for Killing  
 Monster: 50

**APE (Sea)**

Hit Dice: 2  
 Damage Done: 1-3 2A/M By Claws or  
 by Weapon  
 Armour Class: 7  
 Treasure Class: E  
 Junk Class: E  
 Class: Ape-Gills  
 Height: 2M  
 Color: Green  
 Special Abilities: 1. Breathe water  
 2. Webbed hands and feet 3. Semi-  
 Int  
 Category: Water  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: Japan  
 Gravity Code: .9 to 3 G's  
 Environment Code: P- Water (salt)  
 Temperature Range Code: F- Fair  
 (25 to 30 degrees)  
 Base Experience Points for Killing  
 Monster: 50

**APPLE TURNOVER (Riding)**

Hit Dice: 2  
 Damage Done: None  
 Armour Class: 5  
 Treasure Class:  
 Junk Class:  
 Class: Construct  
 Height: 3M  
 Color: Tasty Brown  
 Special Abilities: 1. Flies  
 2. Steered by rider 3. It's  
 not hot any more  
 Category: Land & Air  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: A-Air  
 Temperature Range Code: H Semi-hot  
 (30 to 40 degrees)  
 Base Experience Points for Killing  
 Monster: 40



**ARDAD**  
 Hit Dice: 3  
 Damage Done: 1-4 By Claws  
 Armour Class: 8  
 Treasure Class: B  
 Junk Class: B  
 Class: Humanoid- Horns  
 Height: 2M  
 Color: Brown  
 Special Abilities: 1. Hit only by magic or energy 2. Leads people astray.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Persia  
 Gravity Code: .9 to 3 G's  
 Environment Code: B- Desert  
 Temperature Range Code: H - Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 70



**ASH-ZUSHTO**  
 Hit Dice: 1  
 Damage Done: None  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Bird  
 Height: .5M  
 Color: Gold & Red  
 Special Abilities: 1. Scares away Demons by reciting the Avesta  
 Category: Land & Air  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: Persia  
 Gravity Code: .9 to 3 G's  
 Environment Code: A - Air  
 Temperature Range Code: H - Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 0



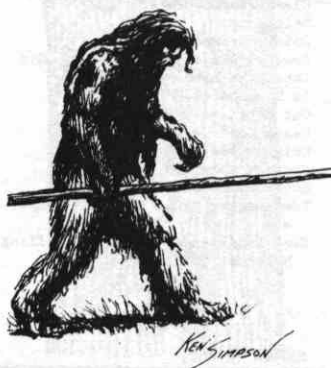
**ARLEZ 2**  
 Hit Dice: 6  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Non-Corporeal  
 Height: 6M  
 Color: Invisible  
 Special Abilities: 1. Hit only by magic and energy 2. Drawn to battles 3. Can cause a complete RESURRECTION (8th Level) of anyone dying in battle 4. Can also cause instant DEATH (8th level)  
 Category: Land, Water, Air, & Other Dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Armenia  
 Gravity Code: .9 to 3 G's  
 Environment Code:  
 Temperature Range Code: --  
 Special Environment Code: High Noxious Gas content  
 Base Experience Points for Killing Monster: 160



**ASS**  
 Hit Dice: 1  
 Damage Done: 1-3 2A/M By Hooves  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Horse  
 Height: 1.5M  
 Color: Brown  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: Persia  
 Gravity Code: .9 to 3 G's  
 Environment Code: B- Desert  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 25



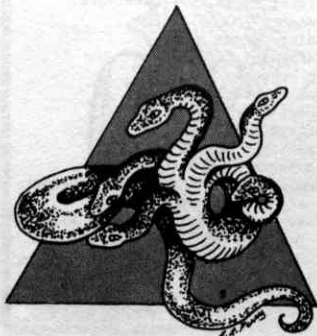
**ASGINA**  
 Hit Dice: 3  
 Damage Done: 1-4 Con/Night  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Manitou  
 Height: 1M  
 Color: Invisible  
 Special Abilities: 1. Hit only by magic or energy. 2. Nightmare spirit that drains the life essence by night. 3. Seen only by Medicine Man or Wizard.  
 Category: Other-Dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Cherokee  
 Gravity Code: --  
 Environment Code: --  
 Temperature Range Code: --  
 Special Environment Code: High Noxious Gas Content  
 Base Experience Points for Killing Monster: 100



**ATSIL DIHYEGI**  
 Hit Dice: 3  
 Damage Done: By magic --2-8 By Fire  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Will o' Wisp  
 Height: 1M  
 Color: Fiery Red  
 Special Abilities: 1. Aka "Fire Carrier" 2. Seen only at night 3. Black Magic (6th level) 4. Hit only by magic or energy.  
 Category: Land & Air  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Cherokee  
 Gravity Code: .9 to 3 G's  
 Environment Code: A-Air  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Special Environment Code: High Noxious Gas content  
 Base Experience Points for Killing Monster: 90



**ASH-HRAU**  
 Hit Dice: 5  
 Damage Done: 1-4 5A/M By Bite 1-8/M By Constriction  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Snake-5 Heads  
 Height: 5M  
 Color: Emerald Green  
 Category: Land & Water  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Egypt  
 Gravity Code: .9 to 3 G's  
 Environment Code: L- Swamp  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 120



**AUENAU**  
 Hit Dice: 6  
 Damage Done: 1-4 2A/M By Claws or Club  
 Armour Class: 7  
 Treasure Class: B  
 Junk Class: B  
 Class: Humanoid  
 Height: 3M  
 Color: White  
 Special Abilities: 1. Eats Ints 2. WIND WALK (6th Level). 3. SUMMON STORM 8th Level). 4. Hangs the bones of those it has killed from its joints.  
 Category: Land & Air  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: Australia  
 Gravity Code: .9 to 3 G's  
 Environment Code: G - Mountain  
 Temperature Range Code: H - Semi-Hot (30 to 40 Degrees)  
 Base Experience Points for Killing Monster: 140



**AWI**  
 Hit Dice: 2  
 Damage Done: 1-6 By Antlers-- 1-3  
 By Hooves  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Deer  
 Height: 2M  
 Color: Brown & White  
 Special Abilities: 1. Gives rheumatism to the improper hunter. 2. Can cure frostbite.  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Cherokee  
 Gravity Code: .9 to 3 G's  
 Environment Code: D - Forest  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 45



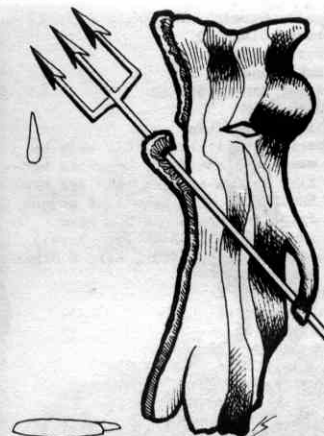
**BABOON 2**  
 Hit Dice: 2  
 Damage Done: By Weapon --1-3 By Bite  
 Armour Class: 7  
 Treasure Class: E  
 Junk Class:  
 Class: Ape  
 Height: 1.5M  
 Color: Brown  
 Special Abilities: 1. At night they become etherial and TELEPATHIC  
 2. PSP=200  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: Egypt  
 Gravity Code: .9 to 3 G's  
 Environment Code: H-Plain  
 Temperature Range Code: H- Semi-hot (30 to to 40 degrees)  
 Base Experience Points for Killing Monster: 90



**AWI USD1**  
 Hit Dice: 1  
 Damage Done: Special  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Deer  
 Height: 1M  
 Color: White  
 Special Abilities: 1. Aka "Little Deer" 2. Visible only to the Medicine Hunter 3. Always present at the death of a deer. If the deer was improperly killed it will give the hunter rheumatism 4. Can't be permanently killed.  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Sample  
 Origin Code: Cherokee  
 Gravity Code: .9 to 3 G's  
 Environment Code: D-Forest  
 Temperature Range Code: F-Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 60



**BACON**  
 Hit Dice: 2  
 Damage Done: By Trident Special  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Construct -Bacon with Arms & Mouth  
 Height: 2M  
 Color: Brown & Red  
 Special Abilities: 1. Trident shoots hot grease (2-20) 3/day 2. Flies  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: Dragon's Byte  
 Gravity Code: .0 to 3 G's  
 Environment Code: H - Plain  
 Temperature Range Code: F-Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 60



**BABE (Cannibal)**  
 Hit Dice: 1  
 Damage Done: Special  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Human Baby  
 Height: .5M  
 Color: Black  
 Special Abilities: 1. Sucks all flesh off a Human in 10M. 2. Touch PARALYZES.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Africa  
 Gravity Code: .9 to 3 G's  
 Environment Code: H - Plain  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 30



**BADGER**  
 Hit Dice: 1  
 Damage Done: 1-4 By Claws --By Bite  
 Armour Class: 6  
 Treasure Class:  
 Junk Class:  
 Class: Carnivore  
 Height: 1M  
 Color: Brown  
 Special Abilities: 1. +4 to Hit  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: America  
 Gravity Code: .9 to 3 G's  
 Environment Code: H- Plain  
 Temperature Range Code: G -Temperate  
 Base Experience Points for Killing Monster: 60



**BABOON**  
 Hit Dice: 3  
 Damage Done: 1-4 By Claw/1-3 By Bite  
 Armour Class: 7  
 Treasure Class: E  
 Junk Class: E  
 Class: Primate  
 Height: 2M  
 Color: Brown  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Africa  
 Gravity Code: .9 to 3 G's  
 Environment Code: H-Plain  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 50



**BADGER (Giant)**  
 Hit Dice: 3  
 Damage Done: 1-4 2A/M By Claws--1-6  
 By Bite  
 Armour Class: 7  
 Treasure Class: F  
 Junk Class: F  
 Class: Mammalia - Carnivore  
 Height: 2M  
 Color: Brown  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: America  
 Gravity Code: .9 to 3 G's  
 Environment Code: H-Plain  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 60





**BAISTE-NA-SCOGHAIGH**

Hit Dice: 4  
 Damage Done: 1-5 2A/M By Hooves--  
 1-6 By Horns  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Horse -Stout/1 Horn  
 Height: 3M  
 Color: Black or Red  
 Special Abilities: 1. War unicorn  
 2. +2 Damage  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: England  
 Gravity Code: .9 to 3 G's  
 Environment Code: H- Plain  
 Temperature Range Code: G- Temper-  
 ate  
 Base Experience Points for Killing  
 Monster: 80

**BANSHEE 3**

Hit Dice: 2  
 Damage Done: Special  
 Armour Class: 8  
 Treasure Class: H  
 Junk Class: H  
 Class: Spirit-Humanoid  
 Height: 2M  
 Color: White  
 Special Abilities: 1. Hit only by  
 magic or energy 2. May be sought  
 out for advice (given at 5%+5%/  
 level) 3. WISH at will for de-  
 fense  
 Category: Air & Other-Dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code:--  
 Origin Code: England  
 Gravity Code: .9 to 3 G's  
 Environment Code: G-Mountain  
 Temperature Range Code: G- Temper-  
 ate  
 Special Environment Code: High Nox-  
 ious gas content  
 Base Experience Points for Killing  
 Monster: 500

**BAJANG**

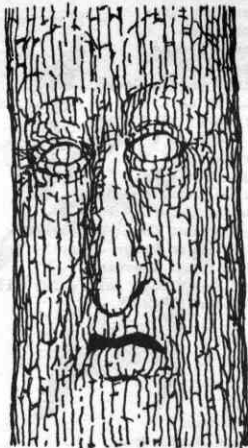
Hit Dice: 1  
 Damage Done: 1-4 By Claws  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Non-Corporeal  
 Height: 1M  
 Color: Endrite  
 Special Abilities: 1. Hit only by  
 magic or energy 2. Take the form  
 of a pole-cat 3. Malevolent 4.  
 Causes -5% Luck on all die roll  
 affecting players. REMOVE CURSE  
 (6th level)  
 Category: Land, Water, Air, & Other  
 Dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code:--  
 Origin Code: Malay  
 Gravity Code: .9 to 3 G's  
 Environment Code: --  
 Temperature Range Code:--  
 Special Environment Code: High Nox-  
 ious gas content  
 Base Experience Points for Killing  
 Monster: 65

**BARRACUDA**

Hit Dice: 2  
 Damage Done: 1-6 By Bite  
 Armour Class: 7  
 Treasure Class: I  
 Junk Class: I  
 Class: Carnivorous Fish  
 Height: 1.5M  
 Color: Silver  
 Special Abilities: 1. +4 to Hit  
 Category: Water  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: West Indies  
 Gravity Code: .9 to 3 G's  
 Environment Code: P - Water (salt)  
 Temperature Range Code: F-Fair (25 to  
 30 degrees)  
 Base Experience Points for Killing  
 Monster: 40

**BAJANI**

Hit Dice: 20  
 Damage Done: Special  
 Armour Class: 5  
 Treasure Class:  
 Junk Class:  
 Class: Tree  
 Height: 20M  
 Color: Brown  
 Special Abilities: 1. Forest Master  
 2. SHAPE CHANGE SELF & OTHERS at  
 will 3. Lead wanderers astray  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code:--  
 Origin Code: Yakut  
 Gravity Code: .9 to 3 G's  
 Environment Code: D - Forest  
 Temperature Range Code: E - Semi-  
 Cold (5 to 25 Degrees)  
 Base Experience Points for Killing  
 Monster: 260

**BARYNTH**

Hit Dice: 7  
 Damage Done: 1-12 By Bite 1-6 4A/M  
 By Claws  
 Armour Class: 6  
 Treasure Class:  
 Junk Class:  
 Class: Reptilia-Weasel Like  
 Height: 7M  
 Color: Brown/Orange Spots  
 Special Abilities: 1. Has 6 Legs  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code:--  
 Origin Code: Alan Burt Akers -Dray  
 Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: D - Forest  
 Temperature Range Code: G - Temper-  
 ate  
 Base Experience for Killing  
 Monster: 140

**BANSHEE 1**

Hit Dice: 6  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Non-Corporeal  
 Height: 2M  
 Color: White  
 Special Abilities: 1. Will never  
 attack 2. Cry frightens away any-  
 one under 100th level 3. Cry  
 warns of fore-coming doom 4. Hit  
 by magic or energy  
 Category: Land, Water, Air, & Other  
 Dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Ireland  
 Gravity Code:--  
 Environment Code:--  
 Temperature Range Code: --  
 Base Experience Points for  
 Killing Monster: 110

**BARYNTH (Sea)**

Hit Dice: 7  
 Damage Done: 1-12 By Bite  
 1-20 By Tail  
 Armour Class: 6  
 Treasure Class:  
 Junk Class:  
 Class: Reptilia- Weasel Like (6-Pins)  
 Height: 7M  
 Color: Grey/Blue Stripes  
 Category: Water  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Alan Burt Akers - Dray  
 Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: P - Water (salt)  
 Temperature Range Code: G - Temperate  
 Base Experience Points for Killing  
 Monster: 140



**BASILISK (Golden)**

Hit Dice: 6  
 Damage Done: 1-4 2A/M By Claws-1-4  
 By Bite  
 Armour Class: 5  
 Treasure Class: F  
 Junk Class: F  
 Class: Reptilia (Lizard)  
 Height: 3M  
 Color: Gold  
 Special Abilities: 1. Gold Gaze &  
 Touch extending through the Ethe-  
 real Planes  
 Category: Land, Water, Air, & Other  
 Dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: G - Mountain  
 Temperature Range Code: H - Semi-  
 Hot (30 to 40 Degrees)  
 Base Experience Points for Killing  
 Monster: 120

**BEAVER (Giant)**

Hit Dice: 4  
 Damage Done: 4-24 By Tail 1-8/2A/M  
 By Claws  
 Armour Class: 6  
 Treasure Class: F  
 Junk Class: F  
 Class: Mammalia Rodentia  
 Height: 3M  
 Color: Brown  
 Category: Land & Water  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: America  
 Gravity Code: .9 to 3 G's  
 Environment Code: O- Water (fresh)  
 Temperature Range Code: C- Temperate  
 Base Experience Points for Killing  
 Monster: 90

**BAT (Fox)**

Hit Dice: 1  
 Damage Done: 1-4 By Bite  
 Armour Class: 5  
 Treasure Class:  
 Junk Class:  
 Class: Chiroptera  
 Height: 1M  
 Color: Reddish Brown  
 Special Abilities: 1. Usually in  
 daylight 2. Very dextrous  
 Category: Land & Air  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: China  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: H- Semi-hot  
 (30 to 40 degrees)  
 Base Experience Points for Killing  
 Monster: 30

**BEE (Killer)**

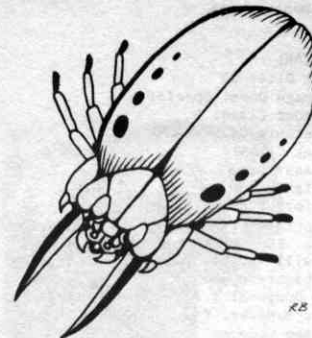
Hit Dice: .2  
 Damage Done: Sting (poison-16)  
 Armour Class: 3  
 Treasure Class:  
 Junk Class:  
 Class: Hymenoptera  
 Height: .1M  
 Color: Black  
 Category: Land & Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Africa  
 Gravity Code: .9 to 3 G's  
 Environment Code: A - Air  
 Temperature Range Code: F-Fair  
 (25 to 30 degrees)  
 Base Experience Points for Killing  
 Monster: 0

**BAT (Undead Vampire)**

Hit Dice: .2  
 Damage Done: Blood Drain 1-4/M  
 Armour Class: 9  
 Treasure Class:  
 Junk Class:  
 Class: Undead- Bat  
 Height: 50CM  
 Color: Black  
 Special Abilities: 1. One can kill  
 DEX/M of them 2. They are silent  
 and painless thus they get sur-  
 prise on 1-5 d6 3. Rabies (50%)  
 4. Hit only by magic or energy  
 Category: Undead  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: A - Air  
 Temperature Range Code: --  
 Base Experience Points for  
 Killing Monster: 60

**BEETLE (Great Horned)**

Hit Dice: 2  
 Damage Done: 2-12 By Ram--1-8 By  
 Horn  
 Armour Class: 6  
 Treasure Class:  
 Junk Class:  
 Class: Beetle  
 Height: 1M  
 Color: Golden Green  
 Special Abilities: 1. Fly 2.TRA=200  
 Category: Land & Air  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: Cherokee  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: F- Fair  
 (25 to 30 degrees)  
 Base Experience Points for Killing  
 Monster: 90

**BEAN SIDHE**

Hit Dice: 5  
 Damage Done: Special  
 Armour Class: 7  
 Treasure Class: B  
 Junk Class: B  
 Class: Undead -Humanoid  
 Height: 2M  
 Color: White  
 Special Abilities: 1. Hit only by  
 magic or energy 2. Aka "Woman  
 of the Hill" 3. Priestess of  
 the Great Dead 4. Summon 10-  
 100 of any kind of undead to  
 serve her.  
 Category: Undead  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: England  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: --  
 Special Environment Code: High Nox-  
 ious gas content  
 Base Experience Points for Killing  
 Monster: 158

**BELUN**

Hit Dice: 1  
 Damage Done: None  
 Armour Class: 5  
 Treasure Class:  
 Junk Class:  
 Class: Non-Corporeal  
 Height: 1M  
 Color: Green  
 Special Abilities: 1. Hit only by  
 magic or energy 2. Aids lost  
 people 3. Takes the form of a  
 cat to lead people.  
 Category: Land & Air  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Russia  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: E- Semi-  
 cold (5 to 25 degrees)  
 Base Experience Points for Killing  
 Monster: 0



**BENHOFF**

Hit Dice: 4  
 Damage Done: 2-16 By Butt  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Yak-Like 6 legged  
 Height: 3M  
 Color: Black  
 Special Abilities: 1. Soothed by rubbing fat pouch under neck  
 2. +2 Damage  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: Alan Burt Akers - Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: H-Plain  
 Temperature Range Code: E - Semi-cold (5 to 25 degrees)  
 Base Experience Points for Killing Monster: 70

**BILDAD**

Hit Dice: 1  
 Damage Done: 1-4 By Tail--1-2 By Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Beaver  
 Height: .75M  
 Color: Brown  
 Special Abilities: 1. Waits along the bank of a river then, when the fish jumps from the water, it hits the fish knocking it senseless. It then eats it.  
 Category: Land & Water  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: America  
 Gravity Code: .9 to 3 G's  
 Environment Code: 0 -Water (fresh)  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 25

**BIRD (Blood)**

Hit Dice: 0  
 Damage Done: .1 Pip/Bite .1/M By Blood Drain  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Bird  
 Height: .02M  
 Color: White  
 Special Abilities: 1. Swarms, Like the mosquitoes.  
 Category: Land & Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: L - Swamp  
 Temperature Range Code: --  
 Base Experience Points for Killing Monster: 0

**BIRD (Hell)**

Hit Dice: 1  
 Damage Done: 1-8 By Beak-- 1-4/2A/M By Talons  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: other Dim Aves  
 Height: .5M  
 Color: Black/Red Eyes  
 Special Abilities: 1. They can attack creatures even in Astral Form  
 Category: Air & Other-Dimensional  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: A-Air  
 Temperature Range Code: F -Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 50

**BIRD (Lyre)**

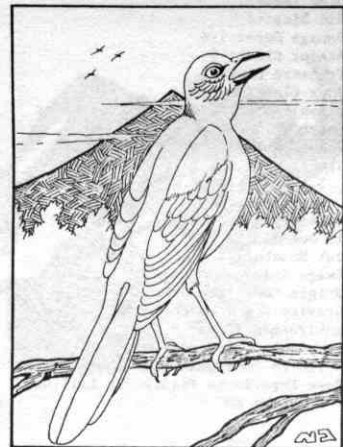
Hit Dice: 1  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Bird  
 Height: 1M  
 Color: Blue  
 Special Abilities: 1. Tail feathers are shaped Like a Lyre  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Sample  
 Origin Code: Malay  
 Gravity Code: .9 to 3 G's  
 Environment Code: D - Forest  
 Temperature Range Code: H - Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 10

**BIRD (Mag)**

Hit Dice: 1  
 Damage Done: 1-4 By Everything together (Diseased)  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Aves - Carrion Bird  
 Height: .5M  
 Color: Black  
 Category: Land & Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: Alan Burt Akers - Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: A - Air  
 Temperature Range Code: F - Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 30

**BIRD (Mocking)**

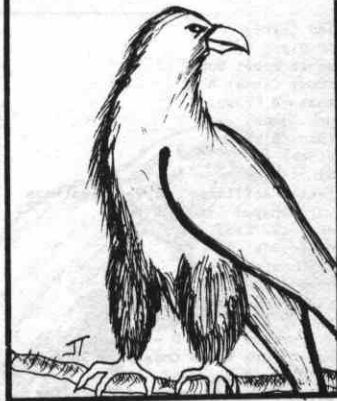
Hit Dice: .5  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Bird  
 Height: .5M  
 Color: Black  
 Special Abilities: 1. Will occasionally lay eggs in another bird's nest.  
 Category: Land & Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: America  
 Gravity Code: .9 to 3 G's  
 Environment Code: A - Air  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 0

**BIRD (Ruby Humming)**

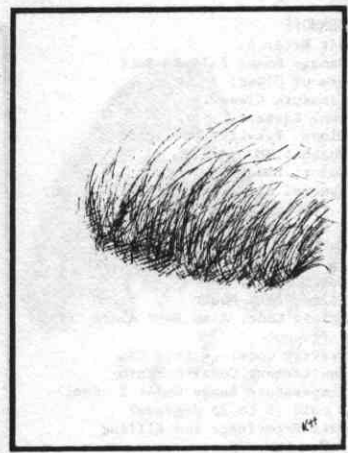
Hit Dice: .2  
 Damage Done: 1 By Beak  
 Armour Class: 3  
 Treasure Class:  
 Junk Class:  
 Class: Bird  
 Height: .1M  
 Color: Green & Red  
 Special Abilities: 1. 1-5 by Ruby Laser in throat 2. Feeds on nectar 3. Attacks only if it's nest is disturbed 4. 3xs speed 5. Hovers.  
 Category: Land & Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: A - Air  
 Temperature Range Code: G - Temperate  
 Base Experience Points for Killing Monster: 30



**BIRD (Sky)**  
 Hit Dice: 2  
 Damage Done: 2-12 By Beak  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Grebe  
 Height: 1.5M  
 Color: Black & Grey  
 Category: Land & Air  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: Blackfoot  
 Gravity Code: .9 to 3 G's  
 Environment Code: A - Air  
 Temperature Range Code: F - Fair  
 (25 to 30 degrees)  
 Base Experience Points for  
 Monster: 40



**BLACK MIND DEATH**  
 Hit Dice: 1  
 Damage Done: 2-16  
 Armour Class: 5  
 Treasure Class: E  
 Junk Class: E  
 Class: Monocost - Grass  
 Height: .5M  
 Color: Black  
 Special Abilities: 1. Touch drains  
 2 Levels. 2. Flies (10/M). 3.  
 Molecular Disruption. 4. Mind  
 control.  
 Category: Land & Air  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: H-Plain  
 Temperature Range Code: G- Temp-  
 erate  
 Base Experience Points for Killing  
 Monster: 90



**BIRD (Thunder)**  
 Hit Dice: 10  
 Damage Done: 2-24 2A/M By Claws--  
 3-36 By Bite--2-20 By Lightn-  
 ing  
 Armour Class: 6  
 Treasure Class: I  
 Junk Class: I  
 Class: Eagle  
 Height: 10M  
 Color: Red  
 Category: Land & Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Comanchee  
 Gravity Code: .9 to 3 G's  
 Environment Code: A - Air  
 Temperature Range Code: H - Semi-  
 Hot (30 to 40 Degrees)  
 Base Experience Points for Killing  
 Monster: 230



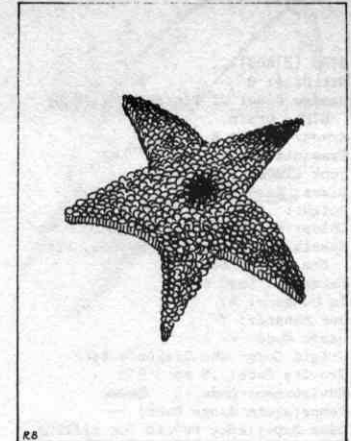
**BLINDWIDER**  
 Hit Dice: 1  
 Damage Done: None  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Snake  
 Height: 1.5M  
 Color: Fiery Green  
 Special Abilities: 1. Sonar Locat-  
 ion 2. Insectivore 3. Sonic  
 stun (1-4M) 3/day 4. Trainable.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: G-Mountain  
 Temperature Range Code: --  
 Base Experience Points for Killing  
 Monster: 20



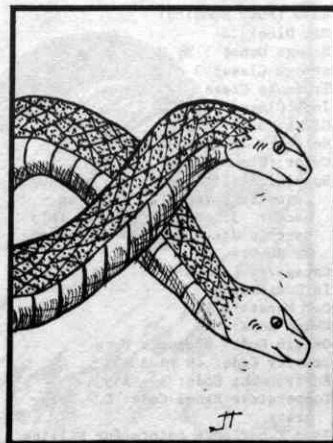
**BIRD (Water)**  
 Hit Dice: 1  
 Damage Done: 1-6  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Water Bird with extra Waist  
 Height: .5M  
 Color: White  
 Special Abilities: 1. Movement -3  
 2. PARALYSIS 3. Hit only by  
 magic weapons  
 Category: Land, Water, & Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: P - Water (salt)  
 Temperature Range Code: H - Semi-hot  
 (30 to 40 degrees)  
 Base Experience Points for Killing  
 Monster: 60



**BLUE STAR**  
 Hit Dice: 2  
 Damage Done: 1-10 By Suction  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Starfish  
 Height: 1M  
 Color: Green  
 Special Abilities: 1. Slowed Heal-  
 ing time 2. 2-Dormant mutations  
 3. Light generated-blue.  
 Category: Water  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Sample  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: L - Swamp  
 Temperature Range Code: F - Fair  
 (25 to 30 degrees)  
 Base Experience Points for Killing  
 Monster: 40



**BITJE**  
 Hit Dice: 5  
 Damage Done: 1-4 2A/M By Bite 1-8/M  
 By Constriction  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Snake - Head on both ends  
 Height: 5M  
 Color: Brown  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Egypt  
 Gravity Code: .9 to 3 G's  
 Environment Code: B - Desert  
 Temperature Range Code: H- Semi-hot  
 (30 to 40 degrees)  
 Base Experience Points for Killing  
 Monster: 90



**BOAR**  
 Hit Dice: 6  
 Damage Done: 1-12/2A/M By Hooves  
 1-8 By Tusks  
 Armour Class: 3  
 Treasure Class:  
 Junk Class:  
 Class: Mammalia Bovine  
 Height: 3M  
 Color: Black  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: Germany  
 Gravity Code: .9 to 3 G's  
 Environment Code: D - Forest  
 Temperature Range Code: G-Temp-  
 erate  
 Base Experience Points for Killing  
 Monster: 110

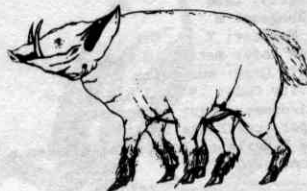


**BORATH**

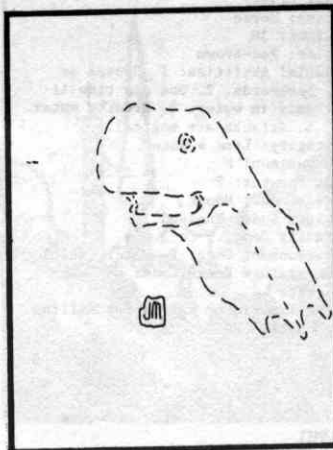
Hit Dice: 10  
 Damage Done: None  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Tree  
 Height: 9M  
 Color: Jet Black/Crimson Leaves  
 Special Abilities: 1. A very gnarled & twisted wood, prized in building.  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Sample  
 Origin Code: Alan Burt Akers - Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: G - Temperate  
 Base Experience Points for Killing Monster: 0

**BOSK**

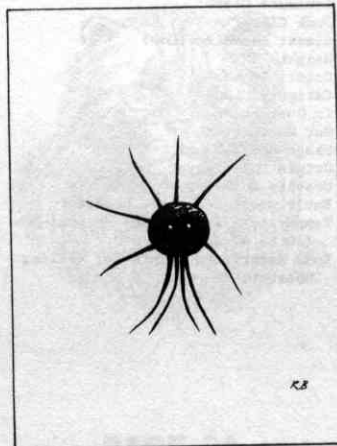
Hit Dice: 3  
 Damage Done: 1-4 By Butt  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Pig - 6 legs  
 Height: 2M  
 Color: Yellow-White  
 Special Abilities: 1. AC 6 on head  
 2. +5 to Hit 3. Carry 200kg.  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Beast Of Burden  
 Origin Code: Alan Burt Akers - Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: H - Plain  
 Temperature Range Code: G - Temperate  
 Base Experience Points for Killing Monster: 70

**BRAIN EATER**

Hit Dice: .5  
 Damage Done: 1 Int or Wis/Melee By Eating Brain.  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Tinkle  
 Height: .5M  
 Color: Endrite  
 Special Abilities: 1. Ethereal  
 2. Attracted to the highest non-psiionic brain activity of a group and settles in to eat his brain (this change is permanent unless WISHED or psionically healed) 3. It will not go within 5M of a psionics source.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Dragon's Byte -Tinkles  
 Gravity Code: .9 to 3 G's  
 Environment Code: H - Plain  
 Temperature Range Code: G - Temperate  
 Base Experience Points for Killing Monster: 10

**BRISTLE BALL**

Hit Dice: 3  
 Damage Done: 1-4 1-10A/M By Tentacles (P)  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Tribble- 10 Bristles  
 Height: 2M  
 Color: Yellow  
 Special Abilities: 1. Poison (13) but if blood of monster is taken, it acts as a healing potion.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Venom  
 Origin Code: Alan Burt Akers - Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: G - Mountain  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 100

**BROOM**

Hit Dice: 1  
 Damage Done: 1-2 By Beating  
 Armour Class: 5  
 Treasure Class:  
 Junk Class:  
 Class: Construct  
 Height: 2M  
 Color: Tan & Brown  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code:  
 Gravity Code: .9 to 3 G's  
 Environment Code: A - Air  
 Temperature Range Code: G-Temperate  
 Base Experience Points for Killing Monster: 30

**BROWNIE**

Hit Dice: .5  
 Damage Done: Curse (5th level)  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Humanoid  
 Height: .5M  
 Color: Brown  
 Special Abilities: 1. Household spirit 2. ANIMATE OBJECT (8th level) at will 3. If one is kind to it, it will try to protect the house 4. Hit only by magic or energy.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Familiar  
 Origin Code: England  
 Gravity Code: .9 to 3 G's  
 Environment Code: --  
 Temperature Range Code: G- Temperate  
 Base Experience for Killing Monster: 45

**BRUMBY**

Hit Dice: 6  
 Damage Done: 1-5 By Bite  
 Horn  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Dog - 8 legs  
 Height: 4M  
 Color: Yellow to Gold  
 Special Abilities: 1. Built like an Ox. 2. Has only one horn.  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Beast of Burden  
 Origin Code: Alan Burt Akers - Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 80

**BUBBLER**

Hit Dice: 2  
 Damage Done: 1-3 By Mouth/Special  
 Armour Class: 6  
 Treasure Class:  
 Junk Class:  
 Class: Amphibian Tripodal  
 Height: 1M  
 Color: Slimy Green Black  
 Special Abilities: 1. Strong light will drive them off 2. Produce bubbles that do 1 HD DAM when heated 3. 1 on d6 & weapons stick (3 Tubes instead of a head).  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: David U. Chapman  
 Miscellaneous  
 Gravity Code: .9 to 3 G's  
 Environment Code: H - Plain  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 70



**BUG (Water rock)**  
 Hit Dice: 1  
 Damage Done: 1-4 By Bite  
 Armour Class: 2  
 Treasure Class:  
 Junk Class:  
 Class: Construct - Stone Bug  
 Height: .25M  
 Color: Grey  
 Category: Water  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: 0- Water (fresh)  
 Temperature Range Code: D - Cold  
 (-15 to 5 degrees)  
 Base Experience Points for Killing  
 Monster: 40



**BUSH (Disruptor)**  
 Hit Dice: 2  
 Damage Done: 1-10 By Cellular  
 Disruption -- 1-10 By Flourine  
 Armour Class: 5  
 Treasure Class: F  
 Junk Class: F  
 Class: Hybrid (Gaseous-Dicot Bush)  
 Height: 1M  
 Color: Red  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: D - Cold  
 (-15 to 5 degrees)  
 Base Experience Points for Killing  
 Monster: 40



**BULL (Brown)**  
 Hit Dice: 15  
 Damage Done: 10-40 2A/M by Hooves--  
 10-80 by Horns  
 Armour Class: 5  
 Treasure Class: I  
 Junk Class: I  
 Class: Cow  
 Height: 15M  
 Color: Brown  
 Special Abilities: 1. Carry 25  
 children or protect 20 adults  
 from heat or cold.  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Beast of Burden  
 Origin Code: England  
 Gravity Code: .9 to 3 G's  
 Environment Code: H- Plain  
 Temperature Range Code: G- Temp-  
 erate  
 Base Experience Points for Killing  
 Monster: 340



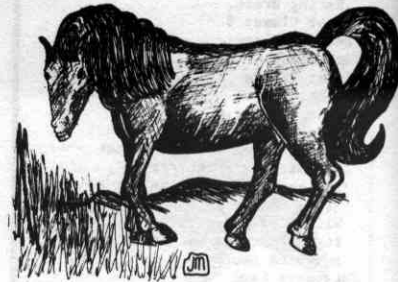
**BUSH BABY**  
 Hit Dice: .5  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Primate - Large Head  
 Height: .5M  
 Color: Brown  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: Australia  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: --  
 Base Experience Points for Killing  
 Monster: 0



**BULL (Water)**  
 Hit Dice: 3  
 Damage Done: 1-4 2A/M By Hooves--  
 1-8 By Horns  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Cow  
 Height: 3M  
 Color: Red  
 Special Abilities: 1. Breathe Water  
 2. 20% chance of it being in a  
 berserker rage when it comes out  
 of the water (2xs speed and dam-  
 age.)  
 Category: Land & Water  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Beast of Burden  
 Origin Code: England  
 Gravity Code: .9 to 3 G's  
 Environment Code: P - Water (salt)  
 Temperature Range Code: G- Temp-  
 erate  
 Base Experience Points for Killing  
 Monster: 100



**CABBY USTEY**  
 Hit Dice: 3  
 Damage Done: 1-4 2A/M By Hooves  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Horse  
 Height: 3M  
 Color: Red-Brown  
 Special Abilities: 1. Hooves on  
 backwards. 2. One can ride it  
 only in water. 3. Breathe water.  
 4. Attacks are magical.  
 Category: Land & Water  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: England  
 Gravity Code: .9 to 3 G's  
 Environment Code: P- Water (salt)  
 Temperature Range Code: G- Temp-  
 erate  
 Base Experience Points for Killing  
 Monster: 90



**BURNER**  
 Hit Dice: 2  
 Damage Done: 2-16 By  
 Armour Class: 0  
 Treasure Class:  
 Junk Class:  
 Class: Stone - Volcanic (germanium)  
 (club moss)  
 Height: .5M  
 Color: Crystalline (Brown)  
 Special Abilities: 1. Self-immu-  
 nates 8-86. 2. CONFUSION. 3.  
 Mental Blast 30 PSP.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: N - Under-  
 ground (deep)  
 Temperature Range Code: F - Fair  
 (25 to 30 degrees)  
 Base Experience Points for Killing  
 Monster: 190



**CAMEL**  
 Hit Dice: 3  
 Damage Done: 1-6 2A/M By Hooves  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Mammalia (Cow)  
 Height: 3M  
 Color: Brown  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: Egypt  
 Gravity Code: .9 to 3 G's  
 Environment Code: B - Desert  
 Temperature Range Code: H- Semi-hot  
 (30 to 40 degrees)  
 Base Experience Points for Killing  
 Monster: 50



### CAR-ROT

Hit Dice: 1  
 Damage Done: Special 1-4 By Stab  
 Armour Class: 6  
 Treasure Class:  
 Junk Class:  
 Class: Construct  
 Height: 1M  
 Color: Grey  
 Special Abilities: 1. 1-4/M By rot unless cured  
 Category: Land & Air  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code:--  
 Origin Code: Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: A - Air  
 Temperature Range Code: F - Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 480



### CAT (Kelp)

Hit Dice: 1  
 Damage Done: 1-3 2A/M By Claws  
 1-3 By Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Cat  
 Height: 1M  
 Color: Brown/Red or Green  
 Special Abilities: 1. Breathes Water. 2. Has control over kelp beds for attack of people.  
 Category: Water  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: P - Water (salt)  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 70



### CARDINAL 2

Hit Dice: .2  
 Damage Done: 1-2 By Everything Together  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Bird  
 Height: .2M  
 Color: Red  
 Special Abilities: 1. Scares away 'all' Undead & Demons  
 Category: Land & Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: D - Forest  
 Temperature Range Code: G - Temperate  
 Base Experience Points for Killing Monster: 10



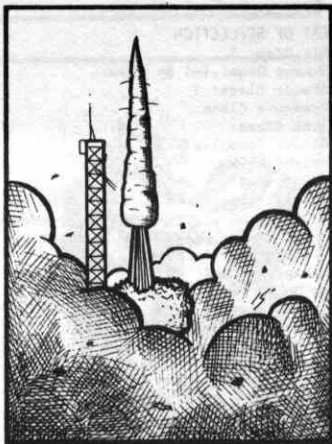
### CAT (Laser)

Hit Dice: 1  
 Damage Done: 2-20 By Laser Eyes/  
 1-4 By Claws  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Cat  
 Height: .5M  
 Color: Green/Brown  
 Special Abilities: 1. Laser eyes will also melt metal 2. Beam cannot be seen except in dust.  
 Category: Land & Other-Dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 50



### CARROT (Flying)

Hit Dice: 1  
 Damage Done: 1-8 By Stab  
 Armour Class: 6  
 Treasure Class:  
 Junk Class:  
 Class: Construct  
 Height: 1M  
 Color: Orange  
 Category: Land & Air  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: A- Air  
 Temperature Range Code: H - Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 30



### CAT (Moon)

Hit Dice: .5  
 Damage Done: 1-4 By Everything Together  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Cat  
 Height: .5M  
 Color: Black  
 Special Abilities: 1. Can imitate the moon 2. Scares away victim's game 3. Immune to arrows (but only a specific number). To kill it with an arrow one hides one arrow then shoot all the other arrows at the false moon, wait, then shoot ones last arrow.  
 Category: Land & Air  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Familiar  
 Origin Code: Japan  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 15



### CAT (Civet)

Hit Dice: 1  
 Damage Done: 1-3 2A/M By Claws  
 1-3 By Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Cat  
 Height: 1M  
 Color: Brown & Yellow  
 Special Abilities: 1. If threatened it will release a skunk odor (60% nausea 1-6m)  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code:--  
 Origin Code: Aztec  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 50



### CAT (Sea transform)

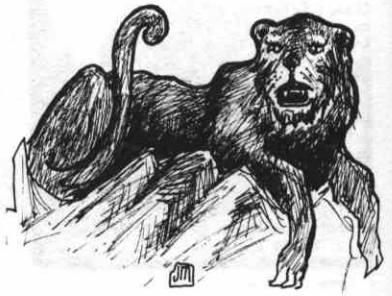
Hit Dice: .5  
 Damage Done: 1-4 By Claws  
 1-2 By Bite (V)  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Cat  
 Height: .5M  
 Color: Green to Green-Blue  
 Special Abilities: 1. Venom transforms one into a rat 2. Breathes water 3. Has a fin for a tail.  
 Category: Water  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Venom  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: P - Water (salt)  
 Temperature Range Code: P - Water (salt)  
 Temperature Range Code: F - Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 325



**CAT (Sea)**  
 Hit Dice: .5  
 Damage Done: 1-4 By Claws  
 1-2 By Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Cat  
 Height: 1.5M  
 Color: Green  
 Special Abilities: 1. Breathes Water. 2. Tail is a fin.  
 Category: Water  
 In Dungeon: N  
 Our Monster:  
 Usage Code: Pet  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: P - water (salt)  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Special Environment Code:--  
 Base Experience Points for Killing Monster: 10



**CAT 2**  
 Hit Dice: .5  
 Damage Done: 1-4 By Everything together  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Cat  
 Height: .5M  
 Color: Varies  
 Special Abilities: 1. Can detect spirits of any kind. Purrs in their presence.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: England  
 Gravity Code: .9 to 3G's  
 Environment Code: D- Forest  
 Temperature Range Code: G-Temp-erate  
 Base Experience Points for Killing Monster: 5



**CAT(Splinter)**  
 Hit Dice: 2.5  
 Damage Done: 1-5 By Butt-1-4 2A/M By Claws  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Cat  
 Height: 2M  
 Color: Green-Brown  
 Special Abilities: 1. AC: 4 on head. 2. Loves honey. 3. It gets its honey by climbing up one tree, jumping off that tree, splintering a honey-filled tree with its head.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code:--  
 Origin Code: America  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: G - Temp-erate  
 Base Experience Points for Killing Monster: 65



**CAT 3**  
 Hit Dice: .5  
 Damage Done: 1-4 By Everything together  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Cat  
 Height: .5M  
 Color: Varies  
 Special Abilities: 1. Can see and aid spirits 2. Attacks evil serpents  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: Egypt  
 Gravity Code: .9 to 3 G's  
 Environment Code: H-Plain  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 10



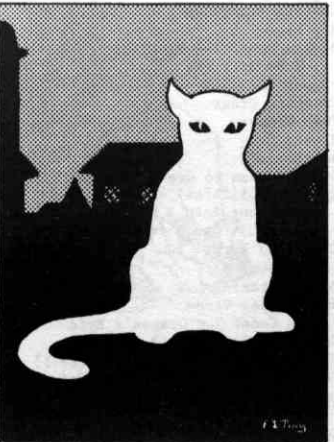
**CAT (Transform)**  
 Hit Dice: .5  
 Damage Done: 1-4 By Claws  
 1-2 By Bite (V)  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Cat  
 Height: .5  
 Color: Varies  
 Special Abilities: 1. Venom transforms one into a rat.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Venom  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: H- Plain  
 Temperature Range Code: G-Temp-erate  
 Base Experience Points for Killing Monster: 20



**CAT OF REFLECTION**  
 Hit Dice: 1  
 Damage Done: 1-4 By Claws  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Mammalia -cat  
 Height: .5M  
 Color: Red  
 Special Abilities: 1. Reflect up to 3+1 HD of energy/m 2. Independent but may be CHARMED (must first get through Reflection)  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: B - Desert  
 Temperature Range Code: I - Hot (40 to 80 degrees)  
 Base Experience Points for Killing Monster: 40



**CAT (Wraith)**  
 Hit Dice: 1  
 Damage Done: 1-4 By Claws  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Cat  
 Height: .5M  
 Color: White  
 Special Abilities: 1. Possesses 8 Wraith Forms (1-4 By touch) which can HYPNOTIZE, PARALYZE or carry away a character.  
 Category: Land & Other-Dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: G - Mountain  
 Temperature Range Code: G- Temp-erate  
 Base Experience Points for Killing Monster: 50



**CATKEY**  
 Hit Dice: 1  
 Damage Done: 1-3 2A/M By claws--1 3 By Bite  
 Armour Class: 7  
 Treasure Class: F  
 Junk Class: F  
 Class: Cat-Prehensile Tail  
 Height: 1M  
 Color: Brown-White  
 Special Abilities: 1. +3 to Hit  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: E - Semi-cold (5 to 25 degrees)  
 Base Experience Points for Killing Monster: 40





#### CAVEWRAITH

Hit Dice: 5  
 Damage Done: 1-8 By Bite--  
 1-5 2A/M by claws  
 Armour Class: 6  
 Treasure Class:  
 Junk Class:  
 Class: Cavewright  
 Height: 3M  
 Color: Black  
 Special Abilities: 1. Bony carapace.  
 2. Walks on all four limbs. 3. Has long bony jaws. 4. Distinctive facial features. 5. Tongue used to locate prey. 6. +10 on damage.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code:

Gravity Code: .9 to 3 G's  
 Environment Code: H-Plain  
 Temperature Range Code: H- Semi-hot  
 (30 to 40 degrees)  
 Base Experience Points for Killing  
 Monster: 130



#### CHIMERA

Hit Dice: 7  
 Damage Done: 1-3 2A/M by Claws --  
 1-4 2A/M by Horns --2-8 by Bite.  
 Armour Class: 6  
 Treasure Class: F  
 Junk Class: F  
 Class: Hybrid Feline/Bovine/Reptilia  
 Height: 3M  
 Color: Red & Green  
 Special Abilities: 1. Fire Breath  
 SHD/6 wk.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Greece  
 Gravity Code: .9 to 3 G's  
 Environment Code: D - Forest  
 Temperature Range Code: G - Temperate  
 Base Experience Points for Killing  
 Monster: 150



#### CEREBUS

Hit Dice: 3  
 Damage Done: 1-12 3A/M by Mouths  
 Armour Class: 3  
 Treasure Class: E  
 Junk Class: E  
 Class: Mammalia (Dog)  
 Height: 1M  
 Color: Red  
 Special Abilities: 1. Three heads.  
 2. 70% Magic Resistant.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: Hell  
 Gravity Code: .9 to 3 G's  
 Environment Code: I - Solar  
 Temperature Range Code: --  
 Special Environment Code: High  
 Noxious Gas Content  
 Base Experience Points for Killing  
 Monster: 115



#### CHIMPANZEE

Hit Dice: 2  
 Damage Done: 1-3 By Bite 1-6 By Club  
 Armour Class: 7  
 Treasure Class: E  
 Junk Class: E  
 Class: Primate  
 Height: 2M  
 Color: Black  
 Special Abilities: 1. Is semi-intelligent 2. No tail  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: Africa  
 Gravity Code: .9 to 3 G's  
 Environment Code: D - Forest  
 Temperature Range Code: H- Semi-hot  
 (30 to 40 degrees)  
 Base Experience Points for Killing  
 Monster: 50



#### CHAVONTH

Hit Dice: 4  
 Damage Done: 1-4 4A/M by Claws/1-8  
 by Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Cat- 6 Legs  
 Height: 3M  
 Color: Blue Grey & Black  
 Special Abilities: 1. Hexagonal Fur  
 patterns of BLUE, BLACK, & GREY  
 2. Hunting cats  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Alan Burt Akers - Dray  
 Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: H- Semi-hot  
 (30 to 40 degrees)  
 Base Experience Points for Killing  
 Monster: 90



#### CHIPMUNK (Killer)

Hit Dice: .5  
 Damage Done: 1-4 by Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Chipmunk  
 Height: 50 CM  
 Color: Brown  
 Special Abilities: 1. Very vicious.  
 2. Will hang on to attackee until forcibly removed.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: D - Forest  
 Temperature Range Code: G - Temperate  
 Base Experience Points for Killing  
 Monster: 5



#### CHAVONTH (Dust)

Hit Dice: 4  
 Damage Done: 1-4 4A/M By Claws/  
 1-8 By Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Cat - 6 Legs  
 Height: 3M  
 Color: Dusty Blue grey & black  
 Special Abilities: 1. Hexagonal fur  
 pattern of blue, grey, & black,  
 but Dusty looking 2. Hunting cats  
 3. Touch turns one to DUST.  
 Category: Land  
 In Dungeon: Y  
 Our Monster:  
 Usage Code: --  
 Origin Code: Alan Burt Akers - Dray  
 Prescott  
 Gravity Code: --  
 Environment Code: --  
 Temperature Range Code: --  
 Special Environment Code: --  
 Base Experience Points for Killing  
 Monster: 120



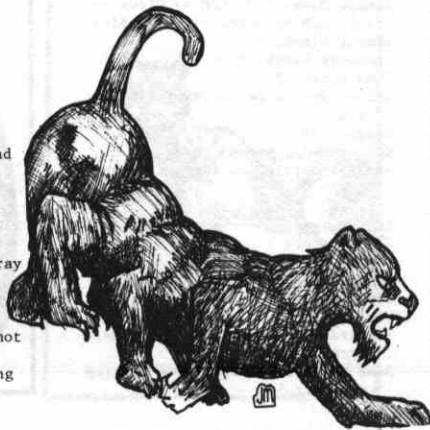
#### CHIRUWI

Hit Dice: 3  
 Damage Done: Weapon  
 Armour Class: 8  
 Treasure Class: C  
 Junk Class: C  
 Class: Humanoid  
 Height: 2M  
 Color: Black  
 Special Abilities: 1. Half of the  
 body (cut laterally) is invisible  
 2. If someone sees it, that person  
 will be challenged to a wrestling  
 match..If one wins, he is  
 given 2-12 HERBS 3. +7 Damage.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Africa  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: H- Semi-hot  
 (30 to 40 degrees)  
 Base Experience Points for Killing  
 Monster: 100



**CHURMOD**

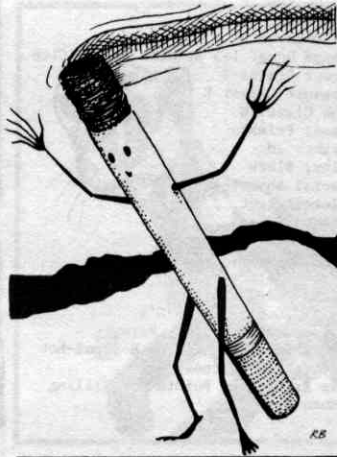
Hit Dice: 6  
 Damage Done: 1-8 4A/M By Claws--  
 1-1- By Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Cat - 8 Legs  
 Height: 5M  
 Color: Silvery-blue  
 Special Abilities: 1. Sadistic and nasty  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Alan Burt Akers - Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 120

**CLOUD (Fire)**

Hit Dice: 2  
 Damage Done: 3-18/M By Chlorine/  
 3-18/M By Immolation  
 Armour Class:  
 Treasure Class:  
 Junk Class:  
 Class: Gaseous  
 Height: 2M  
 Color: Red  
 Special Abilities: 1. When killed, it condenses into 1-3 1-GP sized Ignium pieces 2. Hit only by magic or energy.  
 Category: Air  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Sample  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: A - Air  
 Temperature Range Code: E - Semi-cold (5 to 25 degrees)  
 Base Experience Points for Killing Monster: 100

**CIGARRETTE**

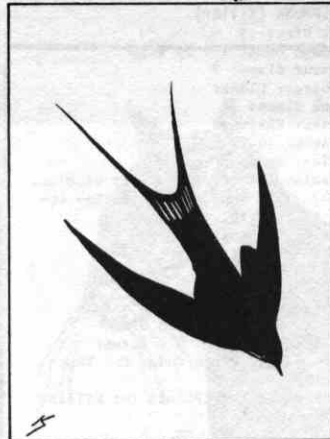
Hit Dice: 1  
 Damage Done: 1-8/M By Choke  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Construct  
 Height: 2M  
 Color: White  
 Special Abilities: 1. Breathes clouds of smoke  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Dragon's Byte  
 Gravity Code: .0 to 3 G's  
 Environment Code: A- Air  
 Temperature Range Code: E- Semi-cold (5 to 25 degrees)  
 Base Experience Points for Killing Monster: 20

**CLOUD (Healing)**

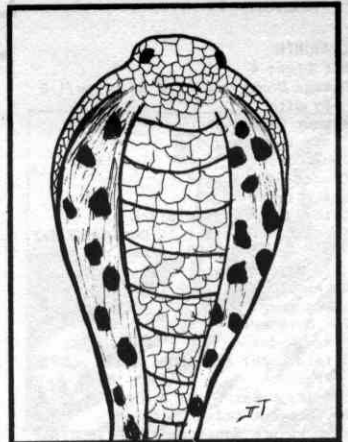
Hit Dice: 7  
 Damage Done: None  
 Armour Class: 0  
 Treasure Class:  
 Junk Class:  
 Class: Magical Energy  
 Height: 2M  
 Color: Green  
 Special Abilities: 1. Cure Disease  
 Category: Land, Water, Air, & Other-Dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Sample  
 Origin Code: The Dragon's Byte  
 Gravity Code: --  
 Environment Code: --  
 Temperature Range Code: --  
 Base Experience Points for Killing Monster: 0

**CLEPPER (flut-)**

Hit Dice: 3  
 Damage Done: 1-3 By Beak  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Swallow  
 Height: 3M  
 Color: Blue - purple  
 Special Abilities: 1. 2xs Speed  
 Category: Land & Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: Alan Burt Akers - Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: A- Air  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 40

**COBRA**

Hit Dice: 3  
 Damage Done: 1-4 By Bite Poison (17)  
 Armour Class: 4  
 Treasure Class:  
 Junk Class:  
 Class: Reptilia (Snake)  
 Height: 3M  
 Color: Grey-Black  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Venom  
 Origin Code: India  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 70

**CLEPPER (Vol-)**

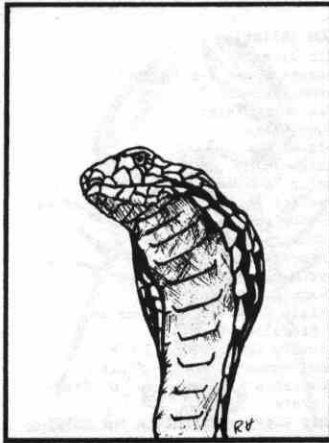
Hit Dice: .2  
 Damage Done: 1-3 By Beak  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Swallow  
 Height: 2M  
 Color: Maroon  
 Special Abilities: 1. It can carry a 2m tall person only a few km 2. 2xs speed otherwise 3. A saddle bird.  
 Category: Land & Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: Alan Burt Akers - Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: A- Air  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 40

**CO-HON**

Hit Dice: 2  
 Damage Done: 1-4 2A/M By Claws  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Humanoid  
 Height: 2M  
 Color: Grey  
 Special Abilities: 1. Hit only by magic or energy 2. Soul of a person who died a violent death 3. Nocturnal  
 Category: Undead  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: China  
 Gravity Code: .9 to 3 G's  
 Environment Code: --  
 Temperature Range Code: --  
 Special Environment Code: High Noxious gas content  
 Base Experience Points for Killing Monster: 60



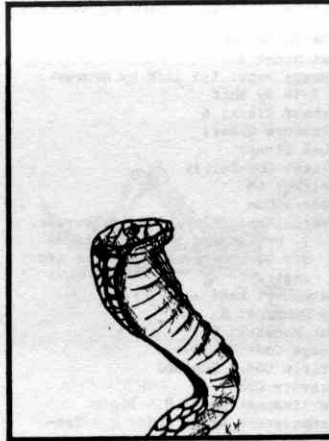
**COBRA (Giant)**  
 Hit Dice: 10  
 Damage Done: 1-10 By Bite Poison(17)  
 Armour Class: 3  
 Treasure Class:  
 Junk Class:  
 Class: Reptilia (Snake)  
 Height: 10M  
 Color: Brown  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Venom  
 Origin Code: India  
 Gravity Code: .9 to 3 G's  
 Environment Code: G - Mountain  
 Temperature Range Code: H - Semi-hot (30 to 40 Degrees)  
 Base Experience Points for Killing Monster: 150



**COCKATRICE**  
 Hit Dice: 5  
 Damage Done: 1-6 By Bite  
 Armour Class: 6  
 Treasure Class:  
 Junk Class:  
 Class: Snake Chicken Feathers  
 Height: 2.5M  
 Color: Red & Grey  
 Special Abilities: 1. Stone Gaze  
 2. Fly 3. Gaze extends through the ETHEREAL planes.  
 Category: Land & other-dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Germany  
 Gravity Code: .9 to 3 G's  
 Environment Code: H-Plain  
 Temperature Range Code: 8 - Solar Temperate  
 Base Experience Points for Killing Monster: 90



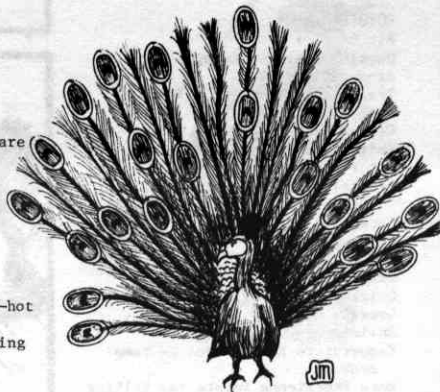
**COBRA ( Hypno)**  
 Hit Dice: 2  
 Damage Done: 1-3 By Bite (P)  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Snake  
 Height: 3M  
 Color: Black-green  
 Special Abilities: 1. Poison(19)  
 2. Hypnotizes (100%-3%/INT+ WIS)  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: H - Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 70



**COLD FLYER**  
 Hit Dice: 7  
 Damage Done: 2-24 By Bite  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Bird  
 Height: 5.5M  
 Color: Yellow  
 Special Abilities: 1. Cold 4-12  
 2. PARALYSIS 3. Hit only by silver doing 1/2 Damage.  
 Category: Land & Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: David U. Chapman ----  
 Miscellaneous  
 Gravity Code: .9 to 3 G's  
 Environment Code: A - Air  
 Temperature Range Code: E- Semi-cold (5 to 25 degrees)  
 Base Experience Points for Killing Monster: 160



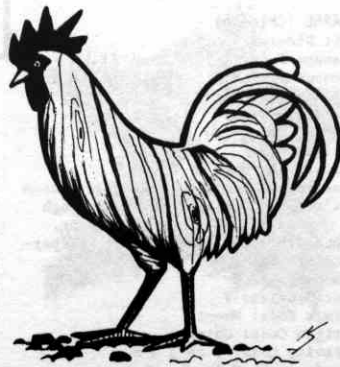
**COCK (Pea-)**  
 Hit Dice: 1  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Bird  
 Height: 1M  
 Color: Multi  
 Special Abilities: 1. Feathers are used in hats & the Like.  
 Category: Land & air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Sample  
 Origin Code: India  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 0



**COLLECTOR OF EYES**  
 Hit Dice: 7  
 Damage Done: By Weapon 1-3 By Bite  
 Armour Class: 8  
 Treasure Class: A  
 Junk Class: A  
 Class: Humanoid  
 Height: 3M  
 Color: Brown  
 Special Abilities: 1. If it captures one it will magically remove & preserve one's eyes. These he stores in his hut. 2. The eyes can be reinserted and work properly.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Blackfoot  
 Gravity Code: .9 to 3 G's  
 Environment Code: H-Plain  
 Temperature Range Code: F-Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 10



**COCK (Wood)**  
 Hit Dice: .5  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Bird  
 Height: .5 M  
 Color: Brown  
 Special Abilities: 1. Long-beaked Insectivore. 2. Good Eating.  
 Category: Land & Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: America  
 Gravity Code: .9 to 3 G's  
 Environment Code: H-Plain  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 0



**COMITATUS**  
 Hit Dice: 2  
 Damage Done: 1-4 2A/M By Claws--  
 1-4 By Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Tiger  
 Height: 2M  
 Color: Orange/Black Stripes  
 Special Abilities: 1. Fly  
 Category: Land & Air  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: Honduras  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 60



**COTINH**

Hit Dice: 2  
 Damage Done: Special  
 Armour Class: 8  
 Treasure Class: A  
 Junk Class: A  
 Class: Spirit-Humanoid  
 Height: 2M  
 Color: Grey  
 Special Abilities: 1. Hit only by magic or energy 2. Steal objects as a 7th level thief 3. Causes MADNESS (8th level) 4. Nocturnal  
 Category: Undead  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: China  
 Gravity Code: .9 to 3 G's  
 Environment Code: --  
 Temperature Range Code: --  
 Special Environment Code: High Noxious gas content  
 Base Experience Points for Killing Monster: 110

**CORTH**

Hit Dice: 3  
 Damage Done: 1-5 2A/M By Claws  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Bird  
 Height: 2M  
 Color: Variable  
 Special Abilities: 1. Saddle bird 2. Song bird type  
 Category: Land & Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: Alan Burt Akers - Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: A - Air  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 50

**COW (Attack Blink)**

Hit Dice: 4  
 Damage Done: 1-10 By Butt--1-4 By Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Cow  
 Height: 3M  
 Color: Varies  
 Special Abilities: 1. BLINK at will (100m range) 2. Semi-int 3. Playful and somewhat sadistic.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: Alfred Donavan  
 Miscellaneous  
 Gravity Code: .9 to 3 G's  
 Environment Code: H-Plain  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 85

**COW (Flying)**

Hit Dice: 2  
 Damage Done: 1-4 By Hooves  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Cow  
 Height: 2M  
 Color: Varies  
 Category: Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: H- Plain  
 Temperature Range Code: G -Temperate  
 Base Experience Points for Killing Monster: 30

**COW (Blink)**

Hit Dice: 2  
 Damage Done: 1-8 By Butt  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Cow  
 Height: 2M  
 Color: Varies  
 Special Abilities: 1. BLINK at will (50m range)  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: Alfred Donavan  
 Miscellaneous  
 Gravity Code: .9 to 3 G's  
 Environment Code: H- Plain  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 55

**COW (Wild Dun)**

Hit Dice: 7  
 Damage Done: 1-5 2A/M by Hooves-- 2-16 By Butt  
 Armour Class: 6  
 Treasure Class:  
 Junk Class:  
 Class: Cow-Fairie  
 Height: 6M  
 Color: Dun  
 Special Abilities: 1. Carnivorous. 2. Driven mad by being milked dry by a witch. 3. Attacks are magical.  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: England  
 Gravity Code: --  
 Environment Code: H - Plain  
 Temperature Range Code: G - Temperate  
 Base Experience Points for Killing Monster: 140

**COYOTE**

Hit Dice: 1  
 Damage Done: 1-4 By Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Dog  
 Height: 1.5M  
 Color: Brown  
 Special Abilities: 1. Very clever and very adaptable for a not-int.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: America  
 Gravity Code: .9 to 3 G's  
 Environment Code: --  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 25

**CRANE (Chinese)**

Hit Dice: 5  
 Damage Done: 1-8 By Beak  
 Armour Class: 7  
 Treasure Class: E  
 Junk Class: E  
 Class: Crane  
 Height: 4M  
 Color: Bluish  
 Special Abilities: 1. Carry a person (of 4M Height) 2. Flies through Dimensions 3. Used as a mount.  
 Category: Land, Water, Air, & other-dimensional  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: China  
 Gravity Code: .9 to 3 G's  
 Environment Code: L - Swamp  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 80



**CRAYFISH (Giant)**  
 Hit Dice: 5  
 Damage Done: 1-6 2A/M By Claws  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Crustacea  
 Height: 5 M  
 Color: Grey  
 Special Abilities: 1. Can escape with 3xs speed in water  
 Category: Land & Water  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: America  
 Gravity Code: .9 to 3 G's  
 Environment Code: 0 - water (fresh)  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 70



**CRITIKAY**  
 Hit Dice: 2  
 Damage Done: 1-10 By Bite(P)  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Cricket  
 Height: 1M  
 Color: White  
 Special Abilities: 1. Poison (5)  
 2. Bite drain 1 Con/M  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Venom  
 Origin Code: The Dragon's Byte  
 Gravity Code: P - Water (salt)  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 60



**CROMHINEACH**  
 Hit Dice: 6  
 Damage Done: 6  
 Damage Done: 2-8 2A/M By Claws  
 Armour Class: 6  
 Treasure Class:  
 Junk Class:  
 Class: Bird  
 Height: 6M  
 Color: Black & Silver  
 Special Abilities: 1. Hit only by magic or energy 2. Ethereal 3. Brings dead heroes back to life.  
 Category: Other-Dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: England  
 Gravity Code: .9 to 3 G's  
 Environment Code: --  
 Temperature Range Code: --  
 Special Environment Code: High Noxious gas content  
 Base Experience Points for Killing Monster: 160



**CROWN OF THORNS**  
 Hit Dice: .5  
 Damage Done: 1-4 By Touch  
 Armour Class: 6  
 Treasure Class:  
 Junk Class:  
 Class: Starfish- Bushy  
 Height: .5  
 Color: Brown  
 Category: Water  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Australia  
 Gravity Code: .9 to 3 G's  
 Environment Code: P - Water(salt)  
 Temperature Range Code: H - Semi-Hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 0



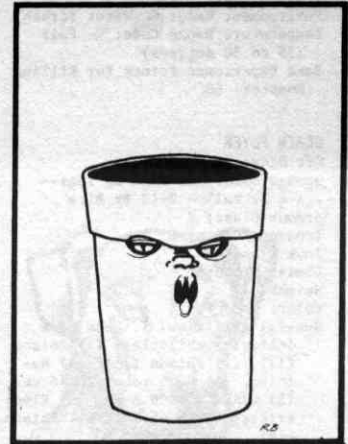
**CUCHI**  
 Hit Dice: 3  
 Damage Done: Special  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Humanoid- Scaly  
 Height: 1.5M  
 Color: Brown  
 Special Abilities: 1. Goes out at night in alternate form of either a bird or a snake 2. Touch causes a disease  
 Category: Land, Water, Air, & Other-Dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Australia  
 Gravity Code: .9 to 3 G's  
 Environment Code: B - Desert  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 60



**CUP (coffee)**  
 Hit Dice: 3  
 Damage Done: 1-6 By Scald Special  
 Armour Class: 3  
 Treasure Class:  
 Junk Class:  
 Class: Construct - Cup with face  
 Height: 2M  
 Color: White Cup  
 Special Abilities: 1. 16 or better on 1d20 means 1-6 by drowning in coffee.  
 Category: Land & Air  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: A - Air  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 70



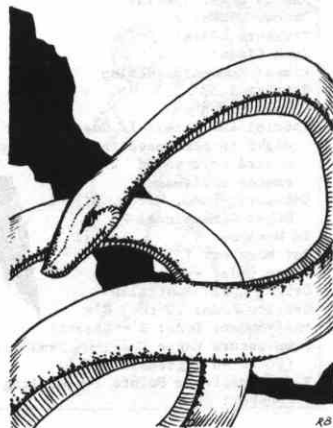
**CUP (OJ)**  
 Hit Dice: 3  
 Damage Done: Special  
 Armour Class: 3  
 Treasure Class:  
 Junk Class:  
 Class: Construct - Glass with face  
 Height: 2M  
 Color: White Cup  
 Special Abilities: 1. 16 or better on 1d20 means 1-6 by drowning in orange juice.  
 Category: Land & Air  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: A - Air  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 60



**CURLEW**  
 Hit Dice: 1  
 Damage Done: None  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Bird - Long Curved Beak  
 Height: 1M  
 Color: Brown  
 Category: Land & Air  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: England  
 Gravity Code: .9 to 3 G's  
 Environment Code: H- Plain  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 0



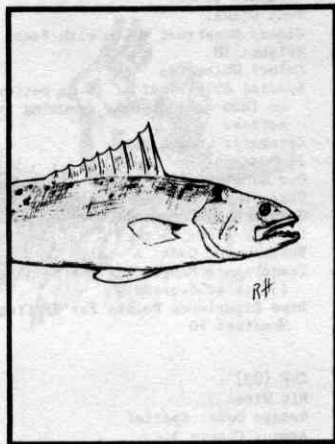
**DAEMON (Agatha-)**  
 Hit Dice: 4  
 Damage Done: 1-4 By Bite--1-4/M  
 By Constriction  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Serpent  
 Height: 4M  
 Color: Rust Red  
 Special Abilities: 1. Hit only by magic or energy. 2. It will enter a camp, and wait for a libation after the meal. If it does not receive one, then it will cause a thirst that only REMOVE CURSE or DISPELL MAGIC (5th Level) will get rid of.  
 Catagory: Other-Dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Greece  
 Gravity Code: .9 to 3 G's  
 Environment Code: G - Mountain  
 Temperature Range Code: H - Semi-hot (30 to 40 Degrees)  
 Base Experience Points for Killing Monster: 100



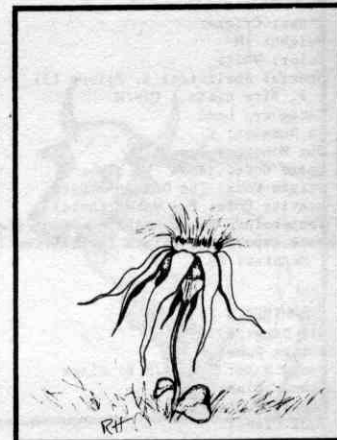
**DEMON (Serpent)**  
 Hit Dice: 6  
 Damage Done: By Weapon --  
 1-4 By Bite(P)--1-8/M By  
 Constriction  
 Armour Class: 5  
 Treasure Class: A  
 Junk Class: A  
 Class: Snake - Arms/Opposable  
 Thumbs  
 Height: 3M  
 Color: Endite  
 Special Abilities: 1. Hit only by magic or energy 2. Wears armor (AC:0) 3. Gate in 1-4 other  
 Serpent Demon, Darkness (6th level)  
 TELEKINESIS (8th level) 6/day 4.  
 Venom- FEAR (12th level)  
 Catagory: Other-Dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Venom  
 Origin Code: Egypt  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Special Environment Code: High Noxious gas content  
 Base Experience Points for Killing Monster: 280



**DAKWA**  
 Hit Dice: 8  
 Damage Done: 2-8/day after being  
 swallowed  
 Armour Class: 6  
 Treasure Class: B  
 Junk Class: B  
 Class: Trout  
 Height: 6M  
 Color: Brown-Green  
 Special Abilities: 1. Swallow up to  
 Human-sized whole 2. Victims  
 usually go bald, if they live.  
 Catagory: Water  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Cherokee  
 Gravity Code: .9 to 3 G's  
 Environment Code: 0 -Water (fresh)  
 Temperature Range Code: F- Fair  
 (25 to 30 degrees)  
 Base Experience Points for Killing  
 Monster: 60



**DEMON FLOWER**  
 Hit Dice: 5  
 Damage Done: 3-24/M By Constriction  
 Armour Class: 8  
 Treasure Class: F  
 Junk Class: F  
 Class: other dimensional-plant  
 Height: 3M  
 Color: Variable  
 Catagory: Other-dimensional  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: Dragon's Byte  
 Gravity Code: --  
 Environment Code: --  
 Temperature Range Code: --  
 Base Experience Points for Killing  
 Monster: 110



**DEATH FLYER**  
 Hit Dice: 2  
 Damage Done: 1-4 3A/M By legs--  
 1-8 By tail - 2-12 By Bite  
 Armour Class: 7  
 Treasure Class: E  
 Junk Class: E  
 Class: Diptera  
 Height: 1M  
 Color: Grey  
 Special Abilities: 1. Legs have  
 following abilities: (1) Poison  
 (11). (2) Poison (15). (3) No-  
 thing. (4) Heat touch 2HD/6 wk.  
 (5) CHARM PERSON 6 wk. (6) Elec-  
 tricity 4HD/6 wk. 2. Tail Poison  
 (16).  
 Catagory: Air  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Venom  
 Origin Code: David U. Chapman  
 Gravity Code: .9 to 3 G's  
 Environment Code: A - Air  
 Temperature Range Code: F- Fair  
 (25 to 30 degrees)  
 Base Experience Points for Killing  
 Monster: 140



**DEER (Elder)**  
 Hit Dice: 2  
 Damage Done: 1-6 By Antlers -  
 1-4 By Bite--1-3 By Hooves  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Deer  
 Height: 2M  
 Color: Brown & White  
 Special Abilities: 1. Gives rheumat-  
 ism to the improper hunter 2.  
 Can cure frostbite 3. Canine  
 teeth 4. Carnivorous.  
 Catagory: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Cde: Pet  
 Origin Code: Cherokee  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: G-Temper-  
 ate  
 Base Experience Points for Killing  
 Monster: 55



**DEMON (Cat)**  
 Hite Dice: 3  
 Damage Done: 1-4 By Everything  
 together/by Weapon  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Cat/Human  
 Height: 2M  
 Color: Varies  
 Special Abilities: 1. Normal form -  
 cat. 2. SHAPE CHANGE to imitate  
 some person, then kills and eats  
 that person. Takes his place to  
 attack the next person. 3. Also  
 commands 5-14 wolves. 4. At-  
 tacks at night.  
 Catagory: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Japan  
 Gravity Code: .9 to 3 G's  
 Environment Code: --  
 Temperature Range Code: G- Temp-  
 erate  
 Base Experience Points for Killing  
 Monster: 100



**DERMIFLON**

Hit Dice: 4  
 Damage Done: 1-4 By Barbed Tail  
 Armour Class: 6  
 Treasure Class:  
 Junk Class:  
 Class: Yak- 10 legs  
 Height: 2.5M  
 Color: Blue  
 Special Abilities: 1. Stubborn  
 2. Can force it's way through anything 3. Carries 1000kg.  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Beast of Burden  
 Origin Code: Alan Burt Akers - Dray Prescot  
 Gravity Code: .9 to 3 C's  
 Environment Code: G- Mountain  
 Temperature Range Code: D- Cold (-15 to 5 degrees)  
 Base Experience Points for Killing Monster: 70

**DM 1**

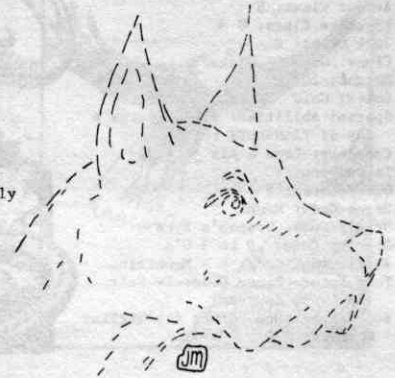
Hit Dice: 500  
 Damage Done: 1-4 2A/M By Claws--1-8 By Bite--Special  
 Armour Class: 5  
 Treasure Class: H  
 Junk Class: H  
 Class: Dragon  
 Height: 3M  
 Color: Aquamarine  
 Special Abilities: Reverse time flow & minor wish - allows it to reroll anything it doesn't like.  
 2. Breath (3/day) - causes a random rearrangement of player placement.  
 3. Summon 1-8 monster/M.  
 4. 1-4/m by reiteration and confused speech.  
 5. RESURRECTION at will.  
 Category: Land, Water, Air & Other-dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: --  
 Environment Code: --  
 Temperature Range Code: --  
 Base Experience Points for Killing Monster: 622

**DETSATA**

Hit Dice: 5  
 Damage Done: By Blowgun or Bow  
 Armour Class: 8  
 Treasure Class: D  
 Junk Class: D  
 Class: Human-Quite Handsome  
 Height: 2M  
 Color: Coppery  
 Special Abilities: 1. Invisible most of the time 2. Steal arrows but will return them if threatened with a scratching 3. Mischievous 4. Often scares birds away from hunters  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Cherokee  
 Gravity Code: .9 to 3 C's  
 Environment Code: D - Forest  
 Temperature Range Code: F-Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 90

**DOG (ghost)**

Hit Dice: 1  
 Damage Done: 3-18 By Explosion  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Dog- Ghost  
 Height: 1M  
 Color: Invisible  
 Special Abilities: 1. Searches for master's murderer and occasionally makes mistakes (20%) 2. Attacks only once 3. Hit only by magic or energy.  
 Category: Undead  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: England  
 Gravity Code: --  
 Environment Code: --  
 Temperature Range Code: --  
 Special Environment Code: High Nox-gas content  
 Base Experience Points for Killing Monster: 45

**DJINN**

Hit Dice: 10  
 Damage Done: Special  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Non-Corporeal  
 Height: 3M  
 Color: Invisible  
 Special Abilities: 1. Hit only by magic or energy. 2. EARTHQUAKE (6th Level). 3. Earth Spirit. 4. Int-instructs aspiring hybrids; if summoned. 5. Telepathy (10th LoE).  
 Category: Other-Dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Solomon R. Tiau'ssy  
 Gravity Code: --  
 Environment Code: --  
 Temperature Range Code: --  
 Special Environment Code: High Noxious Gas Content  
 Base Experience Points for Killing Monster: 190

**DOG 2**

Hit Dice: 1  
 Damage Done: 1-3 By Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Dog  
 Height: 1M  
 Color: Varies  
 Special Abilities: 1. Can detect spirits of any kind and doesn't like them  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: England  
 Gravity Code: .9 to 3 G's  
 Environment Code: D-Forest  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 15

**DOR MONSTER**

Hit Dice: 3  
 Damage Done: 1-4 Str/M By Life Leech  
 Armour Class: 5  
 Treasure Class:  
 Junk Class:  
 Class: Bat  
 Height: 3M  
 Color: Grey-White  
 Special Abilities: 1. If any radiation is nearby it's damage is multiplied by 5 and redistributed to anyone within 4m.  
 Category: Land & Air  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: --  
 Environment Code: --  
 Temperature Range Code: --  
 Special Environment Code: High Background Radiation  
 Base Experience Points for Killing Monster: 70



**DRAGON (Bat)**  
 Hit Dice: 10  
 Damage Done: 1-8 By Bite-- 1-6 2A/M  
 By Claws  
 Armour Class: 6  
 Treasure Class: D  
 Junk Class: D  
 Class: Mammalia- Dragon  
 Height: 10M  
 Color: Orange/Brown Spots  
 Special Abilities: 1. Has a Bat's head.  
 Category: Land & Air  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: A- Air  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 140



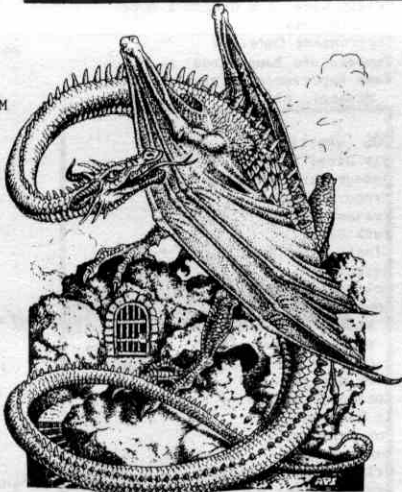
**DRAGON (Pink)**  
 Hit Dice: 20  
 Damage Done: 1-12 By Bite  
 1-8 2A/M By Claws  
 Armour Class: 5  
 Treasure Class: A  
 Junk Class: A  
 Class: Dragon - Winged  
 Height: 20 M  
 Color: Pink  
 Special Abilities: 1. 3 Breaths a day of (Aphrodisiac/Lazy Gas)  
 Category: Land & Air  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 270



**DRAGON (Psionic)**  
 Hit Dice: 20  
 Damage Done: 1-12 By Bite  
 1-8 2A/M By Claws  
 Armour Class: 5  
 Treasure Class: A  
 Junk Class: A  
 Class: Dragon-Winged  
 Height: 20M  
 Color: Grey  
 Special Abilities: 1. Has a choice of 1-8 Psionics PSP=200  
 Category: Land, Water, Air, & Other-dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 280



**DRAGON (Gold) 1**  
 Hit Dice: 20  
 Damage Done: 1-12 By Bite 1-8 2A/M  
 By Claws  
 Armour Class: 5  
 Treasure Class: G  
 Junk Class: G  
 Class: Dragon- Winged  
 Height: 20M  
 Color: Gold  
 Special Abilities: 1. 3 Breaths a day of TRANSMUTE to GOLD.  
 Category: Land & Air  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: G - Mountain  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 270



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**DRAGON (Grey)**  
 Hit Dice: 10  
 Damage Done: 1-12 By Bite  
 1-8 2A/M By Claws  
 Armour Class: 5  
 Treasure Class: A  
 Junk Class: A  
 Class: Dragon- Winged  
 Height: 20M  
 Color: Grey  
 Special Abilities: 1. 3 Breaths a day of Suicide Gas.  
 Category: Land & Air  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: G-Mountain  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 300



**DRAGON 1**  
 Hit Dice: 8  
 Damage Done: 2-16 By Bite--  
 1-8 2A/M by Claws  
 Armour Class: 5  
 Treasure Class: I  
 Junk Class: I  
 Class: Lizard  
 Height: 8M  
 Color: Brown  
 Special Abilities: 1. Skin is hot (1HD by touch) 2. Breathes water.  
 Category: Land & Water  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Persia  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: H- Semi-hot (30 to 40 Degrees)  
 Base Experience Points for Killing Monster: 150



**DRAGON (Komodo)**  
 Hit Dice: 5  
 Damage Done: 2-24 By Bite  
 1-8 By Claws  
 Armour Class: 7  
 Treasure Class: F  
 Junk Class: F  
 Class: Lizard  
 Height: 5M  
 Color: Grey  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: Malay  
 Gravity Code: .0 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 80



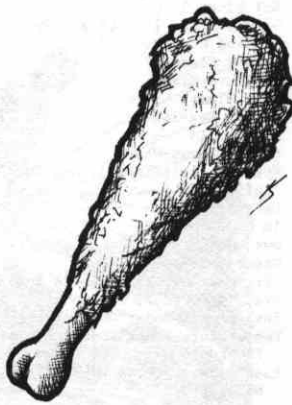
**DRAGON 2**  
 Hit Dice: 10  
 Damage Done: 2-20 By Bite (V)  
 2-12 2A/M By Claws  
 Armour Class: 5  
 Treasure Class: I  
 Junk Class: I  
 Class: Lizard  
 Height: 10M  
 Color: Brown  
 Special Abilities: 1. Venom- convulsions for 1 hour which do 3-18 damage points/10 minutes 2. Spit venom at will up to 5m.  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Venom  
 Origin Code: England  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 420





**DRUM STICK**

Hit Dice: 3  
 Damage Done: 1-10 By Hit  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Construct  
 Height: 3M  
 Color: Brown  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: A- Air  
 Temperature Range Code: I- Hot  
 (40 to 80 degrees)  
 Base Experience Points for Killing  
 Monster: 40

**DWARF (Death)**

Hit Dice: 1  
 Damage Done: 1-4 By Hit 1-2 By Bite  
 Armour Class: 0  
 Treasure Class: E  
 Junk Class: E  
 Class: Humanoid-Elemental  
 Height: 1M  
 Color: Black-Brown  
 Special Abilities: 1. Doesn't eat  
 normal food 2. +2 Damage  
 Category: Land  
 In Dungeon: Y  
 Our Monster:  
 Usage Code: --  
 Origin Code: Lin Carter World's End  
 Gravity Code: --  
 Environment Code: B- Desert  
 Temperature Range Code: --  
 Base Experience Points for Killing  
 Monster:

**DRYAD**

Hit Dice: 2  
 Damage Done: 1-8 4A/M By Blow from  
 tree  
 Armour Class: 8  
 Treasure Class: D  
 Junk Class: D  
 Class: Non-Corporeal-Variable Shape  
 Height: Varies  
 Color: Light Green  
 Special Abilities: 1. AC: 5 when tree  
 2. Hit only by magic or energy 3.  
 Can animate Tree to defend it 4.  
 Heal plants 3 pips/M 5. Cannot  
 leave tree for more than a day.  
 6. Voice is as the whispering of  
 the wind.  
 Category: Land, Water, Air, & Other-  
 dimensional  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: --  
 Temperature Range Code: --  
 Base Experience Points for Killing  
 Monster: 85

**EAGLE (Medicine)**

Hit Dice: 4  
 Damage Done: 3-30 By touch (but  
 only if attacked)  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Eagle  
 Height: 4M  
 Color: Brown & White  
 Special Abilities: 1. Hit only by  
 magic or energy 2. Stays in a  
 dimension where it is visible  
 only in dreams 3. Comes at the  
 command of a medicine song 4.  
 Increases ones medicine 3xs  
 while it is present.  
 Category: Other-Dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Familiar  
 Origin Code: Comanche  
 Gravity Code: --  
 Environment Code: --  
 Temperature Range Code: --  
 Special Environment Code: High Nox-  
 ious gas content  
 Base Experience Points for Killing  
 Monster: 110

**DUIN ( Flut)**

Hit Dice: 3  
 Damage Done: 1-4 2A/M By Claws  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Bird  
 Height: 3M  
 Color: Red & Green  
 Special Abilities: 1. A Superior  
 saddle bird  
 Category: Land & Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: Alan Burt Akers- Dray  
 Prescot  
 Gravity Code: .9 to 3 G's  
 Environment Code: A- Air  
 Temperature Range Code: G- Tem-  
 perate  
 Base Experience Points for Killing  
 Monster: 50

**EDEH HRA UROEH**

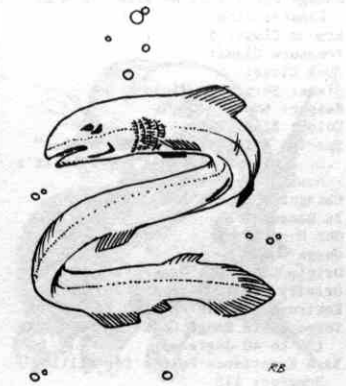
Hit Dice: 6  
 Damage Done: 1-10 By Bite 1-6 2A/M  
 By Claws  
 Armour Class: 6  
 Treasure Class: D  
 Junk Class: D  
 Class: Dragon  
 Height: 6M  
 Color: White  
 Special Abilities: 1. Aka 'Changer  
 of body" 2. SHAPE CHANGE/ SELF  
 3/day. 3. Mischievous  
 Category: Land & Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: H- Plain  
 Temperature Range Code: H-Semi-hot  
 (30 to 40 degrees)  
 Base Experience Points for Killing  
 Monster: 125

**DUST DEVIL**

Hit Dice: 2  
 Damage Done: 1-6/M By Sand Abrasion  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Spirit  
 Height: 1M  
 Color: Tan  
 Special Abilities: 1. Hit only by  
 magic or energy 2. Evil 3.  
 Animated whirlwind of dust.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Comanche  
 Gravity Code: .9 to 3 G's  
 Environment Code: B-Desert  
 Temperature Range Code: H- Semi-hot  
 (30 to 40 Degrees)  
 Special Environment Code: High Nox-  
 ious gas content  
 Base Experience Points for Killing  
 Monster: 60

**EEL**

Hit Dice: 1  
 Damage Done: 1-4 By Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Eel  
 Height: 1M  
 Color: Green  
 Category: Water  
 In Dungeon: N  
 Usage Code: --  
 Origin Code: --  
 Gravity Code: .9 to 3 G's  
 Environment Code: P-Water (salt)  
 Temperature Range Code: G-Temp-  
 erate  
 Base Experience Points for Killing  
 Monster: 5



**EFRIT**

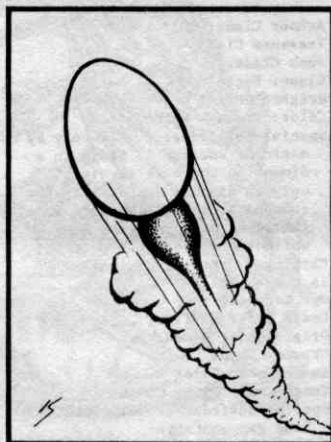
Hit Dice: 10  
 Damage Done: 1-10/M By Fiery  
 Touch--Special  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Non-corporeal  
 Height: 3M  
 Color: Red  
 Special Abilities: 1. Hit only by magic or energy 2. WIND (6th level)  
 3. Fire spirit. 4. Int-instructs aspiring hybrids if summoned. 5. Telepathy (10th LoE).

Category: Other-dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Solomon R. Tiau'ssya

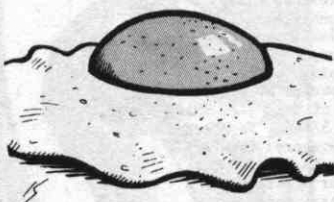
Gravity Code: --  
 Environment Code: --  
 Temperature Range Code: --  
 Special Environment Code: High Noxious gas content  
 Base Experience Points for Killing Monster: 210

**EGG**

Hit Dice: .2  
 Damage Done: 1-8 By Impact  
 Armour Class: 6  
 Treasure Class:  
 Junk Class:  
 Class: Construct  
 Height: .2M  
 Color: White/Brown or Blue  
 Special Abilities: 1. Is jet propelled and homing  
 Category: Land & Air  
 In Dungeon: 1  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: H- Plain  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 10

**EGG (Fried)**

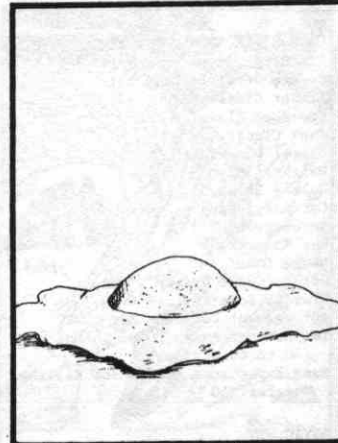
Hit Dice: 2  
 Damage Done: 1-8 By Acid Yolk  
 Armour Class: 9  
 Treasure Class:  
 Junk Class:  
 Class: Construct  
 Height: 3M  
 Color: White & Yellow  
 Special Abilities: 1. Yolk beams (2 at a time) 6/day 2. If yolk is cut at short range, take 3-30 pips  
 Category: Land & Air  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Dragon's Byte  
 Gravity Code: 0 to .1 G's  
 Environment Code: --  
 Temperature Range Code: --  
 Base Experience Points for Killing Monster: 45

**ELAH**

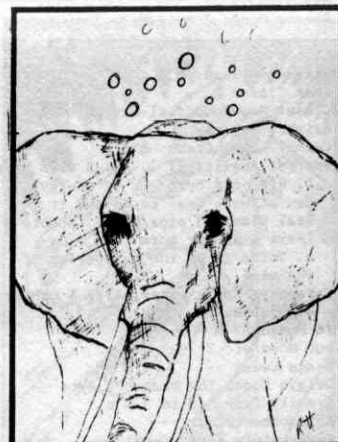
Hit Dice: 6  
 Damage Done: 1-12 By Bite 1-8/M By Constriction  
 Armour Class: 5  
 Treasure Class:  
 Junk Class:  
 Class: Serpent - Wings  
 Height: 6M  
 Color: Blue -White  
 Special Abilities: 1. Aka "mocker" 2. Replaces dragon's egg with it's own 3. Semi-Int.  
 Category: Land & Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: A-Air  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 115

**ELAH HRA OE**

Hit Dice: 1  
 Damage Done: 1-2 Str/day By Blood Drain  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Egg-like  
 Height: 1M  
 Color: Brown-White  
 Special Abilities: 1. Aka "Mocker of Eggs"  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 15

**ELEPHANT (Pink)**

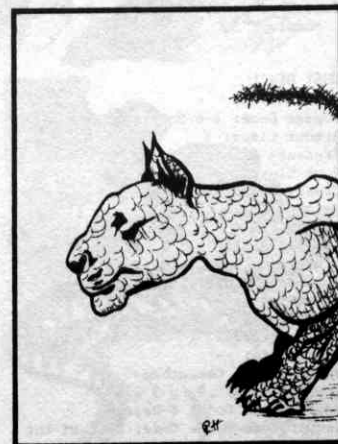
Hit Dice: 2  
 Damage Done: Special  
 Armour Class: 7  
 Treasure Class: F  
 Junk Class: F  
 Class: Elephant  
 Height: 1M  
 Color: Pink  
 Special Abilities: 1. 3 Breaths a day of Drunkenness  
 Category: Land, Water, Air, & Other-dimensional  
 In Dungeon: Y  
 Our Monster:  
 Usage Code: --  
 Origin Code: Dragon's Byte  
 Gravity Code: --  
 Environment Code: A - Air  
 Temperature Range Code: --  
 Base Experience Points for Killing Monster:

**ERA-RA**

Hit Dice: 5  
 Damage Done: 1-8 By Bite-- 1-3 2A/M By Claws  
 Armour Class: 7  
 Treasure Class: E  
 Junk Class: E  
 Class: Demon-Shrew  
 Height: 5M  
 Color: Brown-Red Tipped  
 Special Abilities: 1. Aka "Hairy Demon" 2. Ethereal at will 3. Summoned from another plane.  
 Category: Other-dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: F - Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 90

**EXORC**

Hit Dice: 1  
 Damage Done: 1-4 By Claws 1-3 By Barbed Whiptail  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Cat  
 Height: 1M  
 Color: Green  
 Special Abilities: 1. Glider wings (rudimentary - 10m range) 2. Scaled.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Alan Burt Akers - Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 30



### FAIRY

Hit Dice: .2  
 Damage Done: 1. By Weapon  
 Armour Class: 6  
 Treasure Class:  
 Junk Class:  
 Class: Humanoid  
 Height: 20CM  
 Color: Pink  
 Special Abilities: 1. Immaterial  
 2. Hit only by magic or energy  
 3. Usually seen in small war parties 4. Will not interfere unless interfered with 5. Aka "Ny Shee".  
 Category: Other-dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Familiar  
 Origin Code: England  
 Gravity Code: .0 to 3 G's  
 Environment Code: H - Plain  
 Temperature Range Code: G - Temperate  
 Base Experience Points for Killing Monster: 0



### FIEND (Woman)

Hit Dice: 6  
 Damage Done: 1-6 2A/M By Claws  
 1-4 By Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Humanoid  
 Height: 3M  
 Color: Pale Brown  
 Special Abilities: 1. Long nails and sharp teeth. 2. Slouches. 3. Cannibal.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: Egypt  
 Gravity Code: .9 to 3 G's  
 Environment Code: G - Mountain  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 90



### FALCON (Aerie)

Hit Dice: 2  
 Damage Done: 1-4 By Claws--  
 1-4 By Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Falcon-Long Neck  
 Height: 1.5M  
 Color: Grey  
 Special Abilities: Awe (6th level)  
 Category: Land & Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: G-Mountain  
 Temperature Range Code: E- Semi-cold (5 to 25 Degrees)  
 Base Experience Points for Killing Monster: 80



### FIRE Drake

Hit Dice: 1  
 Damage Done: 1-4 By Fiery Touch  
 Armour Class: 8  
 Treasure Class: C  
 Junk Class: C  
 Class: Bird- Duck  
 Height: .5M  
 Color: Fiery Red  
 Special Abilities: 1. Constantly in flames 2. Fireballs of 1-6 Pips 8/wk.  
 Category: Land & Air  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: A- Air  
 Temperature Range Code: J - Very hot (80 to 200 degrees) Return K- super hot (200 to 600 degrees)  
 Base Experience Points for Killing Monster: 25



### FALLING STAR

Hit Dice: 1  
 Damage Done: Special  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Energy Sphere  
 Height: 6M  
 Color: White  
 Special Abilities: 1. Hit only by magic or energy 2. Any seeing it save (100%-2%/Mag) or dies (it steals your Life) rarely close enough to attack, on ground it does no harm.  
 Category: Land, Water, Air & Other dimensional  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: The Dragon's Byte  
 Gravity Code:  
 Environment Code: K - Space (solar)  
 Temperature Range Code: B- Solar Temperate  
 Special Environment Code: High Ionizing Radiation  
 Base Experience Points for Killing Monster: 50



### FISH (Giant)

Hit Dice: 5  
 Damage Done: 1-6 By Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Fish  
 Height: 5M  
 Color: Silvery Tan  
 Category: Water  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Blackfoot  
 Gravity Code: .9 to 3 G's  
 Environment Code: 0 to Water (Fresh)  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 60



### FISH (Walking Cat -1)

Hit Dice: 1  
 Damage Done: 1-4 By Bite 1-2 By Sting (P)  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Fish  
 Height: 1M  
 Color: White  
 Special Abilities: 1. Can walk on land for up to 6 hours 2. More vicious than a Piranha 3. Poison (10)  
 Category: Land & Water  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: America  
 Gravity Code: .9 to 3 G's  
 Environment Code: L- Swamp  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 20



### FEAR BEAST

Hit Dice: 14  
 Damage Done: 2-12/2A/M By Paws/3-18 By Mouth  
 Armour Class: 5  
 Treasure Class: A  
 Junk Class: A  
 Class: Undead (as shadowy dragon)  
 Height: 7M  
 Color: Shadowy  
 Special Abilities: 1. Cause FEAR (16th level) 2. Cannot stand full spectrum or holy light 3. Hit only by magic or energy.  
 Category: Undead  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: A- Air  
 Temperature Range Code: --  
 Base Experience Points for Killing Monster: 300

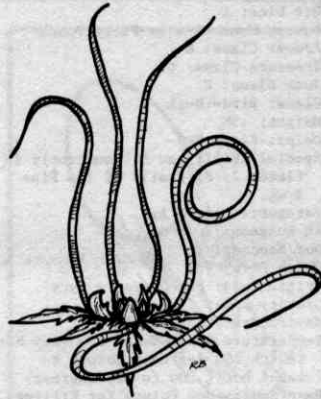


**FLAPPLE**

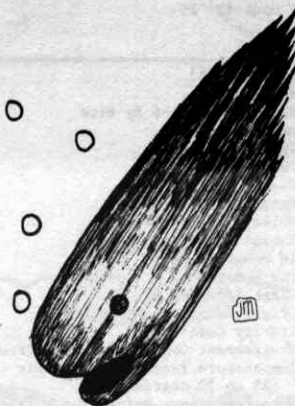
Hit Dice: 7  
 Damage Done: 2-12 By Hit  
 Armour Class: 2  
 Treasure Class:  
 Junk Class:  
 Class: Rock - Zinc/Cadmium  
 Height: 5M  
 Color: Silvery White  
 Special Abilities: 1. Semi-motile  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: I - Hot  
 (40 to 80 degrees)  
 Base Experience Points for Killing  
 Monster: 120

**FLICK-FLICK**

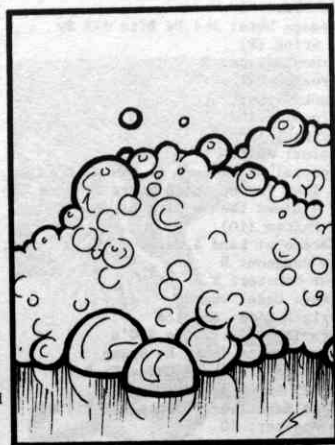
Hit Dice: 1  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Plant  
 Height: 2M  
 Color: Green  
 Special Abilities: 1. 5 Tentacles.  
 2. Insectivore.  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: Alan Burt Akers  
 Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: L - Swamp  
 Temperature Range Code: H- Semi-hot  
 (30 to 40 degrees)  
 Base Experience Points for Killing  
 Monster: 0

**FLOATER**

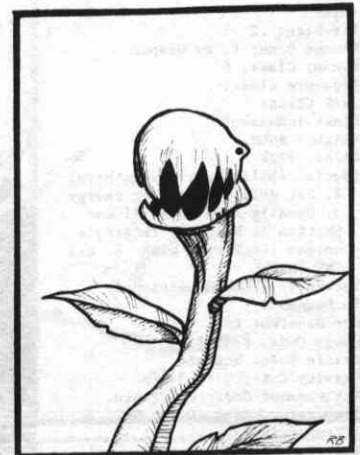
Hit Dice: 1  
 Damage Done: None  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Tinkle  
 Height: 50 Cm  
 Color: Brown  
 Special Abilities: 1. These Tinkles  
 guard swimming children, & are  
 capable of being taught artificial  
 respiration. 2. They are  
 almost impossible to sink un-  
 less they are diving. 3. Aka  
 Tinkle # 201.  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: pet  
 Origin Code: Dragon's Byte  
 Tinkles  
 Gravity Code: .9 to 3 G's  
 Environment Code: H- Plain  
 Temperature Range Code: G- Temp-  
 erate  
 Base Experience Points for Killing  
 Monster: 0

**FOAM (Blue)**

Hit Dice: 3  
 Damage Done: Special  
 Armour Class: 9  
 Treasure Class:  
 Junk Class:  
 Class: Protoplasm  
 Height: 3M  
 Color: Blue  
 Special Abilities: 1. Hit only by  
 magic or energy 2. LIGHTNING &  
 FIRE resistant 3. Touch trans-  
 mits Blue Zombie disease.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Sample  
 Origin Code: David U. Chapman  
 Miscellaneous  
 Gravity Code: .9 to 3 G's  
 Environment Code: H- Plain  
 Temperature Range Code: E; Semi- cold  
 (5 to 25 degrees)  
 Base Experience Points for Killing  
 Monster: 80

**FORAZOT**

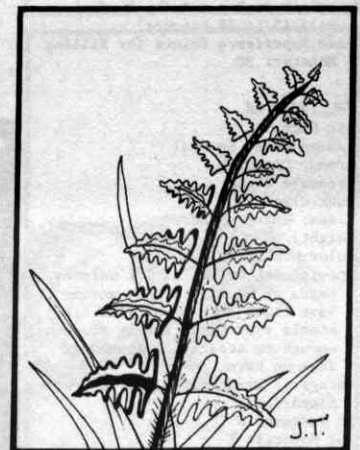
Hit Dice: 2  
 Damage Done: 1-6 By Dissolving  
 (small mouths)  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Venus Fly-Trap  
 Height: 1M  
 Color: Green  
 Special Abilities: 1. Lightning Bolt  
 3HD 6/wk  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: L - Swamp  
 Temperature Range Code: I- Hot  
 (40 to 80 degrees)  
 Base Experience Points for Killing  
 Monster: 50

**FOX 2**

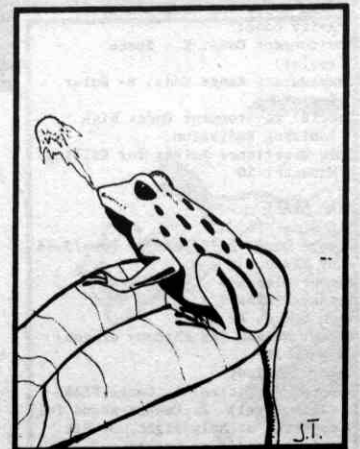
Hit Dice: .5  
 Damage Done: 1-2 By Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Fox  
 Height: .5M  
 Color: Reddish Brown  
 Special Abilities: 1. Bite causes  
 DEATH (10th Level) at will.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: England  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: G- Temp-  
 erate  
 Base Experience Points for Killing  
 Monster: 55

**FREMED**

Hit Dice: 12  
 Damage Done: 1-6 6A/M By Fronds  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Fern  
 Height: 6M  
 Color: Grey  
 Special Abilities: 1. Mobile  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: L- Swamp  
 Temperature Range Code: I - Hot  
 (40 to 80 degrees)  
 Base Experience Points for Killing  
 Monster: 80

**FROG (Fire)**

Hit Dice: 3  
 Damage Done: 1-8 By Bite  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Frog  
 Height: 3M  
 Color: Blue  
 Special Abilities: 1. 3 Fireballs  
 a day (6-36) 2. Destroyed by  
 fire.  
 Category: Water  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: P - Water (salt)  
 Temperature Range Code: E - Semi-  
 cold (5 to 25 degrees)  
 Base Experience Points for Killing  
 Monsters: 60



**FROG (Lava)**  
 Hit Dice: 3  
 Damage Done: 1-3/2A/M By Feet/1-4  
 By Bite/1-8 By Burn  
 Armour Class: 1  
 Treasure Class:  
 Junk Class:  
 Class: Amphibia - Frog  
 Height: 3M  
 Color: Red - Brown  
 Special Abilities: 1. Lives in and on Lava.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .0 to 3 G's  
 Environment Code: F- Magna  
 Temperature Range Code: J- very hot (80 to 200 degrees); Return K- super hot (200 to 600 degrees)  
 Base Experience Points for Killing Monster: 70



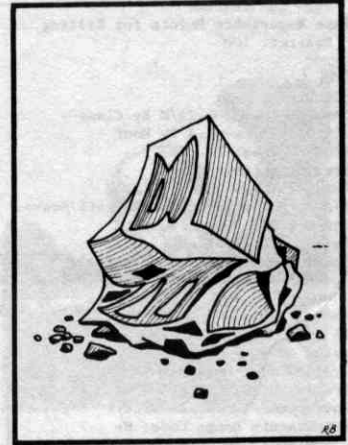
**GARGOYLE (Stone ) 1**  
 Hit Dice: 15  
 Damage Done: 1-10 By Claw--  
 1-12 By Tail  
 Armour Class: 0  
 Treasure Class:  
 Junk Class:  
 Class: Construct - Winged  
 Height: 5M  
 Color: Green & Grey  
 Special Abilities: 1.+6 Dam (STR 40)  
 2. Eye Beams do 16 HD 6/wk.  
 Category: Land, Water, Air, & Other-Dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: --  
 Special Environment Code: High Noxious Gas content  
 Base Experience Points for Killing Monster: 260



**G' SEZUH**  
 Hit Dice: 4  
 Damage Done: 1-8 By Bite--1-5  
 2A/M By Claws  
 Armour Class: 6  
 Treasure Class:  
 Junk Class:  
 Class: Dragon  
 Height: 4M  
 Color: Grey  
 Special Abilities: 1. Aka "Blower"  
 2. Can create a 100km/hour blow for 10M 3/day  
 Category: Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: A- Air  
 Temperature Range Code: H - Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 100



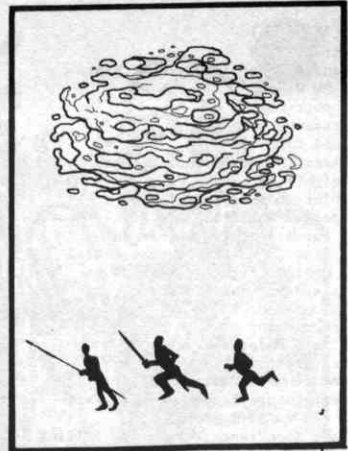
**GAS (Commune)**  
 Hit Dice: 12  
 Damage Done: 10-20/X- Ray/M  
 Armour Class: 0  
 Treasure Class:  
 Junk Class:  
 Class: Rock-Blue Obsidian  
 Height: 8M  
 Color: Blue  
 Special Abilities: 1. ASTRAL COMMUNICATION (psionic). 2. Emits x-rays and 20 PSP (omnidirectionally). 3. Small chunks of it kept in a lead container will not harm one, but the psionic radiations may induce severe nightmares.  
 Category: Air & Other-Dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Sample  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: C - Mountain  
 Temperature Range Code: --  
 Special Environment Code: High Noxious Gas Content  
 Base Experience Points for Killing Monster: 205



**GAMA**  
 Hit Dice: 10  
 Damage Done: 2-20 By Bite--  
 1-8/M By Digestion  
 Armour Class: 5  
 Treasure Class: I  
 Junk Class: I  
 Class: Toad - Demon  
 Height: 10M  
 Color: Grey  
 Special Abilities: 1. Emits a mist from mouth that creates a PHANTASMAL FORCE (5th Level). It will attempt to draw a victim into its mouth, or use the PHANTASMAL FORCE to kill.  
 Category: Other-Dimensional  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Japan  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 180



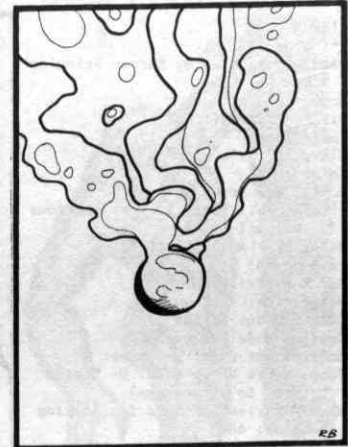
**GAS (Crystal)**  
 Hit Dice: 4  
 Damage Done: 1-8/M By Suffocation while it crystallizes on victim  
 Armour Class: 3  
 Treasure Class:  
 Junk Class:  
 Class: Gaseous (Germanium)  
 Height: 4M  
 Color: Grey  
 Category: Land & Air  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Sample  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Temperature Range Code: J- Very Hot (80 to 200 degrees); Return K- Super Hot (200 to 600 degrees)  
 Base Experience Points for Killing Monster: 100



**GAR ( Alligator)**  
 Hit Dice: 2  
 Damage Done: 1-8 Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Fish  
 Height: 2M  
 Color: Brown  
 Special Abilities: 1. Looks like alligator though it will only attack 1M tall.  
 Category: Land & Water  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: America  
 Gravity Code: .9 to 3 G's  
 Environment Code: L - Swamp  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 30



**GAS (Red)**  
 Hit Dice: 6  
 Damage Done: 2-10 By Cold/Heat --  
 1-5/M By Suffocation By Crystallizing.  
 Armour Class: 8  
 Treasure Class:  
 Junk Class: Class: Gaseous  
 Height: 5M  
 Color: Red  
 Special Abilities: 1. Hit only by magic or energy 2. It can change state from fluorine gas to red pearl giving heat in the process (the reverse process absorbs heat)  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Sample  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: H- Plain  
 Temperature Range Code: E- Semi-Cold (5 to 25 degrees)  
 Base Experience Points for Killing Monster: 140



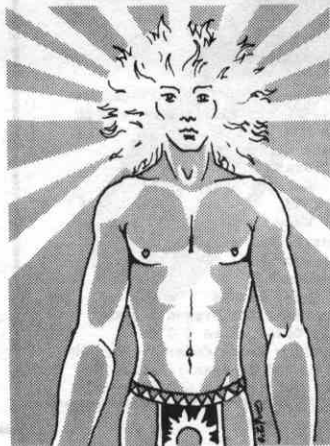
**GHUL**  
 Hit Dice: 3  
 Damage Done: Special  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Humanoid  
 Height: 2M  
 Color: Varies  
 Special Abilities: 1. Hit only by magic or energy 2. Illusion of beauty (18 COM) which it drops once it has enticed victim into a dangerous place. The real appearance causes FEAR (6th level)  
 Category: Undead  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Persia  
 Gravity Code: .9 to 3 G's  
 Environment Code: B- Desert  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Special Environment Code: High Noxious gas content  
 Base Experience Points for Killing Monster: 100



**GHUL**  
 Hit Dice: 5  
 Damage Done: 1-4 2A/M By Claws--  
 1-3 By Bite--1-4 By Hoof  
 Armour Class: 7  
 Treasure Class: C  
 Junk Class: G  
 Class: Humanoid-Huge Eyes/Tail/Hooves  
 Height: 2M  
 Color: Grey Spotted  
 Special Abilities: 1. Cannibal. 2. Robber-Thief abilities (7th Level). 3. Int. 4. Set traps.  
 Category: Land  
 In Dungeon: Y  
 Usage Code: --  
 Origin Code: Persia  
 Gravity Code: .9 to 3 G's  
 Environment Code: B- Desert  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 135



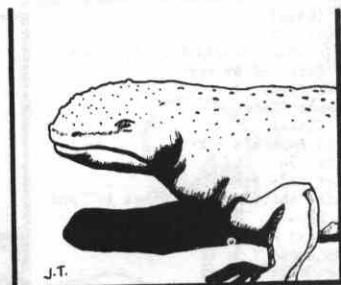
**GIANT (Sun)**  
 Hit Dice: 9  
 Damage Done: 1-4 By/M By Heat--  
 By Weapon  
 Armour Class: 8  
 Treasure Class: B  
 Junk Class: B  
 Class: Humanoid-Sunlike Head  
 Height: 4M  
 Color: Coppery and Yellow  
 Special Abilities: 1. Fly 2. Head burns anything within 5m 3. Head is so bright that A.C.:2 against sighted creatures.  
 Category: Land & Air  
 In Dungeon: Y  
 Usage Code: --  
 Origin Code: Cherokee  
 Gravity Code: .9 to 3 G's  
 Environment Code: H- Plain  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 150



**GIBBON**  
 Hit Dice: 1  
 Damage Done: 1-4 By Thrown Stick or Stone  
 Armour Class: 5  
 Treasure Class:  
 Junk Class:  
 Class: Primate  
 Height: 1M  
 Color: Red Brown  
 Special Abilities: 1. Very dextrous 2. No tail  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Africa  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 40



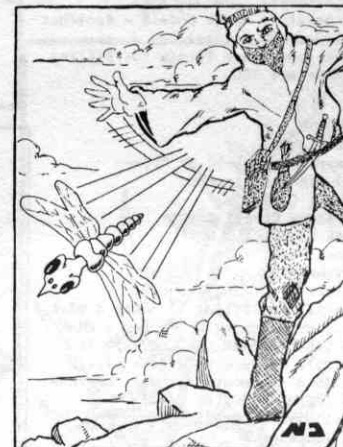
**GILA MONSTER**  
 Hit Dice: .5  
 Damage Done: 1-2/Poison (15)  
 Armour Class: 5  
 Treasure Class:  
 Junk Class:  
 Class: Reptilia (Lizard)  
 Height: 1/4M  
 Color: Red & Black  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Venom  
 Origin Code: America  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 5



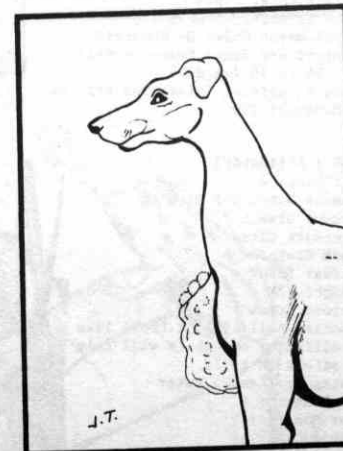
**GILA MONSTER ( Giant )**  
 Hit Dice: 5  
 Damage Done: 1-12/2A/M by Claw/2-16  
 By Bite (poison 15)  
 Armour Class: 2  
 Treasure Class: B  
 Junk Class: B  
 Class: Reptilia (Lizard)  
 Height: 5M  
 Color: Red & Black  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Venom  
 Origin Code: America  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 120



**GIMLET ( Acid Headed)**  
 Hit Dice: .2  
 Damage Done: 3-30 By Acid Hit  
 Armour Class: 0  
 Treasure Class:  
 Junk Class:  
 Class: Insectiod-Pencil-like dragon fly.  
 Height: .2M  
 Color: Blue Green & Gold  
 Special Abilities: 1. Kills self on impact 2. A nice assassin's weapon.  
 Category: Land, Water, Air & Other-dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Sample  
 Origin Code: Alan Burt Akers - Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: A- Air  
 Temperature Range Code: I - Hot (40 to 80 degrees)  
 Base Experience Points for Killing Monster: 0



**GLYPTODONT**  
 Hit Dice: 1  
 Damage Done: 1-4 By Bite--  
 1-8 By Stone  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Dog  
 Height: 1.5 M  
 Color: Yellow  
 Special Abilities: 1. Pouch on chest 2. Collect rocks in chest pouch, spins them on tree stumps, then wacks them with its tail to send them flying 3. if the stone hit a tree the Glyptodont will be happy.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: America  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 30



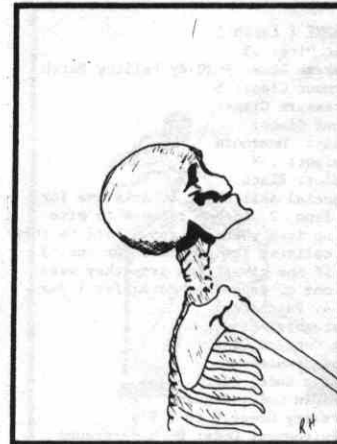
### GHOST (Breathing)

Hit Dice: 2  
 Damage Done: Special  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Humanoid  
 Height: 2M  
 Color: White  
 Special Abilities: 1. Hit only by magic or energy 2. Breathe DEATH (4th level) 4/day.  
 Category: Undead  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Japan  
 Gravity Code: --  
 Environment Code: --  
 Temperature Range Code: --  
 Special Environment Code: High Noxious gas content  
 Base Experience Points for Killing Monster: 85



### GHOST 4

Hit Dice: 2  
 Damage Done: 1-4 By Hit  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Spirit/Skeleton  
 Height: 2M  
 Color: Invisible/White  
 Special Abilities: 1. Hit only by magic energy 2. Can animate it's spirit of skeleton 3. Witch spells (4th Level)  
 Category: Undead  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Blackfoot  
 Gravity Code: --  
 Environment Code: --  
 Temperature Range Code: --  
 Special Environment Code: High Noxious gas content  
 Base Experience Points for Killing Monster: 90



### GHOST (Faceless)

Hit Dice: 3  
 Damage Done: Special  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Non Corporeal-Humanoid  
 Height: 2M  
 Color: Varies  
 Special Abilities: 1. Hit only by magic or energy 2. Face resembles an egg 3. Anyone looking at its face has his face taken away as well. (8th level)  
 Category: Undead  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Japan  
 Gravity Code: .9 to 3 G's  
 Environment Code: --  
 Temperature Range Code: --  
 Special Environment Code: High Noxious gas content  
 Base Experience Points for Killing Monster: 70



### GHOST 5

Hit Dice: 2  
 Damage Done: 1-4 By touch to those that fear it.  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Non-Corporeal - Spirit  
 Height: 2M  
 Color: Grey  
 Special Abilities: 1. Hit only by magic or energy 2. Bound to site of death 3. Often scared 4. Same abilities as in life.  
 Category: Undead  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: --  
 Environment Code: --  
 Temperature Range Code: --  
 Special Environment Code: High Noxious gas content  
 Base Experience Points for Killing Monster: 80



### GHOST (Pa-ine)

Hit Dice: 3  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Pa-ine-Spirit  
 Height: 3M  
 Color: Grey  
 Special Abilities: 1. Hit only by magic or energy 2. Bound to site of death. 3. Must perform one last task. 4. Retains same abilities as before.  
 Category: Undead  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: --  
 Temperature Range Code: --  
 Special Environment Code: High Noxious gas content  
 Base Experience Points for Killing Monster: 80



### GHOST 6

Hit Dice: 2  
 Damage Done: Special  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Spirit  
 Height: Varies  
 Color: White  
 Special Abilities: 1. Solid. 2. Very cold. 3. Can possess its killer, then cause the killer's body to ruin its life. 4. CURSE (5th Level). 5. When possessing, it can only be hit by magic or energy.  
 Category: Undead  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Japan  
 Gravity Code: .9 to 3 G's  
 Environment Code: --  
 Temperature Range Code: --  
 Special Environment Code: High Noxious Gas Content  
 Base Experience Points for Killing Monster: 70



### GHOST 3

Hit Dice: 2  
 Damage Done: 1-8 Wasting by Touch  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Spirit  
 Height: 2M  
 Color: Translucent  
 Special Abilities: 1. Totally Evil 2. Hit only by magic or energy.  
 Category: Undead  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Comanche  
 Gravity Code: --  
 Environment Code: --  
 Temperature Range Code: --  
 Special Environment Code: High Noxious gas content  
 Base Experience Points for Killing Monster: 60



### GHOUL 1

Hit Dice: 5  
 Damage Done: 1-4 By Claws/ Special  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Humanoid-Squat & Hunched  
 Height: 2M  
 Color: Transparent Grey  
 Special Abilities: 1. Dimension (6) 2. Drains 2 STR/M by contact 3. Hit only by magic or irradiated weapons.  
 Category: Undead  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: H- Plain  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 100



### GNOME ( Earth )

Hit Dice: .5  
 Damage Done: 2-20 By Falling Earth  
 Armour Class: 5  
 Treasure Class:  
 Junk Class:  
 Class: Humanoid  
 Height: .5M  
 Color: Black  
 Special Abilities: 1. Asks one for iron 2. If one refuses to give up iron when one can afford to they collapse the ground under one. 3. If one gives them iron they warn one of danger in caves for 1 day 4. Fear steel.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: England  
 Gravity Code: 9 to 3 G's  
 Environment Code: M- Underground  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 45



### GOAT ( Farne )

Hit Dice: 2  
 Damage Done: 1-4 By Horns  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Goat  
 Height: 2M  
 Color: Black  
 Special Abilities: 1. Immune to life drains of any kind.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: England  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 40



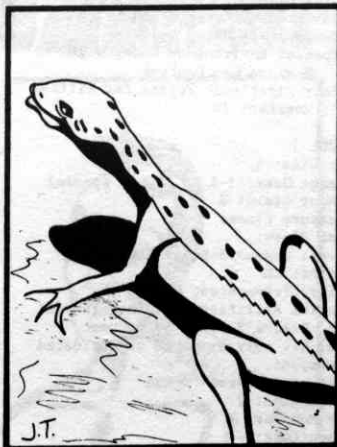
### GOAYR MEDDGH

Hit Dice: .5  
 Damage Done: 1-2 By Bite (D)  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Pig- Ghost  
 Height: 50CM  
 Color: White  
 Special Abilities: 1. Hit only by magic or energy 2. Diseased.  
 Category: Land, Water, Air & Other-Dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: England  
 Gravity Code: --  
 Temperature Range Code: --  
 Special Environment Code: High Noxious gas content  
 Base Experience Points for Killing Monster: 10



### GODONT (Lair)

Hit Die: 4  
 Damage Done: 1-6 2A/M By claws 1-8 By Bite 1-4 By Tail.  
 Armour Class: 6  
 Treasure Class:  
 Junk Class:  
 Class: Risslaca-Lizard  
 Height: 5M  
 Color: Golden  
 Special Abilities: 1. Long neck & forked tail 2. +3 to hit.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Alan Burt Akers - Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: L- Swamp  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 100



### GODONT (Ma-)

Hit Dice: 5  
 Damage Done: 1-6 2A/M By claws 1-8 by Bite 1-4 by Tail.  
 Armour Class: 6  
 Treasure Class:  
 Junk Class:  
 Class: Risslaca- Lizard  
 Height: 5M  
 Color: Tan  
 Special Abilities: 1. Long neck & forked tail 2. +3 to hit.  
 Category: Land  
 In Dungeon: Y  
 Usage Code: --  
 Origin Code: Alan Burt Akers - Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: L- Swamp  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 110



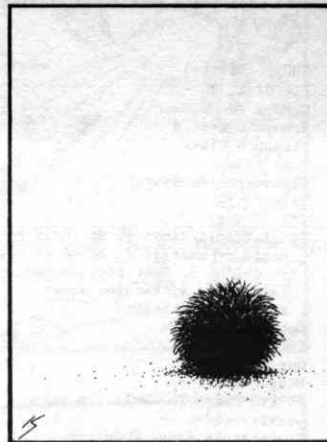
### GODONT (Vol-)

Hit Dice: 4  
 Damage Done: 1-5 2A/M By claws 1-8 by Bite 1-5 by Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Risslaca- Lizard  
 Height: 4M  
 Color: Blue-Brown  
 Special Abilities: 1. Has wings, a long neck & forked tail.  
 Category: Land & Air  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Alan Burt Akers - Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: A- Air  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 90



### GOLD BREATH

Hit Dice: .2  
 Damage Done: 1-8 By Choke (P)  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Tribble- small furry ball  
 Height: .25M  
 Color: Black  
 Special Abilities: 1. 3 breaths/day (poison (18))--if one survives, for 1-2 weeks afterward, one is allergic to gold 2. Tinkle #178.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Sample  
 Origin Code: Dragon's Byte - Tinkles  
 Gravity Code: 9 to 3 G's  
 Environment Code: H- Plain  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 15



### GOONY BIRD

Hit Dice: 1  
 Damage Done: 1-4 By Butt ? by Fall  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Grebe  
 Height: .5M  
 Color: Silver  
 Special Abilities: 1. Flies backward to see where it has been but never looks forward.  
 Category: Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: America  
 Gravity Code: .9 to 3 G's  
 Environment Code: A- Air  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 10





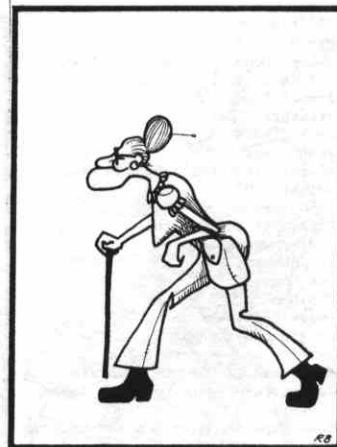
### GORGON 2

Hit Dice: 6  
 Damage Done: 1-8 By Claws--  
 1-10 By wings.  
 Armour Class: 7  
 Treasure Class E  
 Junk Class: E  
 Class: Humanoid- Reptilia  
 Height: 2M  
 Color: Slimy green-black  
 Special Abilities: 1. Stone gaze  
 2. Iron wings(fly as 1.5 xs a dragon)  
 3. Touch introduces a moral poison (causes eventual shift in alignment to chaos, even in Paladins, unless reversed by WISH)  
 4. Immortal life span  
 5. Hit only by magic or energy.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Greece  
 Gravity Code: .9 to 3 G's  
 Environment Code: --  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Special Environment Code: High Noxious gas content.  
 Base Experience Points for Killing Monster: 130



### GRAND-MOTHER MONSTER

Hit Dice: 4  
 Damage Done: None  
 Armour Class: 5  
 Treasure Class: A  
 Junk Class: A  
 Class: Humanoid  
 Height: 1.5M  
 Color: Grey soft & furry  
 Special Abilities: 1. Will spoil players, offering them magic & things of that nature--Enemy of the Mother Monster.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Alfred Donavan--Misc.  
 Gravity Code: .9 to 3 G's  
 Environment Code: --  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 40



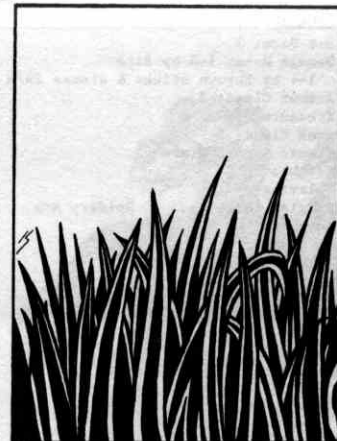
### GOWROW

Hit Dice: 15  
 Damage Done: 2-16 by Bite  
 Armour Class: 6  
 Treasure Class: B  
 Junk Class: B  
 Class: Bulldog  
 Height: 13M  
 Color: White & yellow  
 Special Abilities: 1. Lives in caves  
 2. growls all the time once it has hatched.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: America  
 Gravity Code: .9 to 3 G's  
 Environment Code: G-Mountain  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 180



### GRASS (Silver)

Hit Dice: .3  
 Damage Done: 1-4 12 A/M by Cut  
 Armour Class: 6  
 Treasure Class:  
 Junk Class:  
 Class: Grass  
 Height: .25M  
 Color: Black  
 Special Abilities: 1. Hit only by silver weapons  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: E- Semi-cold (5 to 25 degrees)  
 Base Experience Points for Killing Monster: 80



### GRAINT

Hit Dice: 3  
 Damage Done: 1-4 4A/M by claws  
 1-6 by Bite.  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Bear- 8 legs  
 Height: 3M  
 Color: Grey  
 Special Abilities: 1. Crocodile jaws  
 2. Stubborn  
 Category: Land  
 In Dungeon: Y  
 Usage Code: --  
 Origin Code: Alan Burt Akers - Dray Prescot  
 Gravity Code: .9 to 3 G's  
 Environment Code: L- Swamp  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 80



### GREMLIN (Portal)

Hit Dice: 3  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Ameboid  
 Height: 2M  
 Color: Varies  
 Special Abilities: 1. Change shape and color to match any portal.  
 2. It can cause anything passing through it to be randomly transported to another dimension (65% chance of this happening).  
 Category: Land, Water, Air, & other-dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: --  
 Temperature Range Code: --  
 Special Environment Code: High Noxious gas content  
 Base Experience Points for Killing Monster: 60



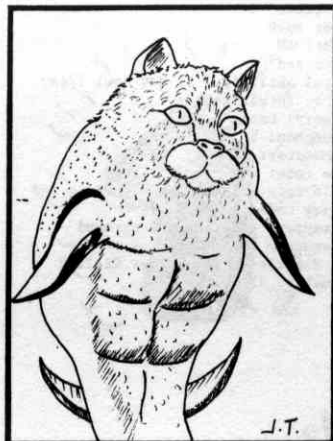
### GRENDEL

Hit Dice: 3  
 Damage Done: 4-24 2A/M By Hug--  
 3-12 by mouth  
 Armour Class: 4  
 Treasure Class: H  
 Junk Class: H  
 Class: Reptilia- Humanoid  
 Height: 3M  
 Color: Green  
 Special Abilities: 1. +6 Damage.  
 2. Breathe Water  
 Category: Land & Water  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: L- Swamp  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 165



### GRAMPUS

Hit Dice: 2  
 Damage Done: 1-4 By Bite  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Dolphin- Cat head  
 Height: 2M  
 Color: Grey  
 Category: Water  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Mout  
 Origin Code: England  
 Gravity Code: .9 to 3 G's  
 Environment Code: 0 - Water (fresh)  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 40



### GRIFFIN

Hit Dice: 2  
 Damage Done: 1-4 2A/M By claws--  
 2-16 by Beak  
 Armour Class: 5  
 Treasure Class:  
 Junk Class:  
 Class: Lion- Eagle Head 7 Wings  
 Height: 2M  
 Color: Brown  
 Category: Land & Other-  
 dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: England  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing  
 Monster: 70



### GYRON

Hit Dice: 6  
 Damage Done: 1-6 by Bite  
 1-4 By Sting (Poison 15)  
 Armour Class: 6  
 Treasure Class: A  
 Junk Class: A  
 Class: Wyvern  
 Height: 4M  
 Color: Gold fur-silver grey  
 Special Abilities: 1. 100% vs. fire  
 Category: Land  
 In Dungeon: Y  
 Our Monster: N  
 Usage Code: --  
 Origin Code: Hell  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: E Semi-cold  
 (5 to 25 degrees)  
 Base Experience Points for Killing  
 Monster: 120



### GRUNDAL

Hit Dice: 3  
 Damage Done: 1-8 by Bite  
 1-4 by Thrown sticks & stones 2A/M  
 Armour Class: 7  
 Treasure Class: E  
 Junk Class: E  
 Class: Ape- 6 limbs  
 Height: 2M  
 Color: grey  
 Special Abilities: 1. Spidery Arm  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Alan Burt Akers - Dray  
 Prescot  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: F- Fair  
 (25 to 30 degrees)  
 Base Experience Points for Killing  
 Monster: 60



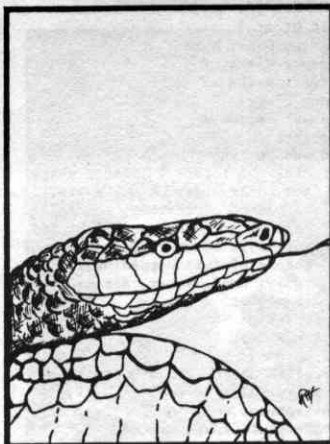
### HANDALE

Hit Dice: 8  
 Damage Done: 2-16 by Bite (P)--  
 1-8 2A/M by Claws  
 Armour Class: 5  
 Treasure Class: I  
 Junk Class: I  
 Class: Lizard  
 Height: 8M  
 Color: Brown  
 Special Abilities: 1. Poison (15)  
 2. 3-18 by fire breath (3/day)  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Venom  
 Origin Code: England  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing  
 Monster: 160



### GULEGI

Hit Dice: 1  
 Damage Done: 1-2 By Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Snake  
 Height: 1M  
 Color: Blue-Black  
 Special Abilities: 1. Aka Black Snake  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Sample  
 Origin Code: Cherokee  
 Gravity Code: .9 to 3 G's  
 Environment Code: H- Plain  
 Temperature Range Code: F- Fair  
 (25 to 30 degrees)  
 Base Experience Points for Killing  
 Monster: 15



### HAWK (Sun)

Hit Dice: 1  
 Damage Done: 1-3 2A/M by Claws  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Bird  
 Height: .75M  
 Color: Silver & Green  
 Special Abilities: 1. If the sun is  
 out, it can stretch its wings and  
 reflect the sun into the attackers  
 eyes. Blindness for 2-5M.  
 Category: Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: A- Air  
 Temperature Range Code: H- Semi-hot  
 (30 to 40 degrees)  
 Base Experience Points for Killing  
 Monster: 20



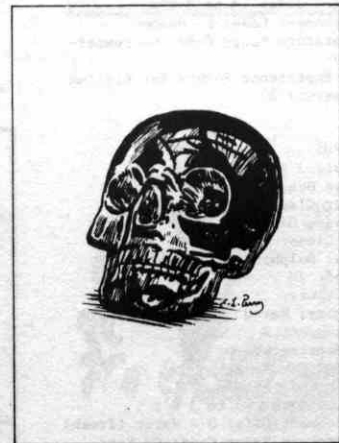
### GYRAPHONT

Hit Dice: 3  
 Damage Done: 1-6 4A/M by Pinchers  
 1-3 4A/M by Pinchers  
 Armour Class: 0  
 Treasure Class: D  
 Junk Class: D  
 Class: Undead- Lobster like  
 Height: 3M  
 Color: Red  
 Special Abilities: 1. A Ghoul with  
 27 limbs & 9 eyes 2. Devours souls  
 3. 100% vs Fire, Cold, Lightning  
 4. Telepathic 5. Loyal to subduer  
 6. DIMENSION DOOR anywhere (usually  
 with victim).  
 Category: Undead  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: Lin Carter World's End  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing  
 Monster: 150



### HEAD (Crystal)

Hit Dice: 5  
 Damage Done: Howl- 80% permanent  
 insanity/10% death  
 Armour Class: 0  
 Treasure Class: G  
 Junk Class: G  
 Class: Rock  
 Height: 4M  
 Color: Red  
 Special Abilities: 1. May howl 1/day  
 2. Is Intelligent.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage code: --  
 Origin Code: Lin Carter - World's end  
 Gravity Code: .9 to 3 G's  
 Environment Code: M- Underground  
 Temperature Range Code: --  
 Base Experience Points for Killing  
 Monster: 110



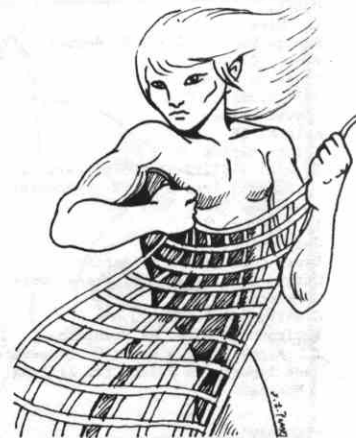
**HEALER**

Hit Dice: .5  
Damage Done: None  
Armour Class: 8  
Treasure Class:  
Junk Class:  
Class: Tinkle  
Height: .5M  
Color: Green  
Special Abilities: 1. This Tinkle constantly produces a healing field 3M in diameter which causes any creature within that area to heal at three times the normal rate.  
Category: Land  
In Dungeon: Y  
Our Monster: Y  
Usage Code: Familiar  
Origin Code: Dragon's Byte--Tinkles  
Gravity Code: .9 to 3 G's  
Environment Code: H- Plain  
Temperature Rang Code: G- Temperate  
Base Experience Points for Killing Monster: 0



**HER -F-HA-F**

Hit Dice: 3  
Damage Done: 1-8 subdual by Clubs  
Armour Class: 7  
Treasure Class:  
Junk Class:  
Class: Humanoid- Spirit  
Height: 2M  
Color: Grey  
Special Abilities: 1. These spirits attempt to catch other spirits outside their bodies and take them to the Judgement of the Dead 2. Uses magical nets 3. Fly 4. Hit only by magic or energy.  
Category: Land, Water, Air, & Other dimensional  
In Dungeon: Y  
Our Monster: Y  
Usage Code: Guard  
Origin Code: Egypt  
Gravity Code: .9 to 3 G's  
Environment Code: A- Air  
Temperature Range Code: --  
Special Environment Code: High Noxious gas content  
Base Experience Points for Killing Monster: 100



**HEALER (Anti-)**

Hit Dice: .5  
Damage Done: None  
Armour Class: 8  
Treasure Class:  
Junk Class:  
Class: Tinkle  
Height: .5M  
Color: Green/grey tipped  
Special Abilities: 1. This Tinkle produces an anti-healing field 3m in radius that causes those subject to it to heal 3 times slower.  
Category: Land  
In Dungeon: Y  
Our Monster: Y  
Usage Code: --  
Origin Code: Dragon's Byte -- Tinkles  
Gravity Code: .9 to 3 G's  
Environment Code: H- Plain  
Temperature Range Code: G- Temperate  
Base Experience Points for Killing Monster: 0



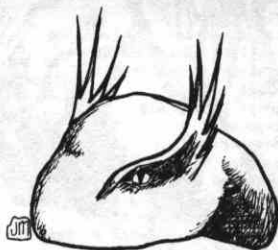
**HIDE-BEHIND**

Hit Dice: 1  
Damage Done: 1-4 2A/M By Claws  
Armour Class: 7  
Treasure Class:  
Junk Class:  
Class: Alligator- Bipedal  
Height: 1M  
Color: Green & Brown  
Special Abilities: 1. Hides behind anything. Will, on occasion, attack a victim from behind (of course). 2. AC is normally 4 because it is constantly attempting to jump behind its victim.  
Category: Land  
In Dungeon: Y  
Our Monster: Y  
Usage Code: --  
Origin Code: America  
Gravity Code: .9 to 3 G's  
Environment Code: D- Forest  
Temperature Range Code: G-Temperate  
Base Experience Points for Killing Monster: 50



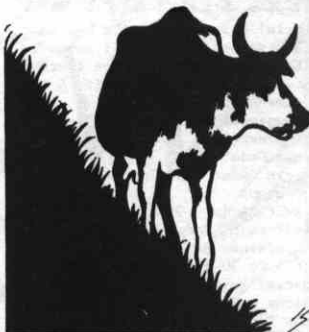
**HEALER (Pseudo-)**

Hit Dice: .5  
Damage Done: None  
Armour Class:  
Treasure Class:  
Junk Class:  
Class: Tinkle  
Height: .5M  
Color: Olive Green  
Special Abilities: 1. This Tinkle produces a healing field 6m in diameter. Anyone subject to the effects of the field will heal at three times speed but if removed from the field will heal three times slower and will be -2 to Hit because of withdrawal symptoms.  
Category: Land  
In Dungeon: Y  
Our Monster: Y  
Usage Code: Familiar  
Origin Code: Dragon's - Tinkles  
Gravity Code: .9 to 3 G's  
Environment Code: H Plain  
Temperature Range Code: G-Temperate  
Base Experience Points for Killing Monster: 0



**HILLSIDE GOUGER**

Hit Dice: 2  
Damage Done: None  
Armour Class: 7  
Treasure Class:  
Junk Class:  
Class: Cow  
Height: 2M  
Color: Varies  
Special Abilities: 1. One set of legs is longer than the other for walking around hills.  
Category: Land  
In Dungeon: Y  
Our Monster: Y  
Usage Code: --  
Origin Code: America  
Gravity Code: .9 to 3 G's  
Environment Code: G- Mountain  
Temperature Range Code: G- Temperate  
Base Experience Points for Killing Monster: 10



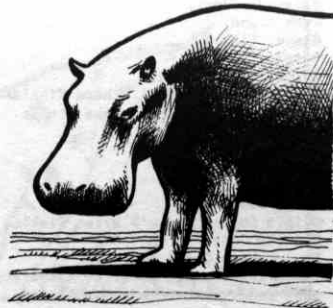
**HEAT SINK**

Hit Dice: .5  
Damage Done: None  
Armour Class: 8  
Treasure Class:  
Junk Class:  
Class: Tinkle  
Height: .5M  
Color: Brown  
Special Abilities: 1. This Tinkle can absorb tremendous amounts of heat from the immediate 5m as a defense. This absorption will cause 3HD of cold damage then 3HD of heat damage as the heat is given off 2. It can absorb 10HD of heat/M  
Category: Land  
In Dungeon: Y  
Usage Code: Pet  
Origin Code: Dragon's Byte - Tinkles  
Gravity Code: .9 to 3 G's  
Environment Code: H- Plain  
Temperature Range Code: G- Temperate  
Base Experience Points for Killing Monster: 0



**HIPPOTAMUS**

Hit Dice: 5  
Damage Done: 1-5 2A/M by Feet/ 1-4 by Butt  
Armour Class: 7  
Treasure Class:  
Junk Class:  
Class: Hippopotamus  
Height: 3M  
Color: Black to grey  
Category: Land & Water  
In Dungeon: N  
Our Monster: Y  
Usage Code: --  
Origin Code: Africa  
Gravity Code: .9 to 3 G's  
Environment Code: 0 - Water (fresh)  
Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
Base Experience Points for Killing Monster: 80



### HIRVEL

Hit Dice: 2  
 Damage Done: 1-4 2/M By Hooves  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Llama  
 Height: 2M  
 Color: varies  
 Special Abilities: 1. Cup ears. 2. Stubby legs & short proboscis.  
 Category: Land  
 In Dungeon: N  
 Our Monster: T  
 Usage Code: Beast of Burden  
 Origin Code: Alan Burt Akers - Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 40



### HITO-DAMA

Hit Dice: 1  
 Damage Done: 1-6 by Touch  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Spirit-Flame/Tail  
 Height: 1M  
 Color: Yellow  
 Special Abilities: 1. Hit only by magic or energy 2. Leaves body at death 3. Aka "Death Fire" 4. Attack is magical.  
 Category: Undead  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Familiar  
 Origin Code: Japan  
 Gravity Code: --  
 Environment Code: --  
 Temperature Range Code: --  
 Special Environment Code: High Noxious gas content  
 Base Experience Points for Killing Monster: 60



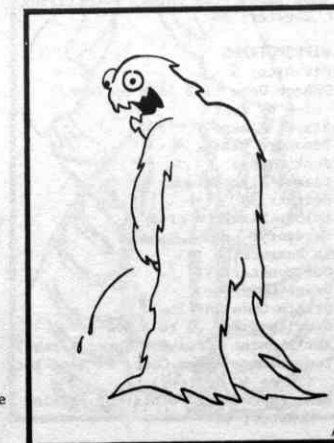
### HOLLOW CARAPACE

Hit Dice: 3  
 Damage Done: By Weapon  
 Armour Class: 2  
 Treasure Class:  
 Junk Class:  
 Class: Construct-Humanoid Shape  
 Height: 2M  
 Color: Purple  
 Special Abilities: 1. So hot that any weapon touching it melts 2. Has a shield 3. Poison Touch(14)  
 Category: Land, Water, Air, & Other-dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: Alan Burt Akers - Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: --  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Special Environment Code: High Noxious gas content  
 Base Experience Points for Killing Monster: 100



### HOLY TINKLER

Hit Dice: .5  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Tinkle  
 Height: .5M  
 Color: Yellow-Brown  
 Special Abilities: 1. These Tinkles tinkle holy water 2. Aka Tinkle #229  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: Dragon's Byte- Tinkles  
 Gravity Code: .9 to 3 G's  
 Environment Code: H- Plain  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 0



### HOOD (Suffocating)

Hit Dice: 5  
 Damage Done: 1-8/M by Suffocation  
 Armour Class: 6  
 Treasure Class:  
 Junk Class:  
 Class: Vine  
 Height: 6M  
 Color: Black  
 Special Abilities: 1. Tendril hangs down from ceiling, where the hood hides. 2. If it is touched, the tendril draws one up into the hood, & suffocates the victim, which is then eaten.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Alan Burt Akers - Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: D-Forest  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 80



### HORSE (Aegean)

Hit Dice: 3  
 Damage Done: 1-6/2A/M By Hooves  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Horse  
 Height: 3M  
 Color: White- Black  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: Greece  
 Gravity Code: .9 to 3 G's  
 Environment Code: H- Plain  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 60



### HOOPOE

Hit Dice: .5  
 Damage Done: None  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Bird  
 Height: .5M  
 Color: Various  
 Special Abilities: 1. Fan-like crest 2. Slender, downcurving bill 3. Distinctive plumage  
 Category: Land & Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Sample  
 Origin Code: Persia  
 Gravity Code: .9 to 3 G's  
 Environment Code: A- Air  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 0



### HORSE (Devil)

Hit Dice: 3  
 Damage Done: 1-4 2A/M by Hooves-- By Brush with Spikes  
 Armour Class: 2  
 Treasure Class:  
 Junk Class:  
 Class: Horse  
 Height: 3M  
 Color: Red  
 Special Abilities: 1. Iron horse-spikes sticking out of it. 2. Fly 3. Hit only by magic or energy.  
 Category: Other-dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: England  
 Gravity Code: .9 to 3 G's  
 Environment Code: J- very hot (80 to 200 degrees); return K- super hot (200 to 600 degrees)  
 Special Environment Code: High Noxious gas content  
 Base Experience Points for Killing Monster: 130



**HORSE (Gold)**  
 Hit Dice: 3  
 Damage Done: 1-4 2A/M By Hooves  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Horse  
 Height: 3M  
 Color: Varies  
 Special Abilities: 1. Excretes 3GP/day  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: Japan  
 Gravity Code: .9 to 3 G's  
 Environment Code: H- Plain  
 Temperature Range Code: F- Fair  
 (25 to 30 degrees)  
 Base Experience Points for Killing  
 Monster: 50



**HUGAG**  
 Hit Dice: 8  
 Damage Done: 1-6 2A/M By Paws  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Dog-Bipedal  
 Height: 4M  
 Color: Brown & Yellow  
 Special Abilities: 1. It has no knees so it must lean against things to sleep. This often causes the object that he is leaning against to sag as well because of the Hugag's great mass.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: --  
 Gravity Code: .9 to 3 G's  
 Environment Code: D - Forest  
 Temperature Range Code: G - Temperate  
 Base Experience Points for Killing  
 Monster: 100



**HORSE (Water)**  
 Hit Dice: 3  
 Damage Done: 1-4 2A/M By Hooves  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Horse  
 Height: 3M  
 Color: Creamy-white  
 Special Abilities: 1. If someone tries to ride it, it will run to the ocean and jump in.  
 Category: Land & Water  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: England  
 Gravity Code: .9 to 3 G's  
 Environment Code: H- Plain  
 Temperature Range Code: G - Temperate  
 Base Experience Points for Killing  
 Monster: 60



**HUH**  
 Hit Dice: .5  
 Damage Done: None  
 Armour Class: 5  
 Treasure Class:  
 Junk Class:  
 Class: Mouse  
 Color: Silver-grey  
 Special Abilities: 1. Spins tiny webs 2. Aka "Spinner"  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: H- Semi-hot  
 (30 to 40 degrees)  
 Base Experience Points for Killing  
 Monster: 0



**HORSE 2**  
 Hit Dice: 3  
 Damage Done: 1-4 2A/M By Hooves  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Horse  
 Height: 3M  
 Color: Varies  
 Special Abilities: 1. Can detect spirits of any kind. It doesn't like them.  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: England  
 Gravity Code: .9 to 3 G's  
 Environment Code: H- Plain  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing  
 Monster: 50



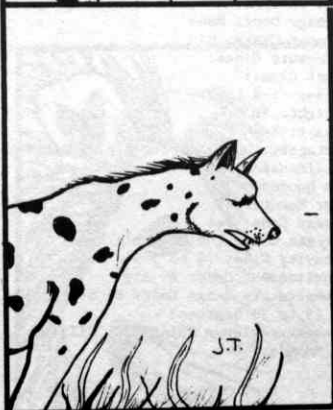
**HYDRA**  
 Hit Dice: 10  
 Damage Done: 1-6 9A/M By Bite  
 Armour Class: 6  
 Treasure Class: A  
 Junk Class: A  
 Class: Lizard- 9 Long-necked Heads  
 Height: 10M  
 Color: Green  
 Category: Land & Water  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Greece  
 Gravity Code: .9 to 3 G's  
 Environment Code: L- Swamp  
 Temperature Range Code: H- Semi-hot  
 (30 to 40 degrees)  
 Base Experience Points for Killing  
 Monster: 200



**HOUND (Medulus)**  
 Hit Dice: 3  
 Damage Done: 1-4 3A/M By Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Dog- 3 Heads  
 Height: 3M  
 Color: Red  
 Special Abilities: 1. used as a steed on occasion.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: F- Fair  
 (25 to 30 degrees)  
 Base Experience Points for Killing  
 Monster: 60



**HYENA**  
 Hit Dice: 2  
 Damage Done: 4-16 By Bite  
 Armour Class: 6  
 Treasure Class:  
 Junk Class:  
 Class: Dog  
 Height: 1M  
 Color: Grey & Black  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: Egypt  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: H- Semi-hot  
 (30 to 40 degrees)  
 Base Experience Points for Killing  
 Monster: 50



**IMPITER**

Hit Dice: 2  
 Damage Done: 1-4 2A/M By Claws  
 1-3 By Tail  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Bat-Pteranodon  
 Height: 3M  
 Color: Black  
 Special Abilities: 1. Is a saddle-beast  
 Category: Land & Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: Alan Burt Akers - Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: A- Air  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 45

**IMPITRELL**

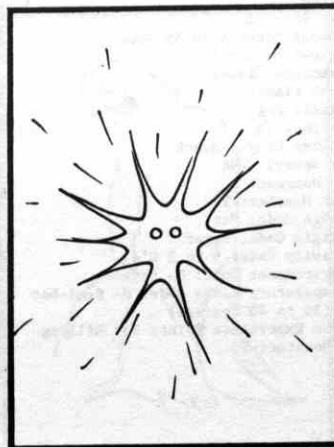
Hit Dice: .5  
 Damage Done: 1-2 By Beak  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Bird  
 Height: .5M  
 Color: Pink  
 Special Abilities: 1. Will Attack an impeter on sight.  
 Category: Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Sample  
 Origin Code: Alan Burt Akers - Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: A-Air  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 5

**IMY-HEMEF**

Hit Dice: 17  
 Damage Done: 2-20 By Bite--  
 2-16 By Constriction  
 Armour Class: 5  
 Treasure Class: I  
 Junk Class: I  
 Class: Snake  
 Height: 16M  
 Color: Yellow-Orange  
 Special Abilities: 1. Aka "Dweller in Flames" 2. Immune to fire.  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Egypt  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: K- Super Hot (200 to 600 degrees)  
 Base Experience Points for Killing Monster: 260

**INFRA**

Hit Dice: 8  
 Damage Done: None  
 Armour Class: 0  
 Treasure Class:  
 Junk Class:  
 Class: I-R Light  
 Height: 8M  
 Color: Red  
 Category: Land, water, Air, & Other dimensional  
 In Dungeon: 7  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: A- Air  
 Temperature Range Code: E- Semi-cold (5 to 25 Degrees)  
 Base Experience Points for Killing Monster: 0

**IVY (Poison)**

Hit Dice: .5  
 Damage Done: Special  
 Armour Class: 9  
 Treasure Class:  
 Junk Class:  
 Class: Ivy  
 Height: 1M  
 Color: Green  
 Special Abilities: 1. Touch causes one to break out and itch for hours.  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Venom  
 Origin Code: .9 to 3 G's  
 Environment Code: H- Plain  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 0

**IVY (Thorn)**

Hit Dice: 3  
 Damage Done: 1-4 By Touch  
 Armour Class: 5  
 Treasure Class:  
 Junk Class:  
 Class: Bush  
 Height: 3M  
 Color: Black & Green  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Origin Code: Alan Burt Akers - Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 0

**JACKAL**

Hit Dice: 1  
 Damage Done: 1-3 By Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Dog  
 Height: 1M  
 Color: Brown  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Africa  
 Gravity Code: .9 to 3 G's  
 Environment Code: H- Plain  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 20

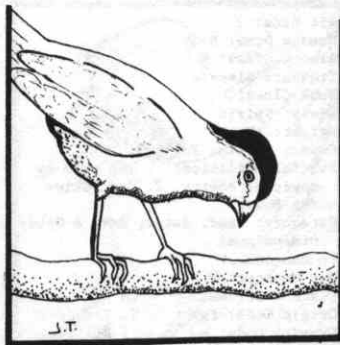
**JAY (Blue)**

Hit Dice: .2  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Bird  
 Height: .2M  
 Color: Blue  
 Category: Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: America  
 Gravity Code: .9 to 3 G's  
 Environment Code: A- Air  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 0



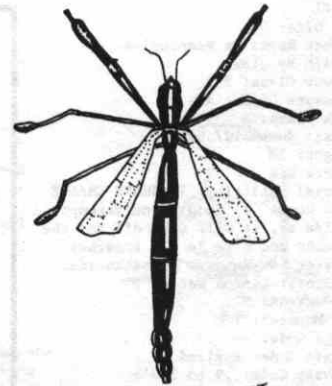
### JAY (Sterling)

Hit Dice: .5  
 Damage Done: 1-4 By everything together.  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Bird  
 Height: 4M  
 Color: Blue/-Black Hood  
 Category: Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: America  
 Gravity Code: .9 to 3 G's  
 Environment Code: A- Air  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 0



### JUMPER

Hit Dice: 6  
 Damage Done: 1-10 By Bite  
 Armour Class: 5  
 Treasure Class: E  
 Junk Class: E  
 Class: Flea  
 Height: 2M  
 Color: White/brown spots  
 Special Abilities: 1. Jump 30m  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 50



### JELLY (Pink)

Hit Dice: 5  
 Damage Done: 1-3/M By Acid  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Protoplasm  
 Height: 4M  
 Color: Pink  
 Special Abilities: 1. Hit only by magic or energy 2. You must eat it at 1-4/M before it eats you, if you are caught by it.  
 Category: Land & Water  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: L- Swamp  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 70



### KALANU-AHYELISKI

Hit Dice: 5  
 Damage Done: Special  
 Armour Class: 8  
 Treasure Class: C  
 Junk Class: C  
 Class: Old Human/Shadowy Fire Raven  
 Height: 2M  
 Color: Coppery/Red-Black  
 Special Abilities: N  
 Category: Land & Air  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Cherokee  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 110



### JOAT

Hit Dice: 2  
 Damage Done: 1-4 2A/M By Hooves  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Sheep  
 Height: 2M  
 Color: Variable  
 Special Abilities: 1. Long legs - a saddle animal  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: Alan Burt Akers - Dray Prescott  
 Gravity Code: .9 to to G's  
 Environment Code: H- Plain  
 Temperature Range Code: F - Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 40



### KAMI

Hit Dice: 8  
 Damage Done: Special  
 Armour Class: 8  
 Treasure Class: D  
 Junk Class: D  
 Class: Spirit  
 Height: 2M  
 Color: Invisible  
 Special Abilities: 1. Hit only by magic or energy. 2. An ancestral spirit. 3. Uses Clerical spells (8th Level). 4. Inhabits one spot. 5. Same alignments as in life.  
 Category: Land & Water  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Japan  
 Gravity Code: .9 to 3 G's  
 Environment Code: --  
 Temperature Range Code: --  
 Special Environment Code: High Noxious Gas Content  
 Base Experience Points for Killing Monster: 150



### JUMP-AT-A-BODY

Hit Dice: .5  
 Damage Done: 1-4 By Everything together  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Cat  
 Height: .5M  
 Color: Black  
 Special Abilities: 1. Very hairy and looks frightening 2. Rushes at one growling and screaming then runs away (50%-5% level of victim running as well).  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: America  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 0

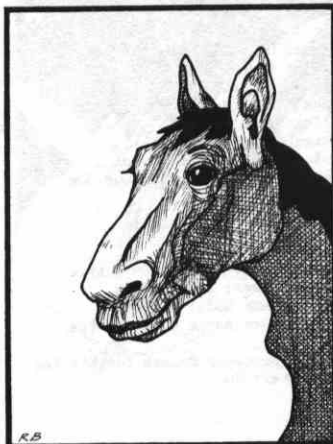


### KARASHISHI

Hit Dice: 3  
 Damage Done: 1-6 By Bite-- 1-5 2A/M By Claws  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Dog-Mane  
 Height: 3M  
 Color: Red & Yellow  
 Special Abilities: 1. 2x speed 2. Aka Lion Dog 3. Used to guard temples and the like 4. Attacks are magical 5. See Invisible & Other dimension.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: Japan  
 Gravity Code: .9 to 3 G's  
 Environment Code: F- Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 180



**KELPI**  
 Hit Dice: 3  
 Damage Done: By Weapon/1-4  
 2A/M By claws  
 Armour Class: 7  
 Treasure Class: A  
 Junk Class: A  
 Class: Humanoid/ Horse  
 Height: 2M  
 Color: Red  
 Special Abilities: 1. SHAPE CHANGE to horse 2. Should one attempt to ride it, it will take off for the ocean and dive in 3. Breathes water 4. Hooves on backwards.  
 Category: Land & Water  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: England  
 Gravity Code: .9 to 3 G's  
 Environment Code: H- Plain  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 70



**KHU**  
 Hit Dice: 3  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Spirit  
 Height: 1M  
 Color: Glowing Yellow  
 Special Abilities: 1. Hit only by magic or energy 2. Aka "Shining Body."  
 Category: Land, Water, Air, & Other Dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Egypt  
 Gravity Code: --  
 Environment Code: --  
 Temperature Range Code: --  
 Special Environment Code: High Noxious gas content  
 Base Experience Points for Killing Monster: 0



**KESHA**  
 Hit Dice: 5  
 Damage Done: 2-16 By Flaming Spiritual two-handed sword  
 Armour Class: 3  
 Treasure Class:  
 Junk Class:  
 Class: Spirit  
 Height: 3M  
 Color: Yellow-Red  
 Special Abilities: 1. Hit only by magic or energy. 2. Will sometimes carry off body of a dead person 3. Attacks necrophages on sight 4. Armoured.  
 Category: Air & Other-dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Sample  
 Origin Code: Japan  
 Gravity Code: --  
 Environment Code: --  
 Temperature Range Code: --  
 Special Environment Code: High Noxious Gas content  
 Base Experience Points for Killing Monster: 130



**KITUNUSI**  
 Hit Dice: 3  
 Damage Done: Special  
 Armour Class: 8  
 Treasure Class: D  
 Junk Class: D  
 Class: Humanoid (Legless)  
 Height: 1.5M  
 Color: Black  
 Special Abilities: 1. Touch incapacitates limbs or gives permanent disease (Remove Curse needed) 2. Moves at speed of a Legged individual.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Africa  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 69



**KHAIBIT**  
 Hit Dice: 2  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Spirit- Humanoid  
 Height: 2M  
 Color: Brown  
 Special Abilities: 1. Looks and acts like a lost, wandering person to lead one astray. 2. Hit only by magic or energy.  
 Category: Land  
 In Dungeon: Y  
 Usage Code: --  
 Origin Code: Egypt  
 Gravity Code: --  
 Environment Code: --  
 Temperature Range Code: --  
 Special environment Code: High Noxious gas content  
 Base Experience Points for Killing Monster: 0



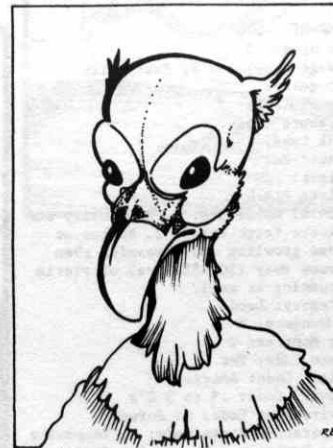
**KNIFE**  
 Hit Dice: .2  
 Damage Done: 1-4 By Blade  
 Armour Class: 0  
 Treasure Class:  
 Junk Class:  
 Class: Construct  
 Height: .2M  
 Color: Steely  
 Special Abilities: 1. Fly  
 Category: Land & Air  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: A- Air  
 Temperature Range Code: --  
 Base Experience Points for Killing Monster: 5



**KHETI**  
 Hit Dice: 5  
 Damage Done: 1-4 By Bite  
 1-8/M By Constriction  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Snake  
 Height: 5M  
 Color: Red  
 Special Abilities: 1. Breath 4 times/day (fire- 2-12)  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Egypt  
 Gravity Code: .9 to 3 G's  
 Environment Code: B- Desert  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 100



**KOBITO**  
 Hit Dice: .2  
 Damage Done: None  
 Armour Class: 7  
 Treasure Class: Y  
 Junk Class: Y  
 Class: Birds/Humanoid  
 Height: .2M  
 Color: Green  
 Special Abilities: 1. Aka "Little People." 2. If 6 or more are gathered and they like one, they may grant one a minor WISH. 3. Non-malevolent.  
 Category: Land & Air  
 In Dungeon: Y  
 Usage Code: --  
 Origin Code: Japan  
 Gravity Code: .9 to 3 G's  
 Environment Code: A- Air  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 0





**KORF (Crested)**

Hit Dice: 1  
 Damage Done: 1-4 By Everything together  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Bird  
 Height: .5M  
 Color: Iridescent Blue  
 Special Abilities: 1. Feathers are excellent for fletching  
 Category: Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Sample  
 Origin Code: Alan Burt Akers - Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: A - Air  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 10

**KORF (King)**

Hit Dice: 1  
 Damage Done: 1-6 By Everything together  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Bird  
 Height: .5M  
 Color: Green  
 Special Abilities: 1. Feathers are very good for fletching.  
 Category: Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Sample  
 Origin Code: Alan Burt Akers - Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: A- Air  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 10

**KORF (Zim)**

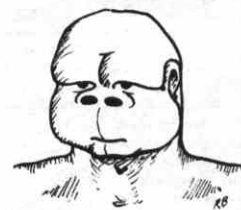
Hit Dice: 1  
 Damage Done: 1-4 By Everything together  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Bird  
 Height: .5M  
 Color: Rose Red  
 Special Abilities: 1. Feathers are good for fletching.  
 Category: Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Sample  
 Origin Code: Alan Burt Akers- Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: A- Air  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 10

**KOSHI**

Hit Dice: 8  
 Damage Done: 1-8 8A/M By Bite--  
 1-10 2A/M By Claws--1-12 By Tail.  
 Armour Class: 5  
 Treasure Class: I  
 Junk Class: I  
 Class: Lizard- 6 Heads & Necks  
 Height: 8M  
 Color: Yellow  
 Special Abilities: 1. Fly  
 Category: Land & Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Japan  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 220

**KOW (Hedley)**

Hit Dice: 1  
 Damage Done: Special  
 Armour Class: 8  
 Treasure Class: C  
 Junk Class: C  
 Class: Humanoid  
 Height: 1M  
 Color: White  
 Special Abilities: 1. Mischievous  
 2. SHAPE CHANGE (15th level) at will  
 3. Fears steel.  
 Category: Air & Other-dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: England  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 30

**KRAH (Chun-)**

Hit Dice: 3  
 Damage Done: 1-6 By Horn  
 1-6 By Butt  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Cow  
 Height: 3M  
 Color: Russett  
 Special Abilities: 1. 2 Horns  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Beast of Burden  
 Origin Code: Alan Burt Akers - Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: H- Plain  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 50

**KRAHNIK**

Hit Dice: 1  
 Damage Done: 1-3 By Butt  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Cow  
 Height: 1M  
 Color: Russett  
 Special Abilities: 1. 2 Horns  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Beast of Burden  
 Origin Code: Alan Burt Akers - Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: 3- Forest  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 20

**KUH HRA OHJE**

Hit Dice: 1  
 Damage Done: Mind Blast (PSP=60)  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Non-Corporeal  
 Height: 1M  
 Color: Blue  
 Special Abilities: 1. Aka "Transmitter of thoughts"  
 2. Allows one to carry on 2 way thought transmission  
 3. Hit only by magic or energy.  
 Category: Air  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Familiar  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: A- Air  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 0



**LADY DRIVER**

Hit Dice: 2  
 Armour Class: 7  
 Treasure Class: C  
 Junk Class: C  
 Class: Humanoid  
 Height: 2M  
 Color: Yellow  
 Special Abilities: 1. Seems to be very friendly. 2. Always offers to give directions. 3. The directions are always wrong, leading the person to danger rather than money.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Alfred Donovan - Miscellaneous  
 Gravity Code: .9 to 3 G's  
 Environment Code: --  
 Temperature Range Code: G - Temperate  
 Base Experience Points for Killing Monster: 30

**LEOPARD**

Hit Dice: 2  
 Damage Done: 1-4 2A/M By Claws  
 --2-8 By Mouth  
 Armour Class: 6  
 Treasure Class:  
 Junk Class:  
 Class: Cat  
 Height: 1M  
 Color: Yellow with black spots  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Africa  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 60

**LEECH (Light)**

Hit Dice: 2  
 Damage Done: 1-4 6A/M By Blood Drain.  
 Armour Class: 8  
 Treasure Class: E  
 Junk Class: E  
 Class: Leech  
 Height: 1M  
 Color: Blue  
 Special Abilities: 1. 6 Heads 2. Light control (75%) (M) 3. Precognition (P)  
 Category: Water  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: 0- Water (fresh)  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 85

**LEOPARD (Snow)**

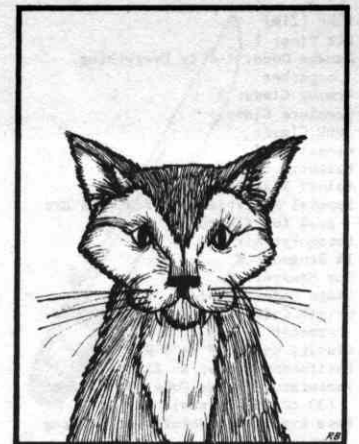
Hit Dice: 2  
 Damage Done: 1-4 2A/M By Claws--  
 2-8 By Mouth  
 Armour Class: 6  
 Treasure Class:  
 Junk Class:  
 Class: Cat  
 Height: 1M  
 Color: White with Black spots  
 Special Abilities: 1. Cold does 1/2 Damage  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Tibet  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: E- Semi- Cold (5 to 25 degrees)  
 Base Experience Points for Killing Monster: 65

**LEEM**

Hit Dice: 3  
 Damage Done: 1-4 By Bite  
 1-4 4A/M By Claws  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Cat - Weasel  
 Height: 2M  
 Color: Brown  
 Special Abilities: 1. 8 legs, with a wedge shaped head.  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Alan Burt Akers- Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 80

**LEOPING (Red)**

Hit Dice: 2  
 Damage Done: 1-4 2A/M By Claws  
 1-4 By Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Cat  
 Height: 2M  
 Color: Red  
 Special Abilities: 1. Horned  
 2. STR=30, +7 Damage.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Beast of Burden  
 Origin Code: Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 80

**LEMUR**

Hit Dice: 1  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Primate  
 Height: 1M  
 Color: Black or Brown  
 Special Abilities: 1. Rather primitive  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: Malay  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 0

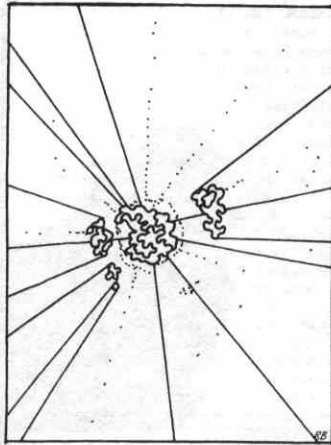
**LETTA EMUAHR OHJE**

Hit Dice: 5  
 Damage Done: 1-10 By Bite--  
 1-6 2A/M By Claws  
 Armour Class: 6  
 Treasure Class: C  
 Junk Class: C  
 Class: Dragon  
 Height: 5M  
 Color: Silver-blue  
 Special Abilities: 1. Aka "Little cousins of thought" 2. Empathic receiving 3. Semi-Int.  
 Category: Land & Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 110



### LIGHT OF DEATH

Hit Dice: 5  
 Damage Done: Death Touch 1/Weal  
 Armour Class:  
 Treasure Class:  
 Junk Class:  
 Class: White Light  
 Height: 3M  
 Color: White  
 Special Abilities: 1.50% effect of Physical force. 2. TELEPATHY 3. Force field generation.  
 Category: Undead  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: --  
 Base Experience Points for Killing Monster: 125



### LING

Hit Dice: 1  
 Damage Done: 1-6 2A/M By Claws  
 1-3 By Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Dog - 6 Legs  
 Height: 1M  
 Color: White  
 Special Abilities: 1. Lizard like with Long claws.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Alan Burt Akers - Dray Prescott  
 Gravity Code: .9 to # G's  
 Environment Code: H- Plain  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 35



### LION (Nemidian)

Hit Dice: 6  
 Damage Done: 2-8 2A/M By Claws--  
 3-24 By Mouth  
 Armour Class: -2  
 Treasure Class: E  
 Junk Class: E  
 Class: Lion  
 Height: 3M  
 Color: Tan  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Familiar  
 Origin Code: Greece  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 160



### LION (Vampire)

Hit Dice: 5  
 Damage Done: 1-4 2A/M By Claws  
 1-4 By Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Undead-Lion  
 Height: 2M  
 Color: White  
 Special Abilities: 1. Has Bat Wings  
 2. Hit only by magic & energy.  
 Category: Undead  
 In Dungeon: Y  
 Usage Code: --  
 Origin Code: Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: --  
 Temperature Range Code: --  
 Special Environment Code: High Noxious gas content  
 Base Experience Points for Killing Monster: 110



### LIZARD (Army)

Hit Dice: 0  
 Damage Done: 1 Pip/Bite  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Lizard  
 Height: .02M  
 Color: Green  
 Special Abilities: 1. Swarm, like army ants  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: H- Plain  
 Temperature Range Code: I-Hot (40 to 80 degrees)  
 Base Experience Points for Killing Monster: 0



### LLAMAS

Hit Dice: 3  
 Damage Done: 1-4 By feet  
 Armour Class: 7  
 Treasure Class: E  
 Junk Class: E  
 Class: Llama  
 Height: 3M  
 Color: Black/White  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Beast of Burden  
 Origin Code: Inca  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: E- Semi-cold (5 to 25 degrees)  
 Base Experience Points for Killing Monster: 40



### LOSUH

Hit Dice: 8  
 Damage Done: 2-16 By Bite--  
 1-8 2A/M by Claws  
 Armour Class: 5  
 Treasure Class:  
 Junk Class:  
 Class: Undead - Dragon  
 Height: 8M  
 Color: Black - Green Eyes  
 Special Abilities: 1. Aka "Body Paralyzer" 2. Paralyzing eyebeams (3-18M) 4/day after one is paralyzed it sets one down and proceeds to eat one 4. Hit only by magic or energy  
 Category: Undead  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Range Code: H- Semi-hot (30 to 40 degrees)  
 Special Environment Code: High Noxious gas content  
 Base Experience Points for Killing Monster: 190

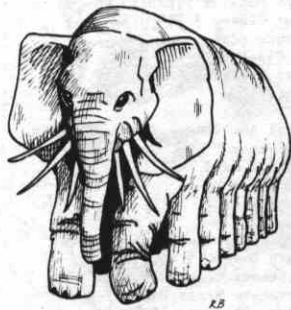


### LOTH (Bo-)

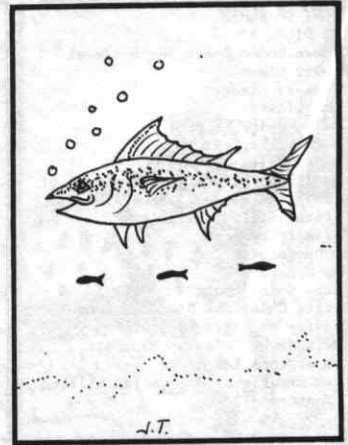
Hit Dice: 10  
 Damage Done: 1-8 8A/M By Tusks  
 1-20 By Ram 1-5 4A/M By Tails  
 1-10 By Feet  
 Armour Class: 5  
 Treasure Class:  
 Junk Class:  
 Class: Elephant  
 Height: 10M  
 Color: Leaf-green  
 Special Abilities: 1. Has 16 legs, 8 tusks, 5 tails, & 3 hearts. 2. Tra = 150. 3. Carnivorous.  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: Alan Burt Akers - Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: H- Plain  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 270



**LOTH (Turi-)**  
 Hit Dice: 8  
 Damage Done: 1-6 6A/M By Tusks 1-20  
 By Ram 1-3 6A/M By Tails 1-8 By Feet  
 Armour Class: 5  
 Treasure Class:  
 Junk Class:  
 Class: Elephant  
 Height: 8M  
 Color: Grey  
 Special Abilities: 1. 16 legs, 6 tusks, 6 tails, 3 hearts. 2. Tra = 150. 3. Carnivorous.  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: Alan Burt Akers  
 Dray Prescot  
 Gravity Code: .9 to 3 G's  
 Environment Code: H - Plain  
 Temperature Range Code: H - Semi-Hot (30 to 40 Degrees)  
 Base Experience Points for Killing Monster: 220



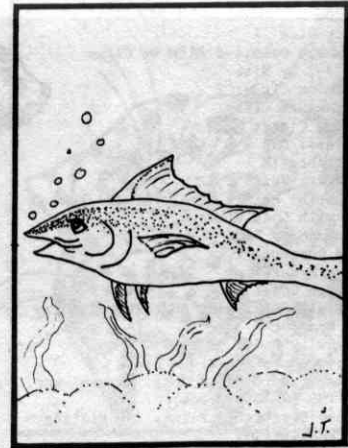
**MACKERAL (Holy)**  
 Hit Dice: .5  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Fish  
 Height: .25 M  
 Color: Brown & Silver  
 Special Abilities: 1. Touch brings +5% luck for 2 days 2. It also heals damage and restores lost levels.  
 Category: Water  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Sample  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: P - Water (Salt)  
 Temperature Rang Code: F - Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 0



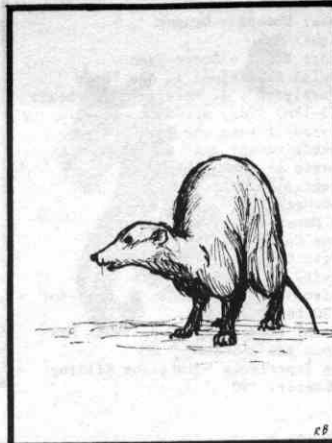
**LUFFERLANG**  
 Hit Die: .2  
 Damage Done: Bite (V)  
 Armour Class: 6  
 Treasure Class:  
 Junk Class:  
 Class: Spider  
 Height: .2 M  
 Color: Brown  
 Special Abilities: 1. Seeing it causes FEAR (3rd level) 2. One may scare it off by using a mirror 3. Venom--(3) Com.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Venom  
 Origin Code: America  
 Gravity Code: .9 to 3 G's  
 Environment Code: G - Mountain  
 Temperature Range Code: G - Temperate  
 Base Experience Points for Killing Monster: 0



**MACKERAL (Unholy)**  
 Hit Dice: .5  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Fish  
 Height: .25 M  
 Color: Silver & Brown  
 Special Abilities: 1. Touch brings -5% luck for 2 days and doubles healing time.  
 Category: Water  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Sample  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: P - Water (Salt)  
 Temperature Range Code: F - Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 0



**LURFING**  
 Hit Dice: .5  
 Damage Done: 1-5 By Everything together  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Weasel  
 Height: .5M  
 Color: Grey  
 Special Abilities: 1. 2xs Speed  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Alan Burt Akers - Dray Prescot  
 Gravity Code: .9 to 3 G's  
 Environment Code: D - Forest  
 Temperature Range Code: G - Temperate  
 Base Experience Points for Killing Monster: 20



**MAGA-TSUMI**  
 Hit Dice: 3  
 Damage Done: 1-8 By Wind  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Wind  
 Height: Varies  
 Color: Invisible  
 Special Abilities: 1. Summon up 100km/hour winds 2. Hit only by magic or energy.  
 Category: Land & Air  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Familiar  
 Origin Code: Japan  
 Gravity Code: .9 to 3 G's  
 Environment Code: A - Air  
 Temperature Range Code: G - Temperate  
 Special Environment Code: High Noxious gas content  
 Base Experience Point: for Killing Monster: 90



**LYNX**  
 Hit Dice: 1  
 Damage Done: 1-4 2A/M By Claws-- 1-4 By Bite  
 Armour Class: 5  
 Treasure Class:  
 Junk Class:  
 Class: Cat  
 Height: .5M  
 Color: Grey-Brown  
 Special Abilities: 1. Will fight to the death.  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: America  
 Gravity Code: .9 to 3 G's  
 Environment Code: D - Forest  
 Temperature Range Code: G - Temperate  
 Base Experience Points for Killing Monster: 50



**MAGIC SNIFFER**  
 Hit Dice: .5  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Tinkle  
 Height: .5M  
 Color: Orange Red  
 Special Abilities: 1. Detects magic becomes a more intense shade of red the closer it gets to a magic item. If touching the item it will tell the power by turning to purple to give magic STR.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: Dragon's Byte - Tinkles  
 Gravity Code: .9 to 3 G's  
 Environment Code: --  
 Temperature Range Code: G - Temperate  
 Base Experience Points for Killing Monster: 0



**MAGPIE**

Hit Dice: .5  
 Damage Done: None  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Bird  
 Height: .5M  
 Color: Black  
 Special Abilities: 1. Carries a drop of the Devil's blood under its tongue  
 Category: Land & Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Sample  
 Origin Code: England  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 0

**MAHAIMRAKH BRUMUNGA**

Hit Dice: 1  
 Damage Done: 1-2 By Claws--  
 Spit mud to blind.  
 Armour Class: 6  
 Treasure Class: F  
 Junk Class: F  
 Class: Humanoid - Worm-like  
 Height: 1M  
 Color: Grey to Brown  
 Special Abilities: 1. Often cowardly  
 2. Breathe mud 3. Aka "Dweller in Mud"  
 Category: Land & Water  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: L- Swamp  
 Temperature Range Code: H- Semi-hot  
 (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 35

**MAHU**

Hit Dice: .5  
 Damage Done: 1-2 By Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Demon- Monkey  
 Height: .5M  
 Color: Blue-Black  
 Special Abilities: 1. Hit only by magic or energy 2. Tracks down Thieves' Level.  
 Category: Other-Dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Familiar  
 Origin Code: England  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: H- Semi-hot  
 (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 5

**MARCHING HOST**

Hit Dice: 2  
 Damage Done: By Weapon  
 Armour Class: 8  
 Treasure Class: D  
 Junk Class: D  
 Class: Humanoid  
 Height: 2  
 Color: White to Black  
 Special Abilities: 1. Killed only by Holy Objects 2. If killed by any other weapon it is only dismissed to Hell for 1-200 years.  
 Category: Other-dimensional  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: England  
 Gravity Code: .9 to 3 G's  
 Environment Code: --  
 Temperature Range Code: --  
 Special Environment Code: High  
 Noxious Gas Content  
 Base Experience Points for Killing Monster: 50

**MAN OF EARTH**

Hit Dice: 4  
 Damage Done: Special  
 Armour Class: 0  
 Treasure Class:  
 Junk Class:  
 Class: Humanoid  
 Height: 1M  
 Color: Black  
 Special Abilities: 1. Suffocate 1-100 people by means of a particle storm which it emits from its body, and which is under its complete control.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Lin Carter - World's End  
 Gravity Code: .9 to 3 G's  
 Environment Code: G - Mountain  
 Temperature Range Code: --  
 Special Environment Code: High  
 Noxious Gas Content  
 Base Experience Points for Killing Monster: 870

**MATES**

Hit Dice: 4  
 Damage Done: By Weapon  
 Armour Class: 8  
 Treasure Class: B  
 Junk Class: B  
 Class: Humanoid- Greyhound head  
 Height: 2M  
 Color: Grey  
 Special Abilities: 1. Invisible at will 2. STR=22 (+4 dam.) 3. Hit only by magic or energy 4. Interested only in torture.  
 Category: Other-dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: Egypt  
 Gravity Code: .9 to 3 G's  
 Environment Code: --  
 Temperature Range Code: H- Semi-hot  
 (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 110

**MENUMENU**

Hit Dice: 5  
 Damage Done: 1-4 3A/M By Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Snake - 3 Heads  
 Height: 5M  
 Color: Pink  
 Special Abilities: 1. On back are 14 discs on which is a star then a human head 2. Always human 3. Int.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Egypt  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: H- Semi-hot  
 (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 90

**MESSAR**

Hit Dice: .5  
 Damage Done: None  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Rat  
 Height: .5M  
 Color: Brown-grey  
 Special Abilities: 1. Builds nests in small niches in mountain sides  
 2. Ancestor of Messel  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Semi-cold  
 (5 to 25 degrees)  
 Base Experience Points for Killing Monster: 5



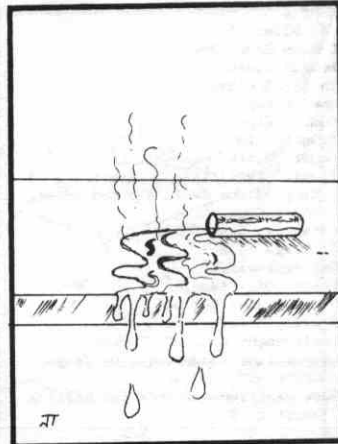
### MESSEL

Hit Dice: 1  
 Damage Done: 1-4 By Bite  
 Armour Class: 7  
 Treasure Class: E  
 Junk Class: E  
 Class: Rat-Webbed Feet  
 Height: 1M  
 Color: Varies  
 Special Abilities: 1. Used to build underwater buildings.  
 Category: Land & Water  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: 0- Water (fresh)  
 Temperature Range Code: E Semi-cold (5 to 25 degrees)  
 Base Experience Points for Killing Monster: 20



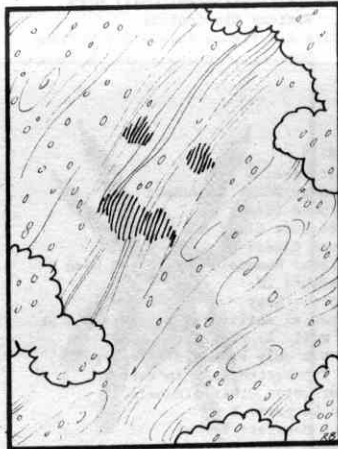
### MIXEL

Hit Dice: 4  
 Damage Done: Poison (12)/1/A/M  
 Armour Class: 5  
 Treasure Class:  
 Junk Class:  
 Class: Hybrid - Organic Liquid/  
 Radium Gas  
 Height: 3.5 M  
 Color: Grey  
 Special Abilities: 1. Destroyed by sunlight and fire 2. Magic weapons do double damage 3. Poison (12)  
 Category: Land & Water  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Venom  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: E- Semi-cold (5 to 25 degrees)



### METARL (Snow-)

Hit Dice: 5  
 Damage Done: 1-8/M By Ripping--  
 1-4/M By Cold  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Animated Snowstorm  
 Height: 5M  
 Color: White  
 Special Abilities: 1. Hit only by magic or energy 2. Controllable easily by 1 PSP/M  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: ---  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: --  
 Temperature Range Code: D- Cold (-15 to 5 degrees)  
 Base Experience Points for Killing Monster: 100



### MNAIR

Hit Dice: 2  
 Damage Done: Special  
 Armour Class: 5  
 Treasure Class:  
 Junk Class:  
 Class: Mouse  
 Height: .1M  
 Color: Violet  
 Special Abilities: 1. Hides in pack and steals 1 STR point/day until found or victim dies..It may also attack mounts.  
 Category: Land & Other-Dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 0



### MILIKOI

Hit Dice: 3  
 Damage Done: 1-6 By Hit--By Weapon  
 Armour Class: 0  
 Treasure Class:  
 Junk Class:  
 Class: Undead- Humanoid  
 Height: 2M  
 Color: Grey to Black  
 Special Abilities: 1. Skin and bones have petrified 2. Aka "Petrified One"  
 Category: Undead  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: --  
 Temperature Range Code: --  
 Special Environment Code: High Noxious gas content  
 Base Experience Points for Killing Monster: 100



### MONGOOSE

Hit Dice: 1  
 Damage Done: 1-2 By Bite  
 Armour Class: 5  
 Treasure Class:  
 Junk Class:  
 Class: Weasel  
 Height: .5M  
 Color: Brown  
 Special Abilities: 1. +3 to Hit 2. 2xs Speed  
 Category: Land  
 In Dungeon: y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: India  
 Gravity Code: .9 to 3 G's  
 Environment Code: H- Plain  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 25



### MINXALLE

Hit Dice: 3  
 Damage Done: 1-6 By Bite  
 1-4 2A/M By Claws  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Mink  
 Height: 3M  
 Color: Brown to Black  
 Special Abilities: 1. Under cut jaw 2. Often trained for water hunting 3. TRA= 170  
 Category: Land & Water  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: Alan Burt Akers - Dray Prescot  
 Gravity Code: .9 to 3 G's  
 Environment Code: L- Swamp  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 80



### MONGOOSE (Giant)

Hit Dice: 5  
 Damage Done: 1-6 By Bite 1-4 2A/M By Claws  
 Armour Class: 5  
 Treasure Class: F  
 Junk Class: F  
 Class: Weasel  
 Height: 3M  
 Color: Brown  
 Special Abilities: 1. +3 to Hit 2. 2xs Speed  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: India  
 Gravity Code: .9 to 3 G's  
 Environment Code: H- Plain  
 Temperature Range Code: H - Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 100



**MONKEY (Shug)**

Hit Dice: 4  
 Damage Done: 1-10 By Touch  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Demon-Ape  
 Height: 1.5M  
 Color: Black  
 Special Abilities: 1. Hit only by Holy Objects. 2. Radiates FEAR (6th Level) 5m radius. 4. DARKNESS (8th Level). 5. Clairvoyant vision.  
 Category: Other-dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: England  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 150

**MOTHER MONSTER**

Hit Dice: 5  
 Damage Done: 1-12 By Nag  
 Armour Class: 2  
 Treasure Class: A  
 Junk Class: A  
 Class: Humanoid  
 Height: 3M  
 Color: Grey  
 Special Abilities: 1. It follows one around constantly nagging  
 2. Scares off other monsters for 1-3 M 3. Enemy of the Grand-Mother Monster.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Alfred Donovan-Miscellaneous  
 Gravity Code: .9 to 3 G's  
 Environment Code: --  
 Temperature Range Code: --  
 Base Experience Points for Killing Monster: 110

**MONKEY (Spider)**

Hit Dice: 1  
 Damage Done: 1-4 By Everything Together  
 Armour Class: 5  
 Treasure Class:  
 Junk Class:  
 Class: Primate  
 Height: 1M  
 Color: Black/White Face  
 Special Abilities: 1. Prehensile tail 2. Very dextrous  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: Brazil  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 35

**MUDWAMP (Giant)**

Hit Dice: 4  
 Damage Done: 1-8 By Mouth--3-24 By Tail  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Fish-Limb-like Forefins  
 Height: 3M  
 Color: Brown  
 Special Abilities: 1. Can Breathe air for about 2 hours. 2. Runs if possible.  
 Category: Land & Water  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: America  
 Gravity Code: .9 to 3 G's  
 Environment Code: L-Swamp  
 Temperature Range Code: I-Hot (40 to 80 degrees)  
 Base Experience Points for Killing Monster: 60

**MOOSE**

Hit Dice: 3  
 Damage Done: 1-4 2A/M By Hooves  
 1-8 By Antlers  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Moose  
 Height: 3M  
 Color: Brown  
 Category Land & Water  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: America  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: E Semi-cold (5 to 25 degrees)  
 Base Experience Points for Killing Monster: 60

**MUMMIFIER**

Hit Dice: .5  
 Damage Done: Special  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Tinkle  
 Height: 50 CM  
 Color: Grey  
 Special Abilities: 1. The touch of this tinkle will mummify one instantly (one is still alive but it requires 6 weeks of soaking in a nutrient solution or 3 CURE DISEASE (5th level) to cure 2. Aka Tinkle #123  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: Dragon's Byte -Tinkles  
 Gravity Code: .9 to 3 G's  
 Environment Code: H- Plain  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 0

**MORFANG**

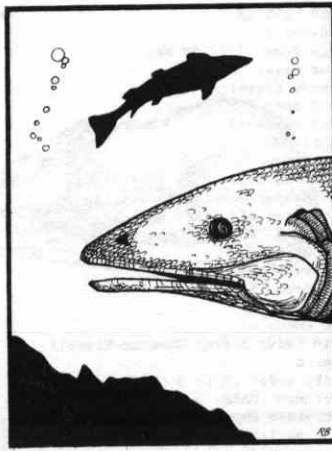
Hit Dice: 5  
 Damage Done: 1-20 By Bite 1-4/M By Tentacles (Poison (5)).  
 Armour Class: 7  
 Treasure Class: B  
 Junk Class: B  
 Class: Reptilia - Elephant-like  
 Height: 5M  
 Color: Black  
 Special Abilities: 1. No tusks or ears. 2. +5 Damage. 3. Bipedal. 4. Hiss Causes FEAR (4th Level) (non-magical).  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Venom  
 Origin Code: Alan Burt Akers - Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: H- Plain  
 Temperature Range Code: I -Hot (40 to 80 degrees)  
 Base Experience Points for Killing Monster: 110

**MUNTJAC**

Hit Dice: .5  
 Damage Done: 1-3 By Horns  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Deer  
 Height: 1M  
 Color: Yellow  
 Special Abilities: 1. Barks  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: Malay  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 5



**MUSKEE (Giant)**  
 Hit Dice: 4  
 Damage Done: 1-12 By Bite  
 Armour Class: 7  
 Treasure Class: I  
 Junk Class: I  
 Class: Fish- Pike like  
 Height: 4M  
 Color: Green-brown  
 Special Abilities: Often used as an underwater mount 1-4 (d6) surprise.  
 Category: Water  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: America  
 Gravity Code: .9 to 3 G's  
 Environment Code: 0 -Water (fresh)  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 70



**NETHER DEMON**  
 Hit Dice: 4  
 Damage Done: 1-4 By Claws -Special  
 Armour Class: 8  
 Treasure Class: C  
 Junk Class: C  
 Class: Gargoyle  
 Height: 2M  
 Color: Reddish-brown  
 Special Abilities: 1. Breath of Liquid Fire 6HD/M for 1-4M 2. Cannot stand natural heat.  
 Category: Other-dimensional  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: J-Very Hot (80 to 200 degrees) :Return K-super hot (200 to 600 degrees)  
 Base Experience Points for Killing Monster: 80



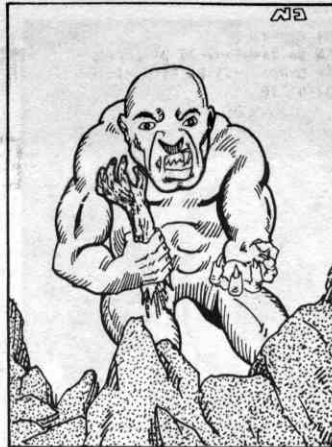
**NAU**  
 Hit Dice: 5  
 Damage Done: 1-4 7A/M By Bite  
 1-8/M By Constriction  
 Armour Class: 7  
 Treasure Class: 7  
 Junk Class:  
 Class: Snake - 7 Heads  
 Height: 5M  
 Color: Tan  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Egypt  
 Gravity Code: .9 to 3 G's  
 Environment Code: B- Desert  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 140



**NIGHT WATCHER**  
 Hit Dice: 3  
 Damage Done: Special - By Form  
 Armour Class: 6  
 Treasure Class: C  
 Junk Class: C  
 Class: Humanoid  
 Height: 2M  
 Color: Brown  
 Special Abilities: 1. SHAPE CHANGE at will to imitate a god 2. Will try to lead one astray and trap one. It will leave one to waste away 3. CHARM (4th level)  
 Category: Other-dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Egypt  
 Gravity Code: .9 to 3 G's  
 Environment Code: H- Plain  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 90



**NECROPHAGUS**  
 Hit Dice: 1  
 Damage Done: 1-4 By Bite  
 Armour Class: 8  
 Treasure Class: D  
 Junk Class: D  
 Class: Ape- Hairless/Fangs  
 Height: 1M  
 Color: Black  
 Special Abilities: 1. Eats dead bodies 2. See in dark.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: H- Plain  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 25



**NIGHTHAWK**  
 Hit Dice: .2  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Bird  
 Height: .3  
 Color: Black with White spots  
 Special Abilities: 1. Will attack anything up to 3Xs it's size-Bats Stirges, Giant Mosquitoes, Swoons, Humanoid III..2. Only out at night.  
 Category: Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: America  
 Gravity Code: .9 to 3 G's  
 Environment Code: A- Air  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 0



**NEEMU**  
 Hit Dice: 2  
 Damage Done: 1-4 2A/M By Claws  
 1-3 By Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Cat  
 Height: 2M  
 Color: Black  
 Special Abilities: 1. Often used as guards.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: Alan Burt Akers - Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 45



**NIGHTINGALE OF CENTURIES**  
 Hit Dice: .5  
 Damage Done: Special  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Bird  
 Height: .5M  
 Color: Black  
 Special Abilities: 1. Will CHARM (8th Level) any Int. 2. One is then out of time-sync for 1-4 centuries. 3. When one returns, one must have RESURRECTION successfully cast upon one or one will turn to dust upon eating or drinking.  
 Category: Other-dimensional  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Familiar  
 Origin Code: England  
 Gravity Code: .9 to 3 G's  
 Environment Code: P- Water (salt)  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 140





### NUNYUNUWI

Hit Dice: 6  
 Damage Done: 1-4 By Bite 1-6 By Hit  
 Armour Class: 2  
 Treasure Class:  
 Junk Class:  
 Class: Human  
 Height: 2M  
 Color: Grey  
 Special Abilities: 1. Rock hard skin  
 2. Cannibal 3. Sickened by menstrual women (7 kill it) 4. If burned it reveals 1-5 medicine secrets, then reduces to an Ulunsutiand a lump of red wadi paint. 5. Carries a Nunyunuwi Cane.

Catagory: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Sample  
 Origin Code: Cherokee  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 130



### OGUH HRA OE

Hit Dice: 1  
 Damage Done: 1-4 By Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Shrew  
 Height: 1M  
 Color: Brown  
 Special Abilities: 1. Aka "Eater of Eggs"  
 Catagory: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: H- Semi-hot (30 to 40 Degrees)  
 Base Experience Points for Killing Monster: 0



### NUYE

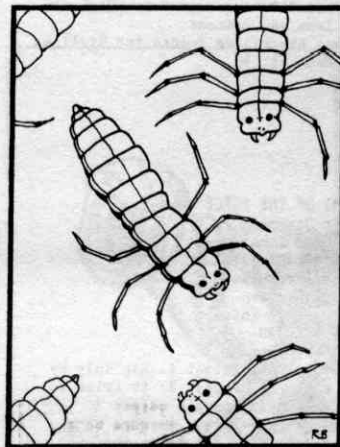
Hit Dice: 1.5  
 Damage Done: 1-4 2A/M By Claws  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Dog-Monkey Head/Serpent Tail  
 Height: 1.5M  
 Color: Black  
 Special Abilities: 1. Tiger feet/bird wings 2. Nocturnal 3. Semi-Int.

Catagory: Land 7 Air  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: Japan  
 Gravity Code: .9 to 3 G's  
 Environment Code: A- Air  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 40



### OGUH HRA OREZOKO

Hit Dice: .2  
 Damage Done: 1-2/day  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Maggot  
 Height: .2M  
 Color: Grey  
 Special Abilities: 1. Aka "Eater of Wings" 2. Anesthetic bite 3. Eats leathery wings.  
 Catagory: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 0



### OGUH HRA ZUEJZOE

Hit Dice: 16  
 Damage Done: 1-32 By Bite--1-16 2A/M By Claws--3-36 By Tail.  
 Armour Class: 4  
 Treasure Class: H  
 Junk Class: H  
 Class: Dragon-Mace Tail  
 Height: 15M  
 Color: Clack  
 Special Abilities: 1. Aka "Eater of dragons"  
 Catagory: Land & Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: G-Mountain  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 300



### NYMYPH (Wood)

Hit Dice: .5  
 Damage Done: 1-2 STR or CON By Blood Drain  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Non-Corporeal  
 Height: .5M  
 Color: Invisible  
 Special Abilities: 1. Hit only by magic or energy. 2. Forest spirit. 3. ANIMATE PLANT (10th level).

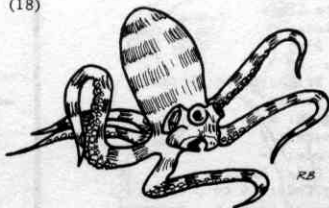
Catagory: Land  
 In Dungeon: N  
 Our Monster: N  
 Usage Code: Familiar  
 Origin Code: Solomon R. Tiau'ssya



Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: --  
 Special Environment Code: High Noxious gas content  
 Base Experience Points for Killing Monster: 90

### OCTOPUS (Blue Ringed)

Hit Dice: 2  
 Damage Done: 1-2 By Beak (Poison) (18)  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Octopus  
 Height: .5M  
 Color: Blue Ringing Black  
 Catagory: Water  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Venom  
 Origin Code: Australia  
 Gravity Code: .9 to 3 G's  
 Environment Code: P - Water (salt)  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 5



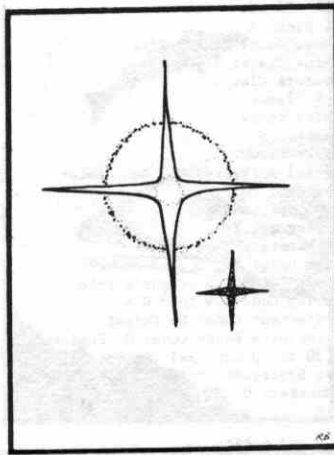
### ONATES-ERH

Hit Dice: 8  
 Damage Done: Touch causes death in 5-8M of continuous touching by PS  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Dragon-Non-Corporeal  
 Height: 8M  
 Color: Black  
 Special Abilities: 1. Aka "Black wind." 2. Hit only by magic or energy.  
 Catagory: Undead  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: H-Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 130



### ONE OF THE LEFT PATH

Hit Dice: 3  
 Damage Done: Special  
 Armour Class: 7  
 Treasure Class: G  
 Junk Class: G  
 Class: PA-Inish  
 Height: 3M  
 Color: Brown  
 Special Abilities: 1. Hit only by magic or energy. 2. All those who partake of its aid gain a magical power usable only for evil purposes. 3. It has a shadow that is endrite in color which can animate to attack at will (1-4/M by touch). It is always there.  
 Category: Land, Water, Air, & Other-Dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: --  
 Special Environment Code: High Noxious gas content  
 Base Experience Points for Killing Monster: 90



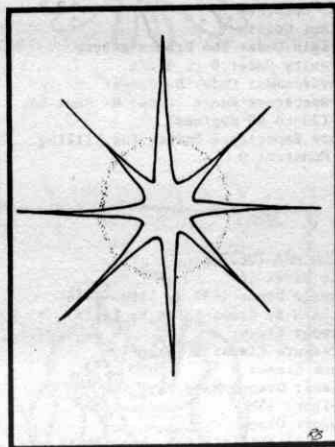
### ONI

Hit Dice: 12  
 Damage Done: By Weapon  
 Armour Class: 3  
 Treasure Class: !  
 Junk Class: A  
 Class: Humanoid 2 Horns/3 Eyes/fingers/Toes  
 Height: 2M  
 Color: Pink/Red/Crey  
 Special Abilities: 1. Uses Mallet or Iron stake (1-6 or 1-8) 2. Use 16th Magic spells 3. 10th level Warrior 4. Wears Tiger skins 5. Fly if need be.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: Japan  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: F-Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 300



### ONE OF THE PEACEFUL WAY

Hit Dice: 3  
 Damage Done: None  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: PA-Inish  
 Height: 3M  
 Color: White  
 Special Abilities: 1. Hit only by magic or energy 2. It tries to make dying people calmer 3. Will take a last message to a relative of the dying person.  
 Category: Land, Water, Air, & Other-dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: --  
 Environment Code: --  
 Temperature Range Code: --  
 Special Environment Code: High Noxious gas content  
 Base Experience Points for Killing Monster: 0



### ORANGATANG

Hit Dice: 3  
 Damage Done: 1-4 By Bite 1-2 2A/M By Fists  
 Armour Class: 7  
 Treasure Class: F  
 Junk Class: F  
 Class: Primate  
 Height: 2M  
 Color: Red  
 Special Abilities: 1. Is very lazy 2. Semi-intelligent 3. No Tail.  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Malay  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 45



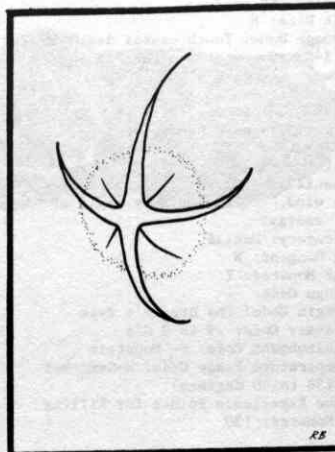
### ORDEL

Hit Dice: 2  
 Damage Done: 1-4 By Hoof 1-6 By Butt  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Cow  
 Height: 2M  
 Color: Blue-brown  
 Special Abilities: 1. Short horns going straight ahead.  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Beast fo Burden  
 Origin Code: Alan Burt Akers -Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: H- Plain  
 Temperature Range Code: F-Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 40



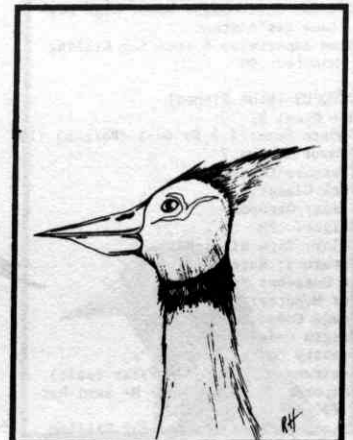
### ONE OF THE RIGHT PATH

Hit Dice: 3  
 Damage Done: None  
 Armour Class: 7  
 Treasure Class: F  
 Junk Class: F  
 Class: PA-Inish  
 Height: 3M  
 Color: Brown  
 Special Abilities: 1. Aids those who are lost by providing them with food and directions 2. Hit only by magic or energy.  
 Category: Land, Water, Air, & Other-dimensional  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: --  
 Special Environment Code: High Noxious gas content  
 Base Experience Points for Killing Monster: 0



### ORIEL

Hit Dice: .2  
 Damage Done: 1 By Peck  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Bird  
 Height: .2M  
 Color: Bright Orange & Brown  
 Category: Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: America  
 Gravity Code: .9 to 3 G's  
 Environment Code: D - Forest  
 Temperature Range Code: G - Temperate  
 Base Experience Points for Killing Monster: 0



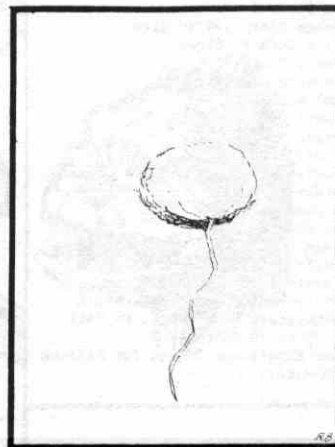
**ORNITHOIPPUS**

Hit Dice: 2  
Damage Done: 1-5 2A/M By Claws  
Armour Class: 7  
Treasure Class:  
Junk Class:  
Class: Bird-Horse Like  
Height: 2M  
Color: Varies  
Catagory: Land  
In Dungeon: N  
Our Monster: Y  
Usage Code: Mount  
Origin Code: Lin Carter - World's End  
Gravity Code: .9 to 3 G's  
Environment Code: H - Plain  
Temperature Range Code: F - Fair (25 to 30 Degrees)  
Base Experience Points for Killing Monster: 40



**OZ HRA EZ**

Hit Dice: 1  
Damage Done: None  
Armour Class: 8  
Treasure Class:  
Junk Class:  
Class: Non-Corporeal  
Height: 1M  
Color: Blue  
Special Abilities: 1. Aka "Mirror of the mind" 2. Allows one to remember what one normally could not 3. Hit only by magic or energy.  
Catagory: Air  
In Dungeon: Y  
Our Monster: Y  
Usage Code: Familiar  
Origin Code: The Dragon's Byte  
Gravity Code: .9 to 3 G's  
Environment Code: A- Air  
Temperature Range Code: H-Semi-hot (30 to 40 degrees)  
Special Environment Code: High Noxious Gas Content  
Base Experience Points for Killing Monster: 0



**OSTRICH**

Hit Dice: 2  
Damage Done: 1-4 By Claws  
Armour Class: 7  
Treasure Class:  
Junk Class:  
Class: Bird- Flightless  
Height: 2M  
Color: Black & White  
Catagory: Land  
In Dungeon: N  
Our Monster: Y  
Usage Code: --  
Origin Code: Africa  
Gravity Code: .9 to 3 G's  
Environment Code: H - Plain  
Temperature Range Code: H - Semi-t Hot (30 to 40 Degrees)  
Base Experience Points for Killing Monster: 30



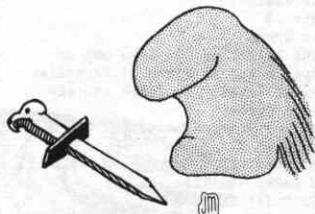
**OZANES**

Hit Dice: 5  
Damage Done: None  
Armour Class: 8  
Treasure Class:  
Junk Class:  
Class: Dragon-Spirit  
Height: 5M  
Color: White  
Special Abilities: 1. Possesses one (100%-5% level-5%/int) to perform its assigned task 2. Summoned from another plane 3. Hit only by magic or energy.  
Catagory: Other-dimensional  
In Dungeon: Y  
Our Monster: Y  
Usage Code: Familiar  
Origin Code: The Dragon's Byte  
Gravity Code: --  
Environment Code: A- Air  
Temperature Range Code: --  
Special Environment Code: High Noxious gas content  
Base Experience Points for Killing Monster: 110



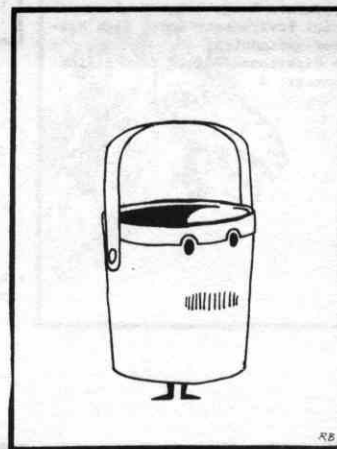
**OXIDIZER (Silver)**

Hit Dice: .5  
Damage Done: None  
Armour Class: 8  
Treasure Class:  
Junk Class:  
Class: Tinkle  
Height: 50CM  
Color: White  
Special Abilities: 1. The touch of this tinkle oxidises any silver or silver alloy. 2. Aka Tinkle #64.  
Catagory: Land  
In Dungeon: Y  
Our Monster: Y  
Usage Code: Pet  
Origin Code: Dragon's Byte -Tinkles  
Gravity Code: .9 to 3 G's  
Environment Code: H- Plain  
Temperature Range Code: G- Temperate  
Base Experience Points for Killing Monster: 0



**PAIL**

Hit Dice: .5  
Damage Done: Special  
Armour Class: 0  
Treasure Class:  
Junk Class:  
Class: Construct  
Height: .5M  
Color: Steely  
Special Abilities: 1. Covers head & blinds one 2. REMOVE CURSE to remove.  
Catagory: Land & Air  
In Dungeon:  
Our Monster: Y  
Usage Code: Guard  
Origin Code: Dragon's Byte  
Gravity Code: .9 to 3 G's  
Environment Code: A - Air  
Temperature Range Code: --  
Base Experience Points for Killing Monster: 30



**OSUEDEH HRA UROEH**

Hit Dice: 2  
Damage Done: 1-4 By Bite--1-4 2A/M By Claws  
Armour Class: 7  
Treasure Class:  
Junk Class:  
Class: Lizard  
Height: 2M  
Color: Grey-green  
Special Abilities: 1. Aka "Exchanger of bodies." 2. Exchanges souls then scares the victim. 3. Changes last 1 day. 4. Mischievous, but not deadly.  
Catagory: Land  
In Dungeon: Y  
Our Monster: Y  
Usage Code: --  
Origin Code: The Dragon's Byte  
Gravity Code: .9 to 3 G's  
Environment Code: D- Forest  
Temperature Range Code: H-Semi-hot (30 to 40 degrees)  
Base Experience Points for Killing Monster: 70



**PALY**

Hit Dice: 2  
Damage Done: 1-3 2A/M By Hooves 1-4 by Horns  
Armour Class: 7  
Treasure Class:  
Junk Class:  
Class: Deer  
Height: 2M  
Color: Brown  
Special Abilities: 1. Zebra-like hind (black stripes) 2. Easy to catch.  
Catagory: Land  
In Dungeon: N  
Our Monster: Y  
Usage Code: Mount  
Origin Code: Alan Burt Akers -Dray Prescott  
Gravity Code: .9 to 3 G's  
Environment Code: H - Plain  
Temperature Range Code: D - Fair (25 to 30 degrees)  
Base Experience Points for Killing Monster: 30



**PANTHER**

Hit Dice: 2  
 Damage Done: 1-4 By Bite  
 1-4 2A/M By Claws  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Cat  
 Height: 2M  
 Color: Tan  
 Special Abilities: 1. Aka Cougar  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: America  
 Gravity Code: .9 to 3 G's  
 Environment Code: G - Mountain  
 Temperature Range Code: F- Fair  
 (25 to 30 degrees)  
 Base Experience Points for Killing  
 Monster: 50

**PEGASUS**

Hit Dice: 3  
 Damage Done: 1-4 2A/M By Hooves  
 1-4 By Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Horse- Lizard Head/Wings  
 Height: 2M  
 Color: Black & Red  
 Category: Land & Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: A- Air  
 Temperature Range Code: H- Semi-hot  
 (30 to 40 degrees)  
 Base Experience Points for Killing  
 Monster: 70

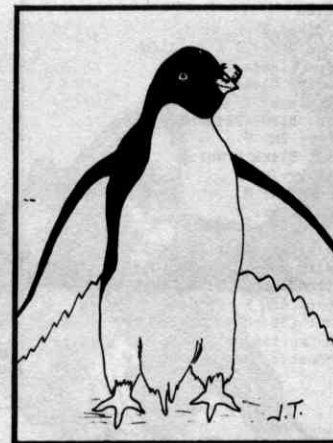
**PARI**

Hit Dice: 3  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Non-corporeal  
 Height: 2M  
 Color: Invisible  
 Special Abilities: 1. Inhabits  
 pleasant places. 2. Can be asked  
 for advice (judge's option on  
 answering), usually household or  
 gardening things. 3. Hit only by  
 magic or energy. 4. Occupies a  
 body to answer questions.  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Persia  
 Gravity Code: .9 to 3 G's

Environment Code: D- Forest  
 Temperature Range Code: G- Temperate  
 Special Environment Code: High Nox-  
 ious gas content  
 Base Experience Points for Killing  
 Monster: 0

**PENGUIN (DP)**

Hit Dice: 3  
 Damage Done: 1-8 By Beak--1-4  
 2A/M By Wings  
 Armour Class: 8  
 Treasure Class: A  
 Class: Penguin  
 Height: 2M  
 Color: Black & White  
 Special Abilities: 1. 3 Breaths a  
 day fo flaming offal (3-30). 2.  
 Handle-bar mustache. 3. Extremely  
 stupid. 4. Sexually perverted. 5.  
 Full of hot air -- very proud.  
 Category: Land & Other-dimensional  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Alfred Donavan -Miscell-  
 aneous  
 Gravity Code: .9 to 3 G's  
 Environment Code: P- Water (salt)  
 Temperature Range Code: D- Cold  
 (-15 to 5 degrees)  
 Base Experience Points for Killing  
 Monster: 80

**PERSON (Airy)**

Hit Dice: .5  
 Damage Done: Special  
 Armour Class: 7  
 Treasure Class: E  
 Junk Class: E  
 Class: Humanoid  
 Height: .5  
 Color: Green  
 Special Abilities: 1. Take one on  
 trips to Astral Plane 2. Herbalist  
 (8-12th level) 3. Teach subject  
 of 1-4 herbs.  
 Category: Other-dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Familiar  
 Origin Code: England  
 Gravity Code: .9 to 3 G's  
 Environment Code: --  
 Temperature Range Code: G - Tem-  
 perate  
 Base Experience Points for Killing  
 Monster: 75

**PDOLSYN**

Hit Dice: 12  
 Damage Done: 3-30 By Hit  
 Armour Class: 5  
 Treasure Class: A  
 Junk Class: A  
 Class: Ginko Tree  
 Height: 12M  
 Color: Brown-Red leaves  
 Special Abilities: 1. 2 legs. 2.  
 Leaves (contact poison (8)). 3.  
 Scratch causes disease which is  
 fatal in 2-20 days. 4. Magnetic  
 whirlwind (STR = 35).  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Venom  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: H- Plain  
 Temperature Range Code: G- Temperat  
 Base Experience Points for Killing  
 Monster: 210

**PERSON ( Good )**

Hit Dice: 6  
 Damage Done: Special--By Weapon  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Humanoid- Sparkles  
 Height: 3M  
 Color: White  
 Special Abilities: 1. Hit only by  
 magic or energy 2. Use Clerical  
 spells as a 10th level Cleric.  
 Category: Other-dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: England  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: F- Fair  
 (25 to 30 degrees)  
 Base Experience Points for Killing  
 Monster: 140



**PERSON (Celestial)**

Hit Dice: 3  
Damage Done: By Weapon  
Armour Class: 8  
Treasure Class:  
Junk Class:  
Class: Human- Feather Cloak  
Height: 2M  
Color: White  
Special Abilities: 1. Normally flies through space 2. At removal of Cloak Celestial Person becomes human 3. Will remain loyal to possessor of Cloak 4. If one puts on the Cloak one becomes a Celestial Person unless REMOVE CURSE (8th level) is applied.

Category: Air  
In Dungeon: N  
Our Monster: Y  
Usage Code: Sample  
Origin Code: Japan  
Gravity Code: --  
Environment Code: K - Space (Solar)  
Temperature Range Code: B - Solar Temperate  
Special Environment Code: High Noxious gas content  
Base Experience Points for Killing Monster: 70



**POKOMO**

Hit Dice: 3  
Damage Done: 1-6 By Spike  
Armour Cass: 7  
Treasure Class: C  
Junk Class: C  
Class: Ape  
Height: 2M  
Color: Brown  
Special Abilities: 1. +2 Dam., +100 Tra. 2. Tracks down people, stabs them with its spike, and then drinks their blood.

Category: Land  
In Dungeon: Y  
Our Monster: Y  
Usage Code: --  
Origin Code: Africa  
Gravity Code: .9 to 3 G's  
Environment Code: D- Forest  
Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
Base Experience Points for Killing Monster: 60



**PIG 2**

Hit Dice: 1  
Damage Done: 1-2 By Bite  
Armour Class: 7  
Treasure Class:  
Junk Class:  
Class: Pig  
Height: 1M  
Color: Brown  
Special Abilities: 1. Bite cures cancer

Category: Land  
In Dungeon: Y  
Usage Code: Sample  
Origin Code: England  
Gravity Code: .9 to 3 G's  
Environment Code: D- Forest  
Temperature Range Code: G- Temperate  
Base Experience Points for Killing Monster: 10



**PONSHO**

Hit Dice: 1  
Damage Done: None  
Armour Class: 7  
Treasure Class:  
Junk Class:  
Class: Dog-Sheep  
Height: 1M  
Color: Black/White/Brown  
Category: Land  
In Dungeon: Y  
Our Monster: Y  
Usage Code: Pet  
Origin Code: Alan Burt Akers - Dray Prescott  
Gravity Code: .9 to 3 G's  
Environment Code: G- Temperate  
Base Experience Points for Killing Monster:



**PONSHO-TRAG**

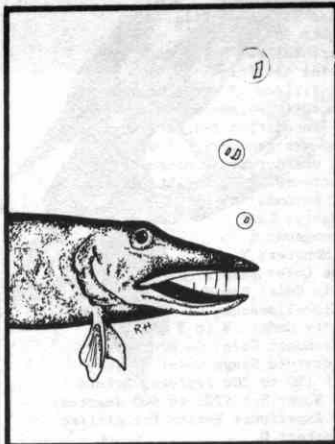
Hit Dice: 1  
Damage Done: 1-4 By Bite  
Armour Class: 7  
Treasure Class:  
Junk Class:  
Class: Dog-Sheep  
Height: 1M  
Color: Varies  
Special Abilities: 1. Is a carnivorous Ponsno 2. Often used as a sheep-dog.

Category: Land  
In Dungeon: Y  
Our Monster: Y  
Usage Code: Pet  
Origin Code: Alan Burt Akers - Dray Prescott  
Gravity Code: .9 to 3 G's  
Environment Code: G- Mountain  
Temperature Range Code: G- Temperate  
Base Experience Points for Killing Monster: 20



**PIKE (Giant)**

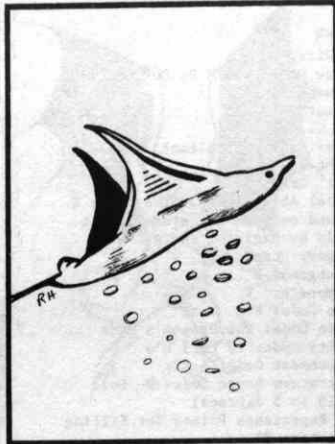
Hit Dice: 40  
Damage Done: 6-60 By Bite  
1-10/M By Digestion if swallowed.  
Armour Class: 5  
Treasure Class: I  
Junk Class: I  
Class: Barracuda  
Height: 36M  
Color: Brown & Green  
Category: Water  
In Dungeon: N  
Our Monster: Y  
Usage Code: --  
Origin Code: America  
Gravity Code: .9 to 3 G's  
Environment Code: 0-Water(fresh)  
Temperature Range Code: G- Temperate  
Base Experience Points for Killing Monster: 480



**PNIMIL**

Hit Dice: 3  
Damage Done: 1-6 By Drop  
Armour Class: 7  
Treasure Class:  
Junk Class:  
Class: Manta Ray  
Height: 2M  
Color: Black  
Special Abilities: 1. Rains a constant stream of mixed coins as it flies over head.

Category: Land, Water, & Air  
In Dungeon: N  
Our Monster: Y  
Usage Code: Sample  
Origin Code: The Dragon's Byte  
Gravity Code: .9 to 3 G's  
Environment Code: A- Air  
Temperature Range Code: G- Temperate  
Base Experience Points for Killing Monster: 40



**PORCUPINE**

Hit Dice: 5M  
Damage Done: 1 Pip/1-100 Quills  
Armour Class: 7  
Treasure Class:  
Junk Class:  
Class: Porcupine  
Height: .5M  
Color: Brown/grey  
Category: Land  
In Dungeon: N  
Our Monster: Y  
Usage Code: Sample  
Origin Code: America  
Gravity Code: .9 to 3 G's  
Environment Code: D - Forest  
Temperature Range Code: G - Temperate  
Base Experience Points for Killing Monster: 5



**PRAMEPITS**

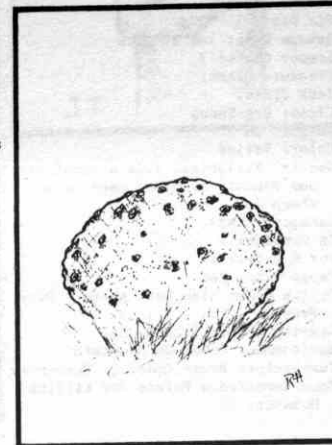
Hit Dice: 7  
 Damage Done: 1-10 2A/M By Claws  
 1-6 Subdual by Wing  
 Armour Class: 6  
 Treasure Class: I  
 Junk Class: I  
 Class: Owl- Human Face/Hairy/Big Feet  
 Height: 6M  
 Color: White  
 Category: Land & Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Sample  
 Origin Code: Comanche  
 Gravity Code: .9 to 3 G's  
 Environment Code: A - Air  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 110

**PRYCHAN**

Hit Dice: 2  
 Damage Done: 1-4 2A/M By Claws  
 1-3 By Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Cat  
 Height: 2M  
 Color: Golden  
 Special Abilities: 1. Often used as Royal Guards  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: Alan Burt Akers - Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 50

**PUFF BALL (Kryptonian)**

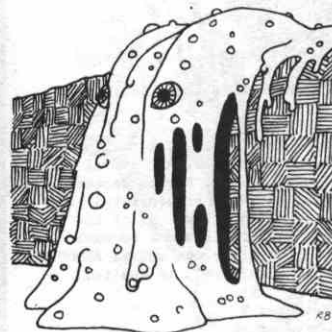
Hit Dice: 3  
 Damage Done: None  
 Armour Class: 9  
 Treasure Class:  
 Junk Class:  
 Class: Puff Ball - Kryptonian Spores  
 Height: 1M  
 Color: Green  
 Special Abilities: 1. Spores enable inhaler to fly for 1 Hour.  
 Category: Land & Air  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Sample  
 Origin Code: Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: L-Swamp  
 Temperature Range Code: I -Hot (40 to 80 degrees)  
 Base Experience Points for Killing Monster: 0

**PUPPETEER**

Hit Dice: .5  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Tinkle  
 Height: .5M  
 Color: Red  
 Special Abilities: 1. CHARM (9th Level). 2. This Tinkle will attempt to take over the mind of anyone within 2m. This effect lasts until disrupted (distance has no effect). 3. Malicious.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Familiar  
 Origin Code: Dragon's Byte - Tinkles  
 Gravity Code: .9 to 3 G's  
 Environment Code: H- Plain  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 5

**PURIFIER**

Hit Dice: 16  
 Damage Done: 1-6 By Touch  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Slime Mold  
 Height: 7M  
 Color: Grey  
 Special Abilities: 1. Purify food & water  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Sample  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: L- Swamp  
 Temperature Range Code: I - Hot (40 to 80 degrees)  
 Base Experience Points for Killing Monster: 80

**PURR MOOAR**

Hit Dice: 2  
 Damage Done: 1-4 By Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Wolf- Ghost  
 Height: 1.5M  
 Color: White  
 Special Abilities: 1. Hit only by magic or energy  
 Category: Land & Other Dimensional  
 In Dungeon: Y  
 Usage Code: --  
 Origin Code: England  
 Gravity Code: --  
 Environment Code: G- Mountain  
 Temperature Range Code: --  
 Special Environment Code: High Noxious gas content  
 Base Experience Points for Killing Monster: 60

**PYRAMID BUILDER**

Hit Dice: 6  
 Damage Done: None  
 Armour Class: -2  
 Treasure Class:  
 Junk Class:  
 Class: Silicon - Pile  
 Height: 3M  
 Color: Yellow  
 Special Abilities: 1. 5000 worth of Silicon 2. When broken, it releases Poisonous spores or sv 3. incubation 1-4/days duration 1-6 wks recovery 1-3 wks 4. If one survives, movement decreases 2/3, weight triples, AC becomes -2.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Sample  
 Origin Code: David U. Chapman  
 Miscellaneous  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: J- Very Hot (80 to 200 degrees) Return K- Super Hot (200 to 600 degrees)  
 Base Experience Points for Killing Monster: 0

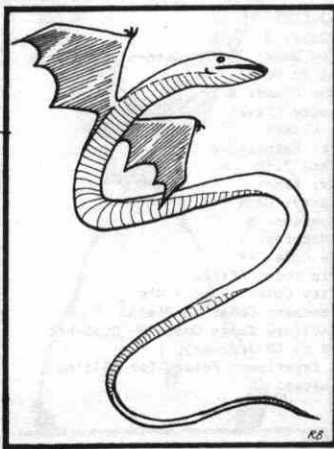
**QUAKER**

Hit Dice: 2  
 Damage Done: 1-6/M By Suffocation  
 Armour Class: 3  
 Treasure Class:  
 Junk Class:  
 Class: Gaseous (Helium)  
 Height: 2M  
 Color: Grey  
 Special Abilities: 1. Ice Quake 2. Found only in Icy areas 3. Hit only by magic or energy.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: A-Air  
 Temperature Range Code: D- Cold (-15 to 5 degrees)  
 Base Experience Points for Killing Monster: 80

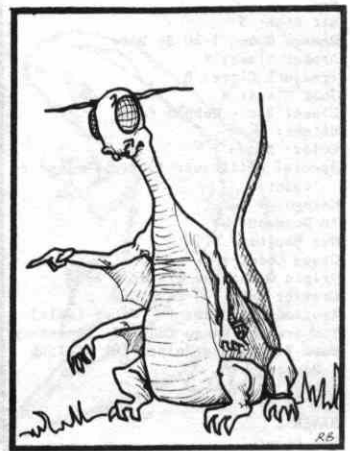


**QUETZACUATL**

Hit Dice: .5  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Flying Snake  
 Height: .3M  
 Color: Emerald Green  
 Special Abilities: 1. 2m Tail  
 2. Used to summon Couatls.  
 Category: Land & Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: Aztec  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: H- Semi-hot  
 (30 to 40 degrees)  
 Base Experience Points for Killing  
 Monster: 0

**RA HUH**

Hit Dice: 8  
 Damage Done: 2-16 By Bite--1-8  
 2A/M By Claws--1-6 By Stinger  
 Armour Class: 5  
 Treasure Class: G  
 Class: Demon- Dragon/8 Legs  
 Height: 8m  
 Color: Golden-Red  
 Special Abilities: 1. Spins a web  
 which drains 1 CON/m 2. Aka  
 "Demon Spinner" 3. Int.  
 Category: Other-dimensional  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: E- Methane/Ammonia  
 Temperature Range Code: I -Hot  
 (40 to 80 degrees)  
 Base Experience Points for Killing  
 Monster: 160

**QUOFFA**

Hit Dice: 2  
 Damage Done: 1-4 By Hoof  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Yak - Dog-Headed  
 Height: 2M  
 Color: Brown to Red  
 Special Abilities: 1. Has 6 legs  
 2. Carry up to 500 kg 3. Is  
 docile.  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Beast of Burden  
 Origin Code: Alan Burt Akers- Dray  
 Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: E- Semi-  
 cold (5 to 25 degrees)  
 Base Experience Points for Killing  
 Monster: 20

**RABANTLER**

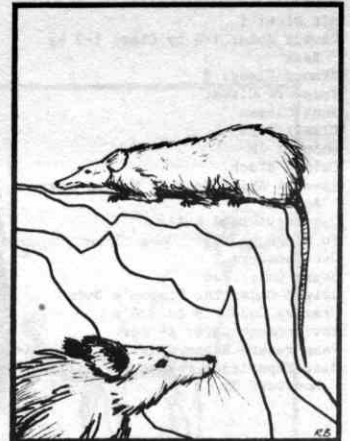
Hit Dice: 1  
 Damage Done: None  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Rabbit- with Antlers  
 Height: 1M  
 Color: Brown  
 Special Abilities: 1. Blink 3/day  
 2. Magical 3. +5% Luck  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: America  
 Gravity Code: .9 to 3 G's  
 Environment Code: H- Plain  
 Temperature Range Code: H- Semi-hot  
 (30 to 40 degrees)  
 Base Experience Points for Killing  
 Monster:

**RA HRA UZAIHAZOZE**

Hit Dice: 15  
 Damage Done: 3-30 2A/M By Claws--  
 4-40 By Bite  
 Armour Class: 5  
 Treasure Class: I  
 Class: Bird  
 Height: 15M  
 Color: Black-Blue  
 Special Abilities: 1. Aka "Demon of  
 Storms." 2. Summon storm. 3.  
 Call down 6 HD Lightning bolts  
 20%/M  
 Category: Land & Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: A- Air  
 Temperature Range Code: H- Semi-hot  
 (30 to 40 degrees)  
 Base Experience Points for Killing  
 Monster: 340

**RAST**

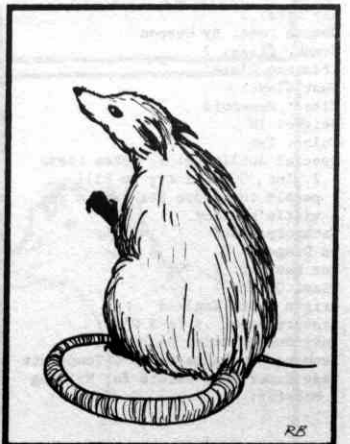
Hit Dice: .5  
 Damage Done: 1-4 By Everything  
 together  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Rat- 6 Legs  
 Height: .5M  
 Color: Grey to Brown  
 Special Abilities: 1. Diseased  
 2. Infests Dung hills.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Alan Burt Akers - Dray  
 Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: H- Plain  
 Temperature Range Code: F- Fair  
 (25 to 30 degrees)  
 Base Experience Points for Killing  
 Monster: 0

**RA HRA Z**

Hit Dice: 10  
 Damage Done: 2-16 By Bite--  
 1-8 2A/M By Claws  
 Armour Class: 5  
 Treasure Class: H  
 Junk Class: H  
 Class: Angel-Dragon  
 Height: 8M  
 Color: Yellow  
 Special Abilities: 1. Aka "Angel of  
 Light." 2. Too brilliant to look  
 at without protection. (AC: 0).  
 3. HEALING LIGHT (3-18) & DIS-  
 PELL EVIL (8th Level) 3/day. 4.  
 TELEPATHIC RECEIVING & SENDING.  
 5. PSP = 115. 6. Hit only by  
 magic or energy.  
 Category: Other-Dimensional  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: A - Air  
 Temperature Range Code: --  
 Special Environment Code: High  
 Noxious Gas Content  
 Base Experience Points for Killing  
 monster: 260

**RAT (Dimension)**

Hit Dice: .5  
 Damage Done: 1-3 by Bite  
 Armour Class: 6  
 Treasure Class:  
 Junk Class:  
 Class: Rat  
 Height: .5M  
 Color: Grey-brown  
 Special Abilities: 1. Found only  
 in the hidden corners of other  
 dimensions 2. Weaves a Dimen-  
 sion Door Spell.  
 Category: Other-dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: --  
 Temperature Range Code: --  
 Base Experience Points for Killing  
 Monster: 5



**RAT**  
 Hit Dice: 5  
 Damage Done: 1-20 By Bite  
 Armour Class: 8  
 Treasure Class: 8  
 Junk Class: H  
 Class: Rat - Webbed feet  
 Height: 5M  
 Color: Brown  
 Special Abilities: 1. Breathe under-water  
 Category: Water  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: P - Water (salt)  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 70



**RHINOCEROS**  
 Hit Dice: 3  
 Damage Done: 1-4 By Horn--1-8 By Butt  
 1-4 By Foot  
 Armour Class: 6  
 Treasure Class:  
 Junk Class:  
 Class: Rhinoceros  
 Height: 2.5M  
 Color: Black  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Africa  
 Gravity Code: .9 to 3 G's  
 Environment Code: H- Plain  
 Temperature Range Code: H- Semi-hot  
 (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 70



**RAVEN 1**  
 Hit Dice: 1  
 Damage Done: 1-4 By Claws  
 1-3 By Beak  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Bird  
 Height: 1M  
 Color: Black  
 Category: Land & Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: England  
 Gravity Code: .9 to 3 G's  
 Environment Code: A- Air  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 25



**RHOKAYM**  
 Hit Dice: 1  
 Damage Done: 1-4 By Claws 1-2 By Beak  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Lizard - Bipedal  
 Height: 1M  
 Color: Green  
 Special Abilities: 1. Has a long neck 2. Hunts only small animals  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Alan Burt Akers - Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: H- Semi-hot  
 (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 25



**RAVEN 2**  
 Hit Dice: 1  
 Damage Done: 1-4 by Claws 1-3 by Beak  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Bird  
 Height: 1M  
 Color: Black  
 Special Abilities: 1. Scares away Angels  
 Category: Land & Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: A- Air  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 35



**ROC**  
 Hit Dice: 30  
 Damage Done: 2-20 2A/M By Claws  
 2-24 By Beat 1-12 By Wing.  
 Armour Class: 6  
 Treasure Class: G  
 Junk Class: G  
 Class: Aves- Eagle  
 Height: 20M  
 Color: Black to Gold  
 Category: Land & Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: Egypt  
 Gravity Code: .9 to 3 G's  
 Environment Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 400



**REDCAP**  
 Hit Dice: 1  
 Damage Done: By Weapon  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Humanoid  
 Height: 1M  
 Color: Tan  
 Special Abilities: 1. Makes traps 2. Int 3. Will try to kill people to re-dye its cap in the victim's blood.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: England  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: G-Temperate  
 Base Experience Points for Killing Monster: 40



**ROOFER**  
 Hit Dice: 10  
 Damage Done: 1-6 2A/M By Feet  
 1-10 By Bite  
 Armour Class: 6  
 Treasure Class:  
 Junk Class:  
 Class: Bird  
 Height: 10M  
 Color: Blue-White  
 Special Abilities: 1. Carries up to 4 Human-sized  
 Category: Land & Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: Alan Burt Akers - Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: A- Air  
 Temperature Range Code: F-Fair  
 (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 140





**RUBBERADO**

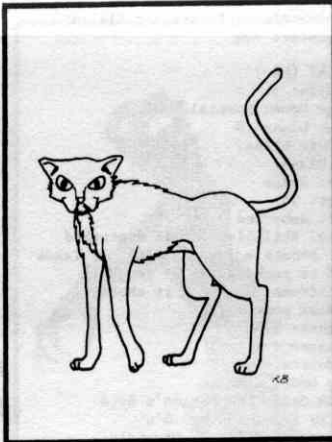
Hit Dice: 1  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Deer-Rotund  
 Height: 1M  
 Color: Brown  
 Special Abilities: 1. Bounces along its merry way 2. Don't eat or one will bounce and laugh for days.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Sample  
 Origin Code: America  
 Gravity Code: .9 to 3 G's  
 Environment Code: H- Plain  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 0

**SANNEK**

Hit Dice: 10  
 Damage Done: 2-20 By Bite 4-40 By Tail  
 Armour Class: 3  
 Treasure Class: E  
 Junk Class: E  
 Class: Serpent  
 Height: 10M  
 Color: Sandy-Brown  
 Special Abilities: 1. Eats rock 2. Very sensitive to moisture & movement 3. Does not Constrict 4. No Vital Spots 5. Voids Tannak stones.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Sample  
 Origin Code: E.C. Tubb-Dumarest-Web of sands.  
 Gravity Code: .9 to 3 G's  
 Environment Code: D-Forest  
 Temperature Range Code: I - Hot (40 to 80 degrees)  
 Base Experience Points for Killing Monster: 200

**RUST MONSTER 1**

Hit Dice: 5  
 Damage Done: 1-4 2A/M By Claws 2-8 By Bite  
 Armour Class: 5  
 Treasure Class: F  
 Junk Class: F  
 Class: Mammalia- Feline  
 Height: 3M  
 Color: Red  
 Special Abilities: 1. Rust touch 2. Eats rust  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 110

**SANY (Cal-)**

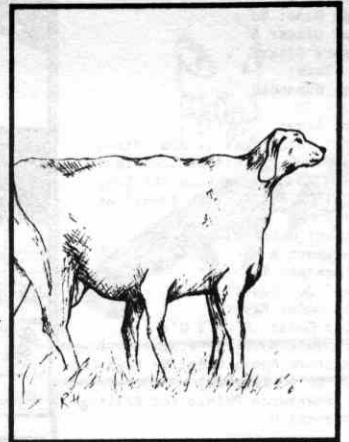
Hit Dice: 2  
 Damage Done: 1-4 By Claws  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Dog- Cow  
 Height: 2M  
 Color: Brown to Red  
 Special Abilities: 1. Carry 300kg.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: Alan Burt Akers Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: M - Underground  
 Temperature Range Code: F - Fair (25 to 30 Degrees)  
 Base Experience Points for Killing Monster: 30

**RUSTER**

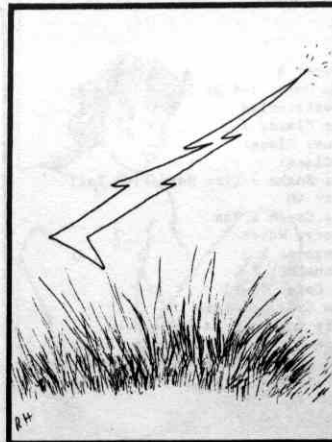
Hit Dice: .5  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Tinkle  
 Height: .5M  
 Color: Red  
 Special Abilities: 1. The touch of this tinkle rusts all iron (even magical) 2. Aka Tinkle #63  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: Dragon's Byte - Tinkles  
 Gravity Code: .9 to 3 G's  
 Environment Code: H- Plain  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 0

**SANY (Her-)**

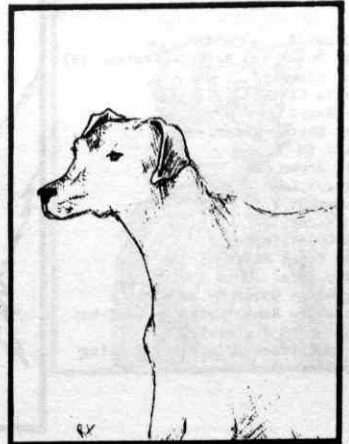
Hit Dice: 4  
 Damage Done: 1-4 4A/M By Hooves 1-4 By Butt  
 Armour Class: 7  
 Treasure Class:  
 Junk Class: Class: Dog - Cow  
 Class: Dog-Cow  
 Height: 3M  
 Color: Chalky White  
 Special Abilities: 1. Saddle animal -6 legs.  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: Alan Burt Akers - Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: M- Underground  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 90

**SOFORÉE**

Hit Dice: 4  
 Damage Done: Special  
 Armour Class: 6  
 Treasure Class:  
 Junk Class:  
 Class: Grass  
 Height: 8M  
 Color: Grey  
 Special Abilities: 1. Electric Bolt (1-20) 2. Destroyed by running water.  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 70

**SANY (Prey-)**

Hit Dice: 3  
 Damage Done: 1-6 By Claws  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Dog- Cow  
 Height: 2M  
 Color: Brown to Red  
 Special Abilities: 1. Carries up to 500kg.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: Alan Burt Akers - Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: M- Underground  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 40



**SARU -NO-FUTACHI**

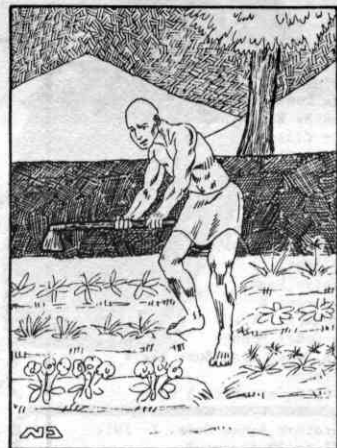
Hit Dice: .5  
 Damage Done: None  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Mouse-Weasel  
 Height: .5M  
 Color: Brown/Blue Glow  
 Special Abilities: 1. Hit only by gold 2. Glows brightly in the dark 3. Laughs at any useless attempt to kill it 4. Lives in trees.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: Japan  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 0

**SCRAMBLER**

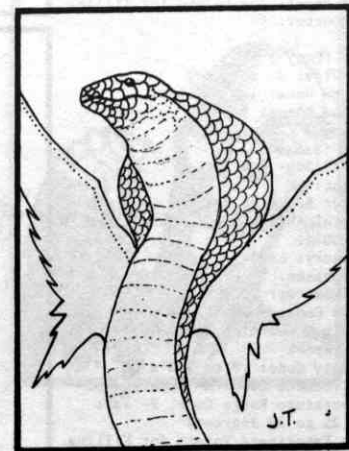
Hit Dice: .5  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Tinkle  
 Height: .5M  
 Color: Green  
 Special Abilities: 1. This Tinkle will cause the minds of 1-2 people per day to switch bodies. REMOVE CURSE (6th Level) is needed.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Dragon's Byte - Tinkle  
 Gravity Code: H - Plain  
 Temperature Range Code: G - Temperate  
 Base Experience Points for Killing Monster: 0

**SEKHITU**

Hit Dice: 2  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Humanoid  
 Height: 2M  
 Color: Brown  
 Special Abilities: 1. Aka "Field Laborer" 2. Sole purpose is to care for gardens and the like. CONTROL PLANT (15th level) at will.  
 Category: Other-dimensional  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: Egypt  
 Gravity Code: .9 to 3 G's  
 Environment Code: H- Plain  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 0

**SEMI**

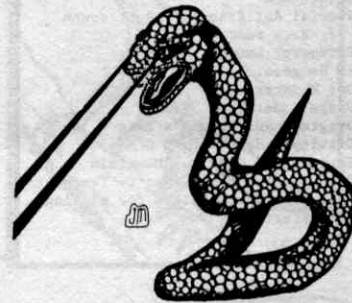
Hit Dice: 3  
 Damage Done: 1-3 By Bite (Poison 19)  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Cobra- Winged  
 Height: 3M  
 Color: Brown  
 Category: Land & Air  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Venom  
 Origin Code: Egypt  
 Gravity Code: .9 to 3 G's  
 Environment Code: B- Desert  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 90

**SENNIN**

Hit Dice: 5  
 Damage Done: Special  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Spirit-Humanoid  
 Height: 2M  
 Color: Pink  
 Special Abilities: 1. Hit only by magic or energy. 2. Travel astrally. 3. Produce Horse from a magical gourd. 4. Walk on water. 5. Fly. 6. CONTROL WEATHER (10th Level).  
 Category: Other- Dimensional  
 In Dungeon: Y  
 Usage Code: --  
 Origin Code: Japan  
 Gravity Code: --  
 Environment Code: G- Mountain  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Special Environment Code: High Noxious gas content  
 Base Experience Points for Killing Monster: 130

**SERPENT (LA-)**

Hit Dice: 5  
 Damage Done: Special  
 Armour Class: 0  
 Treasure Class:  
 Junk Class:  
 Class: Snake  
 Height: .5  
 Color: Ruby Red  
 Special Abilities: 1. If disturbed it shoots a laser (2-16) 2. Takes 3M to recharge 3. On 2nd M it stiffens, on 3rd M it shoots 4. Solar powered.  
 Category: Land  
 In Dungeon: N  
 Our Monster: y  
 Usage Code: Sample  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: J- Very Hot (80 to 200 degrees); Return K-Super hot (200 to 600 degrees)  
 Base Experience Points for Killing Monster: 45

**SERPENT (Slime)**

Hit Dice: 4  
 Damage Done: None  
 Armour Class: 9  
 Treasure Class:  
 Junk Class:  
 Class: Algae- Snake- Like  
 Height: 10M  
 Color: White-Green  
 Special Abilities: 1. Harmless algal snake  
 Category: Water  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Australia  
 Gravity Code: .9 to 3 G's  
 Environment Code: P - Water (salt)  
 Temperature Range Code: G-Temperate  
 Base Experience Points for Killing Monster: 0

**SERRA**

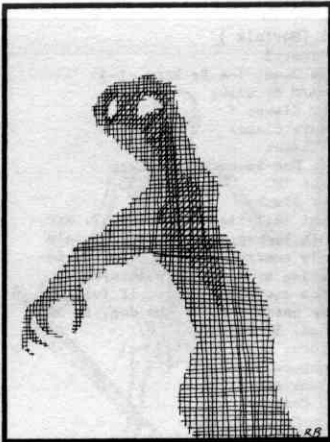
Hit Dice: 4  
 Damage Done: 1-4 By Bite--1-8/M By Constriction  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Snake - Lion Head/Fish Tail  
 Height: 4M  
 Color: Green & Tan  
 Category: Water  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: England  
 Gravity Code: .9 to 3 G's  
 Environment Code: 0 - Water (fresh)  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 70



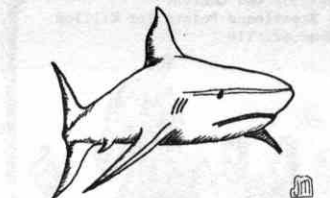
**SETCHA**  
 Hit Dice: 2  
 Damage Done: 1-4 2A/M By Claws--  
 1-4 By Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Leopard-Serpent Head  
 Height: 2M  
 Color: Yellow-Blacks Spots  
 Catagory: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: Egypt  
 Gravity Code: .9 to 3 G's  
 Environment Code: B- Desert  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing  
 Monster: 50



**SHADE**  
 Hit Dice: 5  
 Damage Done: Special  
 Armour Class: 8  
 Treasure Class: E  
 Junk Class: E  
 Class: Undead-Non-Corporeal  
 Height: 3M  
 Color: Grey  
 Special Abilities: 1. Hit only by magic or energy. 2. If there were special conditions surrounding the shade's death (90%) then those conditions will be transmitted by the shade's touch (i.e. disease, emotional state, curse, etc.)  
 Category: Undead  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Dragon's Byte  
 Temperature Range Code: --  
 Special Environment Code: High Noxious gas content  
 Base Experience Points for Killing  
 Monster: 90



**SHARK (Soul)**  
 Hit Dice: 4  
 Damage Done: 1-8 By Bite  
 Armour Class: 7  
 Treasure Class: I  
 Junk Class: I  
 Class: Shark  
 Height: 3M  
 Color: Grey  
 Special Abilities: 1. Causes one to project Astrally and then eats one's body 2. It is Ethereal and not Astral.  
 Category: Other-dimensional  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: A- Air  
 Temperature Range Code: --  
 Base Experience Points for Killing  
 Monster: 90



**SHAYATIN**  
 Hit Dice: 2  
 Damage Done: By Weapon--1-3 2A/M By Claws--1-4 By Hoof  
 Armour Class: 7  
 Treasure Class: A  
 Junk Class: A  
 Class: Humanoid- Horns/Hooves  
 Height: 2M  
 Color: Red  
 Special Abilities: 1. Hit only by magic or energy. 2. Found in filthy places. 3. Children resemble progressively more humanoid spiders. 4. Flee from the fluttering of pigeons.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: Persia  
 Gravity Code: .9 to 3 G's  
 Environment Code: B- Desert  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing  
 Monster: 65



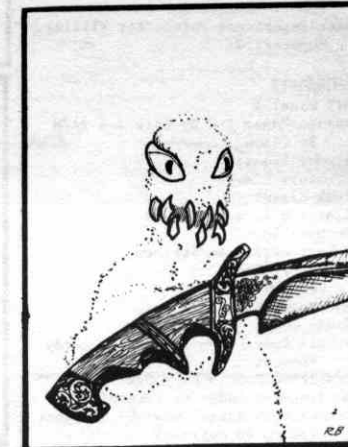
**SHEMTI**  
 Hit Dice: 5  
 Damage Done: 1-4 8A/M By Bite  
 --1-8/M By Constriction  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Snake- 4 Heads on each end  
 Height: 5M  
 Color: Black  
 Catagory: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Egypt  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing  
 Monster: 150



**SHENSU HERU**  
 Hit Dice: 2  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Humanoid- Spirit  
 Height: 2M  
 Color: Blue  
 Special Abilities: 1. Aka "Follower of Horus" 2. These spirits will show the player back to its body if its astral form gets lost.  
 Category: Land, Water, Air, & Other-dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Egypt  
 Gravity Code: --  
 Environment Code: --  
 Temperature Range Code: --  
 Special Environment Code: High Noxious Gas Content  
 Base Experience Points for Killing  
 Monster: 0



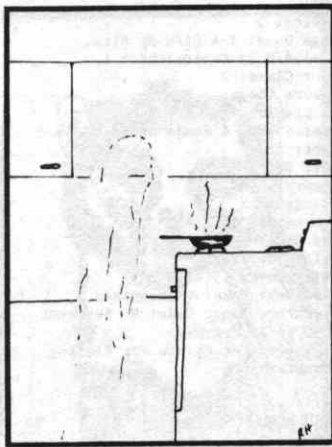
**SHIREI**  
 Hit Dice: 2  
 Damage Done: Curse (5th level)  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Spirit  
 Height: 2M  
 Color: Invisible  
 Special Abilities: 1. Hit only by magic or energy 2. Vengeful spirit.  
 Category: Undead  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Familiar  
 Origin Code: Japan  
 Gravity Code: --  
 Environment Code: --  
 Temperature Range Code: --  
 Special Environment Code: High Noxious gas content  
 Base Experience Points for Killing  
 Monster: 70



**SHOE MONSTER**  
 Hit Dice: 2  
 Damage Done: 1-4 by Club  
 Armour Class: 5  
 Treasure Class:  
 Junk Class:  
 Class: Monkey  
 Height: 1M  
 Color: Brown  
 Special Abilities: 1. Shoes as treasure 2. Goes absolutely crazy over the sight of shoes.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing  
 Monster: 40



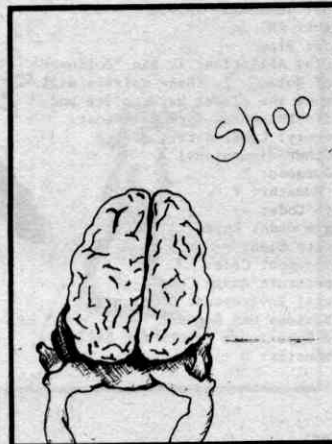
**SHOJO**  
 Hit Dice: 2  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Spirit of Epicureanism  
 Height: 2M  
 Color: White  
 Special Abilities: 1. Hit only by magic or energy. 2. Will disappear if attacked. 3. If charmed by music (it resists at 6th Level), it gives a hair which will allow a hook to catch fish without bait.  
 Category: Other-Dimensional  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Sample  
 Origin Code: Japan  
 Gravity Code: .9 to 3 G's  
 Environment Code: D - Forest  
 Temperature Range Code: F - Fair (25 to 30 Degrees)  
 Base Experience Points for Killing Monster: 0



**SHUCK (Essex)**  
 Hit Dice: 2  
 Damage Done: 1-5 By Bite  
 --1-3 2A/M By Claws  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Dog-Saucer-sized Eyes  
 Height: 1.5m  
 Color: Black  
 Special Abilities: 1. Demon 2. Hit only by magic or energy 3. Aids lonely night travelers 4.Nocturnal.  
 Category: Other-Dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: England  
 Gravity Code: .9 to 3 G's  
 Environment Code: --  
 Temperature Range Code: J- Very Hot (80 to 200 degrees): Return K-Super Hot (200 to 600 degrees)  
 Special Environment Code: High Noxious gas content  
 Base Experience Points for Killing Monster: 70



**SHOO MONSTER**  
 Hit Dice: 1  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Mamalia (Intellect Devoreroid)  
 Height: 1/3M  
 Color: Brown  
 Special Abilities: 1. Leaves when one says, "Shoo!"  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: H- Plain  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 0



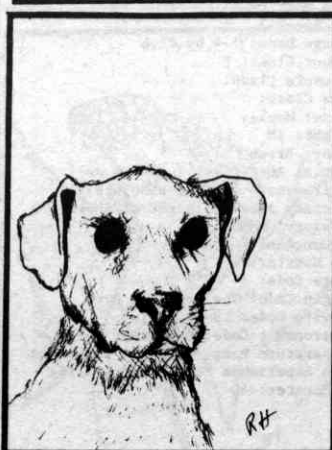
**SHUCK (Norfolk)**  
 Hit Dice: 2  
 Damage Done: 1-4 By Bite--1-3 2A/M By Claws  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Dog-Saucer-sized Eyes  
 Height: 2M  
 Color: Black  
 Special Abilities: 1. Demon. 2. Hit only by magic or energy. 3. Only Holy energy stops it from regenerating at 3 damage points/M. 4. Once one has seen it, it follows one until one, or the dog, is dead. 5. Nocturnal.  
 Category: Other-Dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: England  
 Gravity Code: .9 to 3 G's  
 Environment Code: --  
 Temperature Range Code: J - Very Hot (80 to 200 Degrees): Return K - Super hot (200 to 600 Degrees)  
 Special Environment Code: High Noxious Gas Content  
 Base Experience Points for Killing Monster: 110



**SHORGORTZ**  
 Hit Dice: 4  
 Damage Done: 1-8 By Fire 1-4 2A/M By Claws  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Risslaca- 4 eyes  
 Height: 4M  
 Color: Red/Green Stripes  
 Category: Land  
 In Dungeon: Y  
 Our Monster: y  
 Usage Code: --  
 Origin Code: Alan Burt Akers -Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 70



**SHUCK (Black)**  
 Hit Dice: 2  
 Damage Done: 1-4 By Bite--1-3 2A/M By Claws  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Dog-Saucer-Sized Eyes  
 Height: 1.5M  
 Color: Black  
 Special Abilities: 1. Demon 2.Hit only by magic or energy 3. Leaves one alone if it is not challenged 4. Guard for treasures 5. Holy Water does 1 HD/vial.  
 Category: Other-dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: England  
 Gravity Code: .9 to 3 G's  
 Environment Code: --  
 Temperature Range Code: J- Very Hot (80 to 200 degrees) : return K-Super Hot (200 to 600 degrees)  
 Special Environment Code: High Noxious gas content  
 Base Experience Points for Killing Monster: 70



**SIKULOKOBUZUKA**  
 Hit Dice: 3  
 Damage Done: Weapon  
 Armour Class: 8  
 Treasure Class: B  
 Junk Class: B  
 Class: Humanoid  
 Height: 2M  
 Color: Black  
 Special Abilities: 1. Its legs are wax 2. if one wrestles it and wins, one is given the knowledge of 1-6 Herbs, as well as becoming ill for a year (REMOVE CURSE needed) 3. +5 Damage.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Sample  
 Origin Code: Africa  
 Gravity Code: .9 to 3 G'a  
 Environment Code: D- Forest  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 80



**SITH (Baobhan)**  
 Hit Dice: 5  
 Damage Done: 1-4 STR/M By Blood  
 Drain-1-8 2A/M By Claws  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Human- Woman  
 Height: 2M  
 Color: White  
 Special Abilities: 1. Hit only by magic or energy 2. CHA=20, COM=20 3. Become Ethereal at will.  
 Category: Undead  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: England  
 Gravity Code: .9 to 3 G's  
 Environment Code: --  
 Temperature Range Code: --  
 Special Environment Code: High Noxious gas content  
 Base Experience Points for Killing Monster: 190



**SKELETON 3**  
 Hit Dice: 2  
 Damage Done: By Weapon  
 Armour Class: 5  
 Treasure Class: C  
 Junk Class: C  
 Class: Undead-Skeleton  
 Height: 2M  
 Color: White  
 Special Abilities: 1. Int. 2. Spirit can leave skeleton at will 3. Spirit is hit only by magic or energy.  
 Category: Undead  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: Japan  
 Gravity Code: .9 to 3 G's  
 Environment Code: --  
 Temperature Range Code: --  
 Special Environment Code: High Noxious gas content  
 Base Experience Points for Killing Monster: 60



**SLEETH**  
 Hit Dice: 2  
 Damage Done: 1-4 By Bite 1-4 by Claw  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Reptile- Bipedal  
 Height: 2M  
 Color: Brown-Green  
 Special Abilities: 1. Slow riding reptile  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: Alan Burt Akers - Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: H- Plain  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 40



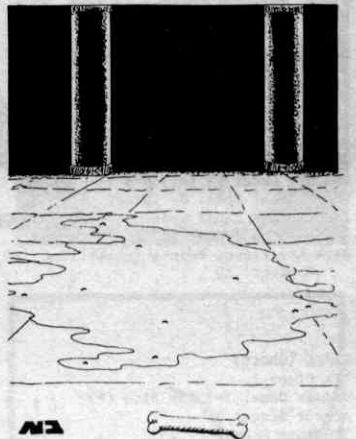
**SLIDE ROCK BOLTER**  
 Hit Dice: .5  
 Damage Done: 1-4 By Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Lizard  
 Height: .5M  
 Color: Grey-brown  
 Special Abilities: 1. Sits on top of a hill waiting for food, then rushes down the hill and gobbles it (i.e. the player) up.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: America  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 0



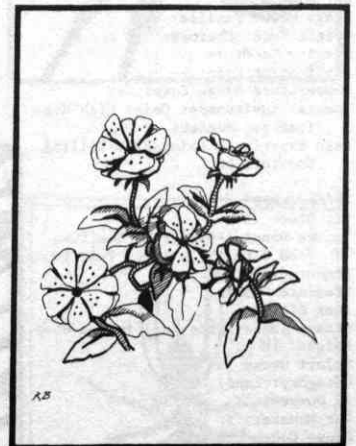
**SLIDE ROCK BOLTER (Giant)**  
 Hit Dice: 6  
 Damage Done: 1-4 2A/M by Claws--  
 1-6/M By Digestion if swallowed  
 Armour Class: 7  
 Treasure Class: E  
 Junk Class: E  
 Class: Lizard  
 Height: 6M  
 Color: Grey-brown  
 Special Abilities: 1. Sits on top of a hill waiting for food then rushes down the hill and gobbles it (i.e., the player) up.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: America  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 90



**SLIME (Constriction)**  
 Hit Dice: 2  
 Damage Done: 2-8 /M By Constriction  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Protoplasm  
 Height: 2M  
 Color: Grey  
 Special Abilities: 1. Only spread by swords & the like 2. Adds 2 CON points to anyone it touches it will then follow him as a loyal servant.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: J- Very hot (80 to 200 degrees): Return K-Super hot (200 to 600 degrees)  
 Base Experience Points for Killing Monster: 40



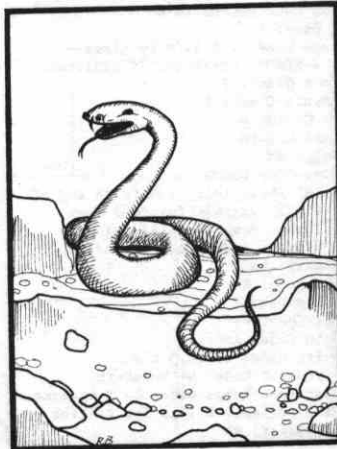
**SLITH**  
 Hit Dice: 2  
 Damage Done: Special  
 Armour Class: 8  
 Treasure Class: C  
 Junk Class: C  
 Class: Flower  
 Height: 2M  
 Color: White  
 Special Abilities: 1. Blossoms drain blood at 2 STR/M 2. Narcotic Pollen may cause SLEEP (60%-5%/ level)  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Sample  
 Origin Code: Lin Carter - World's End  
 Gravity Code: .9 to 3 G's  
 Environment Code: D - Forest  
 Temperature Range Code: I - Hot (40 to 80 Degrees)  
 Base Experience Points for Killing Monster: 50



**SNAKE (Eternity)**  
 Hit Dice: 1  
 Damage Done: 1-3 By Bite (V)  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Snake  
 Height: 1M  
 Color: Yellow

Special Abilities: Venom- puts victim in time statis until antidote or REVERSE TIME STOP is given. Antidote is snakes blood injected (1-4 pips damage) 2. Bites tail and rolls around in a hoop.

Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Venom  
 Origin Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 75



**SNAKE (Ruby)**  
 Hit Dice: 2  
 Damage Done: 1-2 By Bite (V)  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Snake  
 Height: .2M  
 Color: Brown/Red-Head  
 Special Abilities: 1. Venom trans-

forms one into a ruby  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 5



**SNAKE (Furred)**  
 Hit Dice: 1  
 Damage Done: 1-4 By Bite (V)  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Snake  
 Height: 1M  
 Color: White & Brown

Special Abilities: 1. Venom drains 1-4 by heat drain/M

Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: D- Cold (-15 to 5 degrees)  
 Base Experience Points for Killing Monster: 30



**SNAKE (Wood)**  
 Hit Dice: 1  
 Damage Done: 1-4 By Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Snake  
 Height: 1M  
 Color: Brown  
 Special Abilities: 1. Transmute flesh to Wood, which it then eats 2. Eyes are 1000 GP gems.

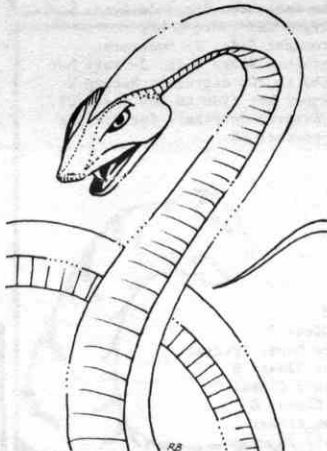
Category: Land  
 In Dungeon: Y  
 In Dungeon: Y  
 Our Monster:  
 Usage Code: Venom  
 Origin Code: The Dragon's Byte  
 Gravity Code: --  
 Environment Code: D- Forest  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 40



**SNAKE (Ghost)**  
 Hit Dice: 1  
 Damage Done: 1-3 By Bite (P)  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Snake- Arrowheaded  
 Height: 1M  
 Color: Invisible

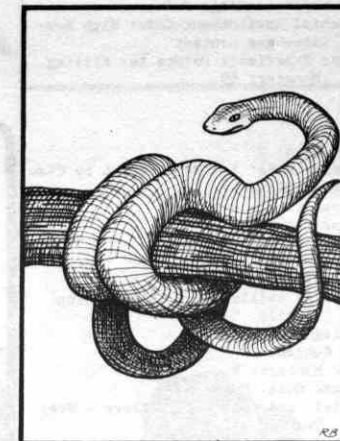
Special Abilities: 1. Poison-17  
 2. Hit only by magic or energy 3. Levitate at will  
 4. Visible only to a Medicine person.

Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Familiar  
 Origin Code: Cherokee  
 Gravity Code: --  
 Environment Code: --  
 Temperature Range Code: --  
 Special Environment Code: High Noxious gas content  
 Base Experience Points for Killing Monster: 60



**SNAKE (Wood)**  
 Hit Dice: .5  
 Damage Done: 1 By Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Snake  
 Height: 50CM  
 Color: Brown  
 Special Abilities: 1. Wizard spells (15th level) but rarely uses them for humans.

Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Cherokee  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 70



**SNAKE (Hoop) 2**  
 Hit Dice: .5  
 Damage Done: 1-8/Hour by Swelling from Bite (V) - lasts 2-10 hours  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Snake-Bites Tail into a Hoop  
 Height: 1M  
 Color: Green  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Venom  
 Origin Code: America  
 Gravity Code: .9 to 3 G's  
 Environment Code: H- Plain  
 Temperature Range Code: G-Temperate  
 Base Experience Points for Killing Monster: 0



**SNARK**  
 Hit Dice: 1  
 Damage Done: 1-8 By Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Rat  
 Height: 1M  
 Color: Brown Green  
 Special Abilities: 1. Reported to taste good 2. Eating heart adds 1 CON & 1 STR.

Category: Land  
 In Dungeon: N  
 Our Monster: N  
 Usage Code: Sample  
 Origin Code:  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 30



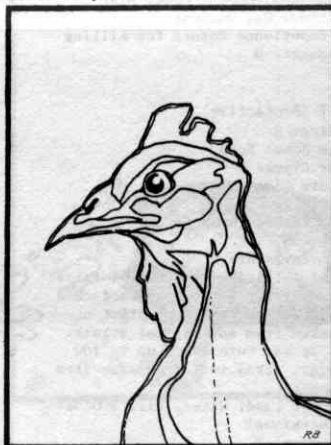
### SNEEZER

Hit Dice: 3  
 Damage Done: 1-4 By Beak  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Dove  
 Height: 3M  
 Color: Brown & Blue  
 Special Abilities: 1. Shifts between dimensions (especially if frightened) this produces a noise like a sneeze.  
 Category: Air & Other-Dimensional  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: A- Air  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 60



### SNIPE

Hit Dice: .5  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Bird  
 Height: .5M  
 Color: Brown  
 Special Abilities: 1. Very similar to a Woodcock 2. Coots  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: America  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster: 0



### SNIVLER

Hit Dice: 3  
 Damage Done: 1-2 By Obnoxious noises  
 Armour Class: 4  
 Treasure Class: A  
 Junk Class: A  
 Class: Humanoid-Burnt-Orange Shell-Black Hair on top  
 Height: 1.2M  
 Color: Brown  
 Special Abilities: 1. The only way to get rid of it is to ignore it, but it can be driven off temporarily by a bar of soap or a razor. 2. It follows one around telling one to smile, and other obnoxious things of that nature. Is very boring.....  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Alfred Donavan - Miscellaneous  
 Gravity Code: .9 to 3 G's  
 Environment Code: --  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 70



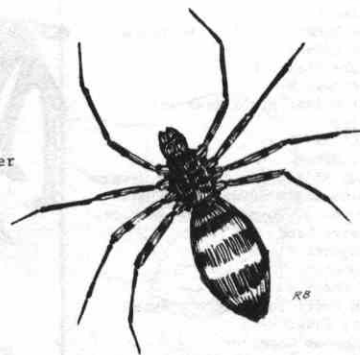
### SPECTRE OF MUTUAL LOATHIN

Hit Dice: 5  
 Damage Done: Special  
 Armour Class: 8  
 Treasure Class: A  
 Junk Class: A  
 Class: Undead-Humanoid  
 Height: 2M  
 Color: Pink  
 Special Abilities: 1. Any Damage done to it is reversed upon the attacker and vice-versa. 2. Smiles until hurt and may then run away (cowardly).  
 Category: Undead  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: Alan Burt Akers- Dray Prescot  
 Gravity Code: .9 to 3 G's  
 Environment Code: --  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 80



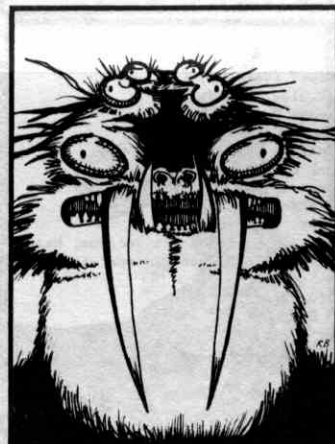
### SPIDER (Garden)

Hit Dice: 3  
 Damage Done: 1-4 By Bite (V)  
 Armour Class: 7  
 Treasure Class: E  
 Junk Class: E  
 Class: Spider  
 Height: 3M  
 Color: Black & Yellow  
 Special Abilities: 1. Small spider in light. It grows in darkness 2. WEB 3/day 3. Venom Paralytic (12)  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: Japan  
 Gravity Code: H- Plain  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 70



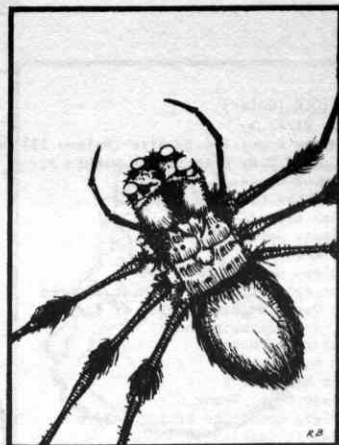
### SPIDER (Goblin)

Hit Dice: 2  
 Damage Done: 1-4 By Bite (P)  
 Armour Class: 8  
 Treasure Class: C  
 Junk Class: C  
 Class: Spider  
 Height: 2M  
 Color: Grey  
 Special Abilities: 1. May take on human form 2. Poison (16) 3. WEB 6/day.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Venom  
 Origin Code: Japan  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 80



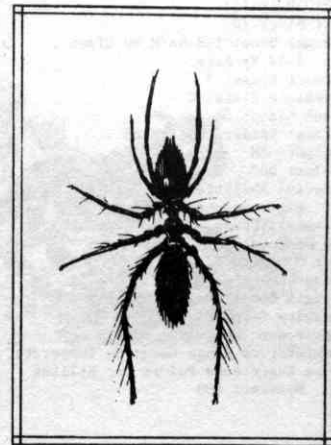
### SPIDER (Hypnotic)

Hit Dice: 2  
 Damage Done: 1-4 By Bite (V)  
 Armour Class: 8  
 Treasure Class: G  
 Junk Class: G  
 Class: Spider  
 Height: 2M  
 Color: Brown- Golden Eyes  
 Special Abilities: 1. Gaze hypnotizes (12th level) if met. 2. Venom-paralytic (13) . 3. Drops from ceiling.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Venom  
 Origin Code: Alan Burt Akers - Dray Prescot  
 Gravity Code: .9 to 3 G's  
 Environment Code: D - Forest  
 Temperature Range Code: H - Semi-Hot (30 to 40 Degrees)  
 Base Experience Points for Killing Monster: 110



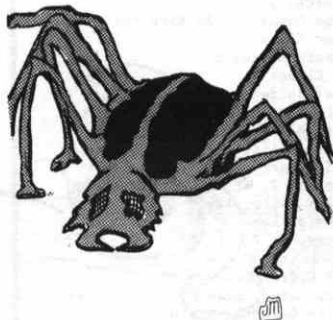
### SPIDER (Pool)

Hit Dice: 2  
 Damage Done: 1-4 By Bite -- 1-8/M By Drowning  
 Armour Class: 6  
 Treasure Class: G  
 Junk Class: G  
 Class: Spider  
 Height: 2M  
 Color: Black  
 Special Abilities: 1. Lives in a pool 2. If one falls asleep by pool it stealthily ties webbing to ones foot then, when it is ready, it pulls one into the pool and eats 3. STR=30 4. Thief abilities 8th level.  
 Category: Land & Water  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: Japan  
 Gravity Code: .9 to 3 G's  
 Environment Code: 0- water (fresh)  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 180



**SPIDER (Slime)**

Hit Dice: 6  
 Damage Done: 1-10 4A/M By Tentacles  
 Armour Class: 5  
 Treasure Class: F  
 Junk Class: F  
 Class: Spider-Fluid Head and limbs  
 Height: 3M  
 Color: Brown  
 Special Abilities: 1. Magic weapons do no extra damage. 2. STONE touch. 3. Turned by Wolvesbane.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: --  
 Environment Code: --  
 Temperature Range Code: --  
 Base Experience Points for Killing Monster:

**SPIRIT (Peyotl)**

Hit Dice: 2  
 Damage Done: None  
 Armour Class: 9  
 Treasure Class:  
 Junk Class:  
 Class: Man - Peyotl Button in Palm  
 Height: 2M  
 Color: Coppery  
 Special Abilities: 1. It will visit one on occasion. During that time one will have the chance to grab the peyotl button (5% +5%/level). If grabbed it gives one REMOTE SENSING 3/week+ LoE.  
 2. Hit only by magic or energy.  
 Category: Other-Dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Familiar  
 Origin Code: Comanchee  
 Gravity Code: --  
 Environment Code: --  
 Temperature Range Code: --  
 Special Environment Code: High Noxious Gas Content  
 Base Experience Points for Killing Monster: 0

**SPIDER (Vacuum)**

Hit Dice: 2  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Spider  
 Height: 1M  
 Color: Luminescent  
 Special Abilities: 1. Vacuum, heat cold, & poison gas resistant.  
 2. Web.  
 Category: Air  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 jto 3 G's  
 Environment Code: K- Space (solar)  
 Temperature Range Code: B- Solar Temperate.  
 Base Experience Points for Killing Monster: 0

**SPIRIT (Protective)**

Hit Dice: 3  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Spirit-Humanoid  
 Height: 3M  
 Color: Invisible  
 Special Abilities: 1. It will interpose itself between the attacked and the attacker to protect attacked from any magical attack.  
 2. It can turn aside up to 100 SP/day (this includes magic item damage).  
 Category: Land, Water, Air, & Other-Dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Familiar  
 Origin Code: Egypt  
 Gravity Code: --  
 Environment Code: --  
 Temperature Range Code: --  
 Special Environment Code: High Noxious Gas Content  
 Base Experience Points for Killing Monster: 0

**SPIDER (Water)**

Hit Dice: 5  
 Damage Done: 1-6 By Bite (Poison 12)  
 1-8/M By Electricity within 1.  
 Armour Class: 5  
 Treasure Class:  
 Junk Class:  
 Class: Spider  
 Height: 5m  
 Color: Grey  
 Special Abilities: 1. Must Breathe Ozone within 3 turns or die.  
 2. Underwater huts.  
 Category: Water  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Venom  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: P- Water (salt)  
 Temperature Range Code: --  
 Base Experience Points for Killing Monster: 100

**SPIRIT OF SIN**

Hit Dice: 4  
 Damage Done: Special  
 Armour Class: 5  
 Treasure Class:  
 Junk Class:  
 Class: Undead-Zombie  
 Height: 3M  
 Color: Black and Red  
 Special Abilities: 1. Hit only by magic or energy. 2. Touch causes rotting in that part of the body. The rotted part will remain on the body. (REMOVE CURSE required). 3. Turned as a vampire.  
 Category: Undead  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Dragon's Byte  
 Gravity Code: --  
 Environment Code: --  
 Temperature Range Code: --  
 Base Experience Points for Killing Monster: 115

**SPIDER (Wolf)**

Hit Dice: 10  
 Damage Done: 1-8 4A/M By Claws  
 1-12 By Bite  
 Armour Class: 5  
 Treasure Class: C  
 Junk Class: C  
 Class: Spider-Wolf Head  
 Height: 8M  
 Color: Red  
 Special Abilities: 1. Hit only by magic weapons  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 190

**SQUIRREL (Grey)**

Hit Dice: 5  
 Damage Done: 1-2 By Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Squirrel  
 Height: .5M  
 Color: Grey  
 Special Abilities: 1. Vicious  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: America  
 Gravity Code: .9 to 3 G's  
 Environment Code: D - Forest  
 Temperature Range Code: G - Temperate  
 Base Experience Points for Killing Monster: 0





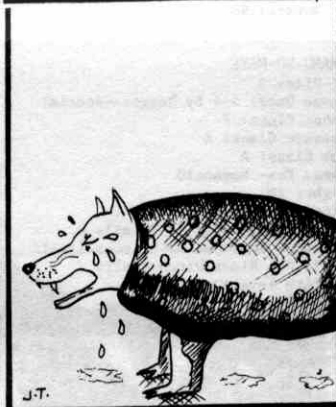
**SQUIRREL (Red)**  
 Hit Dice: .5  
 Damage Done: 1-3 By Bite  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Squirrel  
 Height: .5M  
 Color: Red  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: America  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: G-Temperate  
 Base Experience Points for Killing  
 Monster: 0



**STAVRER**  
 Hit Dice: 2  
 Damage Done: 1-5 By Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Dog-8 Legs  
 Height: 1.5M  
 Color: Grey  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: Alan Burt Akers - Dray  
 Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: M- Underground  
 Temperature Range Code: F- Fair  
 (25 to 30 degrees)  
 Base Experience Points for Killing  
 Monster: 30



**SQUONK**  
 Hit Dice: 1  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Dog/Squamous Armadillo  
 Height: 2M  
 Color: Black  
 Special Abilities: 1. Cries all the  
 time thus leaving behind a trail  
 of tears 2. If captured it will  
 cry itself into a puddle of  
 tears.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: America  
 Gravity Code: .9 to 3 G's  
 Environment Code: H- Plain  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing  
 Monster: 0



**STEED (Lizard)**  
 Hit Dice: 2  
 Damage Done: 1-4 2A/M By Hooves  
 1-5 By Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Lizard (Horse)  
 Height: 2M  
 Color: Purple  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: B- Desert  
 Temperature Range Code: F- Fair  
 (25 to 30 degrees)  
 Base Experience Points for Killing  
 Monster: 50



**STAG (White)**  
 Hit Dice: 3  
 Damage Done: 1-3 2A/m By Hooves--  
 1-10 By Antlers  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Deer  
 Height: 3M  
 Color: White  
 Special Abilities: 1. Regenerates  
 at 5 damage points/day unless  
 burnt.  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Sample  
 Origin Code: Japan  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: G-Temperate  
 Base Experience Points for Killing  
 Monster: 60



**STONE (Life)**  
 Hit Dice: 2  
 Damage Done: 5-7 SP or PSP/M By  
 Touch (Unnoticed)  
 Armour Class: 0  
 Treasure Class:  
 Junk Class:  
 Class: Rock  
 Height: 2M  
 Color: Green & Red  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Sample  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: --  
 Special Environment Code: High Nox-  
 ious gas content  
 Base Experience Points for Killing  
 Monster: 40



**STAR**  
 Hit Dice: 2  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Tinkle- Turtle Head  
 Height: 1.5M  
 Color: Grey-Variable Glow  
 Special Abilities: 1. Sparkles in  
 breeze 2. Glows brightly at  
 night 3. Can fly.  
 Category: Land & Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: Cherokee  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: E- Semi-cold  
 (5 to 25 degrees)  
 Base Experience Points for Killing  
 Monster: 0



**STRIGAW**  
 Hit Dice: 2  
 Damage Done: 1-4 2A/M By Claws  
 1-4 By Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Cat  
 Height: 2M  
 Color: Striped Variable  
 Special Abilities: 1. Two spots on  
 rear (Black & White) 2. Has 6  
 legs.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Alan Burt Akers- Dray  
 Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: F- Fair  
 (25 to 30 degrees)  
 Base Experience Points for Killing  
 Monster: 50



**SUCCUBUS**

Hit Dice: 5  
 Damage Done: 1-4 2A/M By Claws  
 1-2 By Bite & 1 CON/M  
 Armour Class: 8  
 Treasure Class: B  
 Junk Class: B  
 Class: Humanoid-Bat Wings  
 Height: 2M  
 Color: Varies  
 Special Abilities: 1. CHARM (8th level)  
 Category: Other-dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: Hell  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: --  
 Base Experience Points for Killing Monster: 125

**SYTRA**

Hit Dice: 4  
 Damage Done: 1-5/M By Digestion  
 (2-6 traps)  
 Armour Class: 8  
 Treasure Class: I  
 Junk Class: I  
 Class: Venus Fly-Trap  
 Height: 5M  
 Color: White  
 Special Abilities: 1. Traps are man-sized 2. Found only in caves.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: Alan Burt Akers - Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 90

**SWALLOW 2**

Hit Dice: .2  
 Damage Done: None  
 Armour Class: 6  
 Treasure Class:  
 Junk Class:  
 Class: Swallow  
 Height: .2M  
 Color: Blue-Black  
 Special Abilities: 1. Contains, in body, the Swallow Stones (black & red)  
 Category: Air  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Sample  
 Origin Code: England  
 Gravity Code: .9 to 3 G's  
 Environment Code: A- Air  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 0

**TAMAMO-NO-MAYE**

Hit Dice: 3  
 Damage Done: 1-4 By Dagger--Special  
 Armour Class: 7  
 Treasure Class: A  
 Junk Class: A  
 Class: Fox- Humanoid  
 Height: 2M  
 Color: Reddish-Brown  
 Special Abilities: 1. 8 tails 2. turns to stone if it sees itself 3. Use Black Witch spells (6th level)  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Japan  
 Gravity Code: .9 to 3 G's  
 Environment Code: D- Forest  
 Temperature Range Code: F- Fair (25 to 30 degrees)  
 Base Experience Points for Killing Monster: 60

**SYEN**

Hit Dice: 6  
 Damage Done: Special  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Non-Corporeal  
 Height: 3M  
 Color: Invisible  
 Special Abilities: 1. Often found guarding treasures 2. Only found in mountains 3. Hit only by magic or energy 4. REPEL (10th level)  
 Category: Undead  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: G- Mountain  
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)  
 Base Experience Points for Killing Monster:

**TANUKI**

Hit Dice: 5  
 Damage Done: Special  
 Armour Class: 7  
 Treasure Class: B  
 Junk Class: B  
 Class: Badger-Bipedal/Large Scrotum  
 Height: 2M  
 Color: Black  
 Special Abilities: 1. ILLUSION (13th level) at will 2. Shape change at will 3. Often wears monk's robes 4. Plays very embarrassing magical tricks on people.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Japan  
 Gravity Code: .9 to 3 G's  
 Environment Code: --  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 150

**SYNTHOCERF**

Hit Dice: 3  
 Damage Done: 1-12 By Antlers  
 Armour Class: 6  
 Treasure Class:  
 Junk Class:  
 Class: Deer  
 Height: 3M  
 Color: Brown  
 Special Abilities: 1. Antlers down its back.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: England  
 Gravity Code: .9 to 3 G's  
 Environment Code: H - Plain  
 Temperature Range Code: D - Cold (-15 to 5 Degrees)  
 Base Experience Points for Killing Monster: 60

**TANUWAS**

Hit Dice: 6  
 Damage Done: 2-12 2A/M By Claws--  
 2-20 By beak  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Hawk  
 Height: 5M  
 Color: Brown & Red  
 Special Abilities: 1. Very vicious.  
 Category: Land & Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Cherokee  
 Gravity Code: .9 to 3 G's  
 Environment Code: A-Air  
 Temperature Range Code: F- Fair (25 to degrees)  
 Base Experience Points for Killing Monster: 125

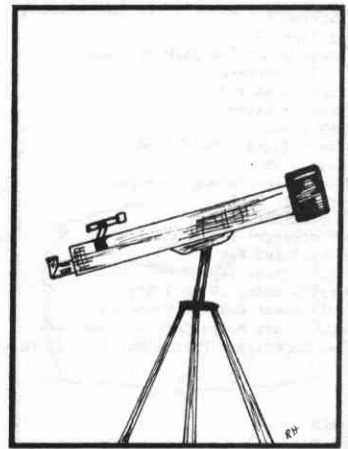


**TCHAN DE BOULE**

Hit Dice: 1  
 Damage Done: None  
 Armour Class: 7  
 Junk Class:  
 Class: Dog -Non-Corporeal  
 Height: 1M  
 Color: Black  
 Special Abilities: 1. Hit only by magic or energy. 2. TELEPORTATION (12th Level) (3/day).  
 3. Its presence warns of coming storms.  
 Category: Land, Water, Air, & Other-dimensional  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: England  
 Gravity Code: --  
 Environment Code: --  
 Temperature Range Code: --  
 Special Environment Code: High Noxious gas content  
 Base Experience Points for Killing Monster: 0

**TEPOSON**

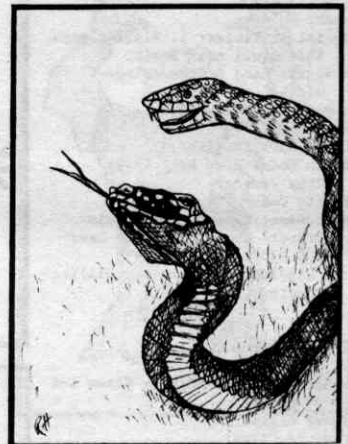
Hit Dice: 2  
 Damage Done: Special  
 Armour Class: 5  
 Treasure Class:  
 Junk Class:  
 Class: Construct-Telescope  
 Height: 2M  
 Color: Black & Silver  
 Special Abilities: 1. When looked into, an energy beam feeds on the Looker's Psionic Energy at 100%-1% PSI. Once the person is drained, the Teposon will animate the body to convince others to look into it. Animated for 2-12M. 2. Energy transmitted to a receiver.  
 Category: Land, Water, Air, and Other-Dimensional  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Familiar  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: --  
 Temperature Range Code: --  
 Special Environment Code: High Noxious Gas Content  
 Base Experience Points for Killing Monster: 90

**TCHI-CO**

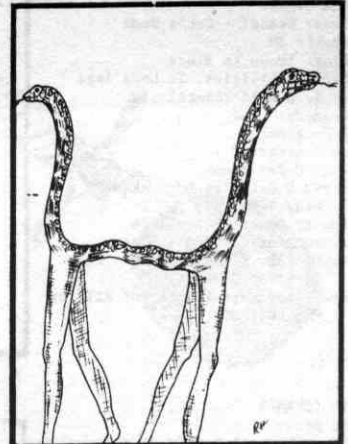
Hit Dice: 2  
 Damage Done: 1-5 By Bite--  
 1-4 2A/M By Claws  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Dog  
 Height: 2M  
 Color: Black  
 Special Abilities: 1. 10% chance that it will hit a vital spot  
 2. +2 to Hit.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: England  
 Gravity Code: .9 to 3 G's  
 Environment Code: D - Forest  
 Temperature Range Code: G- Temperate  
 Base Experience Points for Killing Monster: 70

**TER**

Hit Dice: 5  
 Damage Done: 1-4 2A/M By Bite --  
 1-8/M By Constriction  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Snake - Two-headed  
 Height: 5M  
 Color: Black  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Egypt  
 Gravity Code: .9 to 3 G's  
 Environment Code: G-Mountain  
 Temperature Range Code: H-Semi-Hot (30 to 40 Degrees)  
 Base Experience Points for Killing Monster: 90

**THES-HRAU**

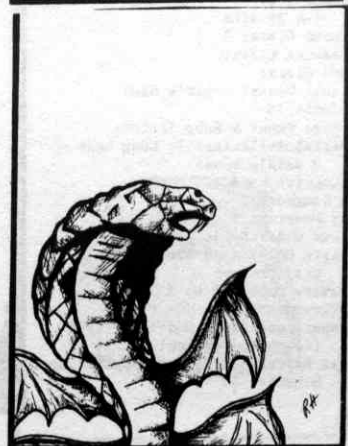
Hit Dice: 5  
 Damage Done: 1-4 2A/M By Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Snake - Head on Both ends  
 Height: 5M  
 Color: Brown  
 Special Abilities: 1. 2 pairs of Humanoid legs.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Egypt  
 Gravity Code: .9 to 3 G's  
 Environment Code: B-Desert  
 Temperature Range Code: H - Semi-Hot (30 to 40 Degrees)  
 Base Experience Points for Killing Monster: 70

**TEPI**

Hit Dice: 10  
 Damage Done: 1-6 By Bite--  
 2-24 /M By Constriction  
 Armour Class: 8  
 Treasure Class: B  
 Junk Class: B  
 Class: Serpent  
 Height: 10M  
 Color: Pink  
 Special Abilities: 1. Middle section composed of 4 human bodies connected and strung out end to end.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: Egypt  
 Gravity Code: .9 to 3 G's  
 Environment Code: G-Mountain  
 Temperature Range Code: H - Semi-Hot (30 to 40 Degrees)  
 Base Experience Points for Killing Monster: 170

**TIBREMAY**

Hit Dice: 2  
 Damage Done: 1-3 By Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Cobra  
 Height: 2M  
 Color: Green/Red Diamonds  
 Special Abilities: 1. Has 4 bat wings & 1 eye 2. Produces a 5M CHAOS PATTERN which hypnotizes anyone looking at it at 100% -3%/INT.  
 Category: Land & Air  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Familiar  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: A-Air  
 Temperature Range Code: H - Semi-Hot (30 to 40 Degrees)  
 Base Experience Points for Killing Monster: 60



**TIGER-WOLF**

Hit Dice: 2  
 Damage Done: 1-4 2A/M By Claws --  
 1-4 By Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Tiger - Wolf Head  
 Height: 2M  
 Color: Black/Orange Stripes  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: Japan  
 Gravity Code: .9 to 3 G's  
 Environment Code: G-Mountain  
 Temperature Range Code: G-Temperate  
 Base Experience Points for Killing Monster: 50

**TIMBERDOODLE**

Hit Dice: 1  
 Damage Done: 1-4 2A/M By Claws  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Pig/Hound - Fat  
 Height: 1M  
 Color: Green  
 Special Abilities: 1. Once it bites it will not let go until it hears thunder. If it is killed while holding on, one must saw through the jaw to get free.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: America  
 Gravity Code: .9 to 3 G's  
 Environment Code: G-Mountain  
 Temperature Range Code: G-Temperate  
 Base Experience Points for Killing Monster: 40

**TIKLO**

Hit Dice: .2  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Gecko  
 Height: .2M  
 Color: Golden  
 Special Abilities: 1. Wiggles more than usual near magic.  
 Category: Land & Other-Dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Familiar  
 Origin Code: Alan Burt Akers  
 Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: C - Mountain  
 Temperature Range Code: H - Semi-Hot (30 to 40 Degrees)  
 Base Experience Points for Killing Monster: 0

**TINKLE (HYPNO-)**

Hit Dice: .5  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Tinkle  
 Height: .5M  
 Color: Variable  
 Special Abilities: 1. If this Tinkle is held before the eyes of a subject, it will increase the chance of hypnotizing (or something similar) the subject by 20%.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Familiar  
 Origin Code: Dragon's Byte Tinkles  
 Gravity Code: .9 to 3 G's  
 Environment Code: H - Plain  
 Temperature Range Code: G-Temperate  
 Base Experience Points for Killing Monster: 0

**TIL (MOR-)**

Hit Dice: 3  
 Damage Done: 1-4 2A/M By Claws 1-4  
 By Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Weasel - Cat's Head  
 Height: 3M  
 Color: Brown to Black  
 Special Abilities: 1. Long legs  
 2. A wild Zhantil  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: Alan Burt Akers  
 Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: H - Plain  
 Temperature Range Code: F - Fair (25 to 30 Degrees)  
 Base Experience Points for Killing Monster: 60

**TINKLE (MESSAGE-)**

Hit Dice: .5  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Tinkle  
 Height: .5M  
 Color: Violet  
 Special Abilities: 1. This Tinkle can be trained to memorize up to 10 minutes of speech, imitating exactly the speaker. Special command words tell it when to stop, start, or erase a memory.  
 Category: Land, Water, Air, & Other-Dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Familiar  
 Origin Code: Dragon's Byte Tinkles  
 Gravity Code: .9 to 3 G's  
 Environment Code: H - Plain  
 Temperature Range Code: G-Temperate  
 Base Experience Points for Killing Monster: 0

**TIL (ZHAN-)**

Hit Dice: 3  
 Damage Done: 1-5 2A/M By Claws  
 1-4 By Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Weasel - Cat's Head  
 Height: 3M  
 Color: Umber & Ruby Stripes  
 Special Abilities: 1. Long Legs - a saddle beast  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: Alan Burt Akers  
 Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: H - Plain  
 Temperature Range Code: F - Fair (25 to 30 Degrees)  
 Base Experience Points for Killing Monster: 60

**TINKLE (MICRO-)**

Hit Dice: .5  
 Damage Done: Special  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Tinkle  
 Height: .5M  
 Color: Brownish Red  
 Special Abilities: 1. This Tinkle constantly emits 1-2HD/M of microwaves. Organic things left too near it tend to get cooked.  
 Range: 2m  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Familiar  
 Origin Code: Dragon's Byte Tinkles  
 Gravity Code: .9 to 3 G's  
 Environment Code: H - Plain  
 Temperature Range Code: G-Temperate  
 Base Experience Points for Killing Monster: 5



**TINKLE (NOVA)**

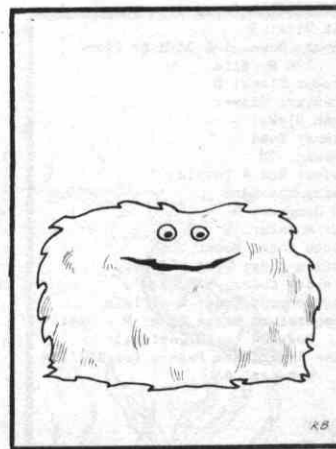
Hit Dice: 1  
 Damage Done: Special  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Tinkle  
 Height: .5M  
 Color: Brown  
 Special Abilities: 1 As a defensive measure, or on a psionic/magical command, it will self-immolate, creating a heat that will do 15HD/M within 3m and 1 less HD/M outside that. 2. It will burn up in 3-18M, but will rise from its ashes alive in 1-4 hours.

Catagory: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Familiar  
 Origin Code: Dragon's Byte  
 Tinkles  
 Gravity Code: .9 to 3 G's  
 Environment Code: H - Plain  
 Temperature Range Code: G-Temperate  
 Base Experience Points for Killing  
 Monster: 50

**TINKLE (POWDER PUFF)**

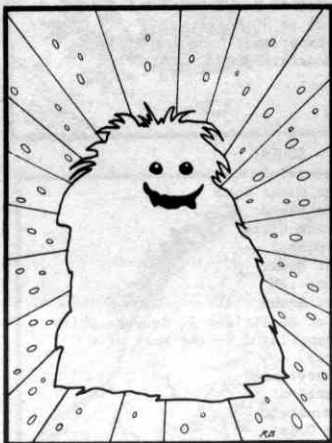
Hit Dice: .5  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Tinkle  
 Height: .5M  
 Color: White to Grey  
 Special Abilities: 1. If severely jarred, it will release a 3 cubic meter powder cloud which will cause coughing for 5-20M.

Catagory: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: Dragon's Byte  
 Tinkles  
 Gravity Code: .9 to 3 G's  
 Environment Code: H - Plain  
 Temperature Range Code: G-Temperate  
 Base Experience Points for Killing  
 Monster: 0

**TINKLE (PHOTO-) 1**

Hit Dice: .5  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Tinkle  
 Height: .5 M  
 Color: Variable  
 Special Abilities: 1. This Tinkle produces a 2m diameter light of the color of the Tinkle. Every 10 minutes it can be prodded into producing a 5m diameter light for 3m, then it will darken for 20 minutes to recuperate.

Catagory: Land & Other-Dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Familiar  
 Origin Code: Dragon's Byte  
 Tinkles  
 Gravity Code: .9 to 3 G's  
 Environment Code: H - Plain  
 Temperature Range Code: G-Temperate  
 Base Experience Points for Killing  
 Monster: 0

**TINKLE (TERROR)**

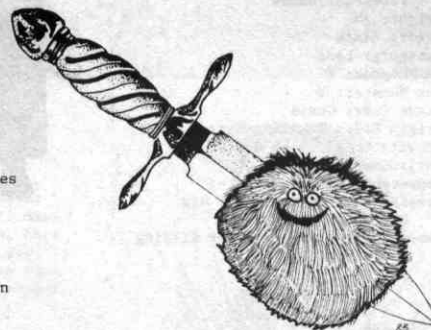
Hit Dice: .5  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Tinkle  
 Height: .5M  
 Color: Black  
 Special Abilities: 1. This Tinkle emits a subtle FEAR (16th Level) which builds up at 1 Level/M. If the victim is exposed to the fear effect for more than his Level in Melee, then there is a 5%/M chance of temporary insanity.

Catagory: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Dragon's Byte  
 Tinkles  
 Gravity Code: .9 to 3 G's  
 Environment Code: H - Plain  
 Temperature Range Code: G-Temperate  
 Base Experience Points for Killing  
 Monster: 0

**TINKLE 1**

Hit Dice: 1  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Small Furry Balls  
 Color: Brown  
 Special Abilities: 1. Excretes 6-36 GP a day

Catagory: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Familiar  
 Origin Code: David U. Chapman  
 Miscellaneous  
 Gravity Code: .9 to 3 G's  
 Environment Code: H - Plain  
 Temperature Range Code: G-Temperate  
 Base Experience Points for Killing  
 Monster: 0

**TINKLE (PHOTO-) 2**

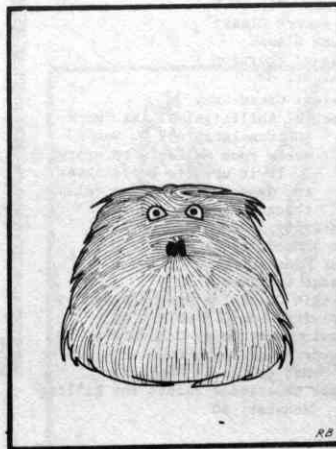
Hit Dice: .5  
 Damage Done: Special  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Tinkle  
 Color: Black  
 Special Abilities: 1. This Tinkle absorbs light of any kind and stores it. This light may be released as a laser beam (4HD) 3 times per day. 2. It can also absorb up to 6 LoE of light from a spell before releasing it.

Catagory: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Familiar  
 Origin Code: Dragon's Byte  
 Tinkles  
 Environment Code: H - Plain  
 Temperature Range Code: G - Temperate  
 Base Experience Points for Killing  
 Monster: 0

**TINKLE 2**

Hit Dice: 5  
 Damage Done: Special  
 Armour Class: 5  
 Treasure Class:  
 Junk Class:  
 Class: Tinkle  
 Height: .25M  
 Color: Brown  
 Special Abilities: 1. Lays GP when on the ground, but Tinkles in one's hands when picked up.

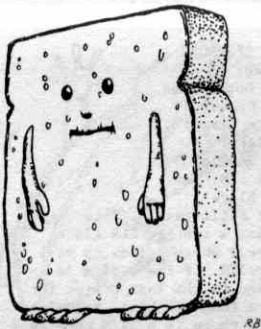
Catagory: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Familiar  
 Origin Code: Dragon's Byte  
 Tinkles  
 Gravity Code: .9 to 3 G's  
 Environment Code: H - Plain  
 Temperature Range Code: G-Temperate  
 Base Experience Points for Killing  
 Monster: 0



**TOAD (RIDING)**  
 Hit Dice: 3  
 Damage Done: 1-4 2A/M By Claws  
 1-6 By Bite  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Toad  
 Height: 3M  
 Color: Red & Purple  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: H - Plain  
 Temperature Range Code: H - Semi-  
 Hot (30 to 40 Degrees)  
 Base Experience Points for Killing  
 Monster: 60



**TOAST**  
 Hit Dice: 2  
 Damage Done: 1-6 By Bite  
 Armour Class: 9  
 Treasure Class:  
 Junk Class:  
 Class: Construct - Toast with Face/  
 Feet/Hands  
 Height: 2M  
 Color: Brown to Tan  
 Special Abilities: 1. Special Toast  
 is black & AC 3  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: --  
 Temperature Range Code: --  
 Special Environment Code: High  
 Noxious Gas Content  
 Base Experience Points for Killing  
 Monster: 30



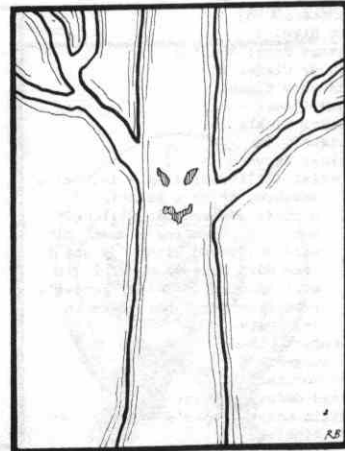
**TOAST (BURNT)**  
 Hit Dice: 2  
 Damage Done: 1-6 By Bite  
 Armour Class: 3  
 Treasure Class:  
 Junk Class:  
 Class: Construct - Burnt Toast with  
 Face/Feet/Hands  
 Height: 2M  
 Color: Black  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: --  
 Temperature Range Code: --  
 Special Environment Code: High  
 Noxious Gas Content  
 Base Experience Points for Killing  
 Monster: 30



**TOHS-UKAR**  
 Hit Dice: 3  
 Damage Done: 1-4 2A/M By Claws --  
 1-4 By Stinger (V)  
 Armour Class: 5  
 Treasure Class:  
 Junk Class:  
 Class: Scorpion  
 Height: 3M  
 Color: Green-Grey  
 Special Abilities: 1. Aka "Rock  
 (Untranslatable)" 2. Venom -  
 makes rock malleable to scorpion  
 3. It is used to build caves  
 for dragons. 4. Guided telepa-  
 thically.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: C-Mountain  
 Temperature Range Code: H - Semi-  
 Hot (30 to 40 Degrees)  
 Base Experience Points for Killing  
 Monster: 60



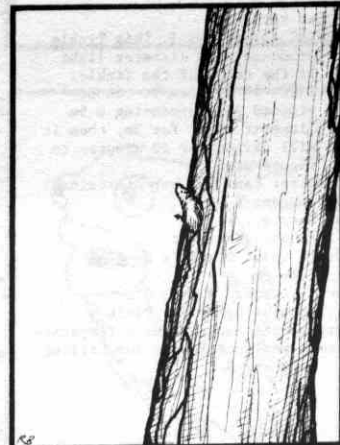
**TREE (RED)**  
 Hit Dice: 13  
 Damage Done: None  
 Armour Class: 2  
 Treasure Class:  
 Junk Class:  
 Class: Tree  
 Height: 10M  
 Color: Red  
 Special Abilities: 1. Invisible  
 2. Telekinesis 400 kg  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: D - Forest  
 Temperature Range Code: H - Semi-  
 Hot (30 to 40 Degrees)  
 Base Experience Points for Killing  
 Monster: 210



**TREE (TRANSMUTER)**  
 Hit Dice: 20  
 Damage Done: Special  
 Armour Class: 5  
 Treasure Class:  
 Junk Class:  
 Class: Tree  
 Height: 20M  
 Color: Brown & Orange  
 Special Abilities: 1. Top stands  
 just out of water. 2. Anyone  
 touching it is transformed into  
 fish, to swim off.  
 Category: Water  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: 0 - Water (Fresh)  
 Temperature Range Code: F - Fair  
 (25 to 30 Degrees)  
 Base Experience Code for Killing  
 Monster: 230



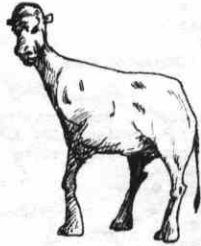
**TREE - SQUEAK**  
 Hit Dice: .2  
 Damage Done: None  
 Armour Class: 6  
 Treasure Class:  
 Junk Class:  
 Class: Mouse  
 Height: .2M  
 Color: Brown  
 Special Abilities: 1. Squeaks while  
 camouflaged in the bark of a  
 tree.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: America  
 Gravity Code: .9 to 3 G's  
 Environment Code: D - Forest  
 Temperature Range Code: C - Temperate  
 Base Experience Points for Killing  
 Monster: 0



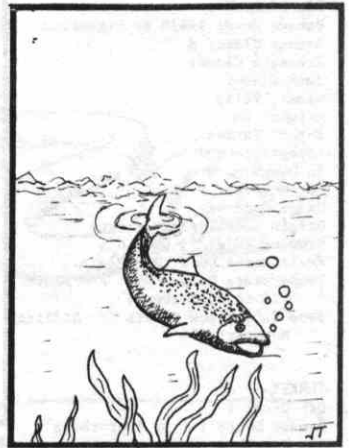
**TRELL (FLUT-)**  
 Hit Dice: 4  
 Damage Done: 1-6 2A/M By Claws  
 1-5 By Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Falcon  
 Height: 4M  
 Color: White to Green  
 Special Abilities: 1. Saddle bird  
 2. Large head vane  
 Category: Land & Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: Alan Burt Akers  
 Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: A - Air  
 Temperature Range Code: F - Fair  
 (25 to 30 Degrees)  
 Base Experience Points for Killing  
 Monster: 70



**TRIPODERO**  
 Hit Dice: 2  
 Damage Done: 1-4 By Stones  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Camel - 3 Legs/No hump  
 Height: 2M  
 Color: Red Brown  
 Special Abilities: 1. Legs telescope from .25m to 3m.  
 2. Shoots stones from snout (1-10 stones).  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: America  
 Gravity Code: .9 to 3 G's  
 Environment Code: G-Mountain  
 Temperature Range Code: G-Temperate  
 Base Experience Points for Killing Monster: 30



**TROUT 3**  
 Hit Dice: 1  
 Damage Done: None  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Fish  
 Height: 1M  
 Color: Golden-Green  
 Special Abilities: 1. 10% possessed of some bit of mystic lore. 2. Curse (11th Level) if killed without reason. 3. Trout 3 with mystic knowledge have golden eyes that glow in the dark.  
 4. Int.  
 Category: Water  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Familiar  
 Origin Code: England  
 Gravity Code: .9 to 3 G's  
 Environment Code: 0 - Water (Fresh)  
 Temperature Range Code: G-Temperate  
 Base Experience Points for Killing Monster: 0



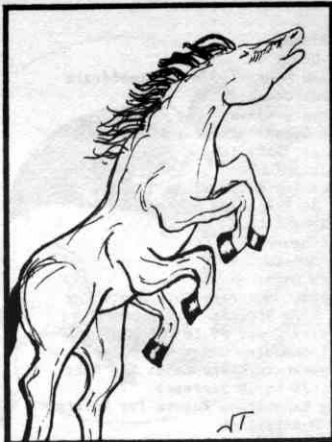
**TRIX (LEEP-)**  
 Hit Dice: 3  
 Damage Done: 1-8 By Bite 1-4 4A/M By Claws  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Lizard - 12 Legs  
 Height: 3M  
 Color: Blue-Grey  
 Special Abilities: 1. Can be frightened away by splashing the water.  
 Category: Water  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Alan Burt Akers Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: 0 - Water (Fresh)  
 Temperature Range Code: F - Fair (25 to 30 Degrees)  
 Base Experience Points for Killing Monster: 80



**TSAGASI**  
 Hit Dice: 3  
 Damage Done: Special  
 Armour Class: 5  
 Treasure Class: D  
 Junk Class: D  
 Class: Humanoid  
 Height: 1M  
 Color: Greyish Brown  
 Special Abilities: 1. Mischievous 2. Lives under rocks. 3. If prayed to, they may grant TRA+200 for 1 day. 4. If offended, they scare away game, get one lost, etc. 5. Trip people for fun.  
 Category: Other-Dimensional  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Cherokee  
 Gravity Code: .9 to 3 G's  
 Environment Code: H - Plain  
 Temperature Range Code: G-Temperate  
 Base Experience Points for Killing Monster: 60



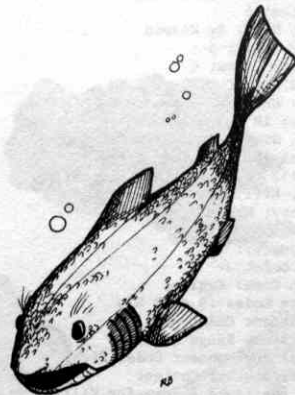
**TRIX (SEC-)**  
 Hit Dice: 2  
 Damage Done: 1-4 4A/M by hooves  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Horse - 6 Legs  
 Height: 2M  
 Color: Slate-Blue  
 Special Abilities: Pricked ears  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: Alan Burt Akers Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: M - Underground  
 Temperature Range Code: F - Fair (25 to 30 Degrees)  
 Base Experience Points for Killing Monster: 60



**TSAWASI**  
 Hit Dice: 3  
 Damage Done: Special  
 Armour Class: 8  
 Treasure Class: D  
 Junk Class: D  
 Class: Humanoid  
 Height: 1m  
 Color: Brown  
 Special Abilities: 1. Live under grass patches on hills 2. Mischievous 3. If prayed to, they may grant TRA+200 for 1 day. 4. If offended, they control game in whatever manner they choose.  
 Category: Other-Dimensional  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Cherokee  
 Gravity Code: .9 to 3 G's  
 Environment Code: H - Plain  
 Temperature Range Code: G-Temperate  
 Base Experience Points for Killing Monster: 60



**TROUT (BULL)**  
 Hit Dice: 2  
 Damage Done: 1-3 By Bite/By Weapon  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Fish/Human  
 Height: 2M  
 Color: Golden-Brown  
 Special Abilities: 1. The older Bull Trout is able to shape-change to Human form for .5 days. 2. Semi-Int.  
 Category: Land & Water  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: Japan  
 Gravity Code: .9 to 3 G's  
 Environment Code: 0 - Water (Fresh)  
 Temperature Range Code: F - Fair (25 to 30 Degrees)  
 Base Experience Points for Killing Monster: 50

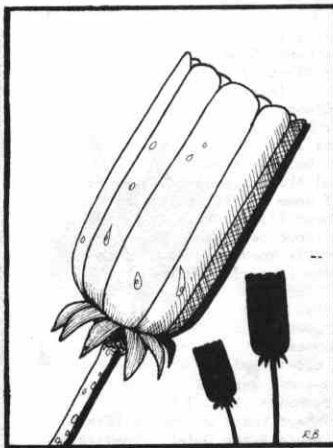


**TSODAR**  
 Hit Dice: 9  
 Damage Done: 2-12 2A/M By Claws -- 1-12 By Bite  
 Armour Class: 6  
 Treasure Class:  
 Junk Class:  
 Class: Hawk  
 Height: 8M  
 Color: Golden Brown  
 Category: Land & Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: A - Air  
 Temperature Range Code: H - Semi-Hit (30 to 40 Degrees)  
 Base Experience Points for Killing Monster: 160



### TULIP (MAN-EATING)

Hit Dice: 3  
 Damage Done: 1-4/M By Digestion  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Tulip  
 Height: 6M  
 Color: Varies  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: H - Plain  
 Temperature Range Code: F - Fair  
 (25 to 30 Degrees)  
 Base Experience Points for Killing  
 Monster: 45



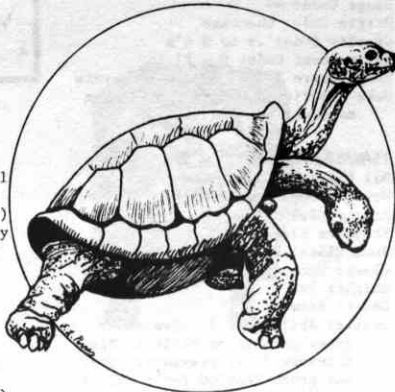
### TURKEY

Hit Dice: 1  
 Damage Done: 1-4 By Everything  
 Together  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Bird  
 Height: 1M  
 Color: Red-Brown  
 Special Abilities: 1. Semi-Intel-  
 ligent, and very clever  
 Category: Land & Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: America  
 Gravity Code: .9 to 3 G's  
 Environment Code: D - Forest  
 Temperature Range Code: G-Temperate  
 Base Experience Points for Killing  
 Monster: 25



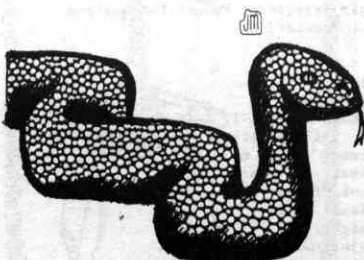
### TURTLE (TERROR)

Hit Dice: 32  
 Damage Done: 10-100 2A/M By Bite  
 Armour Class: 4  
 Treasure Class: H  
 Junk Class: H  
 Class: Turtle - 2 Headed  
 Height: 16M  
 Color: Grey  
 Special Abilities: 1. Anti-magical  
 shell, 8th Level. 2. Movement  
 -3 3. CHARM PERSON (7th Level)  
 4. Molecular agitation (1-8 by  
 touch). 5. Sonic vibrators in  
 jaws.  
 Category: Water  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: P - Water (Salt)  
 Temperature Range Code: G-Temperate  
 Base Experience Points for Killing  
 Monster: 620



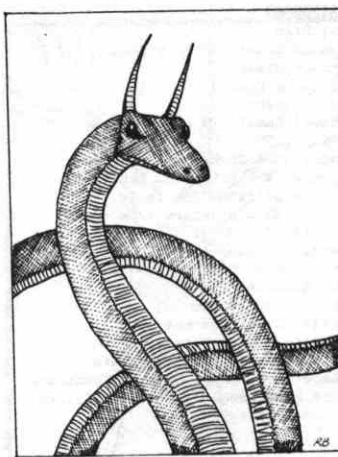
### UKSHUKI

Hit Dice: 5  
 Damage Done: 1-8/M By Constriction  
 1-6 By Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Snake  
 Height: 5M  
 Color: Black-Blue  
 Special Abilities: 1. Aka "Black  
 Racer" 2. Sickening breath  
 (NAUSEA 70%-5%/CON)  
 Category: Land & Water  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Cherokee  
 Gravity Code: .9 to 3 G's  
 Environment Code: L - Swamp  
 Temperature Range Code: F - Fair  
 (25 to 30 Degrees)  
 Base Experience Points for Killing  
 Monster: 85



### UKTENA

Hit Dice: 8  
 Damage Done: 1-8  
 By Bite (P) -- 1-4 By Horns --  
 1-10/M By Constriction  
 Armour Class: 6  
 Treasure Class: I  
 Junk Class: I  
 Class: Snake - Horns on Head  
 Height: 8M  
 Color: Black  
 Special Abilities: 1. Head contains  
 an Ulunsuti. 2. Poison (20) 3.  
 Blood is Contact Poison (18)  
 4. Vicious temper.  
 Category: Land & Water  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Venom  
 Origin Code: Cherokee  
 Gravity Code: .9 to 3 G's  
 Environment Code: G-Mountain  
 Temperature Range Code: F - Fair  
 (25 to 30 Degrees)  
 Base Experience Points for Killing  
 Monster: 205



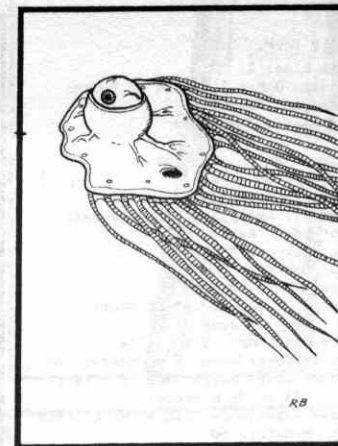
### UKTENA (RIDING)

Hit Dice: 5  
 Damage Done: 1-6 By Bite (P) -- 1-4  
 By Horns -- 1-8/M By Constric-  
 tion  
 Armour Class: 6  
 Treasure Class:  
 Junk Class:  
 Class: Snake - Horns on Head  
 Height: 5M  
 Color: Red  
 Special Abilities: 1. Poison (18)  
 2. Blood is Contact Poison (16)  
 Category: Land & Water  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Cherokee  
 Gravity Code: .9 to 3 G's  
 Environment Code: G-Mountain  
 Temperature Range Code: F - Fair  
 (25 to 30 Degrees)  
 Base Experience Points for Killing  
 Monster: 80



### ULLAISHOA

Hit Dice: 5  
 Damage Done: 1-3/M By Bloodrain  
 Armour Class: 6  
 Treasure Class:  
 Junk Class:  
 Class: Jellyfish  
 Color: Black  
 Special Abilities: 1. 1 Eye 2. 20-  
 30 Tentacles 3. Scales  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Alan Burt Akers  
 Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environmental Code: L - Swamp  
 Temperature Range Code: F - Fair  
 (25 to 30 Degrees)  
 Base Experience Points for Killing  
 Monster: 65



### UNDEAD 2

Hit Dice: 6  
 Damage Done: By Weapon  
 Armour Class: 6  
 Treasure Class: C  
 Junk Class: C  
 Class: Undead - Humanoid  
 Height: 2M  
 Color: Grey  
 Special Abilities: 1. STR = 40  
 (+12 on Damage) 2. -1 to Hit  
 3. Evil  
 Category: Undead  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: England  
 Gravity Code: .9 to 3 G's  
 Environment Code: --  
 Temperature Range Code: --  
 Special Environment Code: High  
 Noxious Gas Content  
 Base Experience Points for Killing  
 Monster: 110





**UNDEAD BANE**  
 Hit Dice: 5  
 Damage Done: None  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Tinkle  
 Height: 50cm  
 Color: White  
 Special Abilities: 1. These Tinkles lay silver nuggets with Holy symbols on them. 2. Aka Tinkle #212-228  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: Dragon's Byte Tinkles  
 Gravity Code: .9 to 3 G's  
 Environment Code: M-Underground  
 Temperature Range Code: G-Temperate  
 Special Environment Code: --  
 Base Experience Points for Killing Monster: 0



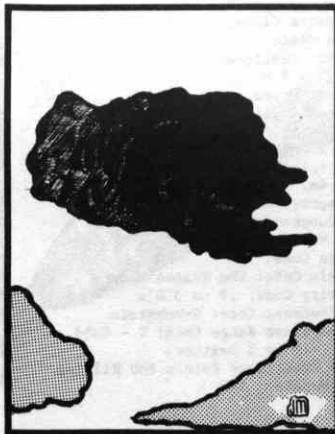
**UNHOLY TINKLER**  
 Hit Dice: .5  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Tinkle  
 Color: Yellow-Brown  
 Special Abilities: 1. These Tinkles "tinkle" unholy water. 2. Aka Tinkle #230  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: Dragon's Byte Tinkles  
 Gravity Code: .9 to 3 G's  
 Environment Code: H - Plain  
 Temperature Range Code: G-Temperate  
 Base Experience Points for Killing Monster: 0



**UNICORN 6**  
 Hit Dice: 3  
 Damage Done: 1-4 By Horn -- 1-6 By Bite -- 1-3 2A/M By Hooves  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Horse - Dragon Head/Breast  
 Height: 3M  
 Color: Red & Yellow  
 Special Abilities: 1. Deer legs  
 2. Plaming Joints and tail  
 3. 1 horn  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: Japan  
 Gravity Code: .9 to 3 G's  
 Environment Code: G-Mountain  
 Temperature Range Code: F - Fair (25 to 30 Degrees)  
 Base Experience Points for Killing Monster: 65



**USR OG RAH**  
 Hit Dice: 40  
 Damage Done: 5-50 By "Bite"  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Cloud  
 Height: 30M  
 Color: Grey  
 Special Abilities: 1. Aka "Cloud Who Eats" 2. Eats anything flying around that it comes across.  
 Category: Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: A - Air  
 Temperature Range Code: H - Semi-Hot (30 to 40 Degrees)  
 Special Environment Range Code: High Noxious Gas Content  
 Base Experience Points for Killing Monster: 460



**USTULI**  
 Hit Dice: 5  
 Damage Done: 1-8/M By Constriction  
 1-6 By Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Snake - 4 Feet  
 Height: 5M  
 Color: Grey  
 Special Abilities: 1. Can bleat like a lamb.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Cherokee  
 Gravity Code: .9 to 3 G's  
 Temperature Range Code: G-Temperate  
 Base Experience Points for Killing Monster: 80



**UTLANTA**  
 Hit Dice: 6  
 Damage Done: 1-8 By Finger -- 1-4 per Day By Eaten Liver  
 Armour Class: 2  
 Treasure Class: A  
 Junk Class: A  
 Class: Old Human Woman - Long Index Finger  
 Height: 2M  
 Color: Grey  
 Special Abilities: 1. Neither finger nor liver-eating leave a visible mark. 2. Take on any shape. 3. Vulnerable and vital point under Long Finger. 4. Power over stones.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Cherokee  
 Gravity Code: .9 to 3 G's  
 Environment Code: --  
 Temperature Range Code: F - Fair (25 to 30 Degrees)  
 Base Experience Points for Killing Monster: 160



**UTSANATI**  
 Hit Dice: 2  
 Damage Done: 1-4 By Bite (P)  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Rattlesnake  
 Height: 2M  
 Color: Brown & Black  
 Special Abilities: 1. This is a Chief of Rattlesnakes. It is highly respected and feared. 2. If it is improperly killed, it will be avenged. 3. Poison (17)  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Venom  
 Origin Code: Cherokee  
 Gravity Code: .9 to 3 G's  
 Environment Code: H - Plain  
 Temperature Range Code: F - Fair (25 to 30 Degrees)  
 Base Experience Points for Killing Monster: 80



**VAMPIRE (SABAL)**  
 Hit Dice: 3  
 Damage Done: 1-4 2A/M By Claws -- 1-4 By Bite -- 1-2 STR by Blood-drain.  
 Armour Class: 7  
 Treasure Class: D  
 Junk Class: D  
 Class: Ape  
 Height: 1.5 M  
 Color: Black - Red Eyes  
 Special Abilities: 1. Semi-Int. 2. Vicious  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Alan Burt Akers Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: G-Mountain  
 Temperature Range Code: H - Semi-Hot (30 to 40 Degrees)  
 Base Experience Points for Killing Monster: 75



**VAROU**

Hit Dice: 4  
 Damage Done: 1-4 By Bite -- 1-4  
 2A/M By Claws  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Wolf - Humanoid  
 Height: 2M  
 Color: Brown-Grey  
 Special Abilities: 1. Man turned  
 part-wolf. 2. Taste for blood.  
 3. Semi-Int.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: England  
 Gravity Code: .9 to 3 G's  
 Environment Code: D - Forest  
 Temperature Range Code: G-Temperate  
 Base Experience Points for Killir  
 Monster: 80

**VOSK**

Hit Dice: 3  
 Damage Done: 1-6 By Butt  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Pig - 6 Legs  
 Height: 3M  
 Color: Yellow-White  
 Special Abilities: 1. AC 5 on head  
 2. +5 to Hit. 3. Carry 300 kg.  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Beast of Burden  
 Origin Code: Alan Burt Akers  
 Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: H - Plain  
 Temperature Range Code: F - Fair  
 (25 to 30 Degrees)  
 Base Experience Points for Killing  
 Monster: 65

**VOL (VAKLA-)**

Hit Dice: .5  
 Damage Done: 1-4 By Everything  
 Together  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Bird  
 Height: .5M  
 Color: Red & White  
 Special Abilities: 1. Attacks only  
 if attacked.  
 Category: Land & Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: Alan Burt Akers  
 Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: A - Air  
 Temperature Range Code: F - Fair  
 (25 to 30 Degrees)  
 Base Experience Points for Killing  
 Monster: 0

**VOVE**

Hit Dice: 5  
 Damage Done: 1-3 By Bite -- 1-4 By  
 Horns -- 1-5 4A/M By Hooves  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Horse - 6 Legs  
 Height: 3M  
 Color: Russett  
 Special Abilities: 1. Fangs & 2  
 Short Horns  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: Alan Burt Akers  
 Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: H - Plain  
 Temperature Range Code: F - Fair  
 (25 to 30 Degrees)  
 Base Experience Points for Killing  
 Monster: 105

**VOL (WAF-)**

Hit Dice: 2  
 Damage Done: 1-4 By Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class"  
 Class: Vulture  
 Height: 2M  
 Color: Black  
 Special Abilities: 1. Eats only  
 dead things, but, of course, it  
 doesn't mind helping it along.  
 Category: Land & Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Alan Burt Akers  
 Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: A - Air  
 Temperature Range Code: F - Fair  
 (25 to 30 Degrees)  
 Base Experience Points for Killing  
 Monster: 3

**VOVE (NIK-)**

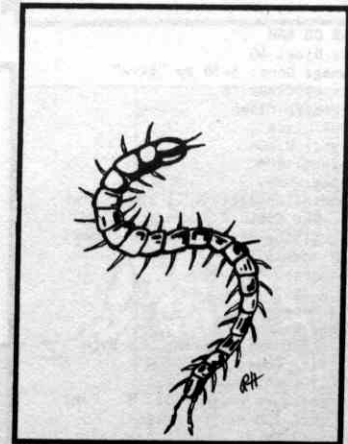
Hit Dice: 3  
 Damage Done: 1-4 4A/M By Hooves  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Horse - 6 Legs  
 Height: 2M  
 Color: Russett  
 Special Abilities: 1. No fangs or  
 horns.  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: Alan Burt Akers  
 Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: H - Plain  
 Temperature Range Code: F - Fair  
 (25 to 30 Degrees)  
 Base Experience Points for Killing  
 Monster: 70

**VOLZOID**

Hit Dice: 5  
 Damage Done: 3-24 By Bite  
 Armour Class: 7  
 Treasure Class: E  
 Junk Class: E  
 Class: Frog-like Bear/Big Jaws  
 Height: 2M  
 Color: Black  
 Special Abilities: Jump 6m (thus  
 doing 2-16 By Butt). 2. +5 to  
 Hit. 3. AC: 5 (due to DEX).  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Alan Burt Akers  
 Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: G-Mountain  
 Temperature Range Code: F - Fair  
 (25 to 30 Degrees)  
 Base Experience Points for Killing  
 Monster: 180

**VSGRAF**

Hit Dice: 8  
 Damage Done: 2-16 By Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Centipede  
 Height: 8 M  
 Color: Green  
 Special Abilities: 1. When killed  
 by it, one becomes undead.  
 2. Astral Projection. 3. Mole-  
 cular agitation (1-4/M) within  
 4m.  
 Category: Air & Other-Dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: G-Mountain  
 Temperature Range Code: D - Cold  
 (-15 to 5 Degrees)  
 Base Experience Points for Killing  
 Monster: 130



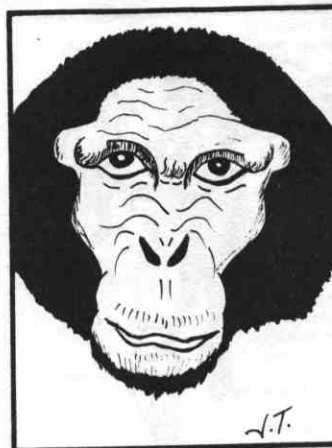
### WADEGE-ASKALI

Hit Dice: 1  
 Damage Done: 1-2 By Bite (P)  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Snake - Arrowhead  
 Height: 1M  
 Color: Coppery Brown  
 Special Abilities: 1. Aka "Copper-head" 2. Possesses eyes of fire. 3. Much hated and feared. 4. Poisonous.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Venom  
 Origin Code: Cherokee  
 Gravity Code: .9 to 3 G's  
 Environment Code: L - Swamp  
 Temperature Range Code: G-Temperate  
 Base Experience Points for Killing Monster: 25



### WAY-TENDER

Hit Dice: .3  
 Damage Done: 1-4 By Kick -- 1-4  
 2A/M By Claws  
 Armour Class: 7  
 Treasure Class: E  
 Junk Class: E  
 Class: Ape - Hooves  
 Height: 2M  
 Color: White  
 Special Abilities: 1. Keep mountain paths clear. 2. Very shy and fast. 3. Semi-Int.  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: G - Mountain  
 Temperature Range Code: E - Semi-Cold (5 to 25 Degrees)  
 Base Experience Points for Killing Monster: 55



### WAILER

Hit Dice: .5  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Tinkle  
 Height: .5 M  
 Color: Blue  
 Special Abilities: 1. This Tinkle emits a wail if anyone other than its master comes within 2m. 2. This wail causes FEAR and CONFUSION (8th Level) in anyone within 10m except its master. 3. It detects invaders by psionics.  
 Category: Land & Other-Dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Familiar  
 Origin Code: Dragon's Byte  
 Tinkles  
 Gravity Code: .9 to 3 G's  
 Environment Code: H - Plain  
 Temperature Range Code: G-Temperate  
 Base Experience Points for Killing Monster: 0



### WERSTING

Hit Dice: 2  
 Damage Done: 1-6 By Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Dog  
 Height: 1.5M  
 Color: White & Black Stripes  
 Special Abilities: 1. Is very strong  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: Alan Burt Akers  
 Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: D - Forest  
 Temperature Range Code: G-Temperate  
 Base Experience Points for Killing Monster: 30



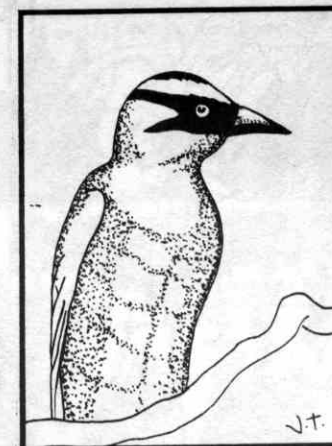
### WASP (SPIRIT)

Hit Dice: 5  
 Damage Done: 1-10 By Bite -- 1-6  
 By Sting (P)  
 Armour Class: 6  
 Treasure Class:  
 Junk Class:  
 Class: Wasp  
 Height: 3M  
 Color: Black  
 Special Abilities: 1. Poison (13)  
 2. Travel between dimensions at will. 3. INT 4. Obey Queen wasp.  
 Category: Other-Dimensional  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: Japan  
 Gravity Code: --  
 Environment Code: --  
 Temperature Range Code: --  
 Base Experience Points for Killing Monster: 120



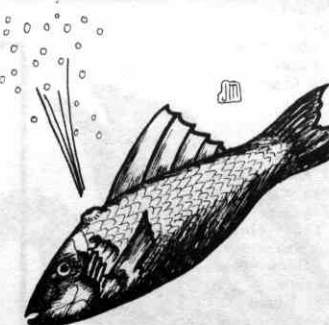
### WHEATEAR

Hit Dice: .5  
 Damage Done: None  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Bird  
 Height: .5M  
 Color: Brown  
 Special Abilities: 1. Causes -5% Luck if within 10m 2. Eggs are incubated by toads.  
 Category: Land & Air  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: England  
 Gravity Code: .9 to 3 G's  
 Environment Code: D - Forest  
 Temperature Range Code: G - Temperate  
 Base Experience Points for Killing Monster: 5



### WATER SPOUTER

Hit Dice: 1  
 Damage Done: 1-8/M By Water Spout  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Fish  
 Height: 1M  
 Color: Blue  
 Special Abilities: 1. Produces Water Spout lasting 1-12m  
 Category: Water  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: P - Water (Salt)  
 Temperature Range Code: I - Hot (40 to 80 Degrees)  
 Base Experience Points for Killing Monster: 30



### WIMPERER

Hit Dice: 1  
 Damage Done: None  
 Armour Class: 9  
 Treasure Class:  
 Junk Class:  
 Class: Humanoid  
 Height: 1.3M  
 Color: Pink/Brown Hair  
 Special Abilities: 1 Wimperer causes incredible amounts of trouble. 2. -5% Luck. 3. Is totally defenseless  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Alfred Donovan  
 Miscellaneous  
 Gravity Code: .9 to 3 G's  
 Environment Code: --  
 Temperature Range Code: G - Temperate  
 Base Experience Points for Killing Monster: 5



**WIND WALKER**

Hit Dice: 6  
 Damage Done: 1-6 By Cold -- 1-6/M  
 By Rippling Ice  
 Armour Class: 9  
 Treasure Class:  
 Junk Class:  
 Class: Animated Wind  
 Height: 3M  
 Color: Invisible  
 Special Abilities: 1. Hit only by magic or energy. 2. TELEPATHIC PROJECTION & RECEIVING (7th Level) 3. Fly 4. Gate to another location 3/day 5. Semi-Int.

Category: Land & Air  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: Solomon R. Tiau'ssya  
 Cheluum  
 Gravity Code: --  
 Environment Code: A - Air  
 Temperature Range Code: E - Semi-Cold (5 to 25 Degrees)  
 Special Environment Code: High Noxious Gas Content  
 Base Experience Points for Killing Monster: 165

**WOLFO**

Hit Dice: .2  
 Damage Done: None  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Mouse  
 Height: .1M  
 Color: Grey  
 Special Abilities: 1. Will dare almost anything for a piece of cheese.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: Alan Burt Akers  
 Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: --  
 Temperature Range Code: G-Temperate  
 Base Experience Points for Killing Monster: 0

**WOLVERINE (GIANT)**

Hit Dice: 6  
 Damage Done: 2-12 2A/M By Claws  
 2-12 By Bite  
 Armour Class: 7  
 Treasure Class: D  
 Junk Class: D  
 Class: Wolverine  
 Height: 3M  
 Color: Brown  
 Special Abilities: 1. AC:4 when moving. 2. Skunk odor. 3. +15 damage & +5 to Hit.

Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: America  
 Gravity Code: .9 to 3 G's  
 Environment Code: D - Forest  
 Temperature Range Code: E - Semi-Cold (5 to 25 Degrees)  
 Base Experience Points for Killing Monster: 225

**WING -WANG**

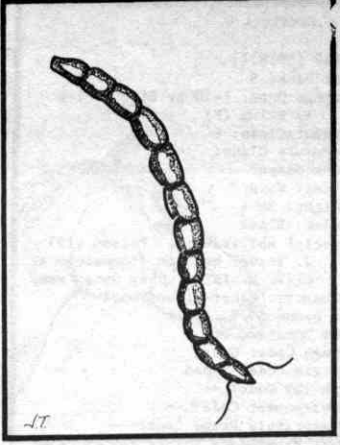
Hit Dice: 1  
 Damage Done: 1-3 By Beak  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Dog - Bird Head & Legs  
 Height: 1M  
 Color: Red & Green  
 Special Abilities: 1. On nights of an orange moon it writes "Wing-Wang" all over with its tail, but erases it by morning.

Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: America  
 Gravity Code: .9 to 3 G's  
 Environment Code: H - Plain  
 Temperature Range Code: G-Temperate  
 Base Experience Points for Killing Monster: 15

**WORM (BURN)**

Hit Dice: 2  
 Damage Done: 1-6 By Butt -- 2-10  
 By Burn  
 Armour Class: 2  
 Treasure Class:  
 Junk Class:  
 Class: Wormlike - Beryllium/Boron Shell  
 Height: 2M  
 Color: Metallic Silver/White  
 Special Abilities: 1. Time phase through rock

Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: N - Underground (Deep)  
 Temperature Range Code: J - Very Hot (80 to 200 Degrees): Return K - Super Hot (200 to 600 Degrees)  
 Special Environment Code: High Noxious Gas Content  
 Base Experience Points for Killing Monster: 980

**WITCH (SEA)**

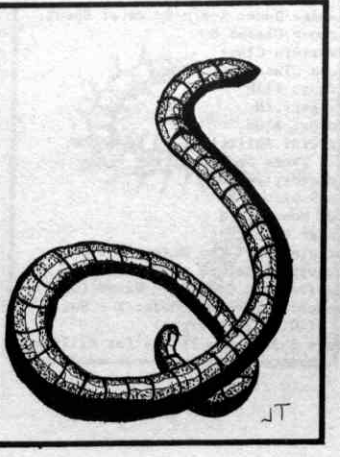
Hit Dice: 5  
 Damage Done: Special  
 Armour Class: 7  
 Treasure Class: E  
 Junk Class: E  
 Class: Humanoid - Webbed Hands & Feet  
 Height: 2M  
 Color: Green  
 Special Abilities: 1. CONTROL SEA WEATHER (8th Level). 2. Vindictive 3. Will not engage in physical combat.

Category: Water  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: England  
 Gravity Code: .9 to 3 G's  
 Environment Code: P - Water (Salt)  
 Temperature Range Code: G-Temperate  
 Base Experience Points for Killing Monster: 60

**WORM (GLOW)**

Hit Dice: .5  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Worm  
 Height: .5M  
 Color: Varies  
 Special Abilities: 1. Its presence marks one of the following things for the greedy/needful:  
 1) red - slow death/medicine  
 2) green - mutation/healing  
 3) yellow - cursed treasure/treasure.

Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: G-Mountain  
 Temperature Range Code: E - Semi-Cold (5 to 25 Degrees)  
 Base Experience Points for Killing Monster: 0

**WOLF (RIDING)**

Hit Dice: 2  
 Damage Done: 1-4 By Bite  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Wolf  
 Height: 1.5M  
 Color: Grey  
 Special Abilities: 1. Very faithful  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: Russia  
 Gravity Code: .9 to 3 G's  
 Environment Code: D - Forest  
 Temperature Range Code: G-Temperate  
 Base Experience Points for Killing Monster: 30



**WRAITH (FARNE)**

Hit Dice: 3  
 Damage Done: By Weapon -- 1-3 CON  
 By Touch  
 Armour Class: 7  
 Treasure Class: G  
 Junk Class: G  
 Class: Humanoid - Deformed  
 Height: 2M  
 Color: Grey-Black  
 Special Abilities: Hit only by magic or energy. 2. Ride Farne Goats 3. Scream constantly - FEAR (3rd Level)  
 Category: Undead  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: England  
 Gravity Code: .9 to 3 G's  
 Environment Code: G - Mountain  
 Temperature Range Code: G - Temperate  
 Special Environment Code: High Noxious Gas Content  
 Base Experience Points for Killing Monster: 85

**YAJUJ**

Hit Dice: 5  
 Damage Done: By Weapon -- 1-8  
 By Tail -- 1-8 By Tongue  
 Armour Class: 6  
 Treasure Class: G  
 Junk Class: G  
 Class: Reptile - Humanoid  
 Height: 4M  
 Color: Black  
 Special Abilities: 1. Tongue is rasped, and can lick through .5m stone/M 2. +3 Damage  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Persia  
 Gravity Code: .9 to 3 G's  
 Environment Code: G-Mountain  
 Temperature Range Code: F - Fair (25 to 30 Degrees)  
 Base Experience Points for Killing Monster: 110

**WUNK**

Hit Dice: 1  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Kangaroo  
 Height: 2M  
 Color: White-Grey  
 Special Abilities: 1. Very Shy. On being seen, it digs a hole and hides in it. 2. POLYMORPH to the shape of any corporeal Int (but with a 2m long tail).  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: America  
 Gravity Code: .9 to 3 G's  
 Environment Code: M - Underground  
 Temperature Range Code: G-Temperate  
 Base Experience Points for Killing Monster: 30

**YAMA OTOKO**

Hit Dice: 12  
 Damage Done: 1-4M 2A/M By Constriction -- 1-8 By Kick  
 Armour Class: 6  
 Treasure Class: H  
 Junk Class: H  
 Class: Humanoid  
 Height: 6M  
 Color: Pink  
 Special Abilities: 1. Can run faster in mountains than on plains.  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Japan  
 Gravity Code: .9 to 3 G's  
 Environment Code: G-Mountain  
 Temperature Range Code: F - Fair (25 to 30 Degrees)  
 Base Experience Points for Killing Monster: 160

**WYSPE**

Hit Dice: .5  
 Damage Done: 1-4 STR By Touch (Only Once)  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Non-Corporeal  
 Height: .5  
 Color: Blue  
 Special Abilities: 1. Provides 2 hours of Light/STR drained  
 2. Hit only by magic or energy.  
 3. Follows until 4 hours after last feeding.  
 Category: Land & Air  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Familiar  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: G-Mountain  
 Temperature Range Code: E - Semi-Cold (5 to 25 Degrees)  
 Special Environment Code: High Noxious Gas Content  
 Base Experience Points for Killing Monster: 15

**YAMA UBA 2**

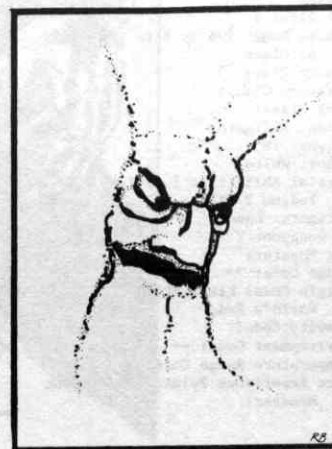
Hit Dice: 6  
 Damage Done: 1-6 By Hit or 1-12 By Club  
 Armour Class: 7  
 Treasure Class: B  
 Junk Class: B  
 Class: Humanoid  
 Height: 3M  
 Color: Brown  
 Special Abilities: 1. Mountain Oni  
 2. Transforms itself into a head of serpents at will.  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Guard  
 Origin Code: Japan  
 Gravity Code: .9 to 3 G's  
 Environment Code: G-Mountain  
 Temperature Range Code: F - Fair (25 to 30 Degrees)  
 Base Experience Points for Killing Monster: 80

**XI**

Hit Dice: .5  
 Damage Done: 1-4 By Everything Together  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Lizard  
 Height: .5 M  
 Color: Iridescent Multi  
 Special Abilities: 1. Have wings  
 Category: Land & Air  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Pet  
 Origin Code: Alan Burt Akers Dray Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: A - Air  
 Temperature Range Code: G-Temperate  
 Base Experience Points for Killing Monster: 5

**YAMA-UBA 1**

Hit Dice: 3  
 Damage Done: Special  
 Armour Class:  
 Treasure Class:  
 Junk Class:  
 Class: Non-Corporeal  
 Height: 2M  
 Color: White/Varies  
 Special Abilities: 1. Sometimes takes on Human form. 2. Hit only by magic or energy. 3. Found only in mountains.  
 4. FEAR (5th Level)  
 Category: Undead  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Japan  
 Gravity Code: .9 to 3 G's  
 Environment Code: G - Mountain  
 Temperature Range Code: F - Fair (25 to 30 Degrees)  
 Base Experience Points for Killing Monster: 90



YAN (CHY-)

Hit Dice: 3  
Damage Done: 1-6 By Hooked Beak  
1-5 By Claw  
Armour Class: 7  
Treasure Class:  
Junk Class:  
Class: Swan  
Height: 3M  
Color: Rusty Black  
Special Abilities: 1. Has 4 wings  
2. Impossible to tame  
Category: Land & Air  
In Dungeon: N  
Our Monster: Y  
Usage Code: --  
Origin Code: Alan Burt Akers  
Dray Prescott  
Gravity Code: .9 to 3 G's  
Environment Code: A - Air  
Temperature Range Code: F - Fair  
(25 to 30 Degrees)  
Base Experience Points for Killing  
Monster: 50



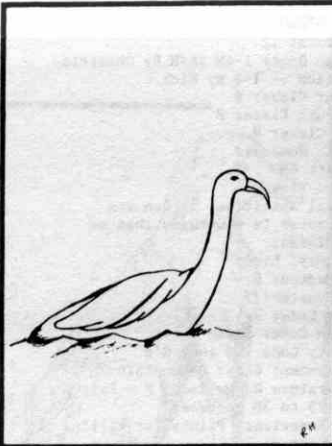
YUKI-ONNA

Hit Dice: 3  
Damage Done: Special  
Armour Class: 8  
Treasure Class: E  
Junk Class: E  
Class: Non-corporeal  
Height: 2M  
Color: White/Varies  
Special Abilities: 1. Sometimes  
takes on a physical form. 2.  
Hit only by magic or energy.  
3. 1-8/M by cold touch (this is  
under its conscious control).  
Category: Undead  
In Dungeon: Y  
Our Monster: Y  
Usage Code: --  
Origin Code: Japan  
Gravity Code: .9 to 3 G's  
Environment Code: D - Forest  
Temperature Range Code: E - Semi-  
Cold (5 to 25 Degrees)  
Base Experience Points for Killing  
Monster: 90



YAN (ZH-)

Hit Dice: 3  
Damage Done: 1-6 By Hooked Beak  
1-4 By Claws  
Armour Class: 7  
Treasure Class:  
Junk Class:  
Class: Swan  
Height: 3M  
Color: White/Red Claws  
Special Abilities: 1. Very quick to  
anger. 2. Has 4 wings  
Category: Land & Air  
In Dungeon: N  
Our Monster: Y  
Usage Code: Mount  
Origin Code: Alan Burt Akers  
Dray Prescott  
Gravity Code: .9 to 3 G's  
Environment Code: A - Air  
Temperature Range Code: F - Fair  
(25 to 30 Degrees)  
Base Experience Points for Killing  
Monster: 50



YUNWI AMAIYINEHI

Hit Dice: 3  
Damage Done: By Weapon -- Special  
Armour Class: 8  
Treasure Class: B  
Junk Class: B  
Class: Humanoid  
Height: 1M  
Color: Coppery Green  
Special Abilities: 1. Aka "Water  
People" 2. Help fishers who  
pray for help. 3. They are  
aquiculturists. 4. If offended,  
they can control fish flow.  
5. Int.  
Category: Water  
In Dungeon: N  
Our Monster: Y  
Usage Code: --  
Origin Code: Cherokee  
Gravity Code: .9 to 3 G's  
Environment Code: O - Water (Fresh)  
Temperature Range Code: G-Temperate  
Base Experience Points for Killing  
Monster: 70



YCHEN BANNOG

Hit Dice: 18  
Damage Done: 1-4 2A/M By Hooves --  
1-12 By Horns  
Armour Class: 7  
Treasure Class:  
Junk Class:  
Class: Cow  
Height: 2M  
Color: Tan  
Special Abilities: 1. STR = 150  
(+67 dam)  
Category: Land  
In Dungeon: N  
Our Monster: Y  
Usage Code: Mount  
Origin Code: England  
Gravity Code: .9 to 3 G's  
Environment Code: H - Plain  
Temperature Range Code: G-Temperate  
Base Experience Points for Killing  
Monster: 550



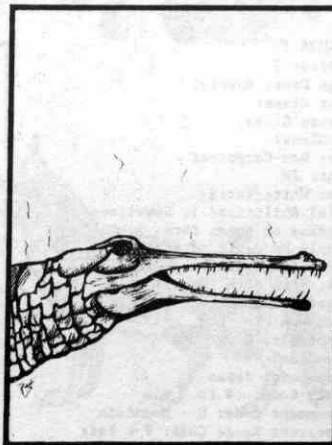
YUNWI TSUNDI

Hit Dice: 2  
Damage Done: By Weapon -- Special  
Armour Class: 8  
Treasure Class: A  
Junk Class: A  
Class: Humanoid  
Height: 1m  
Color: Coppery Brown  
Special Abilities: 1. Aka "Little  
People" 2. Live in rock caves.  
3. Help lost wanderers, but  
they dislike deliberate intru-  
sions. 4. BEWILDER (16th Level  
- 60% permanence). 5. Fond of  
music and dancing. 6. Wear  
armour.  
Category: Other-Dimensional  
In Dungeon: Y  
Our Monster: Y  
Usage Code: --  
Origin Code: Cherokee  
Gravity Code: .9 to 3 G's  
Environment Code: G - Mountain  
Temperature Range Code: G-Temperate  
Base Experience Points for Killing  
Monster: 140



YERXEL

Hit Dice: 1  
Damage Done: 1-6 By Bite 1-3 2A/M  
By Claws  
Armour Class: 7  
Treasure Class:  
Junk Class:  
Class: Alligator  
Height: 1M  
Color: White  
Special Abilities: 1. Stinks of  
Iodine 2. TRA = 120  
Category: Land  
In Dungeon: Y  
Our Monster:  
Usage Code: --  
Origin Code: Lin Carter  
World's End  
Gravity Code:  
Environment Code: --  
Temperature Range Code: --  
Base Experience Points for Killing  
Monster:



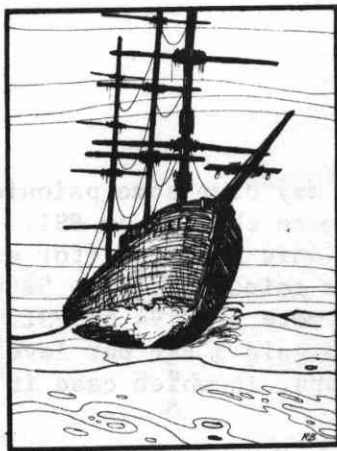
YUREI

Hit Dice: 2  
Damage Done: CURSE (5th Level)  
Armour Class: 8  
Treasure Class:  
Junk Class:  
Class: Spirit  
Height: 2M  
Color: Black  
Special Abilities: 1. Restless  
spirit. 2. May be laid to rest  
by reciting proper burial rites  
for it. 3. Hit only by magic  
or energy.  
Category: Undead  
In Dungeon: Y  
Our Monster: Y  
Usage Code: --  
Origin Code: Japan  
Gravity Code: --  
Environment Code: --  
Temperature Range Code: --  
Special Environment Code: High  
Noxious Gas Content  
Base Experience Points for Killing  
Monster: 70



### YUREI (FUNA-)

Hit Dice: 20  
 Damage Done: 3-30 By Ram  
 Armour Class: 4  
 Treasure Class: A  
 Junk Class: A  
 Class: Boat - Ghost  
 Height: 10M  
 Color: Brown  
 Special Abilities: 1. Aka "Phantom Boat" 2. Travels above and below water surface. 3. Tries to sink other ships.  
 Category: Undead  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Japan  
 Gravity Code: .9 to 3 G's  
 Environment Code: P - Water (Salt)  
 Temperature Range Code: F - Fair (25 to 30 Degrees)  
 Special Environment Code: High Noxious Gas Content  
 Base Experience Points for Killing Monster: 270



### ZUEJZO (KTE-)

Hit Dice: 8  
 Damage Done: 2-16 By Bite -- 1-8 2A/M By Claws  
 Armour Class: 5  
 Treasure Class: C  
 Junk Class: C  
 Class: Dragon - Webbed Feet  
 Height: 8M  
 Color: Blue  
 Special Abilities: 1. "Water Dragon" 2. CHARM (10th Level). 3. Transforms one into a water breather.  
 Category: Water  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: P - Water (Salt)  
 Temperature Range Code: H - Semi-Hot (30 to 40 Degrees)  
 Base Experience Points for Killing Monster: 200



### ZASHIKI-BOKKO

Hit Dice: 1  
 Damage Done: None  
 Armour Class: 8  
 Treasure Class:  
 Junk Class:  
 Class: Spirit  
 Height:  
 Color: White  
 Special Abilities: 1. Boyish House Spirit that engages in harmless mischief  
 Category: Land  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: --  
 Origin Code: Japan  
 Gravity Code: --  
 Environment Code: --  
 Temperature Range Code: --  
 Special Environment Code: High Noxious Gas Content  
 Base Experience Points for Killing Monster: 0



### ZUEJZO (OSKAZO-)

Hit Dice: 1  
 Damage Done: Special  
 Armour Class: 7  
 Treasure Class: E  
 Junk Class: E  
 Class: Dragon  
 Height: 1M  
 Color: Green  
 Special Abilities: 1. Aka "Pretty People" 2. COLOR SPRAY (8th Level) at will. 3. Repelled by magic, energy, or bone. 4. May cause inadvertent harm. 5. Semi-Int.  
 Category: Land & Air  
 In Dungeon: Y  
 Our Monster: Y  
 Usage Code: Familiar  
 Origin Code: The Dragon's Byte  
 Gravity Code: .9 to 3 G's  
 Environment Code: D - Forest



### ZEBRA

Hit Dice: 2  
 Damage Done: 1-4 2A/M By Hooves  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Horse  
 Height: 2M  
 Color: Black & White Stripes  
 Category: Land  
 In Dungeon: N  
 Our Monster:  
 Usage Code: --  
 Origin Code: Africa  
 Gravity Code: --  
 Environment Code: --  
 Temperature Range Code: --  
 Base Experience Points for Killing Monster:



### ZORCA

Hit Dice: 2  
 Damage Done: 1-5 2A/M By Hooves 1-4 By Horn  
 Armour Class: 7  
 Treasure Class:  
 Junk Class:  
 Class: Horse - 1 Horn  
 Height: 2M  
 Color: Varies  
 Category: Land  
 In Dungeon: N  
 Our Monster: Y  
 Usage Code: Mount  
 Origin Code: Alan Burt Akers Dary Prescott  
 Gravity Code: .9 to 3 G's  
 Environment Code: H - Plain  
 Temperature Range Code: F - Fair (25 to 30 Degrees)  
 Base Experience Points for Killing Monster: 55



## Psionics

### Introduction

There is a possibility that a player may have some psionic abilities. This is determined by the player having more than 94 on PSI. This means that the player will gain one or more psionic abilities (for example: Telepathy, Telekinesis, etc.). These are gained at 15% + 5% per level from the point at which the person gains more than 94 on PSI. Also, once the person goes above 94 on PSI, he begins to gain 5 PSP per level (unless the person is in one of the psionic professions, in which case it is 15 PSP per level).

### Mind Blast and Shielding

Once the person is psionic, whether or not he has gained any primary psionics, he gains offensive and defensive capabilities utilizing his psionic power. The offensive capability is basically a mind blast, wherein the attacking person puts a number of PSP and 'shoots' it. This shot may be either directional or omnidirectional. If omnidirectional, the PSP used are distributed directionally among the people within 1m/10 PSP (if directional, and the attacker has some reference source for the victim, distance is of no concern). The effects of this mind blast against intelligent creatures is as follows:





Psionic Attack Chart

	01-15	16-30	31-45	46-60	61-75	76-90
01-05	C	D	E	F	G	G
06-10	B	C	D	E	F	G
11-15	A	B	C	D	E	F
16-20	-	A	B	C	D	E
21-25	-	-	A	B	C	D
26-30	-	-	-	A	B	C
31-35	-	-	-	-	A	B

This is with PSP across the top and (INT +WIS) going down the side. Each of the symbols stand for the following things:

- - No Effect
- A - Stunned for 1-10 Melees
- B - Unconscious for 1-10 Hours
- C - Unconscious for 1-10 Days
- D - Unconscious for 1-10 Weeks
- E - Unconscious for 1-10 Months
- F - Unconscious Permanently
- G - Death

The Effects of a mind blast on semi-intelligent creatures follows this chart:

	01-15	16-30	31-45	46-60	61-75	76-90
.5	B	C	D	E	F	G
1	A	B	C	D	E	F
2	-	A	B	C	D	E
3	-	-	A	B	C	D
4	-	-	-	A	B	C
5	-	-	-	-	A	B
6	-	-	-	-	-	A

This is with PSP going across the top and HD down the side. The effects of a mind blast on non-intelligent creatures follow this chart:

	01-15	16-30	31-45	46-60	61-75	76-90
.5	A	B	C	D	E	F
1	R	A	B	C	D	E
2	-	R	A	B	C	D
3	-	-	R	A	B	C
4	-	-	-	R	A	B
5	-	-	-	-	R	A
6	-	-	-	-	-	R

This is with PSP going across the top and HD down the side. R means that the animal becomes berserk (2xs speed and damage) for 1-8 Melees.

There are a number of animals which haven't enough brains to be mind blasted (insects for one). With these, special attacks must be used to affect the creature psionically.

If a creature is mind blasted on consecutive Melees, then the effect of the mind blast increases one level per consecutive Melee. For each Melee the creature remains un-blasted, it recovers one effect, until it is back to its normal position.

The defensive capability is basically the use of PSP to 'deflect' the offensive PSP (at high PSP's, this may even be felt by other people around; 90 PSP). The player simply subtracts his PSP from the attack, and then checks the chart. This form of defense is usable against any non-physical psionic effect. This, too, has a range of 1m/10 PSP.

#### Distributional Effects of Omnidirectional Mind Blasts

In the case of an omnidirectional mind blast, the effects are distributed directionally. This means that the effects of the mind blast spread out from the source of origin. Because of the nature of psionics, the effects spread out as if it were a widening circle, rather than the widening sphere it actually is. Thus, the effect of a mind blast upon a victim is the percent of the psionic effects circle at the radius, occupied by the victim, times the strength of the mind blast:

Effect on victim = Total PSP \* (Victim's height/1.1 \* Distance from the blaster).

A crude chart of this effect is as follows:

	Height of Victim						
	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>
0-1	100%	100%	100%	100%	100%	100%	100%
2	25%	50%	75%	100%	100%	100%	100%
3	10%	20%	30%	40%	50%	60%	70%
4	6%	12%	19%	24%	30%	36%	42%
5	4%	8%	12%	16%	20%	24%	26%
6	3%	6%	9%	12%	15%	18%	21%
7	2%	4%	6%	8%	10%	12%	14%
8	1%	3%	4%	6%	7%	9%	10%
9	1%	2%	4%	5%	6%	7%	9%

This is with distance of victim from blaster (in meters) down the side. The numbers in the chart correspond to the percentage of the strength of the attack that will reach the victim. Unlike the PSP which are directed against a victim, omnidirectional PSP are not used up as they affect a victim (unlike directed PSP, they are not 'attuned' to the victim), and will continue until they are dispersed at their maximum range.

If one trains (at 5% per month) the player can learn to refine his attack or defense to specific bands of mental thought. If these specific bands are not guarded against specifically, then the attack will go through with no deflection. Some examples of such bands would be: Ego, Subconscious, Astral, Superconscious, etc.

The other use of psionics lies in the use of primary and secondary psionic abilities. Primary psionics are what is gained, and may be utilized by and of themselves, but several may also be combined for special applications; these are the secondary psionics. Though the list of primary psionics is fairly complete, the list of secondary psionics is far from complete, and can be easily added to by any inventive player.

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