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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States of America.

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 designates an amount of treasure determined by the following chart:

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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 - 30%  1 - 4   Items
D - 30%  1 - 4   Items
E - 30%  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 lnts, 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 listing 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: 5M
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

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: 1
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: 8-Water (fresh)
Temperature Range Code: H - Semi-hot (30 to 40 degrees)
Base Experience Points for Killing Monster: 21G

ABSHIMIDUAL
Hit Dice: 5
Damage Done: 2-12 by Bite 1-5
2A/M by Claws
Armour Class: 5
Treasure Class: 1
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: 8-Water (Fresh)
Temperature Range Code: H - Semi-Hot (30 to 40 degrees)
Base Experience Points for Killing Monster: 100

ACHAHLA
Hit Dice: 1
Damage Done: None
Armour Class: 8
Treasure Class: 1
Junk Class: C
Class: Non-Corporeal
Height: 2M
Color: Invisible
Special Abilities: 1. Hit only by magic or energy 2. Ability to control foot, hall, or rain within 2M.
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

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: C
Junk Class: C
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: Sun
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

ADDER
Hit Dice: 5
Damage Done: 1 by Bite (Poison 15)
Armour Class: SR
Treasure Class: C
Junk Class: C
Class: Snake
Height: 1M
Color: Brown
Special Abilities: 1. Always appears 1OM 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: Persia
Gravity Code: .9 to 3 G's
Environment Code: B - Desert
Temperature Range Code: G - Temperate
Special Environment Code: High
Toxic Gas Content
Base Experience Points for Killing Monster: 0

ADRYN Y CORPH
Hit Dice: 2
Damage Done: None
Armour Class: 7
Treasure Class: C
Junk Class: C
Class: Bird - White Cross on Wing
Height: 2M
Color: Black
Special Abilities: 1. Always appears 1OM 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 - Temperate
Special Environment Code: High
Toxic Gas Content
Base Experience Points for Killing Monster: 0

AHN AT-TRAL
Hit Dice: 2
Damage Done: None
Armour Class: 8
Treasure Class: E
Junk Class: E
Class: Humanoid - Whirled Form
Height: 2M
Color: Invisible
Special Abilities: 1. Hit only by magic or energy 2. Trips camels 3. Can drink a well dry. 4. Lives 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

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AI
Hit Dice: 3
Damage Done: 1-6 by Bite -- 1-4 by Tail.
Armour Class: 7
Treasure Class: A
Junk Class: A
Class: Humanoid
Height: 2M
Color: Black
Special Abilities: None
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: 70

AKISIKI
Hit Dice: 2
Damage Done: 1-4 by Bite--1-2 2A/M by Hoove
Armour Class: 7
Treasure Class: B
Junk Class: A
Class: Drag-Spirit
Height: 2M
Color: Black
Special Abilities: 1. Aka "Lost dead ones". 2. Lost soul. 3. Cause bewilderment (6th level) 4. Surrounded by 6 grey light 5. 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 Code: B - Desert
Temperature Range Code: H - Semi-Hot (30 to 40 degrees)
Base Experience Points for Killing Monster: 115

AKRISAK MA'AGO
Hit Dice: 8
Damage Done: Special
Armour Class: 8
Treasure Class: C
Junk Class: C
Class: Dragon-Spirit
Height: 2M
Color: White
Special Abilities: 1. Aka "Lost dead ones". 2. Lost soul. 3. Cause bewilderment (6th level) 4. Surrounded by 6 grey light 5. 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 Code: B - Desert
Temperature Range Code: H - Semi-Hot (30 to 40 degrees)
Base Experience Points for Killing Monster: 115

ALLAMAKH
Hit Dice: 3
Damage Done: 1-5 2A/M by Claw -- 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 mucus, rubbed over one's body, decreases one's AC 2.
Category: Land
In Dungeon: Y
Our Monster: Y
Usage Code: ---
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

ALUSCONOU
Hit Dice: 3
Damage Done: 2-10 by Foot--2-16/M by Crush--1-10 by Bite
Armour Class: 6
Treasure Class: H
Junk Class: H
Class: Humanoid
Height: 3M
Color: Gray
Special Abilities: 1. Man-eating
2. Aka "Mind Sucker"
Category: 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

ALGAMUCHA
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
Category: 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

ALGAMUCHA 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
Category: 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

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ALBORAK
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: 210

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 woods, 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

ALCIX
Hit Dice: 5
Damage Done: by Weapon --Special
Armour Class: 8
Treasure Class: B
Junk Class: 8
Class: Humanoïd
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 Non-gas content
Base Experience Points for Killing Monster: 80

AMNAH
Hit Dice: 4
Damage Done: 1-4 by Bite -- 1-3 2A/M
by Class
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. Tame to Demon or Angel magic 3. Has 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

AMMA
Hit Dice: 6
Damage Done: 1-8 by Bite 1-4 2A/M
by Class
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

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. Adversaries and protects Shaman (20+5% file). 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 holy symbols on them. 2. Aka tinkle #231-243
Category: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Pet
Origin Code: Dragon's Bye 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: Y
Our Monster: Y
Usage Code: Simple
Origin Code: Peraia
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 5TH HEAVEN
Hit Dice: 4
Damage Done: Special
Armour Class: 8
Treasure Class:
Junk Class:
Class: Humanoid
Height: 2M
Color: White
Category: Other-Dimensional
In Dungeon: Y
Our Monster: Y
Usage Code:
Origin Code: Persia
Gravity Code: 9 to 3 G's
Environment Code: H-Semi-Flat (30 to 40 degrees)
Base Experience Points for Killing Monster: 170

ANGEL OF 6TH HEAVEN
Hit Dice: 3
Damage Done: By Weapon
Armour Class: 8
Treasure Class:
Junk Class:
Class: Humanoid-Roy
Height: 1M
Color: Brown
Special Abilities: 1. Hit by magic or energy. 2. HOLY LIGHT 5m radius. 3. Touch causes 3-50 yds. 4. Remove Curse (17th level). 5. Invisible.
Category: 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-Flat (30 to 40 degrees)
Base Experience Points for Killing Monster: 105

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. 4. Sword disarms Demons. 5. Invisible. 6. Self-immolates with magical flame for 3HD by touch.
Category: 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-Flat (30 to 40 degrees)
Base Experience Points for Killing Monster: 230

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. Touch is magical. 4. Gears away with all Undead to its Heaven (a spiritual dimension). 5. Invisible.
Category: Other-Dimensional
In Dungeon: N
Our Monster: T
Usage Code:
Origin Code: Persia
Gravity Code: 9 to 3 G's
Environment Code: A-Air
Temperature Range Code: H-Semi-Flat (30 to 40 degrees)
Base Experience Points for Killing Monster: 120

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 kills lower demons. 4. Walk between worlds. 5. HOLY LIGHT 5m radius. 6. Invisible. 7. Attacks are magical.
Category: Other-Dimensional
In Dungeon: N
Our Monster: Y
Usage Code:
Origin Code: Persia
Gravity Code: 9 to 3 G's
Environment Code: H-Plain
Temperature Range Code: H-Semi-Flat (30 to 40 degrees)
Base Experience Points for Killing Monster: 170

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 dispels all undead. 4. Gears undead towards the Angel of Heaven. 5. HOLY LIGHT 5m radius. 6. Invisible.
Category: Other-Dimensional
In Dungeon: N
Our Monster: T
Usage Code:
Origin Code: Persia
Gravity Code: 9 to 3 G's
Environment Code: A-Air
Temperature Range Code: H-Semi-Flat (30 to 40 degrees)
Base Experience Points for Killing Monster: 180

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

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

APE
Hit Dice: 5
Damage Done: 1-6 3A/M By Pints——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-Desert
Temperature Range Code: F-Pair (25 to 30 degrees)
Base Experience Points for Killing Monster: 70

APE (Sea)
Hit Dice: 2
Damage Done: 1-3 2A/M By Claws or
by Neapce
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-Fish
Category: Water
In Dungeon: N
Our Monster: Y
Usage Code: Guard
Origin Code: Japan
Gravity Code: .9 to 3 g's
Environment Code: F-Water (salt)
Temperature Range Code: F-Pair (25 to 30 degrees)
Base Experience Points for Killing Monster: 50

APO
Hit Dice: 5
Damage Done: Special
Armour Class: 9
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. CONTACT 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

APORIS
Hit Dice: 5
Damage Done: 1-8 By Bite — 1-8/M
By Constitution
Armour Class: 7
Treasure Class:
Junk Class: Snake
Height: 3M
Color: Black
Special Abilities: 1. Will regenerate 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: D-Water (fresh)
Temperature Range Code: G-Temperate
Base Experience Points for Killing Monster: 110

Apple Turnover (Attack)
Hit Dice: 2
Damage Done: 1-4 By Bottle 1-4 By Heat
Armour Class: 8
Treasure Class:
Junk Class: Construct
Height: 3M
Color: Tasty Brown
Special Abilities: 1. If cut open then it bleeds hot apple filling for 1-4M 2. Fills
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

APPLE TURNOVER (Riding)
Hit Dice: 3
Damage Done: None
Armour Class: 5
Treasure Class:
Junk 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
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. Glves rheumatism to the improper hunter
2. Can cure frostbite.
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: E - Temperate
Base Experience Points for Killing
Monster: 45

AWI USD1
Hit Dice: 1
Damage Done: Special
Armour Class: 7
Treasure Class: 8
Junk Class:
Class: Deer
Height: 1M
Color: White
Special Abilities: 1. Aka "Little Deer" 2. Invisible only to the Medicine Hunter 3. Always present at the death of a deer. If the deer is 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

BAKE (Cannibal)
Hit Dice: 1
Damage Done: Special
Armour Class: 8
Treasure Class: 8
Junk Class:
Class: Human Baby
Height: 1.2M
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: A - Plain
Temperature Range Code: H - Semi-hot
(30 to 40 degrees)
Base Experience Points for Killing
Monster: 30

BADGEON
Hit Dice: 3
Damage Done: 1-6 By Claws -- By Bite
Armour Class: 7
Treasure Class: F
Junk Class: F
Class: Mammal - 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

BAEON
Hit Dice: 2
Damage Done: By Weapon -- 1-3 By Bite
Armour Class: 7
Treasure Class: E
Junk Class:
Class: Age
Height: 1.5M
Color: Brown
Special Abilities: 1. At night they become startial and TELEPATHIC
2. PFP=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: E - Temperate
(30 to 40 degrees)
Base Experience Points for Killing
Monster: 90

BAEON
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: .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

BADGER
Hit Dice: 1
Damage Done: 1-8 By Claws -- By Bite
Armour Class: 6
Treasure Class: Junk Class:
Class: Carnivore
Height: 1M
Color: Brown
Special Abilities: 1. 44 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

BADGER (Giant)
Hit Dice: 3
Damage Done: 1-16 2A/M By Claws -- 1-6 By Bite
Armour Class: 7
Treasure Class: F
Junk Class: F
Class: Mammal - 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

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BAISTE-NA-SCHIALOH
Hit Dice: 4
Damage Done: 1-3d20+3 by Hooves--1-6 by Horns
Armour Class: 7
Treasure Class: 
Junk Class:  
Class: Horse, Stout/L Horn  
Height: 30' 
Color: Black or Red  
Special Abilities: 1. War unicorn 2. +2 Damage  
Category: Land  
In Dungeon:  
Our Monster: Y  
Usage Code: -- 
Origin Code: England  
Gravity Code: --  
Temperature Range Code: C - Temperate  
Base Experience Points for Killing Monster: 80

BAJANG
Hit Dice: 1
Damage Done: 1-4d6 by Claws  
Armour Class: 7  
Treasure Class: 
Junk Class: 
Class: Non-Corporeal  
Height: 10' 
Color: Emirite  
Special Abilities: 1. Hit only by magic or energy 2. Take the form of a polecat 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 C's  
Environment Code: --  
Temperature Range Code: --  
Special Environment Code: High Noxious gas content  
Base Experience Points for Killing Monster: 65

BAJANI
Hit Dice: 20
Damage Done: Special  
Armour Class: 5  
Treasure Class: 
Junk Class: 
Class: True  
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 C's  
Environment Code: 5 - Forest  
Temperature Range Code: E - Semi-Cold (5 to 25 Degrees)  
Base Experience Points for Killing Monster: 260

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 anyone under 10th level 3. Cry warms of frost 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

BANSHEE 3
Hit Dice: 2
Damage Done: Special  
Armour Class: 6  
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 35%+X% level) 3. WISH at will for defense  
Category: Air & Other-Dimensional  
In Dungeon: Y  
Our Monster: Y  
Usage Code: -- 
Origin Code: England  
Gravity Code: 9 to 3 C's  
Environment Code: 5 - Mountain  
Temperature Range Code: G - Temperate  
Special Environment Code: High Noxious gas content  
Base Experience Points for Killing Monster: 500

BARRACUDA
Hit Dice: 2
Damage Done: 1-5 by Bite  
Armour Class: 7  
Treasure Class: I  
Junk Class: I  
Class: Carnivorous Fish  
Height: 1.5M  
Color: Silver  
Special Abilities: 1. 14 to Hit  
Category: Water  
In Dungeon: N  
Our Monster: Y  
Usage Code: Pet  
Origin Code: West Indies  
Gravity Code: 9 to 3 C's  
Environment Code: P - Water (salt)  
Temperature Range Code: P-Fair (25 to 30 degrees)  
Base Experience Points for Killing Monster: 60

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: Alen Burt Akers - Bray  
Prescott  
Gravity Code: 9 to 3 C's  
Environment Code: D - Forest  
Temperature Range Code: D - Temperate  
Base Experience for Killing Monster: 140

BARYnth (Sea)
Hit Dice: 7
Damage Done: 1-12 by Bite 1-20 by Tail  
1-20 by Tail  
Armour Class: 6  
Treasure Class: 
Junk Class: 
Class: Reptilia-Weasel Like (4-Pins)  
Height: 7M  
Color: Grey/Blue Stripes  
Category: Water  
In Dungeon: N  
Our Monster: Y  
Usage Code: -- 
Origin Code: Alen Burt Akers - Bray  
Prescott  
Gravity Code: 9 to 3 C's  
Environment Code: P - Water (salt)  
Temperature Range Code: G - Temperate  
Base Experience Points for Killing Monster: 140
BEAVER (Giant)
Hit Dice: 4
Damage Done: 4-24 by Tail 1-8/2A/M
By Class:
Armour Class: 6
Treasure Class: F
Junk Class: F
Class: Mammalia Rodentia
Height: 3M
Color: Brown
Category: Land & Air
In Dungeon: N
Our Monster: Y
Usage Code: --
Origin Code: America
Gravity Code: .9 to 3 G's
Environment Code: D-Water (fresh)
Temperature Range Code: E-Perpetual
Base Experience Points for Killing Monster: 90

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: Y
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

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.TRM=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-Water
Temperature Range Code: F-Fair (25 to 30 degrees)
Base Experience Points for Killing Monster: 90

BELMUN
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-Water
Temperature Range Code: G-Cold (5 to 25 degrees)
Base Experience Points for Killing Monster: 0
BENJAMIN
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. Soothes by rubbing fat pouche under neck 2. +2 Damage
Category: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Mount
Origin Code: Alan Hurt Akers - Dray Prescot
Gravity Code: .9 to 3 G's
Environment Code: B-Plain
Temperature Range Code: E - Semi-cold (5 to 25 degrees)
Base Experience for Killing Monster: 70

BILDAH
Hit Dice: 1
Damage Done: 1-4 By Tail --1-2 By Bite
Armour Class: 7
Treasure Class:
Junk Class:
Class: Beaver
Height: 7.25M
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. If 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: O - 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: 0.25M
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: G - Temperate
Base Experience Points for Killing Monster: 0

BIRD (Killed)
Hit Dice: 1
Damage Done: 1-8 By Beak -- 1-4/24/N
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 (Disenchantment)
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 Hurt Akers - Dray Prescot
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 Huming)
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 vector 3. Attacks only if its 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

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BORDAS
Hit Dice: 3
Damage Done: 1-4 by Butt
Armour Class: 1
Treasure Class: None
Class: Pig - 6 legs
Height: 2M
Color: Yellow-White
Special Abilities: 1. AC 6 on head
2. To hit, Carry 200kg.
Category: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Beast of Burden
Origin Code: Alan Burt Akers - Dry
Precinct
Gravity Code: .9 to 3 G's
Environment Code: B - Plain
Temperature Range Code: G - Temperate
Base Experience Points for Killing Monster: 0

BOSK
Hit Dice: 3
Damage Done: 1-6 by Butt
Armour Class: 1
Treasure Class: None
Class: Pig - 6 legs
Height: 2M
Color: Yellow-White
Special Abilities: 1. AC 6 on head
2. To hit, Carry 200kg.
Category: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Beast of Burden
Origin Code: Alan Burt Akers - Dry
Precinct
Gravity Code: .9 to 3 G's
Environment Code: B - Plain
Temperature Range Code: G - Temperate
Base Experience Points for Killing Monster: 0

BRAIN EATER
Hit Dice: 5
Damage Done: 1 1st or Wis/Melee by Eating Brain.
Armour Class: 8
Treasure Class: None
Class: Tickle
Height: 3M
Color: Emerte
Special Abilities: 1. Ethereal
2. Attracted to the highest non-
psionic brain activity of a group
and settles in to eat its brain
(This change is permanent unless
WISERD or psionically healed)
3. It will not go within 2M of a
psionic source.
Category: Land
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: Dragon’s Bye - Tinkles
Gravity Code: .9 to 3 G's
Environment Code: B - 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: None
Class: Tribble - 10 Bristles
Height: 2M
Color: Yellow
Special Abilities: 1. Poison (11)
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 - Dry
Precinct
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

BRUMBY
Hit Dice: 6
Damage Done: 1-6 by Bite
Armour Class: 7
Treasure Class: None
Class: Dog - 8 legs
Height: 4M
Color: Yellow to Gold
Special Abilities: 1. Built like a
dog. 2. Has only one horn.
Category: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Beast of Burden
Origin Code: England
Gravity Code: .9 to 3 G's
Environment Code: G - Temperate
Base Experience Points for Killing Monster: 80

BUDDLER
Hit Dice: 2
Damage Done: 1-3 by Mouth/Special
Armour Class: 6
Treasure Class: None
Class: Amphibian Tripodial
Height: 1M
Color: Silly Green Black
Special Abilities: 1. Strong light
will drive them off. 2. Produce
bubbles that do 1 HD damage
when heated. 1 on 1d6 and
weapon stick (3-18 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: B - Plain
Temperature Range Code: F - Semi-hot
(30 to 40 degrees)
Base Experience Points for Killing Monster: 70
BUG (Water rock)
Hit Dice: 1
Damage Done: 1-4 Bite
Armour Class: 2
Treasure Class: None
Junk Class: Class: Construct - Stone Bug
Height: .5M
Color: Grey
Category: Water
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: The Dragon's Byte
Gravity Code: .9 to 1.5 G's
Environment Code: D- 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-Digot 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 for Killing Monster: 40

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

CABBAGE LEAF
Hit Dice: 3
Damage Done: 1-4 2A/M By Hooves
Armour Class: 7
Treasure Class: Junk Class: Class: Horse
Height: 2M
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: F - Water (salt)
Temperature Range Code: G - Temp.
Base Experience Points for Killing Monster: 90

CAMEL
Hit Dice: 3
Damage Done: 1-6 2A/M By Hooves
Armour Class: 7
Treasure Class: Junk Class: Class: Mansilla (Cow)
Height: 2M
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: N - 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: Construct
Height: 1M
Color: Grey
Special Abilities: 1, 1-4/M By rot unless cursed
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

CARDINAL
Hit Dice: 2
Damage Done: 1-2 By Everything
Together
Armour Class: 7
Treasure Class: Junk
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

CARROT (Flying)
Hit Dice: 1
Damage Done: 1-8 By Stab
Armour Class: 6
Treasure Class: Junk
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 (Civet)
Hit Dice: 1
Damage Done: 1-3 2A/M By Claws
1-3 By Bite
Armour Class: 7
Treasure Class: Junk
Class: Cat
Height: 1M
Color: Brown & Yellow
Special Abilities: 1, If threatened it will release a skunk odor
(40% makes 1-6d)
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 (Kelp)
Hit Dice: 1
Damage Done: 1-3 2A/M By Claws
1-3 By Bite
Armour Class: 7
Treasure Class: Junk
Class: Cat
Height: 1M
Color: Brown/Red or Green
Special Abilities: 1, Breathes Water. Has control over help beds for attack of people.
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: P - Water (salt)
Temperature Range Code: B - Semi-hot
(30 to 40 degrees)
Base Experience Points for Killing Monster: 70

CAT (Laser)
Hit Dice: 1
Damage Done: 2-20 By Laser Eyes/
1-4 By Claws
Armour Class: 7
Treasure Class: Junk
Class: Cat
Height: .5M
Color: Green/Blue
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

CAT (Moon)
Hit Dice: 5
Damage Done: 1-4 By Everything
Together
Armour Class: 7
Treasure Class: Junk
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 one 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 (Sea transform)
Hit Dice: .5
Damage Done: 1-4 By Claws
1-2 By Bite (Y)
Armour Class: 7
Treasure Class: Junk
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)
(25 to 30 degrees)
Base Experience Points for Killing Monster: 325
CAT (Sea)
Hit Dice: 4
Damage Done: 1-4 By Claws
1-2 By Bite
Armour Class: 7
Treasure Class: 1
Junk Class: Cat
Height: 1.5M
Color: Green
Special Abilities: 1. Breathes Water. 2. Tail is a fin.
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: P - Water (salt)
Temperature Range Code: F - Fair
(25 to 30 degrees)
Special Environment Code:
- Base Experience Points for Killing Monster: 10

CAT (Splinter)
Hit Dice: 3.5
Damage Done: 1-5 By Butt
1-4 2A/M By Claws
Armour Class: 3
Treasure Class: 1
Junk 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: 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: 65

CAT (Transform)
Hit Dice: 5
Damage Done: 1-4 By Claws
1-2 By Bite (V)
Armour Class: 3
Treasure Class: 1
Junk Class: Cat
Height: 1.5
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: E - Plain
Temperature Range Code: G - Temperate
- Base Experience Points for Killing Monster: 50

CAT (Rebirth)
Hit Dice: 1
Damage Done: 1-4 By Claws
Armour Class: 3
Treasure Class: 1
Junk Class: Hamelion -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: 1 - Hot (40 to 80 degrees)
- Base Experience Points for Killing Monster: 40

CAT OF REFLECTION
Hit Dice: 1
Damage Done: 1-4 By Claws
Armour Class: 7
Treasure Class: 1
Junk Class: Cat
Height: 5M
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: 8 - Semi-Cold (3 to 23 degrees)
- Base Experience Points for Killing Monster: 40

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
Category: Cat-Predator-tail
Height: 1M
Color: Brown-White
Special Abilities: 1. Possesses 8 Wrath 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 - Temperate
- Base Experience Points for Killing Monster: 50
COBRA (Giant)
Hit Dice: 10
Damage Done: 1-10 by Bite Poison (17)
Armour Class: 3
Treasure Class: Junk Class:
Class: Reptilia (Snake)
Height: 10' M
Color: Brown
Category: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Venom
Origin Code: India
Gravity Code: .9 to 3 G's
Environmental Code: 0 - Mountain
Temperature Range Code: B - Semi-hot (30 to 40 degrees)
Base Experience Points for Killing Monster: 150

COBRA (Hypno)
Hit Dice: 2
Damage Done: 1-3 by Bite (P)
Armour Class: 7
Treasure Class: Junk Class:
Class: Snake
Height: 2' M
Color: Black-green
Special Abilities: 1. Poison (19)
2. Hypnotizes (1D01-3) / (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
Environmental Code: C - Mountain
Temperature Range Code: B - Semi-hot (30 to 40 degrees)
Base Experience Points for Killing Monster: 70

COCK (Pea-)
Hit Dice: 1
Damage Done: None
Armour Class: 8
Treasure Class:
Junk Class:
Class: Bird
Height: 1' M
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
Environmental Code: C - Mountain
Temperature Range Code: B - Semi-hot (30 to 40 degrees)
Base Experience Points for Killing Monster: 0

COCK (Wood)
Hit Dice: .3
Damage Done: None
Armour Class: 8
Treasure Class:
Junk Class:
Class: Bird
Height: .5 M
Color: Brown
Category: Land & Air
In Dungeon: H
Our Monster: Y
Usage Code: --
Origin Code: America
Gravity Code: .9 to 3 G's
Environmental Code: B - Plain
Temperature Range Code: G - Temperate
Base Experience Points for Killing Monster: 0

COCKATRICE
Hit Dice: 5
Damage Done: 1-6 by Bite
Armour Class: 6
Treasure Class:
Junk Class:
Class: Snake Chicken Feathers
Height: 2' M
Color: Red & Grey
Special Abilities: 1. Stone Cage
2. Fly 3. Cage 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
Environmental Code: H-Plain
Temperature Range Code: 8 - Solar Temperate
Base Experience Points for Killing Monster: 90

COLD FLYER
Hit Dice: 7
Damage Done: 2-24 by Bite
Armour Class: 8
Treasure Class:
Junk Class:
Class: Bird
Height: 5' M
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
Environmental Code: A - Air
Temperature Range Code: E - Semi-cold (3 to 25 degrees)
Base Experience Points for Killing Monster: 160

COLLECTOR OF EYES
Hit Dice: 7
Damage Done: By Weapon 1-3 by Bite
Armour Class: 8
Treasure Class:
Junk Class:
Class: Humankind
Height: 2' M
Color: Brown
Special Abilities: 1. If it captures one it will magically remove & preserve one's eyes. These he stores in his hat. 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
Environmental Code: H-Plain
Temperature Range Code: F - Fair
(25 to 30 degrees)
Base Experience Points for Killing Monster: 10

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: 2' M
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
Environmental Code: D - Forest
Temperature Range Code: H - Semi-hot (30 to 40 degrees)
Base Experience Points for Killing Monster: 60

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CONTINUE
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. Stal 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 Nourishing gas content
Base Experience Points for Killing Monster: 110

COW (Blind)
Hit Dice: 2
Damage Done: 1-6 D4/M by But.
Armour Class: 7
Treasure Class: Junk Class:
Class: Cow
Height: 2M
Color: Varieties
Special Abilities: 1. Blinks at will (50% range)
Category: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Mount
Origin Code: Alfred Donovan
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 DA/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-intelligent creature.
Category: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Guard
Origin Code: Alfred Donovan
Miscellaneous
Gravity Code: 9 to 3 G's
Environment Code: H-Plain
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: P
Class: Crane
Height: 5M
Color: Blush
Special Abilities: 1. Carry a person (of 6M Height) 2. Flies through Dimensions 3. Used as a mount.
Category: Land, Water, Air, 6 other-dimensional
In Dungeon: N
Our Monster: Y
Usage Code: Mount
Origin Code: China
Gravity Code: .9 to 3 G's
Environment Code: H-Swamp
Temperature Range Code: H-Semi-hot
Base Experience Points for Killing Monster: 80

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

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

CRONH NEACH
Hit Dice: 6
Damage Done: 6
Dungeon: 2-8 2A/M By Claws
Armour Class: 6
Treasure Class: Y
Class: Bird
Height: 6M
Color: Black & Silver
Special Abilities: 1. Hit only by magic or energy 2. Ethereal 3. Brings dead hacen 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: 6
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: F-water (salt)
Temperature Range Code: B-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: 7
Class: Humanoid - Scaley
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: Australasian
Gravity Code: 9 to 3 G's
Environment Code: D-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: 3
Class: Construct - Cup with face
Height: 2M
Color: White Cup
Special Abilities: 1. 16 or better on 1220 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: C-Fair
(25 to 30 degrees)
Base Experience Points for Killing Monster: 70

CUP (OJ)
Hit Dice: 3
Damage Done: Special
Armour Class: 3
Treasure Class: 3
Class: Construct - Class with face
Height: 2M
Color: White Cup
Special Abilities: 1. 16 or better on 1220 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: C-Fair
(25 to 30 degrees)
Base Experience Points for Killing Monster: 60

CURLIGH
Hit Dice: 1
Damage Done: None
Armour Class: 7
Treasure Class: 7
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-Plains
Temperature Range Code: G-Temperate
Base Experience Points for Killing Monster: 9

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DEMON (Agatha)
Hit Dice: 4
Damage Done: 1-4 By Bite—1-4/M
By Constriction
Armour Class: 7
Treasure Class: E
Class: Snake
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 DISPEL MAGIC (5th level) will get rid of.
Category: Other-Dimensional
In Dungeon: Y
Our Monster: Y
Usage Code: —
Origin Code: Greek
Gravity Code: 9 to 3 G's
Environment Code: G—Mountain
Temperature Range Code: H—Semihot (30 to 40 degrees)
Base Experience Points for Killing Monster: 100

DAIVA
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.
Category: Water
In Dungeon: N
Our Monster: Y
Usage Code: —
Origin Code: Cherokee
Gravity Code: 9 to 3 G's
Environment Code: G—Water (fresh)
Temperature Range Code: F—Fair (25 to 30 degrees)
Base Experience Points for Killing Monster: 60

DEATH FLYER
Hit Dice: 2
Damage Done: 1-4 MA/M By legs—1-6 by tail—2-12 By Bite
Armour Class: 7
Treasure Class: E
Junk Class: E
Class: Bipters
Height: 1M
Color: Grey
Special Abilities: 1. Legs have following abilities: (1) Poison (11), (2) Poison (15), (3) Nothing, (4) Heat touch 2MD/6 wk. (5) Charms PERSON 6 wk. (6) Electricity 4MD/6 wk. 2. Tail Poison (16).
Category: 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

DEMON (Serpent)
Hit Dice: 6
Damage Done: By Weapon -- 1-4 By Bite(9)---1-8/M By Constriction
Armour Class: 5
Treasure Class: A
Junk Class: A
Class: Snake—Arm/Opposable Thumbs
Height: 3M
Color: Endite
Special Abilities: 1. Hit only by magic or energy. 2. Wears armor (AC10). 3. Gate in 1-4 other Serpent Demon, Darkness (6th level) TELEKINESIS (8th level) 6/day 4. Venom—PEAK (12th level)
Category: Other-Dimensional
In Dungeon: Y
Our Monster: Y
Usage Code: Venom
Origin Code: Egyptian
Gravity Code: 9 to 3 G's
Environment Code: G—Mountain
Temperature Range Code: H—Semihot (30 to 40 degrees)
Special Environment Code: High Poisonous gas content
Base Experience Points for Killing Monster: 280

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
Category: Other-Dimensional
In Dungeon: Y
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

DEER (Elder)
Hit Dice: 2
Damage Done: 1-6 By Antlers—1-4 By Bite—1-3 By Hooves
Armour Class: 7
Treasure Class: E
Junk Class: D
Class: Deer
Height: 2M
Color: Brown & White
Category: Land
In Dungeon: N
Our Monster: Y
Usage Code: Pet
Origin Code: Cherokee
Gravity Code: 9 to 3 G's
Environment Code: D—Forest
Temperature Range Code: G—Temperature
Base Experience Points for Killing Monster: 55

DIAMON (cat)
Hit Dice: 3
Damage Done: 1-4 By Everything together/By Weapon
Armour Class: 7
Treasure Class: J
Junk Class: C
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 1-4 wolves. 4. Attacks at night.
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—Temperature
Base Experience Points for Killing Monster: 100

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DM 1
Hit Dice: 8
Damage Done: 1-4 2d6/M by Claws--1-8
By Bite--Special
Armour Class: 9
Treasure Class: B
Junk Class: H
Class: Dragon
Height: 3M
Color: Aquamarine
Special Abilities: 1. Reverse time
2. Breath (3/day) -- causes a random rearrangement of player placement.
3. Summon 1-8 monster/M. 4. 1-4/m by retardation and confused speech. 5. REDUCE-
RESECTION at will.
Category: Land, Water, Air & Other-Dimensional
In Dungeons: 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: 682

DOG (ghost)
Hit Dice: 1
Damage Done: 3-18 By Explosion
Armour Class: 7
Treasure Class: --
Junk Class: Dog
Class: 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 Dungeons: Y
Our Monster: Y
Usage Code: --
Origin Code: England
Gravity Code: --
Environment Code: --
Temperature Range Code: --
Special Environment Code: High Woggas content
Base Experience Points for Killing Monster: 45

DOG 2
Hit Dice: 1
Damage Done: 1-3 By Bite
Armour Class: 7
Treasure Class: --
Junk Class: Dog
Class: --
Height: 1M
Color: Varies
Special Abilities: 1. Can detect spirits of any kind and doesn't like them
Category: Land
In Dungeons: 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: 3M
Armour Class: 5
Treasure Class: --
Junk Class: Bat
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 6M.
Category: Land & Air
In Dungeons: 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

DEATHSA
Hit Dice: 5
Damage Done: By Blowgun or Bow
Armour Class: 8
Treasure Class: D
Junk Class: D
Class: Human-Quie Handsome
Height: 2M
Color: Coppery
Special Abilities: 1. Invisible most of the time. 2. Steal arrows but will return them if threatened with a scratch.
3. Mischievous. 4. Often scores birds away from hunters
Category: Land
In Dungeons: N
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: 90

DJINN
Hit Dice: 10
Damage Done: Special
Armour Class: 8
Treasure Class: Junk Class: Class: Non-Corporal
Height: 3M
Color: Invisible
Special Abilities: 1. Hit only by magic or energy. 2. EARTHQUAKE (6th level). 3. Earth Spirit.
4. Introduces aspiring helpers; if summoned. 5. Telepathy (10th level)
Category: Other-Dimensional
In Dungeons: Y
Our Monster: Y
Usage Code: --
Origin Code: Solomon R. Tsiu'saya
Gravity Code: --
Environment Code: --
Temperature Range Code: --
Special Environment Code: High Noxious Gas Content
Base Experience Points for Killing Monster: 190
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: Mamalia - Dragon
Height: IOM
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 (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: 2OM
Color: Gold
Special Abilities: 1. 3 Breaths a
day of TRANSVERSE 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: 770

DRAGON (Grey)
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: 2OM
Color: Grey
Special Abilities: 1. 3 Breathes a
day of lethal 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 (Komo)
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: 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

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: 2OM
Color: Grey
Special Abilities: 1. Has a choice
of 1-8 Potions FFP=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 1
Hit Dice: 8
Damage Done: 2-16 By Bite
1-8 2A/M By Claws
Armour Class: 5
Treasure Class: A
Junk Class: I
Class: Lizard
Height: 5M
Color: Brown
Special Abilities: 1. Skin is hot
(1HD by touch) 2. Breaths 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 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: T
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
DRAWM STICK
Hit Dice: 3
Damage Done: 1-10 By Hit
Armour Class: 6
Treasure Class: 3
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: 0 to 3 G's
Environment Code: A - Air
Temperature Range Code: C - Temperate
Base Experience Points for Killing Monster: 0

DRAFD
Hit Dice: 2
Damage Done: 1-8 4A/M By Blow from tree
Armour Class: B
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 2 pips/M. 5. Cannot leave tree for more than a day.
5. 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: 0 to 3 G's
Environment Code: --
Temperature Range Code: --
Base Experience Points for Killing Monster: 0

DUUM (Flut)
Hit Dice: 3
Damage Done: 1-4 2A/M By Claws
Armour Class: 7
Treasure Class: D
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 Hunt Akae - Dray Prescot
Gravity Code: 0 to 3 G's
Environment Code: A - Air
Temperature Range Code: C - Temperate
Base Experience Points for Killing Monster: 0

DUST DEVIL
Hit Dice: 2
Damage Done: 1-6/M By Sand Abrasion
Armour Class: 7
Treasure Class: D
Junk Class:
Class: Spirit
Height: 1M
Color: Tan
Special Abilities: 1. Hit only by magic or energy
2. Peril 3. Animated whirlwind of dust
Category: Land
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: Gomanchee
Gravity Code: 0 to 3 G's
Environment Code: B - Desert
Temperature Range Code: B - Semi-hot
(30 to 40 Degrees)
Special Environment Code: High Noxious gas content
Base Experience Points for Killing Monster: 60

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: Y
Usage Code: --
Origin Code: Lie Carter World's End
Gravity Code: --
Environment Code: B - Desert
Temperature Range Code: --
Base Experience Points for Killing Monster: 0

EAGLE (Medicine)
Hit Dice: 4
Damage Done: 3-30 By touch (but only if attacked)
Armour Class: 7
Treasure Class:
Junk 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
3. Grows at the command of a medicine song
4. Increases one medicine 3x when it is present
Category: Other-Dimensional
In Dungeon: Y
Our Monster: Y
Usage Code: Familiar
Origin Code: Gomancy
Gravity Code: --
Environment Code: --
Temperature Range Code: --
Special Environment Code: High Noxious gas content
Base Experience Points for Killing Monster: 110

EDH HRA UROH
Hit Dice: 6
Damage Done: 1-10 By Bite 1-6 2A/M By Claws
Armour Class: 6
Treasure Class: D
Junk Class: 0
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: 0 to 3 G's
Environment Code: B - Plain
Temperature Range Code: B - Semi-hot
(30 to 40 Degrees)
Base Experience Points for Killing Monster: 125

EEL
Hit Dice: 1
Damage Done: 1-4 By Bite
Armour Class: 7
Treasure Class: D
Junk Class:
Class: Eel
Height: 1M
Color: Green
Category: Water
In Dungeon: N
Usage Code: --
Origin Code: --
Gravity Code: 0 to 3 G's
Environment Code: F - Water (salt)
Temperature Range Code: C - Temperate
Base Experience Points for Killing Monster: 0

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ERIT
Hit Dice: 10
Damage Done: 1-10/M By Fiery Touch—Special
Armour Class: 8
Treasure Class: Junk Class:
Class: Non-corpsoreal
Height: 3M
Color: Red
Special Abilities: 1. Hit only by magic or energy. 2. Wind (6th level)
3. Fire spirit, 4. Instructs aspiring hybrids if summoned. 5. Telepathy (10th level).
Category: Other-dimensional
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: Solomon R. Tiau'suya
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/Blue or Blue
Special Abilities: 1. Is jet propelled and breathing
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: 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 beans (2 at a time) 6/day. 2. If yolk is cut at short range, take 3-30 pip
Category: Land & Air
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: Dragon's Byte
Gravity Code: .9 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
Category: Land & Air
In Dungeon: X
Our Monster: Y
Usage Code: --
Origin Code: The Dragon's Byte
Gravity Code: .9 to 3 G's
Environment Code: A-Mid
Temperature Range Code: H-Semi-hot
(30 to 40 degrees)
Base Experience Points for Killing Monster: 115

ELAH HRA DE
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: T
Usage Code: --
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: 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 Breathes a day of Drunkenness
Category: Land, Air, Water, Other-dimensional
In Dungeon: Y
Our Monster: T
Usage Code: --
Origin Code: Dragon's Byte
Gravity Code: --
Environment Code: D—Air
Temperature Range Code: --
Base Experience Points for Killing Monster:

ERAA
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—Thrower
Height: 5M
Color: Brown—Red Tipped
Category: Other-dimensional
In Dungeon: Y
Our Monster: T
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

EXORB
Hit Dice: 1
Damage Done: 1-4 By Claws 1-3 By Barbed Whiplash
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 Prescot
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

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FALCON (Aerie)
Hit Dice: 2
Damage Done: 1-6 By Beak
1-4 By Bite
Armour Class: 7
Treasure Class: Junk Class:
Class: Falcon-Large
Height: 1.5M
Color: Grey
Special Abilities: Ave (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: K-Mountain
Temperature Range Code: E- Semi-Cold
(5 to 25 Degrees)
Base Experience Points for Killing
Monster: 80

FALLING STAR
Hit Dice: 1
Damage Done: Special
Armour Class: B
Treasure Class: Junk Class:
Class: Energy Sphere
Height: 6F
Color: White
Special Abilities: 1. Hit only by magic or energy 2. Any seeing it save (1001-25/Max) 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

FEAR BEAST
Hit Dice: 14
Damage Done: 2-12/2A/M By Paws/3-18
By Mouth
Armour Class: 5
Treasure Class: A
Class: Undead (as shadowy dragon)
Height: 70
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: 500

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: 5M
Color: Pale Brown
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 60 degrees)
Base Experience Points for Killing
Monster: 90

FIREDRAKE
Hit Dice: 1
Damage Done: 1-4 By Fiery Touch
Armour Class: B
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
8/4/4
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: H- Very Hot
(80 to 200 degrees) Return K-Super Hot (200 to 600 degrees)
Base Experience Points for Killing
Monster: 25

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: Y
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: 3M
Color: White
Category: Land & Water
In Dungeon: Y
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

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FLAPPLE
Hit Dice: 7
Damage Done: 2-12 By Hit
Armour Class: 2
Treasure Class:
Junk Class:
Class: Rock - Zinc/Cadmium
Height: SM
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: Mountain
Temperature Range Code: 1 - 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 Aker
Davy Penrose
Gravity Code: 9 to 3 G's
Environment Code: L - Swamp
Temperature Range Code: M - 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 Gm
Color: Brown
Special Abilities: 1. These Tinkles guard swimming children. & are capable of being taught artificial respiration. 2. They are almost impossible to sink unless they are diving. 3. Ake 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: M - Plain
Temperature Range Code: G - Temperate
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: SM
Color: Blue
Special Abilities: 1. Hit only by magic or energy. 2. LIGHTNING & FIRE resistant. 3. Touch transmits blue zombie disease.
Category: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Sample
Origin Code: David E. Chapman
Miscellaneous
Gravity Code: 9 to 3 G's
Environment Code: M - Plain
Temperature Range Code: K: Semi-cold
(5 to 25 degrees)
Base Experience Points for Killing Monster: 80

Froazot
Hit Dice: 2
Damage Done: 1-6 By Dissolving
(2 small mouthes)
Armour Class: 8
Treasure Class:
Junk Class:
Class: Venus Fly-Trap
Height: IM
Color: Green
Special Abilities: 1. Lightning Bolt
30D 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: E - Swamp
Temperature Range Code: 1 - 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. Bites 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 - Temperate
Base Experience Points for Killing Monster: 55

Fremed
Hit Dice: 12
Damage Done: 1-6 6A/M By Pronds
Armour Class: 7
Treasure Class:
Junk Class:
Class: Fern
Height: 6R
Color: Green
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: E - Swamp
Temperature Range Code: 1 - 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: 30
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: F - Water (salt)
Temperature Range Code: 1 - Semi-cold (5 to 25 degrees)
Base Experience Points for Killing Monster: 60

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GARGOSYLE (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: 2M
Color: Green & Grey
Special Abilities: 1. 66 Dam (STR 40)
2. Eye Beams do 16 HD 6/6x.
Category: Land, Water, Air, & Other-
Dimensional
In Dungeon: Y
Our Monsters: Y
Usage Code: Guard
Origin Code: Dragon's Byte
Gravity Code: 9 to 3 G's
Environment Code: --
Special Environment Code: High Nox-
ious Gas Content
Base Experience Points for Killing
Monster: 260

GAS (Commune)
Hit Dice: 12
Damage Done: 10-20/K- Ray/M
Armour Class: 0
Treasure Class: Junk Class:
Class: Rock-Blue Obsidian
Height: 2M
Color: Blue
Special Abilities: 1. ASTRAL COM-
MINICATION (psionic).
2. Emits x-rays and 20 SPF (omnidirec-
tionally).
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 Monsters: Y
Usage Code: Sample
Origin Code: The Dragon's Byte
Gravity Code: 9 to 3 G's
Environment Code: 0 - Mountain
Temperature Range Code: --
Special Environment Code: High Nox-
ious Gas Content
Base Experience Points for Killing
Monster: 205

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: 2M
Color: Grey
Category: Land & Air
In Dungeon: Y
Our Monsters: 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

GAS (Red)
Hit Dice: 6
Damage Done: 2-10 By Cold/Heat--
1-5/M By Suffocation By Crystal-
lizing.
Armour Class: 8
Treasure Class: Junk Class: Gaseous
Height: 2M
Color: Red
Special Abilities: 1. Hit only by
magic or energy
2. It can change
state from freeze to red
pearl giving heat. In the process
(the reverse process absorbs heat)
Category: Land
In Dungeon: Y
Our Monsters: 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- Sead-Cold
(5 to 25 degrees)
Base Experience Points for Killing
Monster: 160

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 TM tails.
Category: Land & Water
In Dungeon: N
Our Monsters: 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

GEGER (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 - Lava
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 - Lava
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

G'GZEH
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: 6M
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: F - Semi-hot
(30 to 40 degrees)
Base Experience Points for Killing
Monster: 100

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 PHAN-
TASMAL FORCE (5th Level). It will
attempt to draw a victim into its mouth, or use the PHAN-
TASMAL 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: 0 - Mountain
Temperature Range Code: F - Fair
(25 to 30 degrees)
Base Experience Points for Killing
Monster: 180
GLI徒步

Hit Dice: 3
Damage Done: Special
Armour Class: 8
Treasure Class: 2
Junk Class: 2
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 stunned victim into a dangerous place. The real appearance causes YEAH (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 Noc- tive gas content

Base Experience Points for Killing Monster: 100

GILA MONSTER

Hit Dice: 5
Damage Done: 1-2/2A/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 Claws/2-16 by Bite (poison 15)
Armour Class: 2
Treasure Class: B
Junk Class: B
Class: Reptilia (Lizard)
Height: 2M
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: Insectoid-Pencil-like dragon fly
Height: .2M
Color: Blue Green & Gold
Category: Land, Water, Air & Other-dimensional
In Dungeon: Y
Our Monster: Y
Usage Code: Sample
Origin Code: Alan Burt Akers - Dray

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: 1.3 M
Color: Yellow
Special Abilities: 1. Pouch on chest 2. Collect rocks in chest pouch, spit them on tree stumps, then weaves 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- Temp- erate

Base Experience Points for Killing Monster: 30
GHOST

Hit Dice: 2
Damage Done: Special
Armour Class: 8
Treasure Class: Junk Class:
Class: Humanoid
Height: 7M
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 Nuisance gas content
Base Experience Points for Killing Monster: 85

GHOST (Faceless)

Hit Dice: 1
Damage Done: Special
Armour Class: 8
Treasure Class: Junk Class:
Class: Non-Corporeal-Humanoid
Height: 7M
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. (4th 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 Nuisance gas content
Base Experience Points for Killing Monster: 70

GHOST (Pa-ine)

Hit Dice: 3
Damage Done: None
Armour Class: 8
Treasure Class: Junk Class:
Class: Pa-ine-Spirit
Height: 7M
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 Nuisance gas content
Base Experience Points for Killing Monster: 80

GHOST 3

Hit Dice: 2
Damage Done: 1-6 Wasting by touch
Armour Class: 8
Treasure Class: Junk Class:
Class: Spirit
Height: 7M
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 Nuisance gas content
Base Experience Points for Killing Monster: 60

GHOST 4

Hit Dice: 2
Damage Done: 1-4 by Hit
Armour Class: 8
Treasure Class: Junk Class:
Class: Spirit/Skeleton
Height: 7M
Color: Invisible/White
Special Abilities: 1. Hit only by magic or energy. 2. Can animate its 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 Nuisance gas content
Base Experience Points for Killing Monster: 90

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: 7M
Color: Grey
Special Abilities: 1. Hit only by magic or energy. 2. Bound to site of death 3. Often scoured 4. Same abilities as 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 Nuisance 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: 7M
Color: White
Special Abilities: 1. Solid 2. Very cold 3. Can possess its killer, then cause the killer's body to ruir 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 Nuisance Gas Content
Base Experience Points for Killing Monster: 70

GHOUL 1

Hit Dice: 5
Damage Done: 1-4 By Class/Special
Armour Class: 8
Treasure Class: Junk Class:
Class: Humanoid-Squat & Hunched
Height: 7M
Color: Transparent Grey
Special Abilities: 1. Dimension (6) 2. Prana: 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 then one can afford to 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

GODAVI MEDOH
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. Diesomed.
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

GOODT (Lair)
Hit Dice: 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: Risselaca - Lizard
Height: 5M
Color: Golden
Special Abilities: 1. Long neck & forked tail 2. 43 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

GOODT (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: Risselaca - Lizard
Height: 5M
Color: Tan
Special Abilities: 1. Long neck & forked tail 2. 43 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: G - Temperate
Base Experience Points for Killing Monster: 110

GOODT (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: Risselaca - 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 Bite (P)
Armour Class: 7
Treasure Class:
Junk Class:
Class: Tribble - small furry ball
Height: .25M
Color: Black
Special Abilities: 1. 3 breaths/day (poison (1B)) - 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 Eye - Tinkles
Gravity Code: .9 to 3 G's
Environment Code: H- Plain
Temperature Range Code: G - Temperate
Base Experience Points for Killing Monster: 15

GOOMY BIRD
Hit Dice: 1
Damage Done: 1-4 by Butt 7 by Fall
Armour Class: 7
Treasure Class:
Junk Class:
Class: Crebe
Height: .5M
Color: Silver
Special Abilities: 1. Flies backwards 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

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GORNZ
Hit Dice: 6
Damage Done: 1-8 By Bite--1-10 By Wings.
Armour Class: 7
Treasure Class: E
Junk Class: E
Class: Humankind- Reptilia
Height: 3M
Color: Slivery green-black
Special Abilities: 1. Stone gaze 2. Iron wings (fly as 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: N-Semi-hot (30 to 40 degrees)
Special Environment Code: High Nuxious gas content.
Base Experience Points for Killing Monster: 130

GRASS (Silver)
Hit Dice: 3
Damage Done: 1-4 12 A/M by Cut
Armour Class: 6
Treasure Class: B
Junk Class: B
Class: Grass
Height: .22M
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

GREMLIN (Portal)
Hit Dice: 3
Damage Done: None
Armour Class: 8
Treasure Class: Junk
Class: Amphiboid
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: --
Special Environment Code: High Nuxious gas content.
Base Experience Points for Killing Monster: 80

GREENDEL
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. 46 Damage, 2. Breach 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: N-Semi-hot (30 to 40 degrees)
Base Experience Points for Killing Monster: 165
GRiffin
Hit Dice: 2
Damage Done: 1-6 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
Our Monster: Y
Usage Code: Guard
Origin Code: England
Gravity Code: .9 to 3 G's
Environment Code: G-Mountain
Temperature Range Code: G-Tem-
perate.
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: 2
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: Hall
Gravity Code: .9 to 3 G's
Environment Code: G-Mountain
Temperature Range Code: G-Semi-cold
(5 to 25 degrees)
Base Experience Points for Killing
Monster: 120

Grumal
Hit Dice: 1
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 But Aker - Dray
Prescott
Gravity Code: .9 to 3 G's
Environment Code: G-Mountain
Temperature Range Code: F-Pair
(25 to 30 degrees)
Base Experience Points for Killing
Monster: 60

Grugli
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: K-Plain
Temperature Range Code: F-Pair
(35 to 30 degrees)
Base Experience Points for Killing
Monster: 15

Gryphon
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: Endeed- Lobster Like
Height: 3M
Color: Red
Special Abilities: 1. A Choul with
27 limbs & 6 eyes 2. Devour souls
3. 100% vs. Fire, Gold, Lightning
4. Telepathic 5. Loyal to subdue
6. DIMENSION DOOR anywhere (usually
with victim).
Category: Endeed
In Dungeon: Y
Our Monster: Y
Usage Code: Guard
Origin Code: Chin Carter World's End
Gravity Code: .9 to 3 G's
Environment Code: G-Mountain
Temperature Range Code: G-Tem-
perate.
Base Experience Points for Killing
Monster: 150

Hawk (Sun)
Hit Dice: 1
Damage Done: 1-3 2A/M by Claw
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 Eye
Gravity Code: .9 to 3 G's
Environment Code: A-Air
Temperature Range Code: K-Semi-hot
(30 to 40 degrees)
Base Experience Points for Killing
Monster: 20

Head (Crystal)
Hit Dice: 5
Damage Done: Howl- 80X permanent
insanity/10X 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: Chin 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: 3
Damage Done: 1-8 subdual by Clubs
Armour Class: 7
Treasure Class: 8
Junk Class: 6
Class: Tinkle
Height: 5.5M
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
Origin Code: Egypt
Gravity Code: .9 to 3 G's
Environment Code: H-Plain
Temperature Range Code: G-Temperate
Base Experience Points for Killing Monster: 50

HEALER (Anti-)
Hit Dice: 5
Damage Done: None
Armour Class: 6
Treasure Class: 8
Junk Class: 3
Class: Tinkle
Height: 5.5M
Color: Green/blue 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
Origin Code: Egypt
Gravity Code: .9 to 3 G's
Environment Code: H-Plain
Temperature Range Code: G-Temperate
Base Experience Points for Killing Monster: 0

HEALER (Pseudo-)
Hit Dice: 5
Damage Done: None
Armour Class: 6
Treasure Class: 8
Junk Class: 3
Class: Tinkle
Height: 5.5M
Color: Olive Green
Special Abilities: 1. This Tinkle produces a healing field 6M in diameter. Any creature within 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
Origin Code: Egypt
Gravity Code: .9 to 3 G's
Environment Code: H-Plain
Temperature Range Code: G-Temperate
Base Experience Points for Killing Monster: 0

HEAT SINK
Hit Dice: 5
Damage Done: None
Armour Class: 6
Treasure Class: 8
Junk Class: 3
Class: Tinkle
Height: 5.5M
Color: Brown
Special Abilities: 1. This Tinkle can absorb tremendous amounts of heat from the immediate 5M as a defense. This absorption will cause 3D6 of cold damage then 3D6 of heat damage as the heat is given off. It can absorb 10D6 of heat/M
Category: Land
Origin Code: Egypt
Gravity Code: .9 to 3 G's
Environment Code: H-Plain
Temperature Range 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: 8
Junk Class: 6
Class: Humanoid - Spirit
Height: 3M
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 mace. 3. Fly 4.
Hit only by magic or energy.
Category: Land, Water, Air, & Other dimensional
Origin Code: Egypt
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 Points for Killing Monster: 100

HIDE-BEHIND
Hit Dice: 1
Damage Done: 1-4 2A/M By Claws
Armour Class: 7
Treasure Class: 8
Junk Class: 6
Class: Alligator - Bipedal
Height: 1M
Color: Green & Brown
Special Abilities: 1. Hides behind anything. Will, on occasion, attempt to attack a victim from behind (of course). 2. AC is normally 4 because it is constantly attempting to jump behind its victim.
Category: Land
Origin Code: America
Gravity Code: .9 to 3 G's
Environment Code: D-Desert
Temperature Range Code: G-Temperate
Base Experience Points for Killing Monster: 10

HILLSIDE GUAGER
Hit Dice: 2
Damage Done: None
Armour Class: 7
Treasure Class: 8
Junk Class: 6
Class: Cow
Height: 2M
Color: Varied
Special Abilities: 1. One set of legs is longer than the other for walking around hills.
Category: Land
Origin Code: America
Gravity Code: .9 to 3 G's
Environment Code: C-Mountain
Temperature Range Code: G-Temperate
Base Experience Points for Killing Monster: 10

HIPPOPOTAMUS
Hit Dice: 5
Damage Done: 1-5 2A/M by Feet/1-6 by Butt
Armour Class: 7
Treasure Class: 8
Junk Class: 6
Class: Hippopotamus
Height: 3M
Color: Black to grey
Category: Land & Water
Origin Code: Africa
Gravity Code: .9 to 3 G's
Environment Code: D-Desert
Temperature Range Code: 0 - Water (fresh)
Base Experience Points for Killing Monster: 80

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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: Y
Usage Code: Beast of Burden
Origin Code: Alan Burt Akers - Dray Prescot
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(156)
Category: Land, Water, Air, & Other-dimensional
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: F-Fair
(25 to 30 degrees)
Special Environment Code: High Noxious gas content
Base Experience Points for Killing Monster: 100

HOLF 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 Eye- Tinkle
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 Prescot
Gravity Code: .9 to 3 G's
Environment Code: D-Forrest
Temperature Range Code: H-Semi-hot
(30 to 40 degrees)
Base Experience Points for Killing Monster: 80

HORSE (Agaen)
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

HOOFER
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, dappled, diminutive bill. 3. Distinctive plumage
Category: Land & Air
In Dungeon: N
Our Monster: Y
Usage Code: Sample
Origin Code: Peru
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 hooves. 2. Spikes sticking out of it. 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: 150

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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: R- Plain
Temperature Range Code: F- Fair
(25 to 30 degrees)
Base Experience Points for Killing Monster: 50

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: R- Plain
Temperature Range Code: G- Temperate
Base Experience Points for Killing Monster: 60

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: R- Plain
Temperature Range Code: G- Temperate
Base Experience Points for Killing Monster: 50

HOUND (Medulus)
Hit Dice: 3
Damage Done: 1-3 3A/H 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

HOGAS
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 Hogas'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: C - Temperate
Base Experience Points for Killing Monster: 100

HUM
Hit Dice: 5
Damage Done: None
Armour Class: 5
Treasure Class: Junk Class:
Class: Horse
Color: Silver-gray
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

HYDRA
Hit Dice: 10
Damage Done: 1-6 9A/H By Bite
Armour Class: 6
Treasure Class: A
Junk Class:
Class: Lizard-9 Long-necked Heads
Height: 10M
Color: Green
Category: Land & Water
In Dungeon: Y
Our Monster: Y
Usage Codes: --
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

HYPHEN
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: B- Forest
Temperature Range Code: H- Semi-hot
(30 to 40 degrees)
Base Experience Points for Killing Monster: 50
IVY (Poison)
Hit Dice: 3
Damage Done: Special
Armour Class: 9
Treasure Class: Junk
Class: Ivy
Height: 1M
Color: Green
Special Abilities: 1. Touch causes one to break out and itch for hours.
2. Category: Land
3. Our Monster: Y
4. Usage Code: Venom
5. Origin Code: 9 to 3 G’s
6. Environment Code: H- Plain
7. Temperature Range Code: G- Temperate
8. 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: Bush
Height: 1M
Color: Black & Green
Category: Land
In Dungeon: N
Our Monster: Y
Usage Code:--
Origin Code: Alan Burt Akers - Dray Prescot
Gravity Code: .9 to 3 G’s
Environment Code: H- 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: Dog
Height: 1M
Color: Brown
Category: Land
In Dungeon: Y
Our Monster: Y
Usage Code:--
Origin Code: Ark
Gravity Code: .9 to 3 G’s
Environment Code: B- Plain
Temperature Range Code: N- Semi-Hot
(50 to 60 degrees)
Base Experience Points for Killing Monster: 20

JAY (Blue)
Hit Dice: 2
Damage Done: None
Armour Class: 8
Treasure Class: Junk
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

INFRA
Hit Dice: 8
Damage Done: None
Armour Class: 0
Treasure Class: 0
Class: 1-3 Light
Height: 8M
Color: Red
Category: Land, water, Air, & Other dimensional
In Dungeon: N
Our Monster: Y
Usage Code: The Dragon’s Byte
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
JAY (Sterling)
Hit Dice: 6
Damage Done: 1-4 By Everything together.
Armour Class: 8
Treasure Class: E
Junk Class: 1
Class: Bird
Height: 4M
Color: Blue/Black Hood
Category: Air
In Dungeon: 1
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

JELLY (Pink)
Hit Dice: 3
Damage Done: 1-3/M By Acid
Armour Class: 8
Treasure Class: E
Junk 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: 1
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

JOAT
Hit Dice: 2
Damage Done: 1-4 2A/M By Hooves
Armour Class: 7
Treasure Class: 0
Junk Class: Sheep
Height: 2M
Color: Variable
Special Abilities: 1. Long legs a saddle animal
Category: Land
In Dungeon: 1
Our Monster: Y
Usage Code: Mount
Origin Code: Alan Burt Akers - Dray Prescot
Gravity Code: .9 to 3 G’s
Environment Code: H- Plains
Temperature Range Code: F- Fair
(25 to 30 degrees)
Base Experience Points for Killing Monster: 40

JUMP-AT-A-BODY
Hit Dice: 5
Damage Done: 1-4 By Everything together
Armour Class: 7
Treasure Class: 0
Junk 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 to 55 level of victim running as well.
Category: Land
In Dungeon: 1
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

JUMPER
Hit Dice: 6
Damage Done: 1-10 By Bite
Armour Class: 5
Treasure Class: E
Junk Class: 1
Class: Fish
Height: 2M
Color: White/brown spots
Special Abilities: 1. Jump 30m
Category: Land
In Dungeon: 1
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

KALAMU-HYELIKI
Hit Dice: 5
Damage Done: Special
Armour Class: 8
Treasure Class: C
Junk Class: C
Class: Old Human/Shadowy Fire Raven
Height: 2M
Color: Copper/Red-Black
Special Abilities: 1. Hops a leaf on a leaf one spot. 2. Same alignment as in
Category: Land & Air
In Dungeon: 1
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

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 alignment as in life.
Category: Land & Water
In Dungeon: 1
Our Monster: Y
Usage Code: --
Origin Code: Japan
Gravity Code: .9 to 3 G’s
Environment Code: --
Temperature Range Code: --
Special Environment Code: High Viscous Gas Content
Base Experience Points for Killing Monster: 150

KARASHISH
Hit Dice: 3
Damage Done: 1-6 By Bite--
1-5 2A/M By Claws
Armour Class: 7
Treasure Class: 0
Junk 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
Category: Land
In Dungeon: 1
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

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KELPI
Hit Dice: 3
Damage Done: By Weapon/1-4
2A/N 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. Breaths water & hooves on backwards.
Category: Land & Water
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: England
Gravity Code: 9 to 3 G's
Environment Code: N- Plain
Temperature Range Code: C- Temperate
Base Experience Points for Killing Monster: 70

KESHA
Hit Dice: 5
Damage Done: 2-16 By Flaming Spiritual two-handed sword
Armour Class: 3
Treasure Class: 1
Junk Class: 1
Class: Spirit
Height: 2M
Color: Yellow-Red
Special Abilities: 1. Hit only by magic or energy. 2. Will sometimes carry off body of a dead person 3. Attacks necrophobics on sight. 4. Armoured.
Category: A- 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

KHABIT
Hit Dice: 2
Damage Done: None
Armour Class: 8
Treasure Class: 1
Junk Class: 1
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

KHEI
Hit Dice: 5
Damage Done: 1-4 By Bite
1-8/4M By Constriction
Armour Class: 7
Treasure Class: 1
Junk Class: 1
Class: Snake
Height: 5M
Color: Red
Special Abilities: 1. Breath 4 times/day (five- 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: B- Semi-hot (30 to 40 degrees)
Base Experience Points for Killing Monster: 100

KHY
Hit Dice: 3
Damage Done: None
Armour Class: 8
Treasure Class: 1
Junk Class: 1
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

KITUNUSI
Hit Dice: 3
Damage Done: Special
Armour Class: 8
Treasure Class: 1
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

KNIFE
Hit Dice: 2
Damage Done: 1-4 By Blade
Armour Class: 0
Treasure Class: 1
Junk Class: 1
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

KOBITO
Hit Dice: 3
Damage Done: None
Armour Class: 7
Treasure Class: Y
Junk Class: Y
Class: Bird/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

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LEOPE (Light)
Hit Dice: 1
Damage Done: 1-4 2A/M By Claws
Armour Class: 8
Treasure 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: E-Water (fresh)
Temperature Range Code: P-Fair
(25 to 30 degrees)
Base Experience Points for Killing Monster: 85

LEEM
Hit Dice: 1
Damage Done: 1-4 By Bite
1-4 4A/M By Claws
Armour Class: 7
Treasure Class: E
Junk Class: Cat-Wesse!s
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 Prescot
Gravity Code: .9 to 3 G's
Environment Code: D-Forest
Temperature Range Code: P-Fair
(25 to 30 degrees)
Base Experience Points for Killing Monster: 80

LEMU5
Hit Dice: 1
Damage Done: None
Armour Class: 8
Treasure Class: C
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 EMAAR OHJE
Hit Dice: 5
Damage Done: 1-10 By Bite
1-6 2A/M By Claws
Armour Class: 6
Treasure Class: C
Junk Class: Class: Dracon
Height: 5M
Color: Silver-blue
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-Mountains
Temperature Range Code: H-Semi-hot (30 to 40 degrees)
Base Experience Points for Killing Monster: 110

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: P-Fair
(25 to 30 degrees)
Base Experience Points for Killing Monster: 60

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: H-Semi-Cold
(5 to 25 degrees)
Base Experience Points for Killing Monster: 65

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
Category: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Beast of Burden
Origin Code: Drakon's Byte
Gravity Code: .9 to 3 G's
Environment Code: D-Forest
Temperature Range Code: H-Semi-hot
(30 to 60 degrees)
Base Experience Points for Killing Monster: 80
LITHE OF DEATH
Hit Dice: 5
Damage Done: Death Touch 1/enc
Armour Class: 0
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 Frescot
Gravity Code: 9 to 8 G's
Environment Code: H-Plain
Temperature Range Code: H-Semi-hot
(30 to 40 degrees)
Base Experience Points for Killing Monster: 35

LION (Nezidian)
Hit Dice: 6
Damage Done: 2-8 2A/M By Claws
3-4 By Mouth
Armour Class: 9
Treasure Class: —
Junk Class: —
Class: Lion
Height: 2M
Color: Tan
Category: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Familiar
Origin Code: Greece
Gravity Code: 0 to 3 G's
Environment Code: C-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: H-1 Hot
(40 to 80 degrees)
Base Experience Points for Killing Monster: 0

LLAMA
Hit Dice: 3
Damage Done: 1-4 By feet
Armour Class: 7
Treasure Class: —
Junk Class: —
Class: Llama
Height: 3M
Color: Black/White
Category: Land
In Dungeon: N
Our Monster: Y
Usage Code: Boast of Burden
Origin Code: Inca
Gravity Code: 9 to 3 G's
Environment Code: G-Mountain
Temperature Range Code: E-Semi-cold
(5 to 23 degrees)
Base Experience Points for Killing Monster: 40

LUSH
Hit Dice: 8
Damage Done: 2-16 By Bite—
1-8 2A/M by Claws
Armour Class: 9
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

LOTM (Bo-)
Hit Dice: 10
Damage Done: 1-8 8A/M By Tusks
1-10 By Rams 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: Y
Our Monster: Y
Usage Code: —
Origin Code: Alan Burt Akers - Dray Frescot
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
LUFFRANG
Hit Dice: .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).

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 (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.

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: F - Water (Salt)
Temperature Range Code: F - Fair
(25 to 30 degrees)
Base Experience Points for Killing Monster: 0

MACKERAL (Ugly)
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: F - Water (Salt)
Temperature Range Code: F - Fair
(25 to 30 degrees)
Base Experience Points for Killing Monster: 0

MAGA-TSUNI
Hit Dice: 3
Damage Done: 1-6 M by Wind
Armour Class: 8
Treasure Class:
Junk Class:
Class: Wind
Height: Varies
Color: Invisible
Special Abilities: 1. Summons up 100km/hour winds.

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 Nonsensical gas content
Base Experience Points for Killing Monster: 90

MAGIC SNIFFER
Hit Dice: .5
Damage Done: None
Armour Class: 6
Treasure Class:
Junk Class:
Class: Tinkle
Height: .5 M
Color: Orange Red
Special Abilities: 1. Detects magic becomes a more intense shade of red closer it gets to magic item. If touching it will tell the power by turning purple to purgatory.

Category: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Pen
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
MAPLIE
Hit Dice: 5
Damage Done: None
Armour Class: 7
Treasure Class: Junk
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 Monsters: Y
Usage Code: Sample
Origin Code: England
Gravity Code: 9 to 3 G's
Environment Code: D- Forest
Temperature Range Code: C- Temperate
Base Experience Points for Killing Monster: 0

MAHIMA BUMUNING
Hit Dice: 1
Damage Done: 1-2 By Class
Armour Class: 6
Treasure Class: F
Junk Class: F
Class: Humanoid - Worm-like
Height: 1M
Color: Grey to Brown
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

MAH
Hit Dice: 5
Damage Done: 1-2 By Bite
Armour Class: 7
Treasure Class: 6
Junk Class: Class: Demon- Monkey
Height: 5M
Color: Blue-Black
Special Abilities: 1. Hit only by magic or energy 2. Tracks down Thief's 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: E- Semi-hot
(30 to 40 degrees)
Base Experience Points for Killing Monster: 35

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: 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. STB+22 (94 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

MENEMEN
Hit Dice: 5
Damage Done: 1-6 3A/M By Bite
Armour Class: 7
Treasure Class: 7
Junk 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: 7
Junk Class: Rat
Height: 3M
Color: Brown-grey
Special Abilities: 1. Builds nests in small niches in mountain sides 2. Ancestor of Messer
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
MESSL
Hit Dice: 1
Damage Done: 1-4 By Bite
Armour Class: 7
Treasure Class: E
Junk Class: E
Class: Rat-Webed 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: G-Water (fresh)
Temperature Range Code: E-Semi-cold
(5 to 25 degrees)
Base Experience Points for Killing Monster: 20

METARL (Snow-)
Hit Dice: 5
Damage Done: 1-4/M By Rippling--- 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: B-Cold
(-15 to 5 degrees)
Base Experience Points for Killing Monster: 100

MILODI
Hit Dice: 3
Damage Done: 1-6 By Hit---By Weapon
Armour Class: G
Treasure Class: Junk Class:
Class: Undead- Humanoid
Height: 3M
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

MINXALE
Hit Dice: 3
Damage Done: 1-6 By Bite
1-4 2A/M By Class
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 Aker - Dry Prescot
Gravity Code: .9 to 3 G's
Environment Code: L-Swamp
Temperature Range Code: G-Temperate
Base Experience Points for Killing Monster: 80

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
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)
Base Experience Points for Killing Monster: 30

MINAIR
Hit Dice: 2
Damage Done: Special
Armour Class: 5
Treasure Class: Junk Class:
Class: Mousse
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

MONGOOSE
Hit Dice: 1
Damage Done: 1-2 By Bite
Armour Class: 5
Treasure Class: Junk Class:
Class: Wreak
Height: .5M
Color: Brown
Special Abilities: 1. .43 to Hit 2. 2x 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- Plains
Temperature Range Code: H-Semi-hot
(30 to 60 degrees)
Base Experience Points for Killing Monster: 25

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: Wreak
Height: 3M
Color: Brown
Special Abilities: 1. .43 to Hit 2. 2x 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- Plains
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. 3. DARKNESS (8th Level). 5. Clairvoyant vision.
Category: Other-dimensional
In Dungeons: Y
Our Monster: Y
Usage Code: --
Origin Code: England
Gravity Code: 9 to 3 G's
Environment Code: D - Forest
Temperature Range Code: C - Tropical
Base Experience Points for Killing Monster: 150

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 Dungeons: N
Our Monster: Y
Usage Code: Pet
Origin Code: Brazil
Gravity Code: 9 to 3 G's
Environment Code: D - Forest
Temperature Range Code: B - Semi-hot (30 to 40 degrees)
Base Experience Points for Killing Monster: 35

MOOSE
Hit Dice: 3
Damage Done: 1-4 2A/H By Hooves 1-4 By Antlers
Armour Class: 7
Treasure Class: Junk Class: Class: Moose
Height: 3M
Color: Brown
Category: Land & Water
In Dungeons: 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

MORFANG
Hit Dice: 5
Damage Done: 1-20 By Bite 1-4/M By Tenticles (Poison (5%))
Armour Class: 7
Treasure Class: B
Junk Class: 8
Class: Reptilia - Elephant-like
Height: 3M
Color: Black
Special Abilities: 1. No tusks or horns. 2. 3-45 Damage. 3. Bipedal. 4. Miss Causes FEAR (4th Level) (non-magical).
Category: Land
In Dungeons: Y
Our Monster: Y
Usage Code: Venom
Origin Code: Alan Burt Akers - Drey Presscott
Gravity Code: 9 to 3 G's
Environment Code: H - Plain
Temperature Range Code: D - Hot (40 to 80 degrees)
Base Experience Points for Killing Monster: 110

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. Scare off other monsters for 1-3 M. 3. Envy of the Grandmother.
Category: Land
In Dungeons: Y
Our Monster: Y
Usage Code: --
Origin Code: Alfred Donavan-Miscalculation
Gravity Code: 9 to 3 G's
Environment Code: --
Temperature Range Code: --
Base Experience Points for Killing Monster: 110

MUDVAMP (Giant)
Hit Dice: 4
Damage Done: 1-8 By Mouth and 1-24 By Tail
Armour Class: 8
Treasure Class: Junk Class: Class: Fish-limb-like Forelimbs
Height: 7M
Color: Brown
Special Abilities: 1. Can Breathe air for about 2 hours. 2. Runs if possible.
Category: Land & Water
In Dungeons: N
Our Monster: Y
Usage Code: --
Origin Code: America
Gravity Code: 9 to 3 G's
Environment Code: L - Swamp
Temperature Range Code: D - Hot (40 to 80 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 mumify 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 9123
Category: Land
In Dungeons: Y
Our Monster: Y
Usage Code: Pet
Origin Code: Dragon's Byte -Tinkles
Gravity Code: 9 to 3 G's
Environment Code: M - Plain
Temperature Range Code: C - Tropical
Base Experience Points for Killing Monster: 0

Munjac
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. Bark
Category: Land
In Dungeons: 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
MUKEE (Giant)
Hit Dice: 4
Damage Done: 1-12 By Bite
Armour Class: 7
Treasure Class: 1
Junk Class: 6
Class: Fish- Pike like
Height: 4M
Color: Green-brown
Special Abilities: Often used as an underwater mount 1/4 (66) surprise.
Category: Water
In Dungeon: N
Our Monster: Y
Usage Code: Mount
Origin Code: America
Gravity Code: .9 to 3 C's
Environment Code: 0 - Water (fresh)
Temperature Range Code: C - Temperate
Base Experience Points for Killing Monster: 70

NAU
Hit Dice: 5
Damage Done: 1-4 7A/H By Bite
1-8/H By Constitution
Armour Class: 7
Treasure Class: 4
Junk Class: 2
Class: Snake - 7 Heads
Height: 3M
Color: Tan
Category: Land
In Dungeon: Y
Our Monster: Y
Usage Code: -
Origin Code: Egypt
Gravity Code: .9 to 3 C's
Environment Code: B - Desert
Temperature Range Code: B - Semi-hot
(30 to 40 degrees)
Base Experience Points for Killing Monster: 140

NECROPHAGUS
Hit Dice: 1
Damage Done: 1-4 By Bite
Armour Class: 8
Treasure Class: 8
Junk Class: 9
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 C's
Environment Code: B - Plain
Temperature Range Code: F - Fair
(25 to 30 degrees)
Base Experience Points for Killing Monster: 25

NEIMU
Hit Dice: 2
Damage Done: 1-4 2A/H By Claws
1-3 By Bite
Armour Class: 7
Treasure Class: 7
Junk Class: 2
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 Premont
Gravity Code: .9 to 3 C's
Environment Range Code: B - Semi-hot
(30 to 40 degrees)
Base Experience Points for Killing Monster: 45

NETHER DEMON
Hit Dice: 4
Damage Done: 1-4 By Claws - Special
Armour Class: 8
Treasure Class: 8
Junk Class: 6
Class: Gargoyle
Height: 2M
Color: Reddish-brown
Category: Other-dimensional
In Dungeon: N
Our Monster: Y
Usage Code: -
Origin Code: Dragon's Byte
Gravity Code: .9 to 3 C's
Environment Code: C - Mountain
Temperature Range Code: J - Very Hot
(80 to 200 degrees) (Return K- eeper hot (200 to 600 degrees)
Base Experience Points for Killing Monster: 80

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 C's
Environment Code: B - Plain
Temperature Range Code: H - Semi-hot
(30 to 40 degrees)
Base Experience Points for Killing Monster: 90

NIGHTHAWK
Hit Dice: 2
Damage Done: None
Armour Class: 8
Treasure Class: 8
Junk Class: 8
Class: Bird
Height: 3M
Color: Black with White spots
Special Abilities: 1. Will attack anything up to 5H in it's size-Rats Stingers, Giant Mosquitoes, Swarms, 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 C's
Environment Code: A - Air
Temperature Range Code: C - Temperate
Base Experience Points for Killing Monster: 0

NIGHTINGALE OF CENTURIES
Hit Dice: 3
Damage Done: Special
Armour Class: 7
Treasure Class: 9
Junk Class: 9
Class: Bird
Height: 3M
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 suc- cessfully 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 C's
Environment Code: Water (salt)
Temperature Range Code: G - Temperate
Base Experience Points for Killing Monster: 140
NUNNYWULI
Hit Dice: 6
Damage Done: 1-4 By Bite 1-6 By Hit
Armour Class: 2
Treasure Class: 3
Junk Class: 4
Class: Human
Height: 2M
Color: Grey
Special Abilities: 1. Rock hard skin 2. Cannibal 3. Stung by nem-
stral women (7 kill it) 4. If burned it reveals 1-5 medicine
secrets, then reduces to an
Ummusdand a lump of red wad
paint. 5. Carries a Nunynwul
Cane.
Category: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Sample
Origin Code: Cherokee
Gravity Code: .9 to 3 C's
Environment Code: D-Forest
Temperature Range Code: H-Fair
Base Experience Points for Killing
Monster: 130

NOTE
Hit Dice: 1.5
Damage Done: 1-2A/M By Claws
Armour Class: 7
Treasure Class: 3
Junk Class: 2
Class: Bag-Monkey Head/Serpent Tail
Height: 1.5M
Color: Black
Semi-Int.
Category: Land 7 Air
In Dungeon: Y Y
Our Monster: Y
Usage Code: Pet
Origin Code: Japan
Gravity Code: .9 to 3 C's
Environment Code: A-Air
Temperature Range Code: F-Fair
(25 to 30 degrees)
Base Experience Points for Killing
Monster: 10

NYMPH (Wood)
Hit Dice: 5
Damage Done: 1-2 STR or DEX By
Blood Drain
Armour Class: 8
Treasure Class: 3
Junk Class: 2
Class: Non-Corporeal
Height: .5M
Color: Invisible
Special Abilities: 1. Hit only by magic or energy. 2. Forest spirit.
3. ANIMATE PLANT (10th level).
Category: Land
In Dungeon: N
Our Monster: N
Usage Code: Familiar
Origin Code: Solomon R. Tim'saya
Gravity Code: .9 to 3 C's
Environment Code: D-Forest
Temperature Range Code: H-Semi-hot
Special Environment Code: High Nox-
sious 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: 3
Junk Class: 4
Class: Octopus
Height: .5M
Color: Blue Ringing Black
Category: Water
In Dungeon: Y
Our Monster: Y
Usage Code: Venom
Origin Code: Australia
Gravity Code: .9 to 3 C's
Environment Code: P-Water (salt)
Temperature Range Code: H-Semi-hot
(30 to 40 degrees)
Base Experience Points for Killing
Monster: 5
ONE OF THE LEFT PATH
Hit Dice: 3
Damage Done: Special
Armour Class: 7
Treasure Class: C
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 endures 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

ONE OF THE PEACEFUL WAY
Hit Dice: 3
Damage Done: None
Armour Class: 7
Treasure Class: C
Junk 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

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. Aide those who are lost by providing them with food and direction. 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

ONI
Hit Dice: 12
Damage Done: By Weapon
Armour Class: 3
Treasure Class: 1
Junk Class: A
Class: Humenoid 2 Horns/3 Eyes/fingers/Toes
Height: 2M
Color: Pink/Red/Grey
Category: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Guard
Origin Code: Japan
Gravity Code: 9 to 3 G's
Environment Code: C-Mountain
Temperature Range Code: F-Fair (25 to 30 degrees)
Base Experience Points for Killing Monster: 300

ORANGUTANG
Hit Dice: 3
Damage Done: 1-6 By Bite 1-2 2A/M
By Flies
Armour Class: 7
Treasure Class: F
Junk Class: F
Class: Primate
Height: 2M
Color: Red
Category: Land
In Dungeon: N
Our Monster: Y
Usage Code: --
Origin Code: Malay
Gravity Code: 9 to 3 G's
Environment Code: B-Forest
Temperature Range Code: H-Semi-hot (30 to 40 degrees)
Base Experience Points for Killing Monster: 45

ORGEL
Hit Dice: 2
Damage Done: 1-6 By Hoof 1-6 By Butt
Armour Class: 7
Treasure Class: F
Junk Class: F
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: Beant To Burden
Origin Code: Alan Hart: Abers -Dray Prescott
Gravity Code: 9 to 3 G's
Environment Code: W-Plain
Temperature Range Code: F-Fair (25 to 30 degrees)
Base Experience Points for Killing Monster: 40

ORIF
Hit Dice: 2
Damage Done: 1 By Pack
Armour Class: 8
Treasure Class: F
Junk Class: F
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: C-Temperate
Base Experience Points for Killing Monster: 0
ONIWTHOTHPLUS
Hit Dice: 2
Damage Done: 1-5 2A/M By Class
Armour Class: 7
Treasure Class: Junk
Class: Bird-Grapeshot
Height: 2M
Color: Varied
Category: 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

OSTRICH
Hit Dice: 2
Damage Done: 1-4 By Class
Armour Class: 7
Treasure Class: Junk
Class: Bird-Flightless
Height: 2M
Color: Black & White
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: 10

OXIDER [Silver]
Hit Dice: .5
Damage Done: None
Armour Class: 8
Treasure Class: Junk
Class: Tinkle
Height: 5'8"
Color: White
Special Abilities: 1. The touch of this tinkle destroys any silver or silver alloy. 2. Aka Tinkle 664.
Category: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Jet
Origin Code: Dragon's Byte - Tinkle
Gravity Code: .9 to 3 G's
Environment Code: H - Plain
Temperature Range Code: G - Temperate
Base Experience Points for Killing Monster: 0

OUIDEH HRA UGEDH
Hit Dice: 2
Damage Done: 1-4 By Bite--1-4
2A/N By Class
Armour Class: 7
Treasure Class: Junk
Class: Lizard
Height: 2M
Color: Grey-green
Special Abilities: 1. Aka "Exchanger of bodies." 2. Exchanges souls when heals the victim. 3. Changes last 1 day. 4. Mischief, but not deadly.
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: C - Forest
Temperature Range Code: H-Semi-hot
(30 to 40 degrees)
Base Experience Points for Killing Monster: 70

OZ HRA EZ
Hit Dice: 1
Damage Done: None
Armour Class: 8
Treasure Class: Junk
Class: Non-Corporeal
Height: 2M
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.
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: H-Semi-hot
(30 to 40 degrees)
Special Environment Code: High Nitrogen Gas Content
Base Experience Points for Killing Monster: 0

OZANES
Hit Dice: 5
Damage Done: None
Armour Class: 8
Treasure Class: Junk
Class: Dragon-Spirit
Height: 2M
Color: White
Special Abilities: 1. Possesses one (100%-20% level-55/25) to perform its assigned task 2. Summoned from another plane. 3. Hit only by magic or energy.
Category: 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 Nitrogen gas content
Base Experience Points for Killing Monster: 110

PAIL
Hit Dice: .5
Damage Done: Special
Armour Class: 0
Treasure Class: Junk
Class: Construct
Height: 2M
Color: Steely
Special Abilities: 1. Covers head & blinds one. 2. REMOVE CURSE to remove.
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: 30

PALY
Hit Dice: 2
Damage Done: 1-3 2A/M By Hooves 1-4 by Horns
Armour Class: 7
Treasure Class: Junk
Class: Deer
Height: 2M
Color: Brown
Special Abilities: 1. Zebra-like hind (black stripes) 2. Easy to catch.
Category: Land
In Dungeon: N
Our Monster: Y
Usage Code: Mount
Origin Code: Alan Burt Akers - Dray Precursor
Gravity Code: .9 to 3 G's
Environment Code: B - 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: 7
Class: Cat
Height: 2M
Color: Tan
Special Abilities: 1. Akc Cougar
Category: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Pet
Origin Code: America
Gravity Code: 9 to 3 C'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: 7
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 C's
Environment Code: A- Air
Temperature Range Code: B- Semi-hot (30 to 40 degrees)
Base Experience Points for Killing
Monster: 70

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 for flapping off (1-30). 2.
Handle-bar mustache. 3. Exceptionally stupid. 4. Sexually perverted. 5.
Full of hot air — very gnomish.
Category: Land & Other-dimensional
In Dungeon: N
Our Monster: Y
Usage Code: --
Origin Code: Alfred Donavan - Miscellaneous
Gravity Code: 9 to 3 C's
Environment Code: P - Water (cold)
Temperature Range Code: B - 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
Class: Humanoid
Height: 5
Color: Cream
Special Abilities: 1. Take one on trips to Astral Planes. 3. Herbalist
(6-12th 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 C's
Environment Code: --
Temperature Range Code: G - Temperate
Base Experience Points for Killing
Monster: 75

PERSON (Good)
Hit Dice: 6
Damage Done: Special--By Weapon
Armour Class: 7
Treasure Class: Junk
Class: Humanoid - Sparkles
Height: 3M
Color: White
Special Abilities: 1. Hit only by magic or energy. 3. 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 C's
Environment Code: D - Forest
Temperature Range Code: F - Fair (25 to 30 degrees)
Base Experience Points for Killing
Monster: 140

POLLUX
Hit Dice: 12
Damage Done: 3-30 By Hit
Armour Class: 5
Treasure Class: A
Class: Clinko Tree
Height: 12M
Color: Brown-Red leaves
Special Abilities: 1. 2 legs. 2. Leaves contain poison (8). 3.
Scratch causes disease which is fatal in 1-5 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 C's
Environment Code: B - Plain
Temperature Range Code: G - Temperate
Base Experience Points for Killing
Monster: 210
PERSON (Celestial)
Hit Dice: 3
Damage Done: By Weapon
Armour Class: 8
Treasure Class: 0
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

PIG 2
Hit Dice: 1
Damage Done: 1-2 By Bite
Armour Class: 7
Treasure Class: 0
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

PIKE (Giant)
Hit Dice: 40
Damage Done: 6-60 By Bite
1-10/M By Digestion if swallowed.
Armour Class: 5
Treasure Class: 1
Junk Class:
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: O-Water
Temperature Range Code: G - Temperate
Base Experience Points for Killing Monster: 480

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 Precoat
Gravity Code: .9 to 3 G's
Environment Code: G - Mountain
Temperature Range Code: G - Temperate
Base Experience Points for Killing Monster: 20

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 Ponsoh 2. Often used as a sheep-dog.
Category: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Pet
Origin Code: Alan Burt Akers - Dray Precoat
Gravity Code: .9 to 3 G's
Environment Code: G - Mountain
Temperature Range Code: G - Temperate
Base Experience Points for Killing Monster: 20

PORCUPINE
Hit Dice: 3M
Damage Done: 1 Pip/1-100 Quills
Armour Class: 7
Treasure Class:
Junk Class:
Class: Porcupine
Height: 3M
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: A - Air
Temperature Range Code: G - Temperate
Base Experience Points for Killing Monster: 40
PRAEMENPS
Hit Dice: 7
Damage Done: 1-10 2A/M By Claws
1-6 Subdual by Wing
Armour Class: 4
Treasure Class: 1
Junk Class: 1
Class: Oel- Human Face/Hairy/Big Feet
Height: 6M
Color: White
Category: Land & Air
In Dungeon: Y
Our Monster: Y
Usage Code: Sample
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: 110

PSYCHAN
Hit Dice: 2
Damage Done: 1-4 2A/M By Claws
1-3 By Bite
Armour Class: 7
Treasure Class: 4
Junk Class: 6
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 Burton Aker - Dray
Present
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: 4
Junk Class: 9
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: 1 - Hot
(40 to 80 degrees)
Base Experience Points for Killing
Monster: 0

PUPPETEER
Hit Dice: .5
Damage Done: None
Armour Class: 8
Treasure Class: 4
Junk Class: 9
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: C- 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: Slimy Mold
Height: 75
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: 1 - Hot
(40 to 80 degrees)
Base Experience Points for Killing
Monster: 80

PUR R MOAR
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 Nonsensical gas content
Base Experience Points for Killing
Monster: 60

PYRAMID BUILDER
Hit Dice: 6
Damage Done: None
Armour Class: -
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 acid
3. Incubation 1-4/day duration 1-6 weeks recovery 1-6 weeks
4. If it survives, movement decreases 2/3, weight triples, AC becomes -2.
Category: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Sample
Origin Code: David E. Chapman
Miscellaneous
Gravity Code: .9 to 3 G’s
Environment Code: G- Mountain
Temperature Range Code: 3 – Very Hot (80 to 200 degrees) Return
X- 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 (Malum)
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: Pat
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
QUETZACOATL
Hit Dice: .5
Damage Done: None
Armour Class: 8
Treasure Class: 7
Junk Class: 7
Class: Flying Snake
Height: .3M
Color: Emerald Green
Special Abilities: 1. 2m Tall
2. Used to summon Quetzals.
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

QUOJTA
Hit Dice: 2
Damage Done: 1-4 By Hoof
Armour Class: 7
Treasure Class: 7
Junk Class: 7
Class: Yak - Dog-Headed
Height: 2M
Color: Brown to Red
Special Abilities: 1. Has 6 legs.
2. Carries up to 500 kg 3.1a
docticile.
Category: Land
In Dungeon: N
Our Monster: Y
Usage Code: Beast of Burden
Origin Code: Alan Burt Akers - Dray Prencott
Gravity Code: .9 to 3 G's
Environment Code: C, Mountain
Temperature Range Code: E, Semi-cold (3 to 25 degrees)
Base Experience Points for Killing Monster: 20

RAHRA USAIKAHOZE
Hit Dice: 15
Damage Done: 3-30 2A/M By Claws--4-40 By Bite
Armour Class: 5
Treasure Class: 5
Junk Class: 5
Class: Bird
Height: 15M
Color: Black-Blue
3. Call down 6 HD Lightning bolts
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

RAHRA Z
Hit Dice: 10
Damage Done: 2-16 By Bite--1-8 2A/M By Claws
Armour Class: 5
Treasure Class: 5
Junk Class: 5
Class: Angel-Dragon
Height: 8M
Color: Yellow
3. HEALING LIGHT (3-18) & DISPELL EVIL (8th Level) 3/day.
4. TELEPATHIC RECEIVING & SENDING.
5. PFS = 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: --
Base Experience Points for Killing Monster: 700

RAHRA
Hit Dice: 8
Damage Done: 2-16 By Bite--1-8
2A/M By Claws--1-6 By Stinger
Armour Class: 5
Treasure Class: 5
Class: Demon - Dragon/8 Legs
Height: 8M
Color: Golden-N/Yellow
Special Abilities: 1. Spins a web which drains 1 CON/m 2. Aka "Demon Spiner-
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

RABANTLER
Hit Dice: 1
Damage Done: None
Armour Class: 7
Treasure Class: 7
Junk Class: 7
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: 10

RATS (Dimension)
Hit Dice: 5
Damage Done: 1-3 By Bite
Armour Class: 6
Treasure Class: 6
Junk Class: 6
Class: Rat
Height: 5M
Color: Grey-brown
Special Abilities: 1. Found only in the hidden corners of other dimensions, 2. Weaves a Dimen-
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

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RAT
Hit Dice: 3
Damage Done: 1-20 By Bite
Armour Class: 6
Treasure Class: 1
Class: Rodent - Webbed feet
Height: 5M
Color: Brown
Special Abilities: 1. Breathes underwater
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

RAVEN 1
Hit Dice: 1
Damage Done: 1-4 By Claws
Armour Class: 8
Treasure Class: 6
Junk Class: N
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

RAVEN 2
Hit Dice: 1
Damage Done: 1-4 by Claws 1-3 by Beak
Armour Class: 8
Treasure Class: 6
Junk Class: N
Height: 1M
Color: Black
Special Abilities: 1. Scare away Angels
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: G - Temperate
Base Experience Points for Killing
Monster: 35

RED CAP
Hit Dice: 1
Damage Done: By Weapon
Armour Class: 7
Treasure Class: 5
Junk Class: N
Height: 1M
Color: Blue
Category: Land
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: England
Gravity Code: .9 to 3 G's
Environment Code: A - Forest
Temperature Range Code: G - Temperate
Base Experience Points for Killing
Monster: 40

RHINOCEROS
Hit Dice: 5
Damage Done: 1-4 By Horn -- 1-8 By Butt
1-4 By Foot
Armour Class: 5
Treasure Class: 2
Junk Class: N
Height: 20M
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

RHUKAW
Hit Dice: 1
Damage Done: 1-4 By Claws 1-2 By Beak
Armour Class: 7
Treasure Class: 5
Junk Class: N
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

ROD
Hit Dice: 30
Damage Done: 2-20 2A/M By Claws 2-24 By Beak 1-12 By Wing
Armour Class: 6
Treasure Class: G
Junk Class: G
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 Code: G - Temperate
Base Experience Points for Killing
Monster: 400

ROOFER
Hit Dice: 10
Damage Done: 1-6 2A/M By Feet 1-10 By Bite
Armour Class: 6
Treasure Class: 6
Junk Class: N
Height: 20M
Color: Blue-White
Special Abilities: 1. Carries up to 2 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

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RUBBERADD
Hit Dice: 1
Damage Done: None
Armour Class: 8
Treasure Class: Junk Class:
Class: Deer-Rooted
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: Cute
Origin Code: America
Gravity Code: .9 to 3 C's
Environment Code: N - Plain
Temperature Range Code: G - Temperate
Base Experience Points for Killing Monster: 10

RUST MONSTER 1
Hit Dice: 3
Damage Done: 1-4 2A/M By Bite
Armour Class: 5
Treasure Class: F
Junk Class: F
Class: Mammal - 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 C's
Environment Code: G - Mountain
Temperature Range Code: G - Temperate
Base Experience Points for Killing Monster: 110

RUSTY
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 ruins all iron (even magical) 2. Aka Tinkle #63
Category: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Pet
Origin Code: Dragon's Byte - Tinkle
Gravity Code: .9 to 3 C's
Environment Code: N - Plain
Temperature Range Code: G - Temperate
Base Experience Points for Killing Monster: 0

SQUARE
Hit Dice: 4
Damage Done: Special
Armour Class: 6
Treasure Class: Junk Class:
Class: Grate
Height: 8M
Color: Gray
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 C's
Environment Code: G - Mountain
Temperature Range Code: G - Temperate
Base Experience Points for Killing Monster: 70

SANNEX
Hit Dice: 10
Damage Done: 2-29 By Bite 4-40 By Tail
Armour Class: 3
Treasure Class: E
Junk Class: E
Class: Serpent
Height: 10M
Color: Sandy-Brown
Category: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Sample
Origin Code: E.C. Tubb-Dunareat-Web of sand
Gravity Code: .9 to 3 C's
Environment Code: D - Desert
Temperature Range Code: 1 - Hot
(60 to 80 degrees)
Base Experience Points for Killing Monster: 200

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
Death Precocit
Gravity Code: .9 to 3 C's
Environment Code: N - Underground
Temperature Range Code: F - Fair
(25 to 30 degrees)
Base Experience Points for Killing Monster: 30

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
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 Precocit
Gravity Code: .9 to 3 C's
Environment Code: N - Underground
Temperature Range Code: F - Fair
(25 to 30 degrees)
Base Experience Points for Killing Monster: 90

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 5000kg.
Category: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Mount
Origin Code: Alan Burt Akers - Dray Precocit
Gravity Code: .9 to 3 C's
Environment Code: N - Underground
Temperature Range Code: F - Fair
(25 to 30 degrees)
Base Experience Points for Killing Monster: 40

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SARU - NO-FUTACHI
Hit Dice: .5
Damage Done: None
Armour Class: 7
Treasure Class: Junk Class:
Class: House-Vessel
Height: .3M
Color: Brown/Blue Glow
Special Abilities: 1. Hit only by gold. 2. Gloves brightly in the dark. 3. Laughs at any useless attempts to kill it. 4. Lives in trees.
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Pet
Origin Code: Japan
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: 0

SCRAMBLER
Hit Dice: .5
Damage Done: None
Armour Class: 8
Treasure Class: Junk Class:
Class: Tinkle
Height: .3M
Color: Green
Special Abilities: 1. This Tinkle will cause the winds of 1-2 people per day to switch bodies.
REMOTE CURSE (6th Level) is needed.
Catagory: 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

SEKONTO
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. Purpose is to care for gardens and the like.
CONTROL PLANT (15th Level) at will.
Catagory: Other-Dimensional
In Dungeon: N
Our Monster: Y
Usage Code: Guard
Origin Code: Egypt
Gravity Code: .9 to 3 C's
Environment Code: H - Plain
Temperature Range Code: B - Semi-hot (39 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
Catagory: Land & Air
In Dungeon: Y
Our Monster: Y
Usage Code: Venom
Origin Code: Egypt
Gravity Code: .9 to 3 C's
Environment Code: B - Desert
Temperature Range Code: B - Semi-hot (30 to 40 degrees)
Base Experience Points for Killing Monster: 90

SENNIN
Hit Dice: 3
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).
Catagory: 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 Nourishing 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
Catagory: Land
In Dungeon: N
Our Monster: Y
Usage Code: Sample
Origin Code: The Dragon's Byte
Gravity Code: .9 to 3 C's
Environment Code: G - Mountain
Temperature Range Code: J - Very Hot (80 to 200 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-Sneak-Like
Height: 10M
Color: White-Green
Special Abilities: 1. Harmless. 2. Only aSlake snake.
Catagory: Water
In Dungeon: N
Our Monster: Y
Usage Code: --
Origin Code: Australia
Gravity Code: .9 to 3 C's
Environment Code: F - 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
Catagory: Water
In Dungeon: N
Our Monster: Y
Usage Code: Guard
Origin Code: England
Gravity Code: .9 to 3 C's
Environment Code: 0 - Water (fresh)
Temperature Range Code: G - Temperate
Base Experience Points for Killing Monster: 70
SHADE
Hit Dice: 5
Damage Done: Special
Armour Class: 8
Treasure 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 (99%) then those conditions will be transmitted by the shade's touch (i.e. disease, emotional stress, curse, etc.)
Category: Undead
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: Dragon's Byte
Temperature Range Code: --
Special Environment Code: High Nocuous 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
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: Air
Temperature Range Code: --
Base Experience Points for Killing Monster: 90

SHAYATIN
Hit Dice: 2
Damage Done: By Weapon--1-3 2A/M By Class--1-4 By Hoof
Armour Class: 7
Treasure 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: Desert
Temperature Range Code: H- Semi-hot (30 to 40 degrees)
Base Experience Points for Killing Monster: 65

SHMUTI
Hit Dice: 5
Damage Done: 1-4 RM By Bite
--1-8 M By Constriction
Armour Class: 7
Treasure Class: Y
Class: Snake--6 Heads on each end
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: 150

SHENSU HERU
Hit Dice: 2
Damage Done: None
Armour Class: 8
Treasure Class: A
Class: Humanoid- Spirit
Height: 2M
Color: Blue
Special Abilities: 1. Aka "follower of Horun" 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 Nocuous Gas Content
Base Experience Points for Killing Monster: 0

SHIREL
Hit Dice: 2
Damage Done: Curse (5th level)
Armour Class: 8
Treasure Class: A
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: --
Origin Code: Familiar
Origin Code: Japan
Gravity Code: --
Environment Code: --
Temperature Range Code: --
Special Environment Code: High Nocuous Gas Content
Base Experience Points for Killing Monster: 70

SHODE MONSTER
Hit Dice: 2
Damage Done: 1-4 by Club
Armour Class: 5
Treasure Class: Y
Class: Monkey
Height: 1M
Color: Brown
Special Abilities: 1. Shown 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

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SHUCK

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 Dungeons: Y
Our Monster: Y
Usage Code: Sample
Origin Code: Japan
Gravity Code: .9 to 3 G's
Environment Code: B - Forest
Temperature Range Code: F - Fair (25 to 30 degrees)
Base Experience Points for Killing Monster: 0

SHUCK MONSTER

Hit Dice: 1
Damage Done: None
Armour Class: 8
Treasure Class: Junk Class:
Class: Manilla (Intelligent Devisoroid)
Height: 1.5M
Color: Brown
Special Abilities: 1. Leaves when one says, "Shoo!"
Category: Land
In Dungeons: 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

SKRODMITZ

Hit Dice: 4
Damage Done: 1-8 By Fire 1-4 2A/M By Claws
Armour Class: 7
Treasure Class: Junk Class:
Class: Sisalana 4 eyes
Height: 4M
Color: Red/Green Stripes
Category: Land
In Dungeons: Y
Our Monster: y
Usage Code: --
Origin Code: Alan Burt Akers - Bray Prescot
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 3. Hit only by magic or energy. 2. Leaves one alone if it is not challenged. 3. Guard for treasures. 5. Holy Water does 1 HD/1ial.
Category: Other-Dimensional
In Dungeons: 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

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. Helps lonely night travelers. 4. Nocturnal.
Category: Other-Dimensional
In Dungeons: 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

SUKOLOBURZUKA

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 waxed. 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. 45 Damage.
Category: Land
In Dungeons: Y
Our Monster: Y
Usage Code: Sample
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: 80

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. 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 Dungeons: 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

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**SITH (Baobhan)**
Hit Dice: 5
Damage Done: 1-4 STR/M by Blood Drain---1-8 2A/M by Claw
Armour Class: 8
Treasure Class: J
Junk Class: Class: Human - Woman
Height: 2M
Color: White
Special Abilities: 1. Hit only by magic or energy. 2. CMA=20, CHA=20 3. Become Ethereal at will.
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: 190

**SKELETON 3**
Hit Dice: 2
Damage Done: By Weapon
Armour Class: 5
Treasure Class: C
Junk Class: 0
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
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: J
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 Prescot
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 (Giant)**
Hit Dice: 5
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 - Temperate
Temperature Range Code: G - Temperate
Base Experience Points for Killing Monster: 0

**SLIME (Constriction)**
Hit Dice: 2
Damage Done: 2-8 /M By Constriction
Armour Class: 8
Treasure Class: J
Junk Class: Class: Protoplasm
Height: 2M
Color: Grey
Special Abilities: 1. Only spread by swords & the like 2. Added 2 CON points to anyone it touches 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. Blossom drains blood at 2 STR/M 2. Narcotic Pollen may cause SLEEP (40-50 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: B - Forest
Temperature Range Code: I - Hot (40 to 80 Degrees)
Base Experience Points for Killing Monster: 50

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**Snake (Eternity)**

Hit Dice: 1
Damage Done: 1-5 By Bite (V)
Armour Class: 8
Treasure Class:
Junk Class:
Class: Snake
Height: 1M
Color: Yellow
Special Abilities: Venom—puts victim into a sleep state until antidote or REVERSE w/ ME
STOP is given. Antidote is made by mixing 1-4 pipes of dragon's blood injected in (1-4 pipe damage)
2. Bites tail and rolls around in a hoop.
Category: Land
In Dungeon: Y
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 (Furred)**

Hit Dice: 3
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: B-Cold
(-15 to 5 degrees)
Base Experience Points for Killing Monster: 30

**Snake (Ghost)**

Hit Dice: 3
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. Invisible 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 Nuisance gas content
Base Experience Points for Killing Monster: 60

**Snake (Hook)**

Hit Dice: 1
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 Hook
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-Plains
Temperature Range Code: G-Temperate
Base Experience Points for Killing Monster: 0

**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/Ruby-Head
Special Abilities: 1. Venom transforms 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 (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. Eats 1000 GP gems.
Category: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Venom
Origin Code: The Dragon's Byte
Gravity Code: --
Environment Code: D-Forest
Temperature Range Code: Y-Fair
(25 to 30 degrees)
Base Experience Points for Killing Monster: 60

**Snake (Wood)**

Hit Dice: 3
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: Y-Fair
(25 to 30 degrees)
Base Experience Points for Killing Monster: 70

**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 STA.
Category: Land
In Dungeon: N
Our Monster: Y
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 Sneez
Armour Class: 7
Treasure Class: Junk
Class: Humanoid-Burnt-Orange Shell-Black Hair on top
Height: 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 noxious things of that nature. In very boring.....
Category: Land
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: Alfred Donovan -Miscellaneously
Gravity Code: .9 to 3 G's
Environment Code: --
Temperature Range Code: G-Semi-Hot
(30 to 40 degrees)
Base Experience Points for Killing Monster: 70

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
Category: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Pot
Origin Code: Japan
Gravity Code: E-Plain
Temperature Range Code: F-Fair
(25 to 30 degrees)
Base Experience Points for Killing Monster: 70

SPIDER (Goblin)
Hit Dice: 5
Damage Done: 1-4 By Bite (P)
Armour Class: 8
Treasure Class: C
Junk Class: C
Class: Spider
Height: 2M
Color: Grey
Category: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Venom
Origin Code: Japan
Gravity Code: F 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: C
Junk Class: C
Class: Spider
Height: 2M
Color: Brown-Golden Eye
Category: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Venom
Origin Code: Alan Burst 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: 8
Treasure Class: C
Junk Class: C
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 one's foot and, when it is ready, it pulls one into the pool and eats 3. STR-30 4. Thief abilities 6th level.
Category: Land & Water
In Dungeon: Y
Our Monster: Y
Usage Code: Guard
Origin Code: Japan
Gravity Code: .9 to 3 G's
Environment Code: O-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: P
Junk Class: F
Class: Spider-Fluid Head and Limbs
Height: 7M
Color: Brown
Special Abilities: 1. Magic weapons do no extra damage. 2. Eats touch. 3. Turned by Wolfsbane.
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: 0

SPIDER (Vaccuum)
Hit Dice: 2
Damage Done: None
Armour Class: 8
Treasure Class: Junk Class: Class: Spider
Height: 1M
Color: Luminous
Special Abilities: 1. Vacuums, heat cold, 5 poison gas resilient.
2. Web.
Category: 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: K-Space (solar)
Temperature Range Code: B-Solar
Temperature: Base Experience Points for Killing Monster: 0

SPIDER (Water)
Hit Dice: 5
Damage Done: 1-6 By Bite (Poison 12)
1-4A/M by Electricity within 1.
Armour Class: 5
Treasure Class: Junk Class:
Class: Spider
Height: 5M
Color: Gray
Special Abilities: 1. Must Breathe ozone within 3 turns or die. 2. Underwater nuts.
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

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

SPIDER (Peayot)
Hit Dice: 3
Damage Done: None
Armour Class: 9
Treasure Class: Junk Class:
Class: M - Peayot! Button in Palm
Height: 2M
Color: Copper
Special Abilities: 1. It will visit one on occasion. During that time one will have the chance to grab the peayot button (3% +3 levels). If grabbed it gives one REMOTE SENSE 3/week +10%.
2. Hit only by magic or energy.
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
Noxious Gas Content
Base Experience Points for Killing Monster: 0

SPIDER (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 attacker 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 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. (REMOVIE FIRST 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

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: B-Forest
Temperature Range Code: G-Temperate
Base Experience Points for Killing Monster: 0
STAG (White)
Hit Dice: 3
Damage Done: 1-3 2A/m By Hooves—1-10 By Antlers
Armour Class: 9
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/N 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 Noxious gas content
Base Experience Points for Killing Monster: 40

STRIKESAW
Hit Dice: 2
Damage Done: 1-4 2A/M By Claws
1-6 By Bite
Armour Class: 7
Treasure Class: Junk Class:
Class: Cat
Height: 2M
Color: Striped Variable
Special Abilities: 1. Two spotted on rear (Black & White) 2. Has 6 legs.
Category: Land
In Dungeon: Y
Our Monster: Y
Usage Code: —
Origin Code: Alan Burt Aker—Dray Preceptor
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

STAYWR
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 Aker—Dray Preceptor
Gravity Code: .9 to 3 G's
Environment Code: N—Underground
Temperature Range Code: F—Fair
(25 to 30 degrees)
Base Experience Points for Killing Monster: 30

SQUEAK
Hit Dice: 1
Damage Done: None
Armour Class: 8
Treasure Class: Junk Class:
Class: Dog/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

SQUIRREL (Red)
Hit Dice: .5
Damage Done: 1-3 By Bite
Armour Class: 8
Treasure Class:
Class: Squirrel
Height: .3M
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

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

SWALLOW 2
Hit Dice: .2
Damage Done: None
Armour Class: 6
Treasure Class: B
Junk Class: C
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: D-Temperate
Base Experience Points for Killing Monster: 0

SYN
Hit Dice: 6
Damage Done: Special
Armour Class: A
Treasure Class: B
Junk Class: B
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: 250

SYNTHOCERF
Hit Dice: 3
Damage Done: 1-12 By Antlers
Armour Class: 6
Treasure Class: B
Junk Class: B
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: B-Gold
(-13 to 5 degrees)
Base Experience Points for Killing Monster: 60

SYTIRA
Hit Dice: 4
Damage Done: 1-5/M By Digestion
(2-6 traps)
Armour Class: B
Treasure Class: I
Junk Class: I
Class: Venus Fly-Trap
Height: 5M
Color: White
Special Abilities: 1. Traps are maze-sized. Found only in caves.
Category: Land
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: G-Mountain
Temperature Range Code: F-Fair
(25 to 30 degrees)
Base Experience Points for Killing Monster: 90

TAPPO-NO-HAYE
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. Rattles 2.
Curves the worm if it sees itself
3. Uses Black Witch spells
(6th level)
Category: Land
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: Asia
Gravity Code: .9 to 3 G's
Environment Code: D-Wetland
Temperature Range Code: F-Fair
(25 to 30 degrees)
Base Experience Points for Killing Monster: 60

TANIKI
Hit Dice: 5
Damage Done: Special
Armour Class: 7
Treasure Class: B
Junk Class: B
Class: Badger-Stretched/Large Serpent
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: C-Temperate
Base Experience Points for Killing Monster: 150

TANKHAS
Hit Dice: 6
Damage Done: 2-12 2A/M By Claws--
2-20 By Beak
Armour Class: 7
Treasure Class: B
Junk Class: B
Class: Hawk
Height: 5M
Color: Brown & Red
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)
Base Experience Points for Killing Monster: 125
TECHNIQUES
Hit Dice: 2
Damage Done: 1-6 By Bite--1-4 2A/M By Claws
Armour Class: 7
Treasure Class: Junk Class:
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: C-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 1000 -35/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

TEKON 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 (20th 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

TEPSON
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 1005-15 PSI. Once the person is drained, the Tepson 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, 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

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: C-Mountain
Temperature Range Code: H - Semi-Hot (30 to 40 Degrees)
Base Experience Points for Killing Monster: 90

TRES-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
TIGER-WOLF
Hit Dice: 2
Damage Done: 1-4 2A/M By Claws -- 1-4 By Bite
Armour Class: 7
Treasure Class: Junk
Class: Tiger -- Wolf Head
Height: 7M
Color: Black/Orange Stripes
Category: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Fat
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

TINKO
Hit Dice: .2
Damage Done: None
Armour Class: 8
Treasure Class: Junk
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 Prescot
Gravity Code: .9 to 3 G’s
Environment Code: D - Mountain
Temperature Range Code: H - Semi-Hot (10 to 40 Degrees)
Base Experience Points for Killing Monster: 0

TIL (WIR)
Hit Dice: 3
Damage Done: 1-4 2A/M By Claws 1-4 By Bite
Armour Class: 7
Treasure Class: Junk
Class: Vessel - Cat’s Head
Height: 3M
Color: Brown to Black
Special Abilities: 1. Long legs 2. A wild Zanthil
Category: Land
In Dungeon: Y
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: F - Fair (25 to 30 Degrees)
Base Experience Points for Killing Monster: 60

TIL (ZHAN)
Hit Dice: 3
Damage Done: 1-5 2A/M By Claws 1-4 By Bite
Armour Class: 7
Treasure Class: Junk
Class: Vessel - Cat’s Head
Height: 3M
Color: Amber & Ruby Stripes
Special Abilities: 1. Long Legs - a saddle beak
Category: Land
In Dungeon: Y
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: F - Fair (25 to 30 Degrees)
Base Experience Points for Killing Monster: 60

TIMBERRODDLE
Hit Dice: 1
Damage Done: 1-4 2A/M By Claws
Armour Class: 7
Treasure Class: Junk
Class: Pig/Boar - 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

TINKLE (HYPOD-)
Hit Dice: .5
Damage Done: None
Armour Class: 8
Treasure Class: Junk
Class: Tinkle
Height: .3M
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

TINKLE (MESSAGE-)
Hit Dice: .5
Damage Done: None
Armour Class: 8
Treasure Class: Junk
Class: Tinkle
Height: .3M
Color: Violet
Special Abilities: 1. This Tinkle can be trained to memorize up to 10 minutes of speech, initiating 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

TINKLE (MICRO-)
Hit Dice: .5
Damage Done: Special
Armour Class: 8
Treasure Class: Junk
Class: Tinkle
Height: .3M
Color: Brownish Red
Special Abilities: 1. This Tinkle constantly emits 1-200/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 (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.
Category: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Pet
Origin Code: Dragon's Byte Tinkles
Gravity Code: .9 to 3 O'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 Magic, then there is a 51/M chance of temporary insanity.
Category: Land
In Dungeon: Y
Our Monster: Y
Usage Code: -
Origin Code: Dragon's Byte Tinkles
Gravity Code: .9 to 3 O'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
Category: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Familiar
Origin Code: David U. Chapman Miscellaneous
Gravity Code: .9 to 3 O's
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: .23M
Color: Brown
Special Abilities: 1. Eats GP when on the ground, but Tinkles in one's hands when picked up.
Category: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Familiar
Origin Code: Dragon's Byte Tinkles
Gravity Code: .9 to 3 O'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: .5M
Color: Variable
Special Abilities: 1. This Tinkle produces a 2M diameter light of the color of the Tinkle. Every 10 minutes it can be probed into producing a 5M diameter light for 3M, then it will darken for 20 minutes to recuperate.
Category: Land & Other-Dimensional
In Dungeon: Y
Our Monster: Y
Usage Code: Familiar
Origin Code: Dragon's Byte Tinkles
Gravity Code: .9 to 3 O'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 (4D6) 3 times per day. 2. It can also absorb up to 6 D of light from a spell before releasing it.
Category: 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
TOAD (RIDING)
Hit Dice: 3
Damage Done: 1-4 2A/M By Claw
-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 C'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/Face/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 C's
Environment Code: --
Temperature Range Code: --
Special Environment Code: High Noxious Gas Content
Base Experience Points for Killing Monster: 30

TOAST (BURNED)
Hit Dice: 2
Damage Done: 1-6 By Bite
Armour Class: 3
Treasure Class:
Junk Class:
Class: Construct - Burnt Toast with Face/Face/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 C's
Environment Code: --
Temperature Range Code: --
Special Environment Code: High Noxious Gas Content
Base Experience Points for Killing Monster: 30

TOMS-UKAR
Hit Dice: 3
Damage Done: 1-4 2A/M By Claw
-1-4 By Stringer (Y)
Armour Class: 5
Treasure Class:
Junk Class:
Class: Scorpion
Height: 3M
Color: Green-Grey
Special Abilities: 1. Aka "Rock (Untranslatable)" Z. Venom - makes rock malleable to scorpion 3. It is used to build caves for dragons. 4. Guided telepathically.
Category: Land
In Dungeon: B
Our Monster: Y
Usage Code: Pet
Origin Code: Dragon's Byte
Gravity Code: .9 to 3 C's
Environment Code: G-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 C's
Environment Code: D - Forest
Temperature Range Code: N - Semi-Hot (30 to 40 Degrees)
Base Experience Points for Killing Monster: 210

TREE (TRANSUMER)
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 C's
Environment Code: O - Water (Fresh)
Temperature Range Code: F - Fair
(25 to 30 Degrees)
Base Experience Code for Killing Monster: 130

TREE - SQUEAK
Hit Dice: 1
Damage Done: None
Armour Class: 6
Treasure Class:
Junk Class:
Class: Mouse
Height: 2M
Color: Brown
Special Abilities: 1. Squeaks white 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 C's
Environment Code: D - Forest
Temperature Range Code: G - Temperate
Base Experience Points for Killing Monster: 0

TRELL (FLUT)
Hit Dice: 4
Damage Done: 1-6 2A/M By Claw
-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 mane
Category: Land & Air
In Dungeon: N
Our Monster: Y
Usage Code: Mount
Origin Code: Alan Burt Akers
Dray Prescot
Gravity Code: .9 to 3 C's
Environment Code: A - Air
Temperature Range Code: F - Fair
(25 to 30 Degrees)
Base Experience Points for Killing Monster: 70
TRIPEDO
Hit Dice: 2
Damage Done: 1-4 by stones
Armour Class: 7
Treasure Class: Junk
Class: Camel - 3 Legs/no hump
Height: 2M
Color: Red/Gold
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 C's
Environment Code: G-Mountain
Temperature Range Code: G-Temperate
Base Experience Points for Killing Monster: 30

TRIX (LEEP-)
Hit Dice: 4
Damage Done: 1-8 by Bite 1-4 4A/M
By Claw
Armour Class: 7
Treasure Class: Junk
Class: Lizard - 12 Legs
Height: 2M
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 C's
Environment Code: 0 - Water (FRESH)
Temperature Range Code: F - Fair
(25 to 30 Degrees)
Base Experience Points for Killing Monster: 80

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

TROUT
Hit Dice: 1
Damage Done: None
Armour Class: 7
Treasure Class: Junk
Class: Fish
Height: 1M
Color: Golden-Green
Special Abilities: 1. 103 possessed of some bit of mystic lore.
2. Curve (10th 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 C's
Environment Code: O - Water (FRESH)
Temperature Range Code: G-Temperate
Base Experience Points for Killing Monster: 0

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
TRASH-200 for 1 day. 4. If
offended, they scath any 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 C's
Environment Code: H - Plain
Temperature Range Code: G-Temperate
Base Experience Points for Killing Monster: 0

TSNAG
Hit Dice: 3
Damage Done: Special
Armour Class: 9
Treasure Class: D
Junk Class: D
Class: Humanoid
Height: 1M
Color: Brown
Special Abilities: 1. Lives under
grass patches on hills. 2.
Mischievous. 3. If prayed to, they
may grant TRASH-200 for 1 day. 4. If
offended, they scath any 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 C's
Environment Code: H - Plain
Temperature Range Code: G-Temperate
Base Experience Points for Killing Monster: 0

TSODAR
Hit Dice: 9
Damage Done: 2-12 2A/M By Claw
1-12 By Bite
Armour Class: 6
Treasure Class: Junk
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 C's
Environment Code: A - Air
Temperature Range Code: H - Semi-
Hit (30 to 40 Degrees)
Base Experience Points for Killing Monster: 160
TULIPA (MAN-EATING)
Hit Dice: 3
Damage Done: 1-4/M By Digestion
Armour Class: 8
Treasure Class: Junk
Class: Tulip
Height: 6M
Color: Varied
Category: Land
In Dungeon: N
Our Monster: Y
Usage Code: --
Origin Code: Dragon's Byte
Gravity Code: .5 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: Bird
Height: 1M
Color: Red-Brown
Special Abilities: 1. Semi-Intelligent, and very clever
Category: Land & Air
In Dungeon: Y
Our Monster: Y
Usage Code: Pat
Origin Code: America
Gravity Code: 0 to 3 G's
Environment Code: B - Forest
Temperature Range Code: G - Temperate
Base Experience Points for Killing Monster: 25

TURTLE (TERROR)
Hit Dice: 3
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)
Category: Water
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: The Dragon's Byte
Gravity Code: .5 to 3 G's
Environment Code: F - Water (Salt)
Temperature Range Code: G - Temperate
Base Experience Points for Killing Monster: 620

UKSHIKI
Hit Dice: 5
Damage Done: 1-6/M By Constriction
1-6 By Bite
Armour Class: 7
Treasure Class: Junk
Class: Snake
Height: 5M
Color: Black-Blue
Special Abilities: 1. Aka "Black Racer". 2. Sickening breath (NAUSEA 70% or CON)
Category: Land & Water
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: Cherokee
Gravity Code: 0 to 3 G's
Environment Code: L - Swamp
Temperature Range Code: F - Fair
(25 to 30 Degrees)
Base Experience Points for Killing Monster: 85

UKENA
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
4. Venom temper.
Category: Land & Water
In Dungeon: Y
Our Monster: Y
Usage Code: Venom
Origin Code: Cherokee
Gravity Code: .5 to 3 G's
Environment Code: C - Mountain
Temperature Range Code: F - Fair
(25 to 30 Degrees)
Base Experience Points for Killing Monster: 205

UKENA (RIDING)
Hit Dice: 5
Damage Done: 1-6 By Bite (P) -- 1-4 By Horns -- 1-6/M By Constriction
Armour Class: 6
Treasure Class: Junk
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: 0 to 3 G's
Environment Code: C - Mountain
Temperature Range Code: F - Fair
(25 to 30 Degrees)
Base Experience Points for Killing Monster: 80

ULLAIJOHA
Hit Dice: 5
Damage Done: 1-3/M By Blooddrain
Armour Class: 6
Treasure Class: Junk
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
Gravity Code: .5 to 3 G's
Environmental Code: L - Swamp
Temperature Range Code: F - Fair
(25 to 30 Degrees)
Base Experience Points for Killing Monster: 65

UNDEND
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. EVII
Category: Undead
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: England
Gravity Code: .5 to 3 G's
Environmental Code: --
Temperature Range Code: --
Special Environment Code: High Toxic Gas Conten
Base Experience Points for Killing Monster: 110

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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: C - 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 2d4/M By Hooves
Armour Class: 1
Treasure Class: Junk Class:
Class: Horse - Dragon Head/Breast
Height: 3M
Color: Red & Yellow
Special Abilities: 1. Deer legs 2. Flaming 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 DG RH
Hit Dice: 40
Damage Done: 5-50 By "Bite"
Armour Class: B
Treasure Class: Junk Class:
Class: Cloud
Height: 3M
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

USTULTI
Hit Dice: 5
Damage Done: 1-9/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 blot 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: C - 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 Fliges
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

UTSAMATI
Hit Dice: 2
Damage Done: 1-4 By Bite (Y)
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 (120)
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 2d4/M By Claws -- 1-4 By Bite -- 1-2 STR by Blood-drain
Armour Class: 7
Treasure Class: D
Junk Class: D
Class: App.
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: Human Blood
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

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WAY-TENDER
Hit Dice: 3
Damage Done: 1-4 By Kick -- 1-4
2A/M By Claus
Armour Class: 7
Treasure Class: E
Junk Class: E
Class: Ape - Hooven
Height: 2M
Color: White
Category: Land
In Dungeon: E
Our Monster: Y
Usage Code: Guard
Origin Code: The Dragon's Byte
Gravity Code: .9 to 3 C's
Environment Code: G - Mountain
Temperature Range Code: E - Semi-Cold (3 to 25 Degrees)
Base Experience Points for Killing Monster: 55

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 Aker
Gray Personal
Gravity Code: .9 to 3 C's
Environment Code: B - Forest
Temperature Range Code: G - Temperate
Base Experience Points for Killing Monster: 30

WREATAR
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

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: Pat
Origin Code: The Dragon's Byte
Gravity Code: .9 to 3 C's
Environment Code: P - Water (Salt)
Temperature Range Code: I - Hot (40 to 80 Degrees)
Base Experience Points for Killing Monster: 30

WAY-ASSONI
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
Category: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Venom
Origin Code: Cherokee
Gravity Code: .9 to 3 C's
Environment Code: L - Swamp
Temperature Range Code: G - Temperate
Base Experience Points for Killing Monster: 25

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 wall if anyone other than its master comes within 2m. 2. This wall causes fear and confusion (6th Level) in anyone within 10m except its master. 3. It detects invaders by psionic.
Category: Land & Other-Dimensional
In Dungeon: Y
Our Monster: Y
Usage Code: Familiar
Origin Code: Dragon's Byte
Tinkles
Gravity Code: .9 to 3 C's
Environment Code: H - Plain
Temperature Range Code: G - Temperate
Base Experience Points for Killing Monster: 0

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: Brown
Special Abilities: 1. Causes -5%
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
WIND WALKER
Hit Dice: 6
Damage Done: 1-6 By Cold -- 1-6/N
Armour Class: 9
Treasure Class: Junk
Class: Animated Wind
Height: 7M
Color: Invisible
Special Abilities: 1. Hit only by magic or energy. 2. TELEPATHY/PROJECTION & RECEIVING (7th Level) 3. Fly 4. Gate to another location 3/day 5. Semi-Int.
Category: Land A Air
In Dungeon: Y
Our Monster: Y
Hit Code: Cold
Origin Code: Solomon K. Tisu'vays
Cathedral
Gravity Code: --
Environment Code: A - Air
Temperature Range Code: E - Semi-Cold (5 to 25 Degrees)
Special Environ Code: High
Sodium Gas Content
Base Experience Points for Killing Monster: 165

WING-WANG
Hit Dice: 1
Damage Done: 1-3 By Bask
Armour Class: 8
Treasure Class: Junk
Class: Bug - 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 is eaten by morning.
Category: Land
In Dungeon: Y
Our Monster: Y
Hit Code: --
Origin Code: America
Gravity Code: .9 to 3 G's
Environment Code: N - Plain
Temperature Range Code: G-Temperate
Base Experience Points for Killing Monster: 15

WITCH (SEA)
Hit Dice: 5
Damage Done: Special
Armour Class: 7
Treasure Class: E
Class: Humanoid - Webbed Hands & Feet
Height: 2M
Color: Green
Category: Water
In Dungeon: N
Our Monster: Y
Hit 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

WOLF (RIDING)
Hit Dice: 2
Damage Done: 1-4 By Bite
Armour Class: 7
Treasure Class: Junk
Class: Wolf
Height: 1.5M
Color: Grey
Special Abilities: 1. Very faithful
Category: Land
In Dungeon: N
Our Monster: Y
Hit Code: --
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

WOLFO
Hit Dice: 7
Damage Done: None
Armour Class: 7
Treasure Class: Junk
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
Hit Code: --
Origin Code: Alan Burt Akre
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
Class: Wolverine
Height: 3M
Color: Brown
Special Abilities: 1. AC: 6 when moving. 2. Skunk odor. 3. +4 damage & +4 to Hit.
Category: Land
In Dungeon: Y
Our Monster: Y
Hit 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

WORM (BURN)
Hit Dice: 2
Damage Done: 1-6 By Butt -- 2-10
By Burn
Armour Class: 2
Treasure Class: Junk
Class: Normal - Beryllium/Boron Shell
Height: 2M
Color: Metallic Silver/White
Special Abilities: 1. Time phase through rock
Category: Land
In Dungeon: Y
Our Monster: Y
Hit Code: --
Origin Code: The Dragon's Byte
Gravity Code: .9 to 3 G's
Environment Code: M - Underground (Deep)
Temperature Range Code: J - Very Hot (800 to 1000 Degrees). Return K - Super Hot (200 to 600 Degrees)
Special Environ Code: High
Sodium Gas Content
Base Experience Points for Killing Monster: 980

WORM (GLOW)
Hit Dice: 5
Damage Done: None
Armour Class: 8
Treasure Class: Junk
Class: Worm
Height: 5M
Color: Various
Special Abilities: 1. Its presence marks one of the following things for the greedy/meddlesome: 1) red - slow death/medicine 2) green - mutation/healing 3) yellow - cursed treasure/treasure.
Category: Land
In Dungeon: Y
Our Monster: Y
Hit Code: --
Origin Code: The Dragon's Byte
Gravity Code: .9 to 3 G's
Environment Code: D - Mountains
Temperature Range Code: E - Semi-Cold (5 to 25 Degrees)
Base Experience Points for Killing Monster: 0
YAHU
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 .5e stone/M 2. 43 Damage
Category: Undead
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

YAMA OTOKO
Hit Dice: 12
Damage Done: 1-4N 2A/N 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: Y - Fair (25 to 30 Degrees)
Base Experience Points for Killing Monster: 160

YAMA USA 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. C. 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

YAMA USA 1
Hit Dice: 3
Damage Done: Special
Armour Class: 6
Treasure Class: B
Junk Class: B
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

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YAN (CHY)
Hit Dice: 3
Damage Done: 1-6 by Hooked Beak
1-5 by Claw
Armour Class: 7
Treasure Class: 5
Junk Class:
Class: Swan
Height: 1M
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
Draw Preview
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

YAN (ZH)
Hit Dice: 3
Damage Done: 1-6 by Hooked Beak
1-4 by Claw
Armour Class: 7
Treasure Class:
Junk Class:
Class: Swan
Height: 1M
Color: White/Red Claw
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
Draw Preview
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

YOVEN BANOOG
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

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

YUKI-ONNA
Hit Dice: 3
Damage Done: Special
Armour Class: B
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: B - Forest
Temperature Range Code: E - Semi-Cold (5 to 25 Degrees)
Base Experience Points for Killing: Monster: 90

YUAMIYAGI
Hit Dice: 3
Damage Done: By Weapon -- Special
Armour Class: B
Treasure Class: B
Junk Class: B
Class: Humnoid
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 (Presh)
Temperature Range Code: G-Temperate
Base Experience Points for Killing: Monster: 70

YUWI TSUNODI
Hit Dice: 2
Damage Done: By Weapon -- Special
Armour Class: B
Treasure Class: A
Junk Class: A
Class: Humnoid
Height: 1M
Color: Coppery Brown
Category: Other-Dimensional
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: Cherokee
Gravity Code: .9 to 3 G's
Environment Code: O - Mountain
Temperature Range Code: G-Temperate
Base Experience Points for Killing: Monster: 140

YUREI
Hit Dice: 2
Damage Done: CURSE (5th Level)
Armour Class: B
Treasure Class: A
Junk Class: B
Class: Spirit
Height: 2M
Color: Black
Special Abilities: 1. Rrentless 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
Dorotic Gas Content
Base Experience Points for Killing: Monster: 70
YUREI (FUNA-)
Hit Dice: 20
Damage Done: 3-10 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: X
Our Monster: Y
Usage Code: --
Origin Code: Japan
Gravity Code: 9 to 3 G's
Environment Code: F - Water (Salt)
Temperature Range Code: F - Fair (25 to 30 Degrees)
Special Environment Code: High Nocious Gas Content
Base Experience Points for Killing Monster: 70

ZUJJO (KTE-)
Hit Dice: 8
Damage Done: 2-16 By Bite -- 1-8
2A/M By Claws
Armour Class: 9
Treasure Class: C
Junk Class: C
Class: Dragon - Webbed Feet
Height: 8M
Color: Blue
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: F - 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 Nocious Gas Content
Base Experience Points for Killing Monster: 0

ZEBR
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: Y
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: Iconic Burt Akers
Dary Precinct
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

<table>
<thead>
<tr>
<th>01-15</th>
<th>16-30</th>
<th>31-45</th>
<th>46-60</th>
<th>61-75</th>
<th>76-90</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-05</td>
<td>C</td>
<td>D</td>
<td>E</td>
<td>F</td>
<td>G</td>
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<td>06-10</td>
<td>B</td>
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<td>F</td>
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<td>11-15</td>
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<td>A</td>
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<td>31-35</td>
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</tbody>
</table>

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:

<table>
<thead>
<tr>
<th>01-15</th>
<th>16-30</th>
<th>31-45</th>
<th>46-60</th>
<th>61-75</th>
<th>76-90</th>
</tr>
</thead>
<tbody>
<tr>
<td>.5</td>
<td>B</td>
<td>C</td>
<td>D</td>
<td>E</td>
<td>F</td>
</tr>
<tr>
<td>1</td>
<td>A</td>
<td>B</td>
<td>C</td>
<td>D</td>
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<td>A</td>
<td>B</td>
<td>C</td>
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<td>B</td>
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</tr>
</tbody>
</table>

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:

<table>
<thead>
<tr>
<th>01-15</th>
<th>16-30</th>
<th>31-45</th>
<th>46-60</th>
<th>61-75</th>
<th>76-90</th>
</tr>
</thead>
<tbody>
<tr>
<td>.5</td>
<td>A</td>
<td>B</td>
<td>C</td>
<td>D</td>
<td>E</td>
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<tr>
<td>1</td>
<td>R</td>
<td>A</td>
<td>B</td>
<td>C</td>
<td>D</td>
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<td>R</td>
<td>A</td>
<td>B</td>
<td>C</td>
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<tr>
<td>3</td>
<td>-</td>
<td>-</td>
<td>R</td>
<td>A</td>
<td>B</td>
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<td>4</td>
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<td>-</td>
<td>-</td>
<td>R</td>
<td>A</td>
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<td>5</td>
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<td>R</td>
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<tr>
<td>6</td>
<td>-</td>
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</tr>
</tbody>
</table>

This is with PSP going across the top and HD down the side. R means that the animal becomes berserk (2x 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:

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

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.
<table>
<thead>
<tr>
<th>Page 10</th>
<th>Page 16</th>
<th>Page 17</th>
<th>Page 22</th>
<th>Page 28</th>
</tr>
</thead>
<tbody>
<tr>
<td>Aau</td>
<td>Awi</td>
<td>Awi Usdi</td>
<td>Bug (Water Rock)</td>
<td>Cock (Pea)</td>
</tr>
<tr>
<td>Ab-She</td>
<td>Awi</td>
<td>Babe (Cannibal)</td>
<td>Bull (Brown)</td>
<td>Cock (Wood)</td>
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<td>Baboon</td>
<td>Baboon 2</td>
<td>Bull (Water)</td>
<td>Cockatrice</td>
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<td>Bacon</td>
<td>Badger</td>
<td>Burner</td>
<td>Cold Flyer</td>
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<td>Badger</td>
<td>Badger (Giant)</td>
<td>Bush (Disruptor)</td>
<td>Collector of Eyes</td>
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<td>Adder</td>
<td></td>
<td></td>
<td>Bush Baby</td>
<td>Comitatus</td>
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<td>Cabby Ustey</td>
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<td>Camel</td>
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<td>Ahlnmakoh</td>
<td>Baiste-Na-scoghaigh</td>
<td>Page 17</td>
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<tbody>
<tr>
<td>87 CHARACTER CODEX</td>
<td>$4.50</td>
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<tr>
<td>88 DARK TOWER</td>
<td>$5.50</td>
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<tr>
<td>109 OPERATION OGRE</td>
<td>$3.25</td>
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<tr>
<td>114 MALTESE CLUE</td>
<td>$4.00</td>
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<tr>
<td>117 TEMPLE OF RA ACCursed BY SET</td>
<td>$2.00</td>
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<tr>
<td>124 ESCAPE FROM ASTIGAR'S LAIR</td>
<td>$2.00</td>
</tr>
<tr>
<td>190 THE TREASURE VAULTS OF LINDORAN</td>
<td>$4.00</td>
</tr>
<tr>
<td>210 INFERNAL</td>
<td>$5.98</td>
</tr>
<tr>
<td>260 PORTALS OF TORSH</td>
<td>$3.98</td>
</tr>
<tr>
<td>460 BOOK OF RUINS</td>
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</tr>
<tr>
<td>560 PORTALS OF IRONTOOTH</td>
<td>$3.98</td>
</tr>
<tr>
<td>250 C &amp; S SHIELD</td>
<td>$3.00</td>
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**APPROVED FOR USE WITH CHIVALRY & SORCERY**

<table>
<thead>
<tr>
<th>Item Description</th>
<th>Price</th>
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<tbody>
<tr>
<td>890 MAGEBIRD QUEST</td>
<td>$10.00</td>
</tr>
<tr>
<td>930 STAR SILVER TREK</td>
<td>$7.00</td>
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**APPROVED FOR USE WITH DRAKENST**

<table>
<thead>
<tr>
<th>Item Description</th>
<th>Price</th>
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</thead>
<tbody>
<tr>
<td>75 TRAVELLER REFERENCE SCREEN</td>
<td>$2.50</td>
</tr>
<tr>
<td>78 TRAVELLER LOG BOOK</td>
<td>$3.50</td>
</tr>
<tr>
<td>89 STARSHIP &amp; SPACECRAFT FOR TRAVELLER</td>
<td>$5.50</td>
</tr>
<tr>
<td>105 DRAKEN'S STATION</td>
<td>$4.95</td>
</tr>
<tr>
<td>330 TANCED</td>
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</tr>
<tr>
<td>340 LEY SECTOR</td>
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<tr>
<td>350 DARTHANON QUEEN</td>
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</tr>
<tr>
<td>480 50 STARBASES</td>
<td>$5.98</td>
</tr>
<tr>
<td>490 GLIMMERDROUGHT REACHES</td>
<td>$4.98</td>
</tr>
<tr>
<td>500 DOOM OF THE SINGING STAR</td>
<td>$11.98</td>
</tr>
<tr>
<td>520 NAVIGATOR'S STARCHARTS</td>
<td>$4.98</td>
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<tr>
<td>590 CRUCIS MARGIN</td>
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<tr>
<td>640 GHOST'S STAFF</td>
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<tr>
<td>710 AMY'S PROBE</td>
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</tr>
<tr>
<td>720 ROGUE MOON OF SPINSTOR</td>
<td>$5.98</td>
</tr>
<tr>
<td>730 SIMBA SAFARI</td>
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<tr>
<td>740 PORT O'CALL</td>
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<tr>
<td>760 MARANA THALHAKHEST SECTOR</td>
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</tr>
<tr>
<td>880 CORSAIRS OF THE TURKU WASTES</td>
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<tr>
<td>940 WAPWINTER</td>
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**APPROVED FOR USE WITH RUNEQUEST GATEWAY**

<table>
<thead>
<tr>
<th>Item Description</th>
<th>Price</th>
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<tbody>
<tr>
<td>107 BROKEN TREE INN</td>
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</tr>
<tr>
<td>116 THE HELLPITS OF NIGHTFANG</td>
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</tr>
<tr>
<td>170 RUNEQUEST SHIELD</td>
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</tr>
<tr>
<td>220 LEGENDARY DUCK TOWER</td>
<td>$5.98</td>
</tr>
<tr>
<td>310 CITY OF LEI TABOR</td>
<td>$7.98</td>
</tr>
<tr>
<td>380 DUCK POND</td>
<td>$5.98</td>
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**APPROVED FOR USE WITH EMPIRE OF THE PETAL THRONE**

<table>
<thead>
<tr>
<th>Item Description</th>
<th>Price</th>
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</thead>
<tbody>
<tr>
<td>540 NIGHTMARE MAZE OF JIGRESH</td>
<td>$2.00</td>
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**APPROVED FOR USE WITH TUNNELS & TROLLS**

<table>
<thead>
<tr>
<th>Item Description</th>
<th>Price</th>
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<tbody>
<tr>
<td>400 THE TOUGHEST DUNGEON IN THE WORLD</td>
<td>$4.00</td>
</tr>
<tr>
<td>850 RAT ON A STICK</td>
<td>$3.98</td>
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**APPROVED FOR USE WITH SUPERHERO 2044**

<table>
<thead>
<tr>
<th>Item Description</th>
<th>Price</th>
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<tbody>
<tr>
<td>130 HAZARD</td>
<td>$2.00</td>
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</tbody>
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**APPROVED FOR USE WITH VILLAINS & VIGILANTES**

<table>
<thead>
<tr>
<th>Item Description</th>
<th>Price</th>
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</thead>
<tbody>
<tr>
<td>580 BREAK IN AT THREE KILOMETER ISLAND</td>
<td>$3.00</td>
</tr>
</tbody>
</table>

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