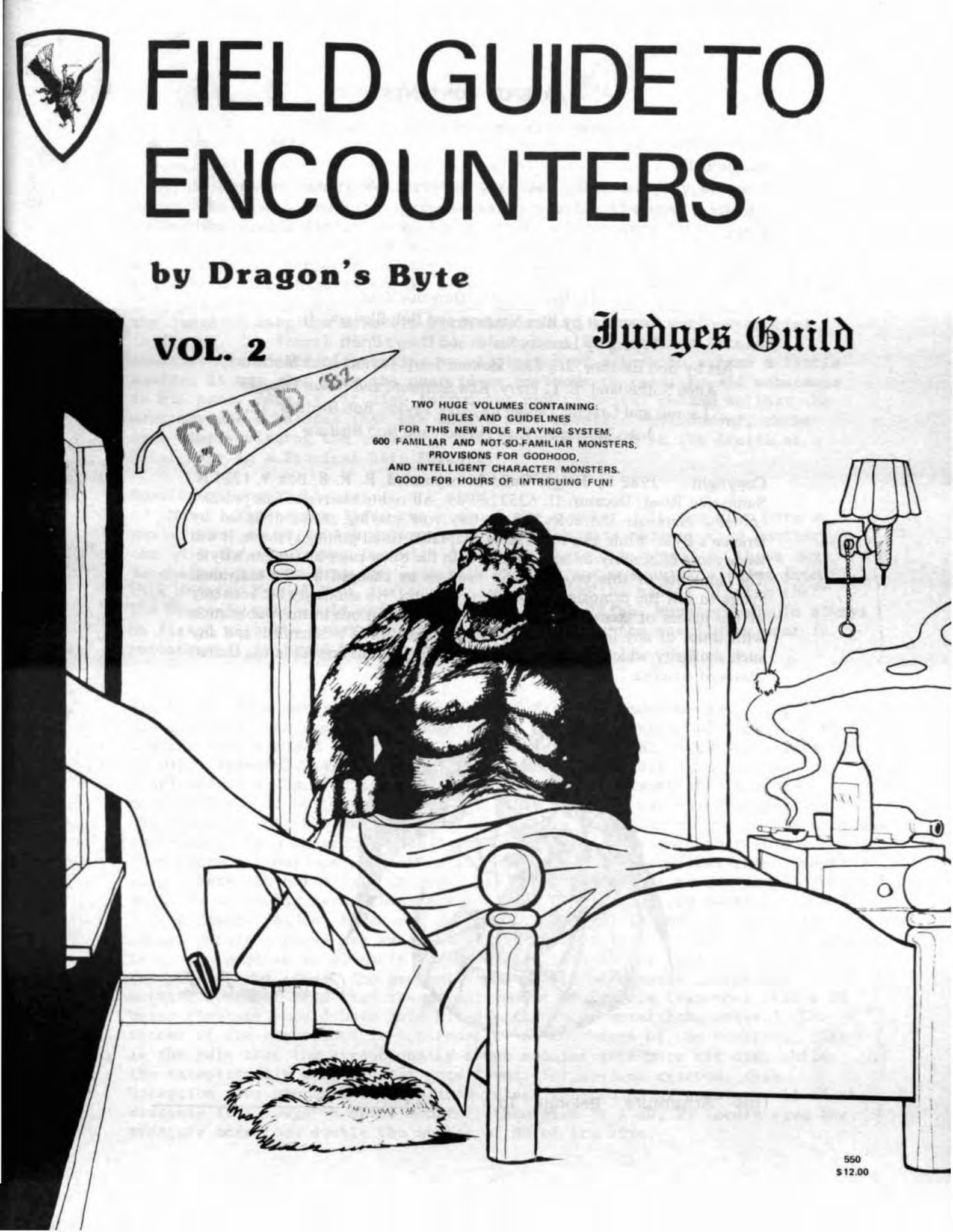
FIELD GUIDE TO ENCOUNTERS

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!



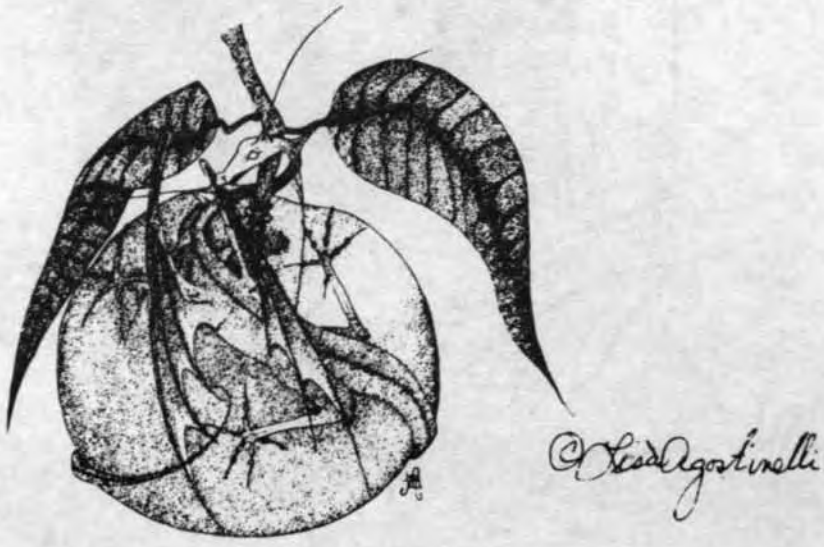
550
$12.00

TABLE OF CONTENTS

Introduction 3
Assigning E.P. 8
Monsters 10
Psionics 88
Index 91

Designed by The Dragon's Byte
Cover Art by Ken Simpson and Bob Bledsaw, Jr.
Typing by Lindsay Smith and Debye Pruitt
Art by Bob Bledsaw, Jr., Rick Houser, Jerry Taylor, John Mortimer, Allen Sutherland, E. L. Perry, Ken Simpson, and Nequi Dharsee
Layout and Graphic Design by Jerry Taylor, Bob Bledsaw, Jr., John Mortimer, Rick Houser, and Bob Bledsaw

Copyright 1982 by **Judges Guild Incorporated**, R. R. 8, Box 9, 1221 N. Sunnyside Road, Decatur, IL 62522-9989. All rights reserved. This product contains materials and rules for fantasy role playing games designed by **Dragon's Byte**. While this material is adaptable to all gaming systems, it will work most effectively in conjunction with the other rules by **Dragon's Byte**. The contents of this product may need to be changed by the individual Judge to suit the campaign he or she moderates. No similarity between any of the names of characters, persons, and/or institutions in this publication with those of any living or dead person or institution is intended, and any such similarity which may exist is purely coincidental. Printed in the United 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 designated an amount of treasure determined by the following chart:

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



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

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

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

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

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

Class: This entry lists the class of the monster and attemps 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

Orgin 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 it's own.

Assigning E.P.

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

1) All monsters are assigned 10 EP per Hit Die.

2) Few monsters of under 1 HD will be given EP. Only if they prove sufficiently deadly and dangerous will they get EP, and then only around 5 total.

3) For the different damage ranges, the EP assigned are as follows:
   1-2 or 1-3 -- 5 EP
   1-4 or 1-10 -- 10 EP
   1-4/M -- 15 EP
   1-8/M -- 20 EP

4) For each 2 AC below AC 8 the monster should be assigned 10 EP (i.e. AC 6 = 10 EP, AC 4= 20 EP, AC 2 = 30 EP).

5) For increased or decreased resistances, the total EP is increased or decreased 5 EP for 25% to 50% and 10 EP for 75% to 100% resistance.

6) For Breaths - Most breaths are 10 EP per use per day. The exception to this rule is an exceptionally powerful one, such as a Life draining breath.

7) Any magical ability that is equivalent to a spell gets 10 EP per 2 levels of the spell. Should a monster be listed with general spell use, from a certain magic system, then it is assigned 10 EP for each level of spell use.

8) For poisons and venoms, the following chart is used:

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

Venom - Variable, and dependent upon the effect of the Venom

9) EP for energy damage is determined in a manner similar to that of damages.

10) The ability to fly is assigned 10 EP

11) For increased speed, the EP is multiplied by the increase in speed.

12) For Invisibility 20 EP are assigned.

13) For immunity from any attacks, but magical or energy, 20 EP are given.

14) Life Drains are assigned 10 EP for each 2 levels or Stats (i.e. CON or STR) drained.

15) Any entry in the Special Environments is assigned 10 EP.

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



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



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



AB-SHE
Hit Dice: 10
Damage Done: 2-24 by Bite--
1-10 2A/M by Claws -3-18 by Tail
Armour Class: 5
Treasure Class: I
Junk Class:I
Class: Crocodile
Height: 10M
Color: Brown
Special Abilities: 1. It is magical
and can see spirits. 2. Immune to
all Life-drains.
Catagory: Land & Water
In Dungeon: N
Our Monster: Y
Usage Code: --
Origin Code: Egypt
Gravity Code: .9 to 3 G's
Environment Code: O-Water (fresh)
Temperature Range Code: H - Semi-hot
(30 to 40 degrees)
Base Experience Points for
Killing Monster: 210



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



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



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



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



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



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



Copyright © 1981, Allan Sutherland

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



Copyright © 1981, Allan Sutherland

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



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



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



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



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



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



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



Copyright © 1981, Allan Sutherland

ALBASTA
Hit Dice: 3
Damage Done: Special
Armour Class: 8
Treasure Class:
Junk Class:
Class: Spirit
Height: 2M
Color: White
Special Abilities: 1. Hit only by Magic or energy 2. Can take human form. 3. Lures victim into bogs, over ravine edges, etc. 4. Lives in remote places
Catagory: 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



Copyright © 1981, Allan Sutherland

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



Copyright © 1981, Allan Sutherland

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



AMAM
Hit Dice: 4
Damage Done: 1-8 by Bite 1-4 2A/M by Claws
Armour Class: 7
Treasure Class:
Junk Class:
Class: Lion - Crocodile Head/Hippopotamus rear
Height: 2M
Color: Brown
Special Abilities: 1. Aka "Devourer"
Catagory: 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



Copyright © 1981, Allan Sutherland

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



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



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



Copyright © 1981, Allan Sutherland

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



Copyright © 1981, Allan Sutherland

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



Copyright © 1981, Allan Sutherland

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



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



ANGEL OF 6TH HEAVEN
Hit Dice: 3
Damage Done: By Weapon
Armour Class: 8
Treasure Class:
Junk Class:
Class: Humanoid-Boy
Height: 1M
Color: Brown
Special Abilities: 1. Hit by magic or energy. 2. HOLY LIGHT 5M redius. 3. Touch de-ages 5-50 yrs. 4. REMOVE CURSE (17th Level). 5. Invisible.
Catagory: Other -Dimensional
In Dungeon: Y
Our Monster: Y
Usage Code:--
Origin Code: Persia
Gravity Code: .9 to 3 G's
Environment Code: H-Plain
Temperature Range Code: H- Semi-hot (30-40 degrees)
Base Experience Points: for Killing Monster: 105



ANGEL OF 7TH HEAVEN
Hit Dice: 6
Damage Done: By Weapon
Armour Class: 8
Treasure Class:
Junk Class:
Class: Human-Male
Height: 2M
Color: Brown
Special Abilities: 1. Hit only by magic or energy 2. HOLY LIGHT 5M radius 3.+5 Damage, +6 to Hit 4. Sword dislikes Demons 5. Invisible 6. Self-immolates with magical flame for 5HD by touch.
Catagory: Other-Demensional
In Dungeon: Y
Our Monster: Y
Usage Code:--
Origin Code: Persia
Gravity Code: .9 to 3 G's
Environment Code: H-Plain
Temperature Range Code: H-Semi-hot (30 to 40 Degrees)
Base Experience Points for Killing Monster: 230



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



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

Class: Humanoid- Snake Head/ Scaled
Height:2M
Color: Grey
Catagory: 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
Samage Done: 1-6 2A/M By Fists--1-3 By Bite
Armour Class: 7
Treasure Class: E
Junk Class: E
Class: Primate
Height: 2M
Color: Brown-Black
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: Africa
Gravity Code: .9 to 3 G's
Environment Code: D - Forest
Temperature Range Code: F - Fair (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 Weapon
Armour Class;7
Treasure Class: E
Junk Class: E
Class: Ape-Gills
Height: 2M
Color: Green
Special Abilities: 1. Breathe water 2. Webbed hands and feet 3. Semi-Int
Catagory: Water
In Dungeon: N
Our Monster: Y
Usage Code: Guard
Origin Code: Japan
Gravity Code: .9 to 3 G's
Environment Code: P- Water (salt)
Temperature Range Code: F- Fair (25 to 30 degrees)
Base Experience Points for Killing Monster: 50



APO
Hit Dice: 5
Damage Done: Special
Armour Class: 8
Treasure Class:
Junk Class:
Class: Humanoid-Scales/Gills
Height: 2M
Color: Silver
Special Abilities: 1. Hit only by magic or energy 2. SHAPE CHANGE at will 3. CONTROL WATER (16th level) at will 4. Only found at oasis
Catagory: 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



APOPHIS
Hit Dice: 5
Damage Done: 1-8 By Bite -- 1-8/M By Constriction
Armour Class: 7
Treasure Class:
Junk Class:
Class: Snake
Height: 5M
Color: Black
Special Abilities: 1. Will regenerate completely unless every bone is removed by a red hot knife and the body roasted piece by piece.
Catagory: Land & Water
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: Egypt
Gravity Code: .9 to 3 G's
Environment Code: O-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 Butt 1-4 By Heat
Armour Class: 8
Treasure Class:
Junk Class:
Class: Construct
Height:3M
Color: Tasty Brown
Special Abilities: 1. If cut open then it bleeds hot apple filling for 1-6M 2. Flies
Catagory: 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: 2
Damage Done: None
Armour Class: 5
Treasure Class:
Junk Class:
Class: Construct
Height: 3M
Color: Tasty Brown
Special Abilities: 1. Flies 2. Steered by rider 3. It's not hot any more
Catagory: Land & Air
In Dungeon: Y
Our Monster: Y
Usage Code: Mount
Origin Code: Dragon's Byte
Gravity Code: .9 to 3 G's
Environment Code: A-Air
Temperature Range Code: H Semi-hot (30 to 40 degrees)
Base Experience Points for Killing Monster: 40



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



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



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



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



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



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



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



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



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



AWI USDI
Hit Dice: 1
Damage Done: Special
Armour Class: 7
Treasure Class:
Junk Class:
Class: Deer
Height: 1M
Color: White
Special Abilities: 1. Aka "Little Deer" 2. Visible only to the Medicine Hunter 3. Always present at the death of a deer. If the deer was improperly killed it will give the hunter rheumatism 4. Can't be permanently killed.
Catagory: 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



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



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



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



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



BADGER
Hit Dice: 1
Damage Done: 1-4 By Claws --By Bite
Armour Class: 6
Treasure Class:
Junk Class:
Class: Carnivore
Height:1M
Color: Brown
Special Abilities: 1. +4 to Hit
Catagory: 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: C -Temperate
Base Experience Points for Killing Monster: 60



BADGER (Giant)
Hit Dice: 3
Damage Done: 1-4 2A/M By Claws--1-6 By Bite
Armour Class: 7
Treasure Class: F
Junk Class: F
Class: Mammalia - Carnivore
Height: 2M
Color: Brown
Catagory: 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: C- Temperate
Base Experience Points for Killing Monster: 60



BAISTE-NA-SCOGHAIGH
Hit Dice: 4
Damage Done: 1-5 2A/M By Hooves--
1-6 By Horns
Armour Class: 7
Treasure Class:
Junk Class:
Class: Horse -Stout/1 Horn
Height: 3M
Color: Black or Red
Special Abilities:1. War unicorn
2. +2 Damage
Catagory; 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: 80



BAJANG
Hit Dice: 1
Damage Done: 1-4 By Claws
Armour Class: 7
Treasure Class:
Junk Class:
Class: Non-Corporeal
Height: 1M
Color: Endrite
Special Abilities: 1. Hit only by magic or energy 2. Take the form of a pole-cat 3. Malevolent 4. Causes -5% Luck on all die roll affecting players. REMOVE CURSE (6th level)
Catagory: Land, Water, Air, & Other Dimensional
In Dungeon: Y
Our Monster: Y
Usage Code:--
Origin Code: Malay
Gravity Code: .9 to 3 G's
Environment Code: --
Temperature Range Code;--
Special Environment Code: High 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: Tree
Height: 20M
Color: Brown
Special Abilities: 1. Forest Master 2. SHAPE CHANGE SELF & OTHERS at will 3. Lead wanderers astray
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code:--
Origin Code: Yakut
Gravity Code: .9 to 3 G's
Environment Code: D - Forest
Temperature Range Code: E - Semi-Cold (5 to 25 Degrees)
Base Experience Points for Killing Monster: 260



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 100th level 3. Cry warns of fore-coming doom 4. Hit by magic or energy
Catagory: 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: 8
Treasure Class: H
Junk Class: H
Class: Spirit-Humanoid
Height: 2M
Color: White
Special Abilities: 1. Hit only by magic or energy 2. May be sought out for advice (given at 5%+5%/level) 3. WISH at will for defense
Catagory: Air & Other-Dimensional
In Dungeon: Y
Our Monster: Y
Usage Code:--
Origin Code: England
Gravity Code: .9 to 3 G's
Environment Code: G-Mountain
Temperature Range Code: G- Temperate
Special Environment Code: High Noxious gas content
Base Experience Points for Killing Monster: 500



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





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
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code:--
Origin Code: Alan Burt Akers -Dray Prescot
Gravity Code: .9 to 3 G's
Environment Code: D - Forest
Temperature Range Code: G - Temperate
Base Experience for Killing Monster: 140



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



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



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



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



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



BEAVER (Giant)
Hit Dice: 4
Damage Done: 4-24 By Tail 1-8/2A/M By Claws
Armour Class: 6
Treasure Class: F
Junk Class: F
Class: Mammalia Rodentia
Height: 3M
Color: Brown
Catagory: Land & Water
In Dungeon: N
Our Monster: Y
Usage Code:--
Origin Code: America
Gravity Code: .9 to 3 G's
Environment Code: 0- Water (fresh)
Temperature Range Code: G- Temperate
Base Experience Points for Killing Monster: 90



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



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



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



BENHOFF
Hit Dice: 4
Damage Done: 2-16 By Butt
Armour Class: 7
Treasure Class:
Junk Class:
Class: Yak-Like 6 legged
Height: 3M
Color: Black
Special Abilities: 1. Soothed by rubbing fat pouch under neck 2. +2 Damage
Catagory: 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: E -Semi-cold (5 to 25 degrees)
Base Experience for Killing Monster: 70



BILDAD
Hit Dice: 1
Damage Done: 1-4 By Tail--1-2 By Bite
Armour Class: 7
Treasure Class:
Junk Class:
Class: Beaver
Height: .75M
Color: Brown
Special Abilities: 1. Waits along the bank of a river then, when the fish jumps from the water, it hits the fish knocking it senseless. It then eats it.
Catagory: 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: .02M
Color: White
Special Abilities: 1. Swarms, Like the mosquitoes.
Catagory: Land & Air
In Dungeon: N
Our Monster: Y
Usage Code: --
Origin Code: The Dragon's Byte
Gravity Code: .9 to 3 G's
Environment Code: L - Swamp
Temperature Range Code: --
Base Experience Points for Killing Monster: 0



BIRD (Hell)
Hit Dice: 1
Damage Done: 1-8 By Beak-- 1-4/2A/M By Talons
Armour Class: 8
Treasure Class:
Junk Class:
Class: other Dim Aves
Height: .5M
Color: Black/Red Eyes
Special Abilities: 1. They can attack creatures even in Astral Form
Catagory: 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
Catagory: 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: I
Damage Done: 1-4 By Everything together (Diceased)
Armour Class: 7
Treasure Class:
Junk Class:
Class: Aves - Carrion Bird
Height: .5M
Color: Black
Catagory: Land & Air
In Dungeon: N
Our Monster: Y
Usage Code: Guard
Origin Code: Alan Burt 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 occassionally lay eggs in another bird's nest.
Catagory: Land & Air
In Dungeon: N
Our Monster: Y
Usage Code:--
Origin Code: America
Gravity Code: .9 to 3 G's
Environment Code: A - Air
Temperature Range Code: G- Temperate
Base Experience Points for Killing Monster: 0



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



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



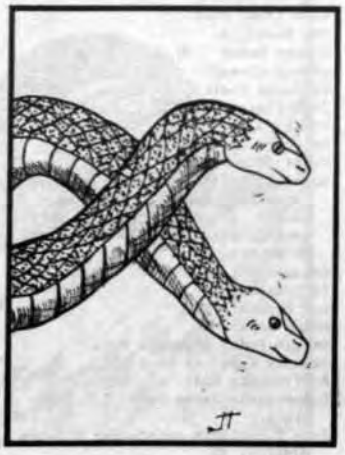
BIRD (Thunder)
Hit Dice: 10
Damage Done: 2-24 2A/M By Claws--3-36 By Bite--2-20 By Lightning
Armour Class: 6
Treasure Class: I
Junk Class: I
Class: Eagle
Height:10M
Color: Red
Catagory: Land & Air
In Dungeon: N
Our Monster: Y
Usage Code: --
Origin Code: Comanchee
Gravity Code: .9 to 3 G's
Environment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



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



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



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



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



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



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



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



BOSK
Hit Dice: 3
Damage Done: 1-4 By Butt
Armour Class: 7
Treasure Class:
Junk Class:
Class: Pig - 6 legs
Height: 2M
Color: Yellow-White
Special Abilities: 1. AC 6 on head 2. +5 to Hit 3. Carry 200kg.
Catagory: 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: H - Plain
Temperature Range Code: G - Temperate
Base Experience Points for Killing Monster: 70



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



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



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



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



BRUMBY
Hit Dice: 6
Damage Done: 1-5 By Bite Horn
Armour Class: 7
Treasure Class:
Junk Class:
Class: Dog - 8 legs
Height: 4M
Color: Yellow to Gold
Special Abilities: 1. Built like an Ox. 2. Has only one horn.
Catagory: 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: 80



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



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



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



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



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



BUSH (Disruptor)
Hit Dice: 2
Damage Done: 1-10 By Cellular Disruption -- 1-10 By Flourine
Armour Class: 5
Treasure Class: F
Junk Class: F
Class: Hybrid (Gaseous-Dicot Bush)
Height: 1M
Color: Red
Catagory: 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: Primate - Large Head
Height: .5M
Color: Brown
Catagory: Land
In Dungeon: N
Our Monster: Y
Usage Code: Pet
Origin Code: Australia
Gravity Code: .9 to 3 G's
Environment Code: D- Forest
Temperature Range Code:--
Base Experience Points for Killing Monster:0



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



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



CAR-ROT
Hit Dice: 1
Damage Done: Special 1-4 By Stab
Armour Class: 6
Treasure Class:
Junk Class:
Class: Construct
Height: 1M
Color: Grey
Special Abilities: 1. 1-4/M By rot unless cured
Catagory: 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 2
Hit Dice: .2
Damage Done: 1-2 By Everything Together
Armour Class: 7
Treasure Class:
Junk Class:
Class: Bird
Height: .2M
Color: Red
Special Abilities: 1. Scares away 'all' Undead & Demons
Catagory: 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:
Class: Construct
Height: 1M
Color: Orange
Catagory: 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:
Class: Cat
Height: 1M
Color: Brown & Yellow
Special Abilities: 1. If threatened it will release a skunk odor (60% nausea 1-6m)
Catagory: 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:
Class: Cat
Height: 1M
Color: Brown/Red or Green
Special Abilities: 1. Breathes Water. 2. Has control over kelp beds for attack of people.
Catagory: Water
In Dungeon: N
Our Monster: Y
Usage Code: Pet
Origin Code: The Dragon's Byte
Gravity Code: .9 to 3 G's
Environment Code: P - Water (salt)
Temperature Range Code: H- Semi-hot (30 to 40 degrees)
Base Experience Points for Killing Monster: 70



CAT (Laser)
Hit Dice: 1
Damage Done: 2-20 By Laser Eyes/
1-4 By Claws
Armour Class: 7
Treasure Class:
Junk Class:
Class: Cat
Height: .5M
Color : Green/Brown
Special Abilities: 1. Laser eyes will also melt metal 2. Beam cannot be seen except in dust.
Catagory: 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: C- 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:
Class: Cat
Height: .5M
Color: Black
Special Abilities: 1. Can imitate the moon 2. Scares away victim's game 3. Immune to arrows (but only a specific number). To kill it with an arrow one hides one arrow then shoot all the other arrows at the false moon, wait, then shoot ones last arrow.
Catagory: 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 (V)
Armour Class: 7
Treasure Class:
Junk Class:
Class: Cat
Height: .5M
Color: Green to Green-Blue
Special Abilities: 1. Venom transforms one into a rat 2. Breathes water 3. Has a fin for a tail.
Category: Water
In Dingeon: N
Our Monster: Y
Usage Code: Venom
Origin Code: The Dragon's Byte
Gravity Code: .9 to 3 G's
Environment Code: P - Water (salt)
Temperature Range Code: P - Water (salt)
Temperature Range Code: F - Fair (25 to 30 degrees)
Base Experience Points for Killing Monster: 325



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



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



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



CAT (Wraith)
Hit Dice: 1
Damage Done: 1-4 By Claws
Armour Class:7
Treasure Class:
Junk Class:
Class: Cat
Height: .5M
Color:White
Special Abilities: 1. Possesses 8 Wraith Forms (1-4 By touch) which can HYPNOTIZE, PARALYZE or carry away a character.
Catagory: 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



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



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



CAT OF REFLECTION
Hit Dice: 1
Damage Done: 1-4 By Claws
Armour Class: 7
Treasure Class:
Junk Class:
Class: Mammalia -cat
Height: .5M
Color: Red
Special Abilities: 1. Reflect up to 3+1 HD of energy/m 2. Independent but may be CHARMED (must first get through Reflection)
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Pet
Origin Code: The Dragon's Byte
Gravity Code: .9 to 3 G's
Environment Code: B - Desert
Temperature Range Code: I - Hot (40 to 80 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
Class: Cat-Prehensile Tail
Height: 1M
Color: Brown-White
Special Abilities: 1. +3 to Hit
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Pet
Origin Code: The Dragon's Byte
Gravity Code: .9 to 3 G's
Environment Code: G- Mountain
Temperature Range Code: E - Semi-cold (5 to 25 degrees)
Base Experience Points for Killing Monster: 40



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

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



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



CHAVONTH
Hit Dice: 4
Damage Done: 1-4 4A/M by Claws/1-8 by Bite
Armour Class: 7
Treasure Class:
Junk Class:
Class: Cat- 6 Legs
Height: 3M
Color: Blue Grey & Black
Special Abilities: 1. Hexagonal Fur patterns of BLUE, BLACK, & GREY 2. Hunting cats
Catagory: 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: H- Semi-hot (30 to 40 degrees)
Base Experience Points for Killing Monster: 90



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



CHIMERA
Hit Dice: 7
Damage Done: 1-3 2A/M by Claws -- 1-4 2A/M by Horns --2-8 by Bite.
Armour Class: 6
Treasure Class: F
Junk Class: F
Class: Hybrid Feline/Bovine/Reptilia
Height: 3M
Color: Red & Green
Special Abilities: 1. Fire Breath 5HD/6 wk.
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: Greece
Gravity Code: .9 to 3 G's
Environment Code: D - Forest
Temperature Range Code: G - Temperate
Base Experience Points for Killing Monster: 150



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



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



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



CHURMOD
Hit Dice: 6
Damage Done: 1-8 4A/M By Claws--
1-1- By Bite
Armour Class: 7
Treasure Class:
Junk Class:
Class: Cat - 8 Legs
Height: 5M
Color: Silvery -blue
Special Abilities: 1. Sadistic and nasty
Catagory: 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: H- Semi-hot (30 to 40 degrees)
Base Experience Points for Killing Monster: 120



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



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



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



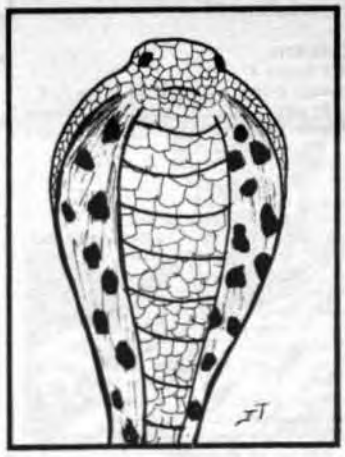
CLOUD (Fire)
Hit Dice: 2
Damage Done: 3-18/M By Chlorine/ 3-18/M By Immolation
Armour Class:
Treasure Class:
Junk Class:
Class: Gaseous
Height: 2M
Color: Red
Special Abilities: 1. When killed, it condenses into 1-3 1-GP sized Ignium pieces 2. Hit only by magic or energy.
Catagory: Air
In Dungeon: Y
Our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



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



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



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



COBRA (Giant)
Hit Dice: 10
Damage Done: 1-10 By Bite Poison(17)
Armour Class: 3
Treasure Class:
Junk Class:
Class: Reptilia (Snake)
Height: 10M
Color: Brown
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Venom
Origin Code: India
Gravity Code: .9 to 3 G's
Evironment Code: G - Mountain
Temperature Range Code: H - 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: 3M
Color: Black-green
Special Abilities: 1. Poison(19) 2. Hypnotizes (100%-3%/INT+ WIS)
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Pet
Origin Code: The Dragon's Byte
Gravity Code: .9 to 3 G's
Environment Code: G- Mountain
Temperature Range Code: H - 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: 1M
Color: Multi
Special Abilities: 1. Feathers are used in hats & the Like.
Catagory: Land & air
In Dungeon: N
Our Monster: Y
Usage Code: Sample
Origin Code: India
Gravity Code:.9 to 3 G's
Environment Code: G- Mountain
Temperature Range Code: H- Semi-hot (30 to 40 degrees)
Base Experience Points for Killing Monster: 0



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



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



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



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



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



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



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



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



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



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



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



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



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



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



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



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



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



CUCHI
Hit Dice: 3
Damage Done: Special
Armour Class: 7
Treasure Class:
Junk Class:
Class: Humanoid- 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
Catagory: Land, Water, Air, & Other-Dimensional
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: Australia
Gravity Code: .9 to 3 G's
Environment Code: B - Desert
Temperature Range Code: H- Semi-hot (30 to 40 degrees)
Base Experience Points for Killing Monster: 60



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



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



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



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



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



DEATH FLYER
Hit Dice: 2
Damage Done: 1-4 3A/M By legs--1-8 By tail - 2-12 By Bite
Armour Class: 7
Treasure Class: E
Junk Class: E
Class: Diptera
Height: 1M
Color: Grey
Special Abilities: 1. Legs have following abilities: (1) Poison (11). (2) Poison (15). (3) Nothing. (4) Heat touch 2HD/6 wk. (5) CHARM PERSON 6 wk. (6) Electricity 4HD/6 wk. 2. Tail Poison (16).
Catagory: Air
In Dungeon: Y
Our Monster: Y
Usage Code: Venom
Origin Code: David U. Chapman
Gravity Code: .9 to 3 G's
Environment Code: A - Air
Temperature Range Code: F- Fair (25 to 30 degrees)
Base Experience Points for Killing Monster: 140



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



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



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



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



DERMIFLON
Hit Dice: 4
Damage Done: 1-4 By Barbed Tail
Armour Class: 6
Treasure Class:
Junk Class:
Class: Yak- 10 legs
Height: 2.5M
Color: Blue
Special Abilities: 1. Stubborn 2. Can force it's way through anything 3. Carries 1000kg.
Catagory: 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: D- Cold (-15 to 5 degrees)
Base Experience Points for Killing Monster: 70



DETSATA
Hit Dice: 5
Damage Done: By Blowgun or Bow
Armour Class: 8
Treasure Class: D
Junk Class: D
Class: Human-Quite Handsome
Height: 2M
Color: Coppery
Special Abilities: 1. Invisible most of the time 2. Steal arrows but will return them if threatened with a scratching 3. Mischievous 4. Often scares birds away from hunters
Catagory: Land
In Dungeon: N
Our Monster: Y
Usage Code: --
Origin Code: Cherokee
Gravity Code: .9 to 3 G's
Environment Code: D - Forest
Temperature Range Code: 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-Corporeal
Height: 3M
Color: Invisible
Special Abilities: 1. Hit only by magic or energy. 2. EARTHQUAKE (6th level). 3. Earth Spirit. 4. Int-instructs aspiring hybrids; if summoned. 5. Telepathy (10th LoE).

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

Gravity Code: --
Environment Code: --
Temperature Range Code: --
Special Environment Code: High Noxious Gas Content
Base Experience Points for Killing Monster: 190



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



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



DOG 2
Hit Dice: 1
Damage Done: 1-3 By Bite
Armour Class: 7
Treasure Class:
Junk Class:
Class: Dog
Height: 1M
Color: Varies
Special Abilities: 1. Can detect spirits of any kind and doesn't like them
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Pet
Origin Code: England
Gravity Code: .9 to 3 G's
Environment Code: D-Forest
Temperature Range Code: G- Temperate
Base Experience Points for Killing Monster: 15



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



DRAGON (Bat)
Hit Dice: 10
Damage Done: 1-8 By Bite-- 1-6 2A/M By Claws
Armour Class: 6
Treasure Class: D
Junk Class: D
Class: Mammalia- Dragon
Height: 10M
Color: Orange/Brown Spots
Special Abilities: 1. Has a Bat's head.
Catagory: Land & Air
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: Dragon's Byte
Gravity Code: .9 to 3 G's
Envrionment 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: 20M
Color: Gold
Special Abilities: 1. 3 Breaths a day of TRANSMUTE to GOLD.
Catagory: 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



Copyright © 1981, Allan Sutherland

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: 20M
Color: Grey
Special Abilities: 1. 3 Breaths a day of Suicide Gas.
Catagory: 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 (Komodo)
Hit Dice: 5
Damage Done: 2-24 By Bite 1-8 By Claws
Armour Class: 7
Treasure Class: F
Junk Class: F
Class: Lizard
Height: 5M
Color: Grey
Catagory: Land
In Dungeon: N
Oru Monster: Y
Usage Code: Pet
Origin Code: Malay
Gravity Code: .0 to 3 G's
Environment Code: D- Forest
Temperature Range Code: H- Semi-hot (30 to 40 degrees)
Base Experience Points for Killing Monster: 80



DRAGON (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 (Aphrodisiatic/Lazy Gas)
Catagory: Land & Air
In Dungeon: Y
Our Monster: Y
Usage Code: Mount
Origin Code: Dragon's Byte
Gravity Code: .9 to 3 G's
Environment Code: G- Mountain
Temperature Range Code: F- Fair (25 to 30 degrees)
Base Experience Points for Killing Monster: 270



DRAGON (Psionic)
Hit Dice: 20
Damage Done: 1-12 By Bite 1-8 2A/M By Claws
Armour Class: 5
Treasure Class: A
Junk Class: A
Class: Dragon-Winged
Height: 20M
Color: Grey
Special Abilities: 1. Has a choice of 1-8 Psionics PSP=200
Catagory: 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: I
Junk Class: I
Class: Lizard
Height: 8M
Color: Brown
Special Abilities: 1. Skin is hot (1HD by touch) 2. Breathes water.
Catagory: 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: I
Class: Lizard
Height: 10M
Color: Brown
Special Abilities: 1. Venom- convulsions for 1 hour which do 3-18 damage points/10 minutes 2. Spit venom at will up to 5m.
Catagory: Land
In Dungeon: N
Our Monster: Y
Usage Code: Venom
Origin Code: England
Gravity Code: .9 to 3 G's
Environment Code: G- Mountain
Temperature Range Code: G- Temperate
Base Experience Points for Killing Monster: 420



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



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



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



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



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



EDEH HRA UROEH
Hit Dice: 6
Damage Done: 1-10 By Bite 1-6 2A/M By Claws
Armour Class: 6
Treasure Class: D
Junk Class: D
Class: Dragon
Height: 6M
Color: White
Special Abilities: 1. Aka 'Changer of body" 2. SHAPE CHANGE/ SELF 3/day. 3. Mischievous
Catagory: Land & Air
In Dungeon: N
Our Monster: Y
Usage Code: --
Origin Code: The Dragon's Byte
Gravity Code: .9 to 3 G's
Environment Code: H- Plain
Temperature Range Code: H-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:
Junk Class:
Class: Eel
Height: 1M
Color: Green
Catagory: Water
In Dungeon: N
Usage Code: --
Origin Code: --
Gravity Code: .9 to 3 G's
Environment Code: P-Water (salt)
Temperature Range Code: C-Temperate
Base Experience Points for Killing Monster: 5



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

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

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



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



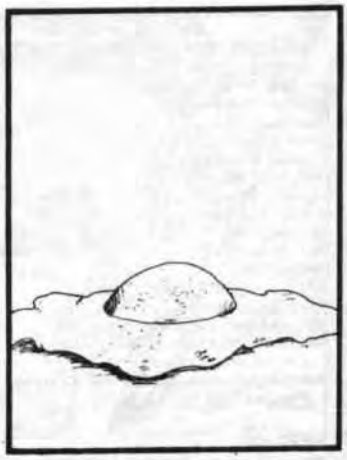
EGG (Fried)
Hit Dice: 2
Damage Done: 1-8 By Acid Yolk
Armour Class: 9
Treasure Class:
Junk Class:
Class: Construct
Height: 3M
Color: White & Yellow
Special Abilities: 1. Yolk beams (2 at a time) 6/day 2. If yolk is cut at short range, take 3-30 pips
Catagory: Land & Air
In Dungeon: Y
Our Monster: Y
Usage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



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



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



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



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



EXORC
Hit Dice: 1
Damage Done: 1-4 By Claws 1-3 By Barbed Whiptail
Armour Class: 7
Treasure Class:
Junk Class:
Class: Cat
Height: 1M
Color: Green
Special Abilities: 1. Glider wings (rudimentary - 10m range) 2. Scaled.
Catagory: 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



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



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



FALLING STAR
Hit Dice: 1
Damage Done: Special
Armour Class: 8
Treasure Class:
Junk Class:
Class: Energy Sphere
Height: 6M
Color: White
Special Abilities: 1. Hit only by magic or energy 2. Any seeing it save (100%-2%/Mag) or dies (it steals your Life) rarely close enough to attack, on ground it does no harm.
Catagory: 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
Junk Class: A
Class: Undead (as shadowy dragon)
Height: 7M
Color: Shadowy
Special Abilities: 1. Cause FEAR (16th level) 2. Cannot stand full spectrum or holy light 3. Hit only by magic or energy.
Catagory: Undead
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: Dragon's Byte
Gravity Code: .9 to 3 G's
Environment Code: A- Air
Temperature Range Code: --
Base Experience Points for Killing Monster: 300



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



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



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
Catagory: Water
In Dungeon: N
Our Monster: Y
Usage Code: --
Origin Code: Blackfoot
Gravity Code: .9 to 3 G's
Environment Code: 0 to Water (Fresh)
Temperature Range Code: F- Fair (25 to 30 degrees)
Base Experience Points for Killing Monster: 60



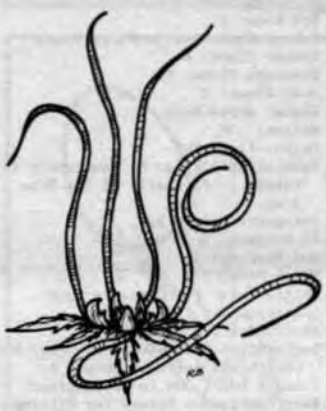
FISH (Walking Cat -1)
Hit Dice: 1
Damage Done: 1-4 By Bite 1-2 By Sting (P)
Armour Class: 8
Treasure Class:
Junk Class:
Class: Fish
Height: 1M
Color: White
Special Abilities: 1. Can walk on land for up to 6 hours 2. More vicious than a Piranha 3. Poison (10)
Catagory: Land & Water
In Dungeon: N
Our Monster: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



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



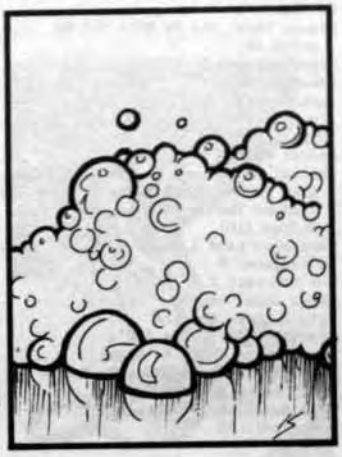
FLICK-FLICK
Hit Dice: 1
Damage Done: None
Armour Class: 8
Treasure Class:
Junk Class:
Class: Plant
Height: 2M
Color: Green
Special Abilities: 1. 5 Tentacles. 2. Insectivore.
Catagory: Land
In Dungeon: N
Our Monster: Y
Usage Code: Pet
Origin Code: Alan Burt Akers Dray Prescot
Gravity Code: .9 to 3 G's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



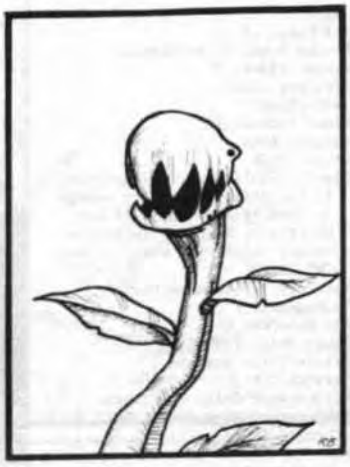
FLOATER
Hit Dice: 1
Damage Done: None
Armour Class: 7
Treasure Class:
Junk Class:
Class: Tinkle
Height: 50 Cm
Color: Brown
Special Abilities: 1. These Tinkles guard swimming children, & are capable of being taught artificial respiration. 2. They are almost impossible to sink unless they are diving. 3. Aka Tinkle # 201.
In Dungeon: Y
Our Monster: Y
Usage Code: pet
Origin Code: Dragon's Byte Tinkles
Gravity Code: .9 to 3 G's
Environment Code: H- Plain
Temperature Range Code: G- 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: 3M
Color: Blue
Special Abilities: 1. Hit only by magic or energy 2. LIGHTNING & FIRE resistant 3. Touch transmits Blue Zombie disease.
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Sample
Origin Code: David U. Chapman Miscellaneous
Gravity Code: .9 to 3 G's
Environment Code: H- Plain
Temperature Range Code: E; Semi- cold (5 to 25 degrees)
Base Experience Points for Killing Monster: 80



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



FOX 2
Hit Dice: .5
Damage Done: 1-2 By Bite
Armour Class: 7
Treasure Class:
Junk Class:
Class: Fox
Height: .5M
Color: Reddish Brown
Special Abilities: 1. Bite causes DEATH (10th Level) at will.
Catagory: 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 Fronds
Armour Class: 7
Treasure Class:
Junk Class:
Class: Fern
Height: 6M
Color: Grey
Special Abilities: 1. Mobile
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: The Dragon's Byte
Gravity Code: .9 to 3 G's
Environment Code: L- Swamp
Temperature Range Code: I _ Hot (40 to 80 degrees)
Base Experience Points for Killing Monster: 80



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



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



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



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



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



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



GAS (Commune)
Hit Dice: 12
Damage Done: 10-20/X- Ray/M
Armour Class: 0
Treasure Class:
Junk Class:
Class: Rock-Blue Obsidian
Height: 8M
Color: Blue
Special Abilities: 1. ASTRAL COMMUNICATION (psionic). 2. Emits x-rays and 20 PSP (omnidirectionally). 3. Small chunks of it kept in a lead container will not harm one, but the psionic radiations may induce severe nightmares.
Catagory: Air & Other-Dimensional
In Dungeon: Y
Our Monster: Y
Usage Code: Sample
Origin Code: The Dragon's Byte
Gravity Code: .9 to 3 G's
Environment Code: G - Mountain
Temperature Range Code: --
Special Environment Code: High Noxious 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: 4M
Color: Grey
Catagory: Land & Air
In Dungeon: Y
Our Monster: Y
Usage Code: Sample
Origin Code: The Dragon's Byte
Gravity Code: .9 to 3 G's
Temperature Range Code: J- Very Hot (80 to 200 degrees): Return K- Super Hot (200 to 600 degrees)
Base Experience Points for Killing Monster: 100



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



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



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



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



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



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



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



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



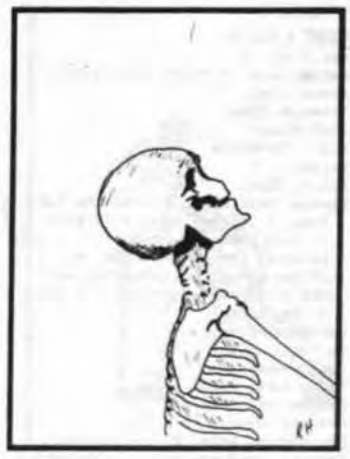
GLYPTODONT
Hit Dice: 1
Damage Done: 1-4 By Bite--1-8 By Stone
Armour Class: 7
Treasure Class:
Junk Class:
Class: Dog
Height: 1.5 M
Color: Yellow
Special Abilities: 1. Pouch on chest 2. Collect rocks in chest pouch, spins them on tree stumps, then wacks them with its tail to send them flying 3. if the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



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



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



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



GHOST 5
Hit Dice: 2
Damage Done: 1-4 By touch to those that fear it.
Armour Class: 8
Treasure Class:
Junk Class:
Class: Non-Corporeal - Spirit
Height: 2M
Color: Grey
Special Abilities: 1. Hit only by magic or energy 2. Bound to site of death 3. Often scared 4. Same abilities as in life.
Catagory: Undead
In Dungeon: Y
Our Monster: Y
Usage Code:--
Origin Code: The Dragon's Byte
Gravity Code: --
Environment Code: --
Temperature Range Code:--
Special Environment Code: High Noxious gas content
Base Experience Points for Killing Monster: 80



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



GHOST 6
Hit Dice: 2
Damage Done: Special
Armour Class:7
Treasure Class:
Junk Class:
Class: Spirit
Height: Varies
Color: White
Special Abilities: 1. Solid. 2. Very cold. 3. Can possess its killer, then cause the killer's body to ruin its life. 4. CURSE (5th Level). 5. When possessing, it can only be hit by magic or energy.
Catagory: Undead
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: Japan
Gravity Code: .9 to 3 G's
Environment Code: --
Temperature Range Code: --
Special Environment Code: High Noxious Gas Content
Base Experience Points for Killing Monster: 70



GHOST 3
Hit Dice: 2
Damage Done: 1-8 Wasting by Touch
Armour Class: 8
Treasure Class:
Junk Class:
Class: Spirit
Height: 2M
Color: Translucent
Special Abilities: 1. Totally Evil 2. Hit only by magic or energy.
Catagory: Undead
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: Comanchee
Gravity Code: --
Environment Code: --
Temperature Range Code: --
Special Environment Code: High Noxious gas content
Base Experience Points for Killing Monster: 60



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



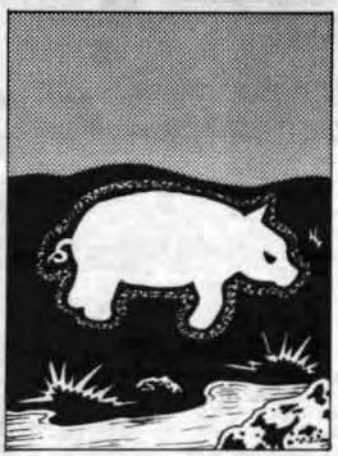
GNOME (Earth)
Hit Dice: .5
Damage Done: 2-20 By Falling Earth
Armour Class: 5
Treasure Class:
Junk Class:
Class: Humanoid
Height: .5M
Color: Black
Special Abilities: 1. Asks one for iron 2. If one refuses to give up iron when one can afford to they collapse the ground under one. 3. If one gives them iron they warn one of danger in caves for 1 day 4. Fear steel.
Catagory: 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.
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Mount
Origin Code: England
Gravity Code: .9 to 3 G's
Environment Code: G- Mountain
Temperature Range Code: G- Temperate
Base Experience Points for Killing Monster: 40



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



GODONT (Lair)
Hit Die: 4
Damage Done: 1-6 2A/M By claws 1-8 By Bite 1-4 By Tail.
Armour Class: 6
Treasure Class:
Junk Class:
Class: Risslaca-Lizard
Height: 5M
Color: Golden
Special Abilities: 1. Long neck & forked tail 2. +3 to hit.
Catagory: 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: L- Swamp
Temperature RangeCode: G- Temperate
Base Experience Points for Killing Monster: 100



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



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



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



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



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



GOWROW
Hit Dice: 15
Damage Done: 2-16 by Bite
Armour Class: 6
Treasure Class: B
Junk Class: B
Class: Bulldog
Height: 13M
Color: White & yellow
Special Abilities: 1. Lives in caves 2. growls all the time once it has hatched.
Catagory: 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- Temperste
Base Experience Points for Killing Monster: 180



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



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



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



GRASS (Silver)
Hit Dice: .3
Damage Done: 1-4 12 A/M by Cut
Armour Class: 6
Treasure Class:
Junk Class:
Class: Grass
Height: .25M
Color: Black
Special Abilities: 1. Hit only by silver weapons
Catagory: 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:
Class: Ameoboid
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).
Catagory: Land, Water, Air, & other-dimensional
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: Dragon's Byte
Gravity Code: .9 to 3 G's
Environment Code: --
Temperature Range Code: --
Special Environment Code: High Noxious gas content
Base Experience Points for Killing Monster: 60



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



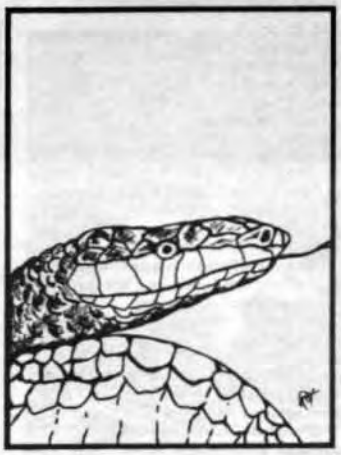
GRIFFIN
Hit Dice: 2
Damage Done: 1-4 2A/M By claws--
2-16 by Beak
Armour Class: 5
Treasure Class:
Junk Class:
Junk Class:
Class: Lion- Eagle Head 7 Wings
Height: 2M
Color: Brown
Catagory: Land & Other-
dimensional
In Dungeon: Y
Our Monster: Y
Our Monster: Y
Usage Code: Guard
Origin Code: England
Gravity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



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



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



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



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



HANDALE
Hit Dice: 8
Damage Done: 2-16 by Bite (P)--
1-8 2A/M by Claws
Armour Class: 5
Treasure Class: I
Junk Class: I
Class: Lizard
Height: 8M
Color: Brown
Special Abilities: 1. Poison (15)
2. 3-18 by fire breath (3/day).
Catagory: 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- Temp-
erate
Base Experience Points for Killing
Monster: 160



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



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



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



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



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



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



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



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



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



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



HIRVEL
Hit Dice: 2
Damage Done: 1-4 2/M By Hooves
Armour Class: 7
Treasure Class:
Junk Class:
Class: Llama
Height: 2M
Color: varies
Special Abilities: 1. Cup ears. 2. Stubbly legs & short proboscis.
Catagory: Land
In Dungeon: N
Our Monster: T
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.
Catagory: Undead
In Dungeon: Y
Our Monster: Y
Usage Code: Familiar
Origin Code: Japan
Gravity Code: --
Environment Code: --
Temperature Range Code: --
Special Environment Code: High Noxious gas content
Base Experience Points for Killing Monster: 60



HOLLOW CARAPACE
Hit Dice: 3
Damage Done: By Weapon
Armour Class: 2
Treasure Class:
Junk Class:
Class: Construct-Humanoid Shape
Height: 2M
Color: Purple
Special Abilities: 1. So hot that any weapon touching it melts 2. Has a shield 3. Poison Touch(14)
Catagory: 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 Envrionment Code: High Noxious gas content
Base Experience Points for Killing Monster: 100



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



HOOD (Suffocating)
Hit Dice: 5
Damage Done: 1-8/M by Suffocation
Armour Class: 6
Treasure Class:
Junk Class:
Class: Vine
Height: 6M
Color: Black
Special Abilities: 1. Tendril hangs down from ceiling, where the hood hides. 2. If it is touched, the tendril draws one up into the hood, & suffocates the victim, which is then eaten.
Catagory: 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: H- Semi-hot (30 to 40 degrees)
Base Experience Points for Killing Monster: 80



HORSE (Agean)
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
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Mount
Origin Code: Greece
Gravity Code: .9 to 3 G's
Environment Code: H- Plain
Temperature Range Code: H- Semi-hot (30 to 40 degrees)
Base Experience Points for Killing Monster:60



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



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



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



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.
Catagory: Land & Water
In Dungeon: N
Our Monster: Y
Usage Code: Mount
Origin Code: England
Gravity Code: .9 to 3 G's
Environment Code: H- Plain
Temperature Range Code: G - Temperate
Base Experience Points for Killing Monster: 60



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



HOUND (Medulus)
Hit Dice: 3
Damage Done: 1-4 3A/M By Bite
Armour Class: 7
Treasure Class:
Junk Class:
Class: Dog- 3 Heads
Height: 3M
Color: Red
Special Abilities: 1. used as a steed on occasion.
Catagory: 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



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



HUH
Hit Dice: .5
Damage Done: None
Armour Class: 5
Treasure Class:
Junk Class:
Class: Mouse
Color: Silver-grey
Special Abilities: 1. Spins tiny webs 2. Aka "Spinner"
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Pet
Origin Code: The Dragon's Byte
Gravity Code: .9 to 3 G's
Environment Code: 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/M By Bite
Armour Class: 6
Treasure Class: A
Junk Class: A
Class: Lizard- 9 Long-necked Heads
Height: 10M
Color: Green
Catagory: Land & Water
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: Greece
Gravity Code: .9 to 3 G's
Environment Code: L- Swamp
Temperature Range Code: H- Semi-hot (30 to 40 degrees)
Base Experience Points for Killing Monster: 200



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



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



IMPITRELL
Hit Dice: .5
Damage Done: 1-2 By Beak
Armour Class: 7
Treasure Class:
Junk Class:
Class: Bird
Height: .5M
Color: Pink
Special Abilities: 1. Will Attack an impeter on sight.
Catagory: Air
In Dungeon: N
Our Monster: Y
Usage Code: Sample
Origin Code: Alan Burt 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: 5



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



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



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



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



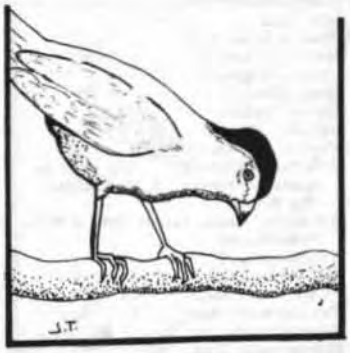
JACKAL
Hit Dice: 1
Damage Done: 1-3 By Bite
Armour Class: 7
Treasure Class:
Junk Class:
Class: Dog
Height: 1M
Color: Brown
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: Africa
Gravity Code: .9 to 3 G's
Environment Code: H- Plain
Temperature Range Code: H- Semi-hot (30 to 40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



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



JAY (Sterling)
Hit Dice: .5
Damage Done: 1-4 By everything together.
Armour Class: 8
Treasure Class:
Junk Class:
Class: Bird
Height: 4M
Color: Blue/-Black Hood
Catagory: 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



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



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



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



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



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



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



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



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



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



KHAIBIT
Hit Dice: 2
Damage Done: None
Armour Class; 8
Treasure Class:
Junk Class:
Class: Spirit- Humanoid
Height: 2M
Color: Brown
Special Abilities: 1. Looks and acts like a lost, wandering person to lead one astray. 2. Hit only by magic or energy.
Catagory: 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



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



KHU
Hit Dice: 3
Damage Done: None
Armour Class: 8
Treasure Class:
Junk Class:
Class: Spirit
Height: 1M
Color: Glowing Yellow
Special Abilities: 1. Hit only by magic or energy 2. Aka "Shining Body."
Catagory: 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: D
Junk Class: D
Class: Humanoid (Legless)
Height: 1.5M
Color: Black
Special Abilities: 1. Touch incapacitates limbs or gives permanent disease (Remove Curse needed) 2. Moves at speed of a Legged individual.
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: Africa
Gravity Code: .9 to 3 G's
Environment Code: D- Forest
Temperature Range Code: H- Semi-hot (30 to 40 degrees)
Base Experience Points for Killing Monster: 69



KNIFE
Hit Dice: .2
Damage Done: 1-4 By Blade
Armour Class: 0
Treasure Class:
Junk Class:
Class: Construct
Height: .2M
Color: Steely
Special Abilities: 1. Fly
Catagory: 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: .2
Damage Done: None
Armour Class: 7
Treasure Class: Y
Junk Class: Y
Class: Birds/Humanoid
Height: .2M
Color: Green
Special Abilities: 1. Aka "Little People." 2. If 6 or more are gathered and they like one, they may grant one a minor WISH. 3. Non-malevolent.
Catagory: Land & Air
In Dungeon: Y
Usage Code: --
Origin Code: Japan
Gravity Code: .9 to 3 G's
Environment Code: A- Air
Temperature Range Code: F- Fair (25 to 30 degrees)
Base Experience Points for Killing Monster: 0



KORF (Crested)
Hit Dice: 1
Damage Done: 1-4 By Everything together
Armour Class: 7
Treasure Class:
Junk Class:
Class: Bird
Height: .5M
Color: Iridescent Blue
Special Abilities: 1. Feathers are excellent for fletching
Catagory: Air
In Dungeon: N
Our Monster: Y
Usage Code: Sample
Origin Code: Alan Burt 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: 10



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



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



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



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



KRAH (Chun-)
Hit Dice: 3
Damage Done: 1-6 By Horn 1-6 By Butt
Armour Class: 7
Treasure Class:
Junk Class:
Class: Cow
Height: 3M
Color: Russett
Special Abilities: 1. 2 Horns
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Beast of Burden
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: 50



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



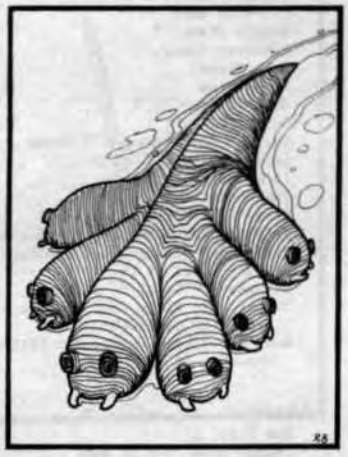
KUH HRA OHJE
Hit Dice: 1
Damage Done: Mind Blast (PSP=60)
Armour Class: 8
Treasure Class:
Junk Class:
Class: Non-Corporeal
Height: 1M
Color: Blue
Special Abilities: 1. Aka "Transmitter of thoughts" 2. Allows one to carry on 2 way thought transmission 3. Hit only by magic or energy.
Catagory: Air
In Dungeon: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



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



LEECH (Light)
Hit Dice: 2
Damage Done: 1-4 6A/M By Blood Drain.
Armour Class: 8
Treasure Class:E
Junk Class: E
Class: Leech
Height: 1M
Color: Blue
Special Abilities: 1. 6 Heads 2. Light control (75%) (M) 3. Precognition (P)
Catagory: 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: O- Water (fresh)
Temperature Range Code: F- Fair (25 to 30 degrees)
Base Experience Points for Killing Monster: 85



LEEM
Hit Dice: 3
Damage Done: 1-4 By Bite
1-4 4A/M By Claws
Armour Class: 7
Treasure Class:
Junk Class:
Class: Cat - Weasel
Height: 2M
Color: Brown
Special Abilities: 1. 8 legs, with a wedge shaped head.
Catagory: 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: F- Fair (25 to 30 degrees)
Base Experience Points for Killing Monster: 80



LEMUR
Hit Dice: 1
Damage Done: None
Armour Class: 8
Treasure Class:
Junk Class:
Class: Primate
Height: 1M
Color: Black or Brown
Special Abilities: 1. Rather primative
Catagory: 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



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
Catagory: Land
In Dungeon: N
Our Monster: Y
Usage Code: --
Origin Code: Africa
Gravity Code: .9 to 3 G's
Environment Code: D- Forest
Temperature Range Code: F- Fair (25 to 30 degrees)
Base Experience Points for Killing Monster: 60



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
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: Tibet
Gravity Code: .9 to 3 G's
Environment Code: G- Mountain
Temperature Range Code: E- Semi- Cold (5 to 25 degrees)
Base Experience Points for Killing Monster: 65



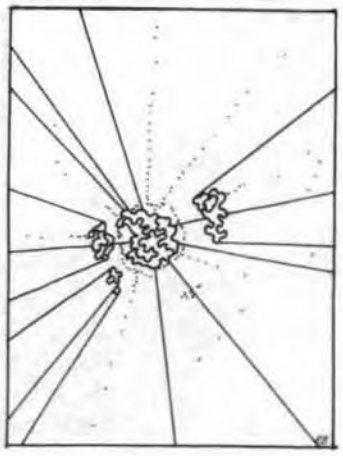
LEOPING (Red)
Hit Dice: 2
Damage Done: 1-4 2A/M By Claws
1-4 By Bite
Armour Class: 7
Treasure Class:
Junk Class:
Class: Cat
Height: 2M
Color: Red
Special Abilities: 1. Horned 2. STR=30, +7 Damage.
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Beast of Burden
Origin Code: Dragon's Byte
Gravity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



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



LIGHT OF DEATH
Hit Dice: 5
Damage Done: Death Touch 1/Weal
Armour Class:
Treasure Class:
Junk Class:
Class: White Light
Height: 3M
Color: White
Special Abilities: 1.50% effect of Physical force. 2.TELEPATHY 3. Force field generation.
Catagory: 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.
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: Alan Burt Akers - Dray Prescot
Gravity Code: .9 to # G's
Environment Code: H- Plain
Temperature Range Code: H- Semi-hot (30 to 40 degrees)
Base Experience Points for Killing Monster: 35



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



LION (Vampire)
Hit Dice: 5
Damage Done: 1-4 2A/M By Claws 1-4 By Bite
Armour Class: 7
Treasure Class:
Junk Class:
Class: Undead-Lion
Height: 2M
Color: White
Special Abilities: 1. Has Bat Wings 2. Hit only by magic & energy.
Catagory: 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
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: The Dragon's Byte
Gravity Code: .9 to 3 G's
Environment Code: H- Plain
Temperature Range Code: I-Hot (40 to 80 degrees)
Base Experience Points for Killing Monster: 0



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



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



LOTH (80-)
Hit Dice: 10
Damage Done: 1-8 8A/M By Tusks 1-20 By Ram 1-5 4A/M By Tails 1-10 By Feet
Armour Class: 5
Treasure Class:
Junk Class:
Class: Elephant
Height: 10M
Color: Leaf-green
Special Abilities: 1. Has 16 legs, 8 tusks, 5 tails, & 3 hearts. 2. Tra = 150. 3. Carnivorous.
Catagory: Land
In Dungeon: N
Our Monster: Y
Usage Code: Mount
Origin Code: Alan Burt Akers - Dray Prescot
Gravity Code: .9 to 3 G's
Environment Code: H- Plain
Temperature Range Code: H- Semi-hot (30 to 40 degrees)
Base Experience Points for Killing Monster: 270



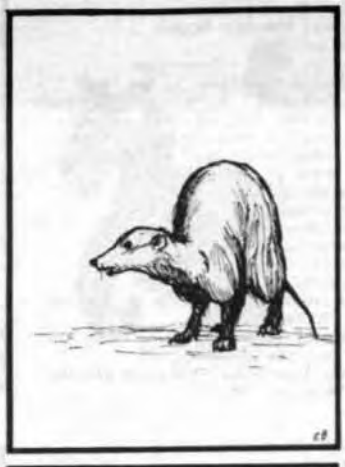
LOTH (Turi-)
Hit Dice: 8
Damage Done: 1-6 6A/M By Tusks 1-20 By Ram 1-3 6A/M By Tails 1-8 By Feet
Armour Class: 5
Treasure Class:
Junk Class:
Class: Elephant
Height: 8M
Color: Grey
Special Abilities: 1. 16 legs, 6 tusks, 6 tails, 3 hearts. 2. Tra = 150. 3. Carnivorous.
Catagory: Land
In Dungeon: N
Our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



LUFFERLANG
Hit Die: .2
Damage Done: Bite (V)
Armour Class: 6
Treasure Class:
Junk Class:
Class: Spider
Height: .2 M
Color: Brown
Special Abilities: 1. Seeing it causes FEAR (3rd level) 2. One may scare it off by using a mirror 3. Venom-(-3) Com.
Catagory: 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



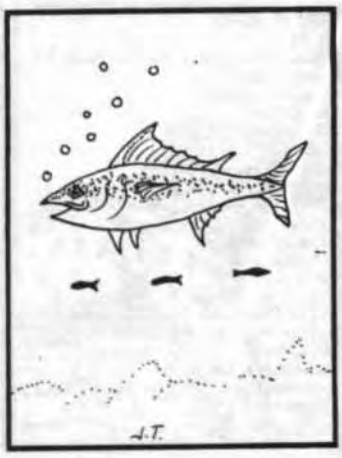
LURFING
Hit Dice: .5
Damage Done: 1-5 By Everything together
Armour Class: 7
Treasure Class:
Junk Class:
Class: Weasel
Height: .5M
Color: Grey
Special Abilities: 1. 2xs Speed
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: Alan Burt Akers - Dray Prescot
Gravity Code: .9 to 3 G's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



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



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



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



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



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



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



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



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



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



MAN OF EARTH
Hit Dice: 4
Damage Done: Special
Armour Class: 0
Treasure Class:
Junk Class:
Class: Humanoid
Height: 1M
Color: Black
Special Abilities: 1. Suffocate 1-100 people by means of a particle storm which it emits from its body, and which is under its complete control.
Catagory: 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 Clss: B
Junk Class: B
Class: Humanoid- Greyhound head
Height: 2M
Color: Grey
Special Abilities: 1. Invisible at will 2. STR=22 (+4 dam.) 3. Hit only by magic or energy 4. Interested only in torture.
Catagory: Other-dimensional
In Dungeon: Y
Our Monster: Y
Usage Code: Guard
Origin Code: Egypt
Gravity Code: .9 to 3 G's
Environment Code: --
Temperature Range Code: H- Semi-hot (30 to 40 degrees)
Base Experience Points for Killing Monster: 110



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



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



MESSEL
Hit Dice: 1
Damage Done: 1-4 By Bite
Armour Class: 7
Treasure Class: E
Junk Class: E
Class: Rat-Webbed Feet
Height: 1M
Color: Varies
Special Abilities: 1. Used to build underwater buildings.
Catagory: 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: O- 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: 1-8/M By Ripping--1-4/M By Cold
Armour Class: 8
Treasure Class:
Junk Class:
Class: Animated Snowstorm
Height: 5M
Color: White
Special Abilities:1. Hit only by magic or energy 2. Controllable easily by 1 PSP/M
Catagory: Land
In Dungeon: N
Our Monster: Y
Usage Code: --
Origin Code: The Dragon's Byte
Gravity Code: .9 to 3 G's
Environment Code:--
Temperature Range Code: D- Cold (-15 to 5 degrees)
Base Experience Points for Killing Monster: 100



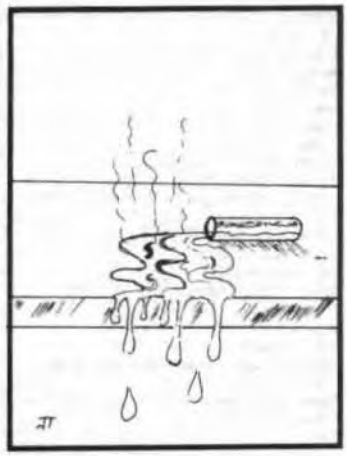
MILIKOI
Hit Dice: 3
Damage Done: 1-6 By Hit--By Weapon
Armour Class: 0
Treasure Class:
Junk Class:
Class: Undead- Humanoid
Height: 2M
Color: Grey to Black
Special Abilities: 1. Skin and bones have petrified 2. Aka "Petrified One"
Catagory: Undead
In Dungeon: Y
Our Monster: Y
Usage Code: Guard
Origin 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



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



MIXEL
Hit Dice: 4
Damage Done: Poison (12)/1/A/M
Armour Class: 5
Treasure Class:
Junk Class:
Class: Hybrid - Organic Liquid/Radium Gas
Height: 3.5 M
Color: Grey
Special Abilities: 1. Destroyed by sunlight and fire 2. Magic weapons do double damage 3. Poison (12)
Catagory: 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)



MNAIR
Hit Dice:.2
Damage Done; Special
Armour Class: 5
Treasure Class:
Junk Class:
Class: Mouse
Height: .1M
Color: Violet
Special Abilities: 1. Hides in pack and steals 1 STR point/day until found or victim dies..It may also attack mounts.
Catagory: 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: Weasel
Height: .5M
Color: Brown
Special Abilities: 1. +3 to Hit 2. 2xs Speed
Catagory: Land
In Dungeon: y
Our Monster: Y
Usage Code: Pet
Origin Code: India
Gravity Code: .9 to 3 G's
Environment Code: H- Plain
Temperature Range Code: H- Semi-hot (30 to 40 degrees)
Base Experience Points for Killing Monster: 25



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



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



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



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



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



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



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



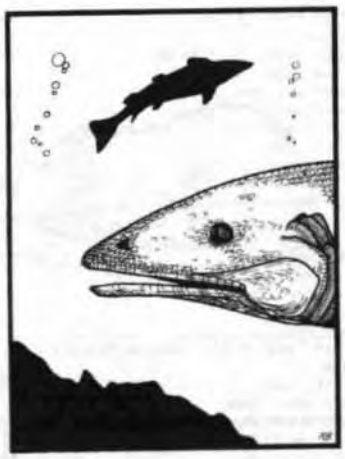
MUMMIFIER
Hit Dice: .5
Damage Done: Special
Armour Class: 8
Treasure Class:
Junk Class:
Class: Tinkle
Height: 50 CM
Color: Grey
Special Abilities: 1. The touch of this tinkle will mummify one instantly (one is still alive but it requires 6 weeks of soaking in a nutrient solution or 3 CURE DISEASE (5th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



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



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



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



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



NEEMU
Hit Dice: 2
Damage Done: 1-4 2A/M By Claws 1-3 By Bite
Armour Class: 7
Treasure Class:
Junk Class:
Class: Cat
Height: 2M
Color: Black
Special Abilities: 1. Often used as guards.
Catagory: 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: H- 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: C
Junk Class: C
Class: Gargoyle
Height: 2M
Color: Reddish-brown
Special Abilities: 1. Breath of Liquid Fire 6HD/M for 1-4M 2. Cannot stand natural heat.
Catagory: Other-dimensional
In Dungeon: N
Our Monster: Y
Usage Code: --
Origin Code: Dragon's Byte
Gravity Code: .9 to 3 G's
Environment Code: G- Mountain
Temperature Range Code: J-Very Hot (80 to 200 degrees) :Return K- super hot (200 to 600 degrees)
Base Experience Points for Killing Monster: 80



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)
Catagory: Other-dimensional
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: Egypt
Gravity Code: .9 to 3 G's
Environment Code: H- Plain
Temperature Range Code: H- Semi-hot (30 to 40 degrees)
Base Experience Points for Killing Monster: 90



NIGHTHAWK
Hit Dice: .2
Damage Done: None
Armour Class: 8
Treasure Class:
Junk Class:
Class: Bird
Height: .3
Color: Black with White spots
Special Abilities: 1. Will attack anything up to 3Xs it's size-Bats Stirges, Giant Mosquitoes, Swoons, Humanoid III..2. Only out at night.
Catagory: 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



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



NUNYUNUWI
Hit Dice: 6
Damage Done: 1-4 By Bite 1-6 By Hit
Armour Class: 2
Treasure Class:
Junk Class:
Class: Human
Height: 2M
Color: Grey
Special Abilities: 1. Rock hard skin 2. Cannibal 3. Sickened by menstrual women (7 kill it) 4. If burned it reveals 1-5 medicine secrets, then reduces to an Ulunsutiand a lump of red wadi paint. 5. Carries a Nunyunuwi Cane.
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Sample
Origin Code: Cherokee
Gravity Code: .9 to 3 G's
Environment Code: D- Forest
Temperature Range Code: F- Fair (25 to 30 degrees)
Base Experience Points for Killing Monster: 130



NUYE
Hit Dice: 1.5
Damage Done: 1-4 2A/M By Claws
Armour Class: 7
Treasure Class:
Junk Class:
Class: Dog-Monkey Head/Serpent Tail
Height: 1.5M
Color: Black
Special Abilities: 1. Tiger feet/bird wings 2. Nocturnal 3. Semi-Int.
Catagory: Land & Air
In Dungeon: Y
Our Monster: Y
Usage Code: Pet
Origin Code: Japan
Gravity Code: .9 to 3 G's
Environment Code: A- Air
Temperature Range Code: F- Fair (25 to 30 degrees)
Base Experience Points for Killing Monster: 40



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

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

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



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



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



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



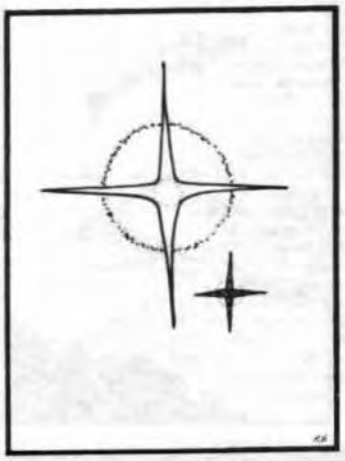
OGUH HRA ZUEJZOE
Hit Dice: 16
Damage Done: 1-32 By Bite--1-16 2A/M By Claws--3-36 By Tail.
Armour Class: 4
Treasure Class: H
Junk Class: H
Class: Dragon-Mace Tail
Height: 15M
Color: Clack
Special Abilities: 1. Aka "Eater of dragons"
Catagory: Land & Air
In Dungeon: N
Our Monster: Y
Usage Code: --
Origin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



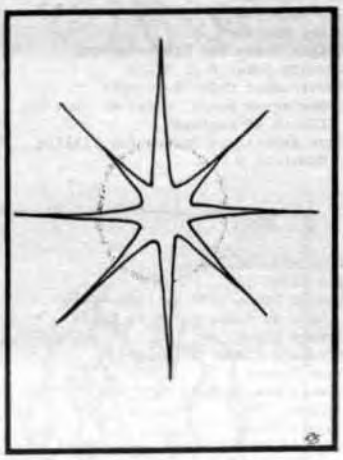
ONATES-ERH
Hit Dice: 8
Damage Done: Touch causes death in 5-8M of continuous touching by PS
Armour Class: 8
Treasure Class:
Junk Class:
Class: Dragon-Non-Corporeal
Height: 8M
Color: Black
Special Abilities: 1. Aka "Black wind." 2. Hit only by magic or energy.
Catagory: Undead
In Dungeon: N
Our Monster: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



ONE OF THE LEFT PATH
Hit Dice: 3
Damage Done: Special
Armour Class: 7
Treasure Class: G
Junk Class: G
Class: PA-Inish
Height: 3M
Color: Brown
Special Abilities: 1. Hit only by magic or energy. 2. All those who partake of its aid gain a magical power usable only for evil purposes. 3. It has a shadow that is endrite in color which can animate to attack at will (1-4/M by touch). It is always there.
Catagory: 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:
Junk Class:
Class: PA-Inish
Height: 3M
Color: White
Special Abilities: 1. Hit only by magic or energy 2. It tries to make dying people calmer 3. Will take a last message to a relative of the dying person.
Catagory: 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. Aids those who are lost by providing them with food and directions 2. Hit only by magic or energy.
Catagory: 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: !
Junk Cass: A
Class: Humanoid 2 Horns/3 Eyes/ fingers/Toes
Height: 2M
Color: Pink/Red/Grey
Special Abilities: 1. Uses Mallet or Iron stake (1-6 or 1-8) 2. Use 16th Magic spells 3. 10th level Warrior 4. Wears Tiger skins 5. Fly if need be.
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Guard
Origin Code: Japan
Gravity Code: .9 to 3 G's
Environment Code: G- Mountain
Temperature Range Code: F-Fair (25 to 30 degrees)
Base Experience Points for Killing Monster: 300



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



ORDEL
Hit Dice: 2
Damage Done: 1-4 By Hoof 1-6 By Butt
Armour Class: 7
Treasure Class:
Junk Class:
Class: Cow
Height: 2M
Color: Blue-brown
Special Abilities: 1. Short horns going straight ahead.
Catagory: Land
In Dungeon: N
Our Monster: Y
Usage Code: Beast fo Burden
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



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



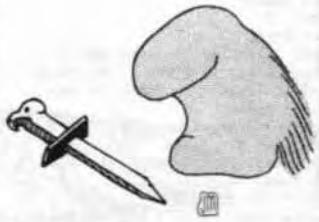
ORNITHOHIPPUS
Hit Dice: 2
Damage Done: 1-5 2A/M By Claws
Armour Class: 7
Treasure Class:
Junk Class:
Class: Bird-Horse Like
Height: 2M
Color: Varies
Catagory: Land
In Dungeon: N
Our Monster: Y
Usage Code: Mount
Origin Code: Lin Carter - World's End
Gravity Code: .9 to 3 G's
Environment Code: H - Plain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



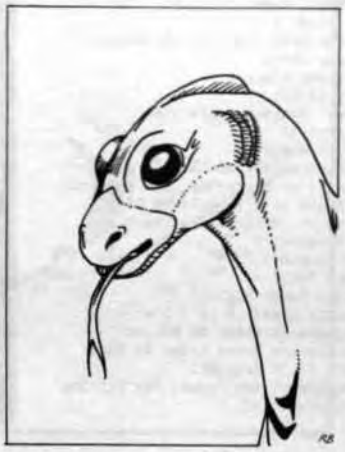
OSTRICH
Hit Dice: 2
Damage Done: 1-4 By Claws
Armour Class: 7
Treasure Class:
Junk Class:
Class: Bird- Flightless
Height: 2M
Color: Black & White
Catagory: Land
In Dungeon: N
Our Monster: Y
Usage Code: --
Origin Code: Africa
Gravity Code: .9 to 3 G's
Environment Code: H - Plain
Temperature Range Code: H - Semi-Hot (30 to 40 Degrees)
Base Experience Points for Killing Monster: 30



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



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



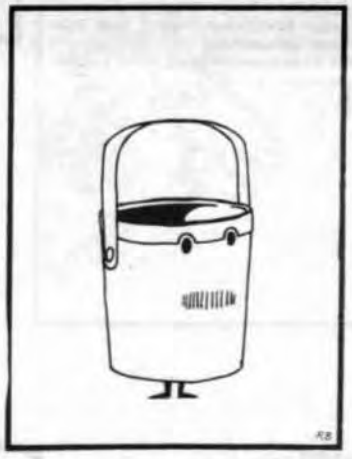
OZ HRA EZ
Hit Dice:1
Damage Done: None
Armour Class: 8
Treasure Class:
Junk Class:
Class: Non-Corporeal
Height: 1M
Color: Blue
Special Abilities: 1. Aka "Mirror of the mind" 2. Allows one to remember what one normally could not 3. Hit only by magic or energy.
Catagory: Air
In Dungeon:Y
Our Monster: Y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



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



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



PALY
Hit Dice: 2
Damage Done: 1-3 2A/M By Hooves 1-4 by Horns
Armour Class: 7
Treasure Class:
Junk Class:
Class: Deer
Height: 2M
Color: Brown
Special Abilities: 1. Zebra-like hind (black stripes) 2. Easy to catch.
Catagory: Land
In Dungoen: 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: D - Fair (25 to 30 degrees)
Base Experience Points for Killing Monster: 30



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



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

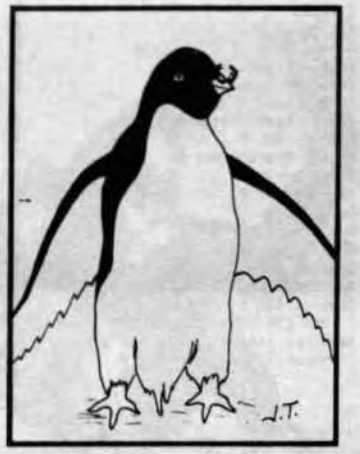


PARI
Hit Dice: 3
Damage Done: None
Armour Class: 8
Treasure Class:
Junk Class:
Class: Non-corporeal
Height: 2M
Color: Invisible
Special Abilities: 1. Inhabits pleasant places. 2. Can be asked for advice (judge's option on answering), usually household or gardening things. 3. Hit only by magic or energy.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

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



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



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



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



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



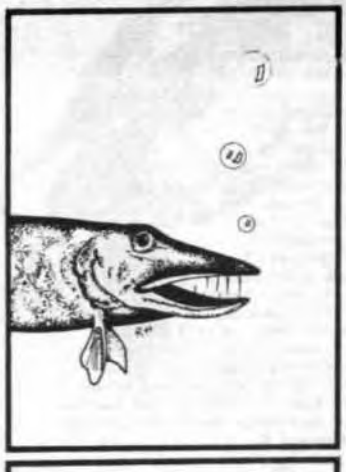
PERSON (Celestial)
Hit Dice: 3
Damage Done: By Weapon
Armour Class: 8
Treasure Class:
Junk Class:
Class: Human- Feather Cloak
Height: 2M
Color: White
Special Abilities: 1. Normally flies through space 2. At removal of Cloak Celestial Person becomes human 3. Will remain loyal to possessor of Cloak 4. If one puts on the Cloak one becomes a Celestial Person unless REMOVE CURSE (8th level) is applied.
Catagory: 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:
Junk Class:
Class: Pig
Height: 1M
Color: Brown
Special Abilities: 1. Bite cures cancer
Catagory: 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: I
Junk Class: I
Class: Barracuda
Height: 36M
Color: Brown & Green
Catagory: Water
In Dungeon: N
Our Monster: Y
Usage Code: --
Origin Code: America
Gravity Code: .9 to 3 G's
Environment Code: O-Water(fresh)
Temperature Range Code: G- Temperate
Base Experience Points for Killing Monster: 480



PNIMIL
Hit Dice: 3
Damage Done: 1-6 By Drop
Armour Class: 7
Treasure Class:
Junk Class:
Class: Manta Ray
Height: 2M
Color: Black
Special Abilities: 1. Rains a constant stream of mixed coins as it flies over head.
Catagory: Land, Water, & Air
In Dungeon: N
Our Monster: Y
Usage Code: Sample
Origin Code: The Dragon's Byte
Gravity Code: .9 to 3 G's
Environment Code: A- Air
Temperature Range Code: G- Temperate
Base Experience Points for Killing Monster: 40



POKOMO
Hit Dice: 3
Damage Done: 1-6 By Spike
Armour Cass: 7
Treasure Class: C
Junk Class: C
Class: Ape
Height: 2M
Color: Brown
Special Abilities: 1. +2 Dam., +100 Tra. 2. Tracks down people, stabs them with its spike, and then drinks their blood.
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: Africa
Gravity Code: .9 to 3 G's
Environment Code: D- Forest
Temperature Range Code: H- Semi-hot (30 to 40 degrees)
Base Experience Points for Killing Monster: 60



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



PONSHO-TRAG
Hit Dice: 1
Damage Done: 1-4 By Bite
Armour Class: 7
Treasure Class:
Junk Class:
Class: Dog-Sheep
Height: 1M
Color: Varies
Special Abilities: 1.Is a carnivorous Ponsho 2. Often used as a sheep-dog.
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Pet
Origin Code: Alan Burt Akers - Dray Prescot
Gravity Code: .9 to 3 G's
Environment Code: G- Mountain
Temperature Range Code: G- Temperate
Base Experience Points for Killing Monster: 20



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



PRAMEMPITS
Hit Dice: 7
Damage Done: 1-10 2A/M By Claws
1-6 Subdual by Wing
Armour Class: 6
Treasure Class: I
Junk Class: I
Class: Owl- Human Face/Hairy/Big Feet
Height: 6M
Color: White
Catagory: Land & Air
In Dungeon: N
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



PRYCHAN
Hit Dice: 2
Damage Done: 1-4 2A/M By Claws
1-3 By Bite
Armour Class: 7
Treasure Class:
Junk Class:
Class: Cat
Height: 2M
Color: Golden
Special Abilities: 1. Often used as Royal Guards
Catagory: 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: D- Forest
Temperature Range Code: H- Semi-hot (30 to 40 degrees)
Base Experience Points for Killing Monster: 50



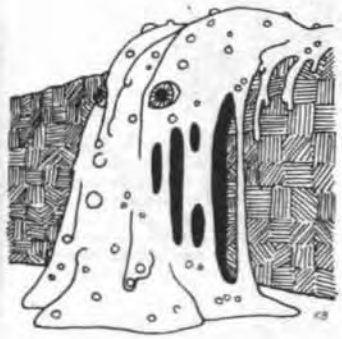
PUFF BALL (Kryptonian)
Hit Dice: 3
Damage Done: None
Armour Class: 9
Treasure Class:
Junk Class:
Class: Puff Ball - Kryptonian Spores
Height: 1M
Color: Green
Special Abilities: 1. Spores enable inhaler to fly for 1 Hour.
Catagory: Land & Air
In Dungeon: Y
Our Monster: Y
Usage Code: Sample
Origin Code: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



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



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



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



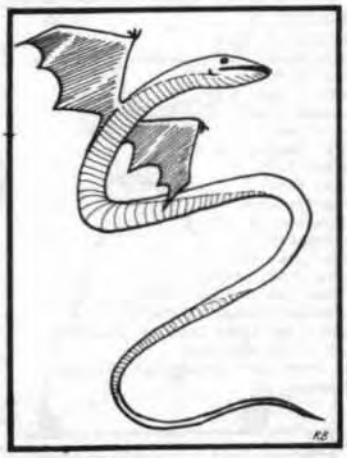
PYRAMID BUILDER
Hit Dice:6
Damage Done: None
Armour Class: -2
Treasure Class:
Junk Class:
Class: Silicon - Pile
Height: 3M
Color: Yellow
Special Abilities: 1. 5000 worth of Silicon 2. When broken, it releases Poisonous spores or sv 3. incubation 1-4/days duration 1-6 wks recovery 1-3 wks 4. If one survives,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



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



QUETZACOUATL
Hit Dice: .5
Damage Done: None
Armour Class: 8
Treasure Class:
Junk Class:
Class: Flying Snake
Height: .3M
Color: Emerald Green
Special Abilities: 1. 2m Tail
2. Used to summon Couatls.
Catagory: 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



QUOFFA
Hit Dice: 2
Damage Done: 1-4 By Hoof
Armour Class: 7
Treasure Class:
Junk Class:
Class: Yak - Dog-Headed
Height: 2M
Color: Brown to Red
Special Abilities: 1. Has 6 legs
2. Carry up to 500 kg 3.Is docile.
Catagory: 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: C- Mountain
Temperature Range Code: E- Semi-cold (5 to 25 degrees)
Base Experience Points for Killing Monster: 20



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



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



RA HUH
Hit Dice: 8
Damage Done: 2-16 By Bite--1-8 2A/M By Claws--1-6 By Stinger
Armour Class: 5
Treasure Class: G
Class: Demon- Dragon/8 Legs
Height: 8m
Color: Golden-Red
Special Abilities: 1. Spins a web which drains 1 CON/m 2. Aka "Demon Spinner" 3. Int.
Catagory: 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:
Junk Class:
Class: Rabbit- with Antlers
Height: 1M
Color: Brown
Special Abilities: 1. Blink 3/day
2. Magical 3. +5% Luck
Catagory: 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:



RAST
Hit Dice: .5
Damage Done: 1-4 By Everything together
Armour Class: 7
Treasure Class:
Junk Class:
Class: Rat- 6 Legs
Height: .5M
Color: Grey to Brown
Special Abilities: 1. Diseased
2. Infests Dung hills.
Catagory: 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: H- Plain
Temperature Range Code: F- Fair (25 to 30 degrees)
Base Experience Points for Killing Monster: 0



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



RAT
Hit Dice: 5
Damage Done: 1-20 By Bite
Armour Class: 8
Treasure Class: 8
Junk Class: H
Class: Rat - Webbed feet
Height: 5M
Color: Brown
Special Abilities: 1. Breathe under-water
Catagory: 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 1-3 By Beak
Armour Class: 8
Treasure Class:
Junk Class:
Class: Bird
Height: 1M
Color: Black
Catagory: 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:
Junk Class:
Class: Bird
Height: 1M
Color: Black
Special Abilities: 1. Scares away Angels
Catagory: Land & Air
In Dungeon: N
Our Monster: Y
Usage Code: Pet
Origin Code: The Dragon's Byte
Gravity Code: .9 to 3 G's
Environment Code: A- Air
Temperature Range Code: G- Temperate
Base Experience Points for Killing Monster: 35



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



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



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



ROC
Hit Dice: 30
Damage Done: 2-20 2A/M By Claws 2-24 By Beat 1-12 By Wing.
Armour Class: 6
Treasure Class: G
Junk Class: G
Class: Aves- Eagle
Height: 20M
Color: Black to Gold
Catagory: 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 Cass: 6
Treasure Class:
Junk Class:
Class; Bird
Height: 10M
Color: Blue-White
Special Abilities: 1. Carries up to 4 Human-sized
Catagory: Land & Air
In Dungeon: N
Our Monster: Y
Usage Code: Mount
Origin Code: Alan Burt Akers - Dray Prescot
Gravity Code: 9 to 3 G's
Environment Code: A- Air
Temperature Range Code: F-Fair (25 to 30 degrees)
Base Experience Points for Killing Monster: 140



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



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



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



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



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



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.
Catagory: 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: M - 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
Class: Dog-Cow
Height: 3M
Color: Chalky White
Special Abilities: 1. Saddle animal -6 legs.
Catagory: 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: M- 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 500kg.
Catagory: 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: M- Underground
Temperature Range Code: F- Fair (25 to 30 degrees)
Base Experience Points for Killing Monster:40



SARU -NO-FUTACHI
Hit Dice: .5
Damage Done: None
Armour Class: 7
Treasure Class:
Junk Class:
Class: Mouse-Weasel
Height: .5M
Color: Brown/Blue Glow
Special Abilities: 1. Hit only by gold 2. Glows brightly in the dark 3. Laughs at any useless attempt to kill it 4. Lives in trees.
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Pet
Origin Code: Japan
Gravity Code: .9 to 3 G's
Environment Code: D- Forest
Temperature Range Code: F- Fair (25 to 30 degrees)
Base Experience Points for Killing Monster: 0



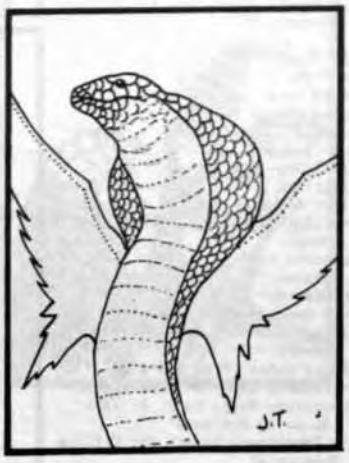
SCRAMBLER
Hit Dice: .5
Damage Done: None
Armour Class: 8
Treasure Class:
Junk Class:
Class: Tinkle
Height: .5M
Color: Green
Special Abilities: 1. This Tinkle will cause the minds of 1-2 people per day to switch bodies. REMOVE CURSE (6th Level) is needed.
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage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



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



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



SENNIN
Hit Dice: 5
Damage Done: Special
Armour Class: 8
Treasure Class:
Junk Class:
Class: Spirit-Humanoid
Height: 2M
Color: Pink
Special Abilities: 1. Hit only by magic or energy. 2. Travel astrally. 3. Produce Horse from a magical gourd. 4. Walk on water. 5. Fly. 6. CONTROL WEATHER (10th Level).
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 Noxious gas content
Base Experience Points for Killing Monster: 130



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



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



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



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



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



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



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



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



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



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



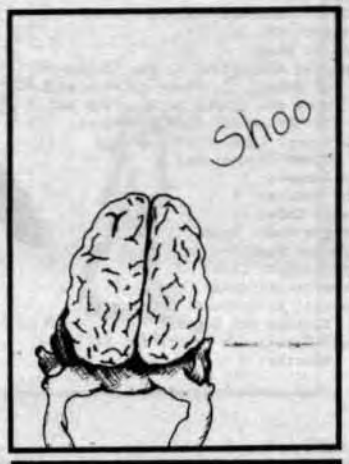
SHOE MONSTER
Hit Dice: 2
Damage Done: 1-4 by Club
Armour Class: 5
Treasure Class:
Junk Class:
Class: Monkey
Height: 1M
Color: Brown
Special Abilities: 1. Shoes as treasure 2. Goes absolutely crazy over the sight of shoes.
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: The Dragon's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



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



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



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



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



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



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



SIKULOKOBUZUKA
Hit Cide: 3
Damage Done: Weapon
Armour Class: 8
Treasure Class: B
Junk Class: B
Class: Humanoid
Height: 2M
Color: Black
Special Abilities: 1. Its legs are wax 2. if one wrestles it and wins, one is given the knowledge of 1-6 Herbs, as well as becoming ill for a year (REMOVE CURSE needed) 3. +5 Damage.
Catagory: Land
In Dungeon: 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



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



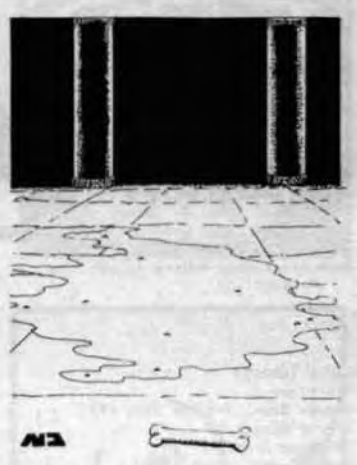
SLIDE ROCK BOLTER (Giant)
Hit Dice: 6
Damage Done: 1-4 2A/M by Claws--1-6/M By Digestion if swallowed
Armour Class: 7
Treasure Class: E
Junk Class: E
Class: Lizard
Height: 6M
Color: Grey-brown
Special Abilities: 1. Sits on top of a hill waiting for food then rushes down the hill and gobbles it (i.e.,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



SKELETON 3
Hit Dice: 2
Damage Done: By Weapon
Armour Class: 5
Treasure Class: C
Junk Class: C
Class: Undead-Skeleton
Height: 2M
Color: White
Special Abilities: 1. Int. 2.Spirit can leave skeleton at will 3. Spirit is hit only by magic or energy.
Catagory: 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



SLIME (Constriction)
Hit Dice: 2
Damage Done: 2-8 /M By Constriction
Armour Class: 8
Treasure Class:
Junk Class:
Class: Protoplasm
Height: 2M
Color: Grey
Special Abilities: 1. Only spread by swords & the like 2. Adds 2 CON points to anyone it touches it will then follow him as a loyal servant.
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Pet
Origin Code: The Dragon's Byte
Gravity Code: .9 to 3 G's
Environment Code: 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



SLEETH
Hit Dice: 2
Damage Done: 1-4 By Bite 1-4 by Claw
Armour Class: 7
Treasure Class:
Junk Class:
Class: Reptile- Bipedal
Height: 2M
Color: Brown-Green
Special Abilities: 1. Slow riding reptile
Catagory: 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



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



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



SNAKE (Eternity)
Hit Dice: 1
Damage Done: 1-3 By Bite (V)
Armour Class: 8
Treasure Class:
Junk Class:
Class: Snake
Height: 1M
Color: Yellow
Special Abilities: Venom- puts victim in time statis until antidote or REVERSE TIME STOP is given. Antidote is snakes blood injected (1-4 pips damage) 2. Bites tail and rolls around in a hoop.
Catagory: Land
In Dungeon: N
Our Monster: Y
Usage Code: Venom
Origin Code: .9 to 3 G's
Environment Code: G- Mountain
Temperature Range Code: G- Temperate
Base Experience Points for Killing Monster: 75



SNAKE (Furred)
Hit Dice: 1
Damage Done: 1-4 By Bite (V)
Armour Class: 7
Treasure Class:
Junk Class:
Class: Snake
Height: 1M
Color: White & Brown
Special Abilities: 1. Venom drains 1-4 by heat drain/M
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: The Dragon's Byte
Gravity Code: .9 to 3 G's
Environment Code: D- Forest
Temperature Range Code: D- Cold (-15 to 5 degrees)
Base Experience Points for Killing Monster: 30



SNAKE (Ghost)
Hit Dice: 1
Damage Done: 1-3 By Bite (P)
Armour Class: 7
Treasure Class:
Junk Class:
Class: Snake- Arrowheaded
Height: 1M
Color: Invisible
Special Abilities: 1. Poison-17 2. Hit only by magic or energy 3. Levitate at will 4. Visible only to a Medicine person.
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Familiar
Origin Code: Cherokee
Gravity Code: --
Environment Code: --
Temperature Range Code: --
Special Environment Code: High Noxious gas content
Base Experience Points for Killing Monster: 60



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



SNAKE (Ruby)
Hit Dice: 2
Damage Done: 1-2 By Bite (V)
Armour Class: 7
Treasure Class:
Junk Class:
Class: Snake
Height: .2M
Color: Brown/Red-Head
Special Abilities: 1. Venom transforms one into a ruby
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: The Dragon's Byte
Gravity Code: .9 to 3 G's
Environment Code: D- Forest
Temperature Range Code: H- Semi-hot (30 to 40 degrees)
Base Experience Points for Killing Monster: 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. Eyes are 1000 GP gems.
Catagory: Land
In Dungeon: Y
In Dungeon: Y
Our Monster:
Usage Code: Venom
Origin Code: The Dragon's Byte
Gravity Code: --
Environment Code: D- Forest
Temperature Range Code: F- Fair (25 to 30 degrees)
Base Experience Points for Killing Monster: 40



SNAKE (Wood)
Hit Dice: .5
Damage Done: 1 By Bite
Armour Class: 7
Treasure Class:
Junk Class:
Class: Snake
Height: 50CM
Color: Brown
Special Abilities: 1. Wizard spells (15th level) but rarely uses them for humans.
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: Cherokee
Gravity Code: .9 to 3 G's
Environment Code: D- Forest
Temperature Range Code: F- Fair (25 to 30 degrees)
Base Experience Points for Killing Monster: 70



SNARK
Hit Dice: 1
Damage Done: 1-8 By Bite
Armour Class: 7
Treasure Class:
Junk Class:
Class: Rat
Height: 1M
Color: Brown Green
Special Abilities: 1. Reported to taste good 2.Eating heart adds 1 CON & 1 STR.
Catagory: Land
In Dungeon: N
Our Monster: N
Usage Code: Sample
Origin Code:
Gravity Code: .9 to 3 G's
Environment Code: D- Forest
Temperature Range Code: G- Temperate
Base Experience Points for Killing Monster: 30



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



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



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



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



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



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



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



SPIDER (Pool)
Hit Dice: 2
Damage Done: 1-4 By Bite -- 1-8/M By Drowning
Armour Class: 6
Treasure Class: G
Junk Class: G
Class: Spider
Height: 2M
Color: Black
Special Abilities: 1. Lives in a pool 2. If one falls asleep by pool it stealthily ties webbing to ones foot then, when it is ready, it pulls one into the pool and eats 3. STR=30 4. Thief abilities 8th level.
Catagory: Land & Water
In Dungeon: N
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 Die: 6
Damage Done: 1-10 4A/M By Tentacles
Armour Class: 5
Treasure Class: F
Junk Class: F
Class: Spider-Fluid Head and limbs
Height: 3M
Color: Brown
Special Abilities: 1. Magic weapons do no extra damage. 2. STONE touch. 3. Turned by Wolvesbane.
Catagory: 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:



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



SPIDER (Water)
Hit Dice: 5
Damage Done: 1-6 By Bite (Poison 12) 1-8/M By Electricity within 1.
Armour Class: 5
Treasure Class:
Junk Class:
Class: Spider
Height: 5m
Color: Grey
Special Abilities: 1. Must Breathe Ozone within 3 turns or die. 2. Underwater huts.
Catagory: 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
Catagory: 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



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



SPIRIT (Protective)
Hit Dice: 3
Damage Done: None
Armour Class: 8
Treasure Class:
Junk Class:
Class: Spirit-Humanoid
Height: 3M
Color: Invisible
Special Abilities: 1. It will interpose itself between the attacked and the attacker to protect attacked from any magical attack. 2. It can turn aside up to 100 SP/day (this includes magic item damage).
Catagory: 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



SPIRIT OF SIN
Hit Dice: 4
Damage Done: Special
Armour Class: 5
Treasure Class:
Junk Class:
Class: Undead-Zombie
Height: 3M
Color: Black and Red
Special Abilities: 1. Hit only by magic or energy. 2. Touch causes rotting in that part of the body. The rotted part will remain on the body. (REMOVE CURSE required). 3. Turned as a vampire.
Catagory: 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
Catagory: Land
In Dungeon: N
Our Monster: Y
Usage Code: Pet
Origin Code: America
Gravity Code: .9 to 3 G's
Environment Code: D - Forest
Temperature Range Code: G - Temperate
Base Experience Points for Killing Monster: 0



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



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



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



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



STAG (White)
Hit Dice: 3
Damage Done: 1-3 2A/m By Hooves--
1-10 By Antlers
Armour Class: 7
Treasure Class:
Junk Class:
Class: Deer
Height: 3M
Color: White
Special Abilities: 1. Regenerates at 5 damage points/day unless burnt.
Catagory: 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



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



STONE (Life)
Hit Dice: 2
Damage Done: 5-7 SP or PSP/M By Touch (Unnoticed)
Armour Class: 0
Treasure Class:
Junk Class:
Class: Rock
Height: 2M
Color: Green & Red
Catagory: 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



STRIGCAW
Hit Dice: 2
Damage Done:1-4 2A/M By Claws
1-4 By Bite
Armour Class: 7
Treasure Class:
Junk Class:
Class: Cat
Height: 2M
Color: Striped Variable
Special Abilities: 1. Two spots on rear (Black & White) 2. Has 6 legs.
Catagory: 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: 50



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



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



SYTRA
Hit Dice: 4
Damage Done: 1-5/M By Digestion (2-6 traps)
Armour Class: 8
Treasure Class: I
Junk Class: I
Class: Venus Fly-Trap
Height: 5M
Color: White
Special Abilities: 1. Traps are man-sized 2. Found only in caves.
Catagory: 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



TAMAMO-NO-MAYE
Hit Dice: 3
Damage Done: 1-4 By Dagger--Special
Armour Class: 7
Treasure Class: A
Junk Class: A
Class: Fox- Humanoid
Height: 2M
Color: Reddish-Brown
Special Abilities: 1. 8 tails 2. turns to stone if it sees itself 3. Use Black Witch spells (6th level)
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: Japan
Gravity Code: .9 to 3 G's
Environment Code: D- Forest
Temperature Range Code: F- Fair (25 to 30 degrees)
Base Experience Points for Killing Monster: 60



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



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



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



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



TCHAN DE BOULE
Hit Dice: 1
Damage Done: None
Armour Class: 7
Junk Class:
Class: Dog -Non-Corporeal
Height: 1M
Color: Black
Special Abilities: 1. Hit only by magic or energy. 2. TELEPORTATION (12th Level) (3/day). 3. Its presence warns of coming storms.
Catagory: 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



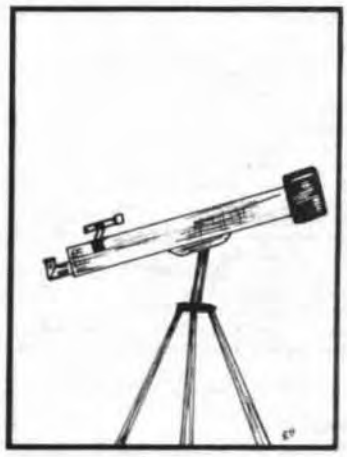
TCHI-CO
Hit Dice: 2
Damage Done: 1-5 By Bite-- 1-4 2A/M By Claws
Armour Class: 7
Treasure Class:
Junk Class:
Class: Dog
Height: 2M
Color: Black
Special Abilities: 1. 10% chance that it will hit a vital spot 2. +2 to Hit.
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Pet
Origin Code: England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



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



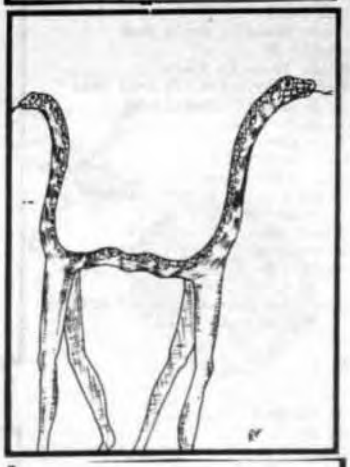
TEPOSON
Hit Dice: 2
Damage Done: Special
Armour Class: 5
Treasure Class:
Junk Class:
Class: Construct-Telescope
Height: 2M
Color: Black & Silver
Special Abilities: 1. When looked into, an energy beam feeds on the Looker's Psionic Energy at 100%-1% PSI. Once the person is drained, the Tepeson will animate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



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
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: Egypt
Gravity Code: .9 to 3 G's
Environment Code: G-Mountain
Temperature Range Code: H-Semi-Hot (30 to 40 Degrees)
Base Experience Points for Killing Monster: 90



THES-HRAU
Hit Dice: 5
Damge 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.
Catagory: 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



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



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



TIKLO
Hit Dice: .2
Damage Done: None
Armour Class: 8
Treasure Class:
Junk Class:
Class: Gecko
Height: .2M
Color: Golden
Special Abilities: 1. Wiggles more than usual near magic.
Catagory: 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: G - Mountain
Temperature Range Code: H - Semi-Hot (30 to 40 Degrees)
Base Experience Points for Killing Monster: 0



TIL (MOR-)
Hit Dice: 3
Damage Done: 1-4 2A/M By Claws 1-4 By Bite
Armour Class: 7
Treasure Class:
Junk Class:
Class: Weasel - Cat's Head
Height: 3M
Color: Brown to Black
Special Abilities: 1. Long legs 2. A wild Zhantil
Catagory: 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:
Class: Weasel - Cat's Head
Height: 3M
Color: Umber & Ruby Stripes
Special Abilities: 1. Long Legs - a saddle beast
Catagory: 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



TIMBERDOODLE
Hit Dice: 1
Damage Done: 1-4 2A/M By Claws
Armour Class: 7
Treasure Class:
Junk Class:
Class: Pig/Hound - Fat
Height: 1M
Color: Green
Special Abilities: 1. Once it bites it will not let go until it hears thunder. If it is killed while holding on, one must saw through the jaw to get free.
Catagory: 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 (HYPNO-)
Hit Dice: .5
Damage Done: None
Armour Class: 8
Treasure Class:
Junk Class:
Class: Tinkle
Height: .5M
Color: Variable
Special Abilities: 1. If this Tinkle is held before the eyes of a subject, it will increase the chance of hypnotizing (or something similar) the subject by 20%.
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Familiar
Origin Code: Dragon's Byte Tinkles
Gravity Code: .9 to 3 G's
Environment Code: H - Plain
Temperature Range Code: G-Temperate
Base Experience Points for Killing Monster: 0



TINKLE (MESSAGE-)
Hit Dice: .5
Damage Done: None
Armour Class: 8
Treasure Class:
Junk Class:
Class: Tinkle
Height: .5M
Color: Violet
Special Abilities: 1. This Tinkle can be trained to memorize up to 10 minutes of speech, imitating exactly the speaker. Special command words tell it when to stop, start, or erase a memory.
Catagory: 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



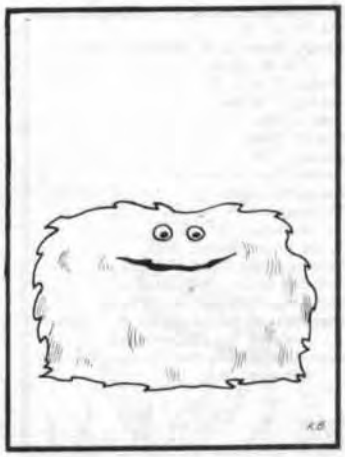
TINKLE (MICRO-)
Hit Dice: .5
Damage Done: Special
Armour Class: 8
Treasure Class:
Junk Class:
Class: Tinkle
Height: .5M
Color: Brownish Red
Special Abilities: 1. This Tinkle constantly emits 1-2HD/M of microwaves. Organic things left too near it tend to get cooked. Range: 2m
Catagory: Land
In Dungeon: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



TINKLE (NOVA)
Hit Dice: 1
Damage Done: Special
Armour Class: 8
Treasure Class:
Junk Class:
Class: Tinkle
Height: .5M
Color: Brown
Special Abilities: 1 As a defensive measure, or on a psionic/ magical command, it will self-immolate, creating a heat that will do 15HD/M within 3m and 1 less HD/M outside that. 2. It will burn up in 3-18M, but will rise from its ashes alive in 1-4 hours.
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Familiar
Origin Code: Dragon's Byte Tinkles
Gravity Code: .9 to 3 G's
Environment Code: H - Plain
Temperature Range Code: G-Temperate
Base Experience Points for Killing Monster: 50



TINKLE (POWDER PUFF)
Hit Dice: .5
Damage Done: None
Armour Class: 8
Treasure Class:
Junk Class:
Class: Tinkle
Height: .5M
Color: White to Grey
Special Abilities: 1. If severely jarred, it will release a 3 cubic meter powder cloud which will cause coughing for 5-20M.
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Pet
Origin Code: Dragon's Byte Tinkles
Gravity Code: .9 to 3 G's
Environment Code: H - Plain
Temperature Range Code: G-Temperate
Base Experience Points for Killing Monster: 0



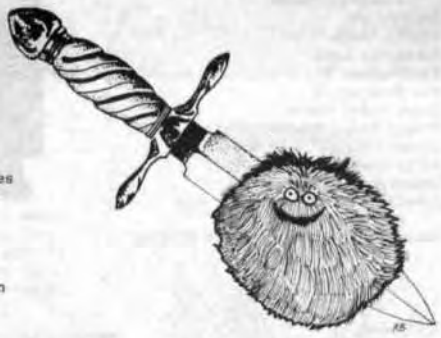
TINKLE (TERROR)
Hit Dice: .5
Damage Done: None
Armour Class: 8
Treasure Class:
Junk Class:
Class: Tinkle
Height: .5M
Color: Black
Special Abilities: 1. This Tinkle emits a subtle FEAR (16th Level) which builds up at 1 Level/M. If the victim is exposed to the fear effect for more than his Level in Melee, then there is a 5%/M chance of temporary insanity.
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: Dragon's Byte Tinkles
Gravity Code: .9 to 3 G's
Environment Code: H - Plain
Temperature Range Code: G-Temperate
Base Experience Points for Killing Monster: 0



TINKLE (PHOTO-) 1
Hit Dice: .5
Damage Done: None
Armour Class: 8
Treasure Class:
Junk Class:
Class: Tinkle
Hight: .5 M
Color: Variable
Special Abilities: 1. This Tinkle produces a 2m diameter light of the color of the Tinkle. Every 10 minutes it can be prodded into producing a 5m diameter light for 3m, then it will darken for 20 minutes to recuperate.
Catagory: Land & Other-Dimensional
In Dungeon: Y
Our Monster: Y
Usage Code: Familiar
Origin Code: Dragon's Byte Tinkles
Gravity Code: .9 to 3 G's
Environment Code: H - Plain
Temperature Range Code: G-Temperate
Base Experience Points for Killing Monster: 0



TINKLE 1
Hit Dice: 1
Damage Done: None
Armour Class: 8
Treasure Class:
Junk Class:
Class: Small Furry Balls
Color: Brown
Special Abilities: 1. Excretes 6-36 GP a day
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Familiar
Origin Code: David U. Chapman Miscellaneous
Gravity Code: .9 to 3 G's
Environment Code: H - Plain
Temperature Range Code: G-Temperate
Base Experience Points for Killing Monster: 0



TINKLE (PHOTO-) 2
Hit Dice: .5
Damage Done: Special
Armour Class: 8
Treasure Class:
Junk Class:
Class: Tinkle
Color: Black
Special Abilities: 1. This Tinkle absorbs light of any kind and stores it. This light may be released as a laser beam (4HD) 3 times per day. 2. It can also absorb up to 6 LoE of light from a spell before releasing it.
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Familiar
Origin Code: Dragon's Byte Tinkles
Environment Code: H - Plain
Temperature Range Code: G - Temperate
Base Experience Points for Killing Monster: 0



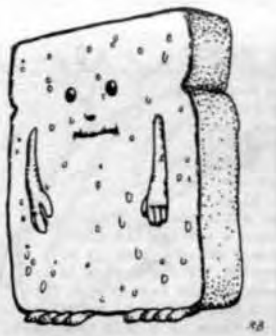
TINKLE 2
Hit Dice: 5
Damage Done: Special
Armour Class: 5
Treasure Class:
Junk Class:
Class: Tinkle
Height: .25M
Color: Brown
Special Abilities: 1. Lays GP when on the ground, but Tinkles in one's hands when picked up.
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Familiar
Origin Code: Dragon's Byte Tinkles
Gravity Code: .9 to 3 G's
Environment Code: H - Plain
Temperature Range Code: G-Temperate
Base Experience Points for Killing Monster: 0



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



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



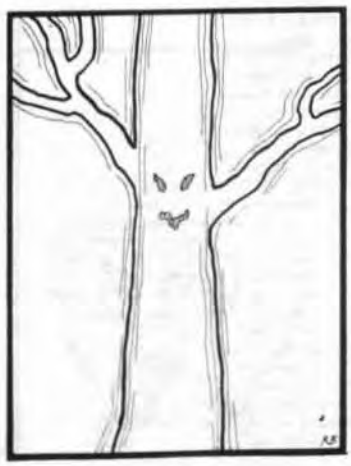
TOAST (BURNT)
Hit Dice: 2
Damage Done: 1-6 By Bite
Armour Class: 3
Treasure Class:
Junk Class:
Class: Construct - Burnt Toast with Face/Feet/Hands
Height: 2M
Color: Black
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Guard
Origin Code: Dragon's Byte
Gravity Code: .9 to 3 G's
Environment Code: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



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



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



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



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



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



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



TRIX (LEEP-)
Hit Dice: 4
Damage Done: 1-8 By Bite 1-4 4A/M By Claws
Armour Class: 7
Treasure Class:
Junk Class:
Class: Lizard - 12 Legs
Height: 3M
Color: Blue-Grey
Special Abilities: 1. Can be frightened away by splashing the water.
Catagory: Water
In Dungeon: N
Our Monster: Y
Usage Code: --
Origin Code: Alan Burt Akers Dray Prescott
Gravity Code: .9 to 3 G's
Environment Code: O - 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:
Class: Horse - 6 Legs
Height: 2M
Color: Slate-Blue
Special Abilities: Pricked ears
Catagory: 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: 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:
Class: Fish/Human
Height: 2M
Color: Golden-Brown
Special Abilities: 1. The older Bull Trout is able to shape-change to Human form for .5 days. 2. Semi-Int.
Catagory: Land & Water
In Dungeon: N
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: 50



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



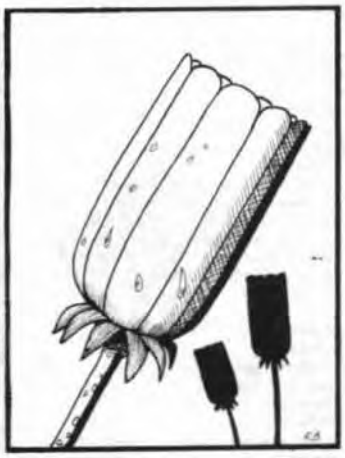
TSAWASI
Hit Dice: 3
Damage Done: Special
Armour Class: 8
Treasure Class: D
Junk Class: D
Class: Humanoid
Height: 1m
Color: Brown
Special Abilities: 1. Live under grass patches on hills 2. Mischievous 3. If prayed to, they may grant TRA+200 for 1 day. 4. If offended, they control game in whatever manner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



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



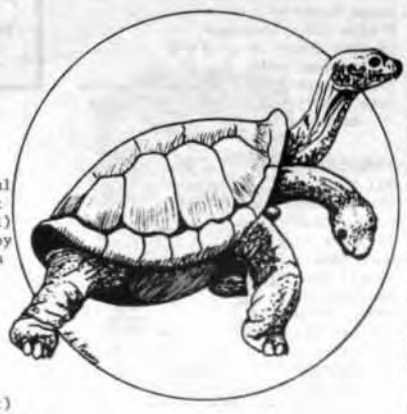
TULIP (MAN-EATING)
Hit Dice: 3
Damage Done: 1-4/M By Digestion
Armour Class: 8
Treasure Class:
Junk Class:
Class: Tulip
Height: 6M
Color: Varies
Catagory: Land
In Dungeon: N
Our Monster: Y
Usage Code: --
Origin Code: Dragon's Byte
Gravity Code: .9 to 3 G's
Environment Code: H - Plain
Temperature Range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



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



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



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



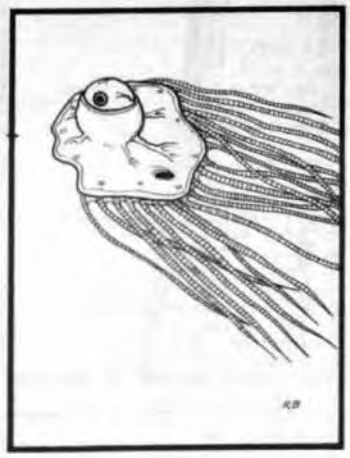
UKTENA
Hit Dice: 8
Damage Done: 1-8 By Bite (P) -- 1-4 By Horns -- 1-10/M By Constriction
Armour Class: 6
Treasure Class: I
Junk Class: I
Class: Snake - Horns on Head
Height: 8M
Color: Black
Special Abilities: 1. Head contains an Ulunsuti. 2. Poison (20) 3. Blood is Contact Poison (18) 4. Vicious temper.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



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



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



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



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



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



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



USR OG RAH
Hit Dice: 40
Damage Done: 5-50 By "Bite"
Armour Class: 8
Treasure Class:
Junk Class"
Class: Cloud
Height: 30M
Color: Grey
Special Abilities: 1. Aka "Cloud Who Eats" 2. Eats anything flying around that it comes across.
Catagory: 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



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



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



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



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



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



VOSK
Hit Dice: 3
Damage Done: 1-6 By Butt
Armour Class: 7
Treasure Class:
Junk Class:
Class: Pig - 6 Legs
Height: 3M
Color: Yellow-White
Special Abilities: 1. AC 5 on head 2. +5 to Hit. 3. Carry 300 kg.
Catagory: 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: H - Plain
Temperature Range Code: F - Fiar (25 to 30 Degrees)
Base Experience Points for Killing Monster: 65



VOL (VAKLA-)
Hit Dice: .5
Damage Done: 1-4 By Everything Together
Armour Class: 7
Treasure Class:
Junk Class:
Class: Bird
Height: .5M
Color: Red & White
Special Abilities: 1. Attacks only if attacked.
Catagory: Land & Air
In Dungeon: N
Our Monster: Y
Usage Code: Pet
Origin Code: Alan Burt 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: 0



VOVE
Hit Dice: 5
Damage Done: 1-3 By Bite -- 1-4 By Horns -- 1-5 4A/M By Hooves
Armour Class: 7
Treasure Class:
Junk Class:
Class: Horse - 6 Legs
Height: 3M
Color: Russett
Special Abilities: 1. Fangs & 2 Short Horns
Catagory: 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: 105



VOL (WAF-)
Hit Dice: 2
Damage Done: 1-4 By Bite
Armour Class: 7
Treasure Class:
Junk Class"
Class: Vulture
Height: 2M
Color: Black
Special Abilities: 1. Eats only dead things, but, of course, it doesn't mind helping it along.
Catagory: Land & Air
In Dungeon: N
Our Monster: Y
Usage Code: --
Origin Code: Alan Burt 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: 3



VOVE (NIK-)
Hit Dice: 3
Damage Done: 1-4 4A/M By Hooves
Armour Class: 7
Treasure Class:
Junk Class:
Class: Horse - 6 Legs
Height: 2M
Color: Russett
Special Abilities: 1. No fangs or horns.
Catagory: Land
In Dungeon: N
Our Monster: Y
Usage Code: Mount
Origin Code: Alan Burt Akers Dray Prescot
Gravity Code: .9 to3 G's
Environment Code: H - Plain
Temperature Range Code: F - Fair (25 to 30 Degrees)
Base Experience Points for Killing Monster: 70



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



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



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



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



WASP (SPIRIT)
Hit Dice: 5
Damage Done: 1-10 By Bite -- 1-6 By Sting (P)
Armour Class: 6
Treasure Class:
Junk Class:
Class: Wasp
Height: 3M
Color: Black
Special Abilities: 1. Poison (13) 2. Travel between dimensions at will. 3. INT 4. Obey Queen wasp.
Catagory: 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
Catagory: Water
In Dungeon: N
Our Monster: Y
Usage Code: Pet
Origin Code: The Dragon's Byte
Gravity Code: .9 to 3 G's
Environment Code: F - Water (Salt)
Temperature Range Code: I - Hot (40 to 80 Degrees)
Base Experience Points for Killing Monster: 30



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



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
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Pet
Origin Code: Alan Burt Akers Dray Prescot
Gravity Code: .9 to 3 G's
Environment Code: D - Forest
Temperature Range Code: G-Temperate
Base Experience Points for Killing Monster: 30



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



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



WIND WALKER
Hit Dice: 6
Damage Done: 1-6 By Cold -- 1-6/M By Ripping Ice
Armour Class: 9
Treasure Class:
Junk Class:
Class: Animated Wind
Height: 3M
Color: Invisible
Special Abilities: 1. Hit only by magic or energy. 2. TELEPATHIC PROJECTION & RECEIVING (7th Level) 3. Fly 4. Gate to another location 3/day 5. Semi-Int.
Catagory: Land & Air
In Dungeon: Y
Our Monster: Y
Usage Code: Guard
Origin Code: Solomon R. Tiau'ssva
~~Cthulhuan~~
Gravity Code: --
Environment Code: A - Air
Temperature Range Code: E - Semi-Cold (5 to 25 Degrees)
Special Environment Code: High Noxious Gas Content
Base Experience Points for Killing Monster: 165



WING -WANG
Hit Dice: 1
Damage Done: 1-3 By Beak
Armour Class: 8
Treasure Class:
Junk Class:
Class: Dog - Bird Head & Legs
Height: 1M
Color: Red & Green
Special Abilities: 1. On nights of an orange moon it writes "Wing-Wang" all over with its tail, but erases it by morning.
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: America
Gravity Code: .9 to 3 G's
Environment Code: H - Plain
Temperature Range Code: G-Temperate
Base Experience Points for Killing Monster: 15



WITCH (SEA)
Hit Dice: 5
Damage Done: Special
Armour Class: 7
Treasure Class: E
Junk Class: E
Class: Humanoid - Webbed Hands & Feet
Height: 2M
Color: Green
Special Abilities: 1. CONTROL SEA WEATHER (8th Level). 2. Vindictive 3. Will not engage in physical combat.
Catagory: Water
In Dungeon: N
Our Monster: Y
Usage Code: --
Origin Code: England
Gravity Code: .9 to 3 G's
Environment Code: P - Water (Salt)
Temperature Range Code: G-Temperate
Base Experience Points for Killing Monster: 60



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



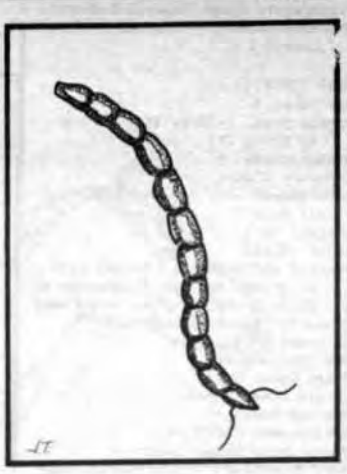
WOLFO
Hit Dice: .2
Damage Done: None
Armour Class: 7
Treasure Class:
Junk Class:
Class: Mouse
Height: .1M
Color: Grey
Special Abilities: 1. Will dare almost anything for a piece of cheese.
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Pet
Origin Code: Alan Burt Akers Dray Prescot
Gravity Code: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



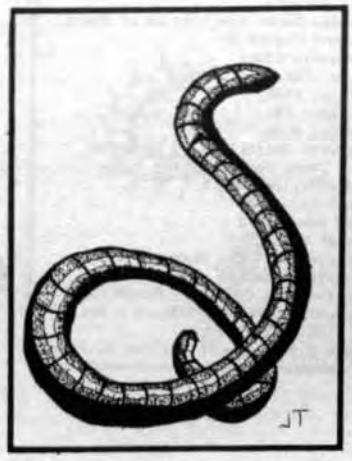
WOLVERINE (GIANT)
Hit Dice: 6
Damage Done: 2-12 2A/M By Claws 2-12 By Bite
Armour Class: 7
Treasure Class: D
Junk Class: D
Class: Wolverine
Height: 3M
Color: Brown
Special Abilities: 1. AC:4 when moving. 2. Skunk odor. 3. +15 damage & +5 to Hit.
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: America
Gravity Code: .9 to 3 G's
Environment Code: D - Forest
Temperature Range Code: E - Semi-Cold (5 to 25 Degrees)
Base Experience Points for Killing Monster: 225



WORM (BURN)
Hit Dice: 2
Damage Done: 1-6 By Butt -- 2-10 By Burn
Armour Class: 2
Treasure Class:
Junk Class:
Class: Wormlike - Beryllium/Boron Shell
Height: 2M
Color: Metallic Silver/White
Special Abilities: 1. Time phase through rock
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: The Dragon's Byte
Gravity Code: .9 to 3 G's
Environment Code: N - Underground (Deep)
Temperature Range Code: J - Very Hot (80 to 200 Degrees): Return K - Super Hot (200 to 600 Degrees)
Special Environment Code: High Noxious Gas Content
Base Experience Points for Killing Monster: 980



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



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



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



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



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



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



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



YAMA UBA 2
Hit Dice: 6
Damage Done: 1-6 By Hit or 1-12 By Club
Armour Class: 7
Treasure Class: B
Junk Class: B
Class: Humanoid
Height: 3M
Color: Brown
Special Abilities: 1. Mountain Oni 2. Transforms itself into a head of serpents at will.
Catagory: 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-UBA 1
Hit Dice: 3
Damage Done: Special
Armour Class:
Treasure Class:
Junk Class:
Class: Non-Corporeal
Height: 2M
Color: White/Varies
Special Abilities: 1. Sometimes takes on Human form. 2. Hit only by magic or energy. 3. Found only in mountains. 4. FEAR (5th Level)
Catagory: Undead
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: Japan
Gravity Code: .9 to 3 G's
Environment Code: G - Mountain
Temperature Range Code: F - Fair (25 to 30 Degrees)
Base Experience Points for Killing Monster: 90



YAN (CHY-)
Hit Dice: 3
Damage Done: 1-6 3y Hooked Beak
1-5 By Claw
Armour Class: 7
Treasure Class:
Junk Class:
Class: Swan
Height: 3M
Color: Rusty Black
Special Abilities: 1. Has 4 wings
2. Impossible to tame
Catagory: Land & Air
In Dungeon: N
Our Monster: Y
Usage Code: --
Origin Code: Alan Burt 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: 50



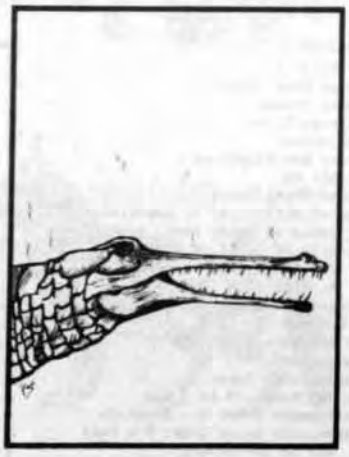
YAN (ZH-)
Hit Dice: 3
Damage Done: 1-6 By Hooked Beak
1-4 By Claws
Armour Class: 7
Treasure Class:
Junk Class:
Class: Swan
Height: 3M
Color: White/Red Claws
Special Abilities: 1. Very quick to
anger. 2. Has 4 wings
Catagory: Land & Air
In Dungeon: N
Our Monster: Y
Usage Code: Mount
Origin Code: Alan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



YCHEN BANNOG
Hit Dice: 18
Damage Done: 1-4 2A/M By Hooves --
1-12 By Horns
Armour Class: 7
Treasure Class:
Junk Class:
Class: Cow
Height: 2M
Color: Tan
Special Abilities: 1. STR = 150
(+67 dam)
Catagory: 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



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



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



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



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



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



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



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



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



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



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



ZORCA
Hit Dice: 2
Damage Done: 1-5 2A/M By Hooves 1-4 By Horn
Armour Class: 7
Treasure Class:
Junk Class:
Class: Horse - 1 Horn
Height: 2M
Color: Varies
Catagory: Land
In Dungeon: N
Our Monster: Y
Usage Code: Mount
Origin Code: Alan Burt Akers Dary 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: 55





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 ablities (for example: Telepathy, Telekinesis, etc.). These are gained at 15% + 5% per level from the point at which the person gains more than 94 on PSI. Also, once the person goes above 94 on PSI, he begins to gain 5 PSP per level (unless the person is in one of the psionic professions, in which case it is 15 PSP per level).

Mind Blast and Shielding

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



Psionic Attack Chart

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

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

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

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

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

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

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

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

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

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

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

Distributional Effects of Omnidirectional Mind Blasts

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

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

A crude chart of this effect is as follows:

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

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

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

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

INDEX

Page 10
Aau
Ab-She
Abeshimydual
Achachila
Achivalatopa
Adder
Aderyn y Corph
Ahl At-Tral

Page 11
Ahlmakoh
Ai
Aigamuchab 1
Aigamuchab 2
Aisinokoki
Ak Har Erh
Akhekh
Akrisak Ma'agao

Page 12
Al Borak
Albasta
Alkuk
Ama-Inu
Amam
Amagat
Angel Bane
Angel of 1st Heaven

Page 13
Angel of 2nd Heaven
Angel of 3rd Heaven
Angel of 4th Heaven
Angel of 5th Heaven
Angel of 6th Heaven
Angel of 7th Heaven

Page 14
Ankh-Aapau
Antiu
Ape
Ape (Sea)
Apo
Apophis
Apple Turnover (Attack)
Apple Turnover (Riding)

Page 15
Ardad
Arlez 2
Asgina
Ash-Hrau
Ash-Zushto
Ass
Atsil Dihyegi
Auuenau

Page 16
Awi
Awi Usdi
Babe (Cannibal)
Baboon
Baboon 2
Bacon
Badger
Badger (Giant)

Page 17
Baiste-Na-scoghaigh
Bajang
Bajani
Banshee 1
Banshee 3
Barracuda
Barynth
Barynth (Sea)

Page 18
Basilisk (Golden)
Bat (Fox)
Bat (Undead Vampire)
Bean Sidhe
Beaver (Giant)
Bee (Killer)
Beetle (Great Horned)
Belun

Page 19
Benhoff
Bildad
Bird (Blood)
Bird (Hell)
Bird (Lyre)
Bird (Mag)
Bird (Mocking)
Bird (Ruby Humming)

Page 20
Bird (Sky)
Bird (Thunder)
Bird (Water)
Bitje
Black Mind Death
Blindwider
Blue Star
Boar

Page 21
Borath
Bosk
Brain Eater
Bristle Ball
Broom
Brownie
Brumby
Bubbler

Page 22
Bug (Water Rock)
Bull (Brown)
Bull (Water)
Burner
Bush (Disruptor)
Bush Baby
Cabby Ustey
Camel

Page 23
Car-Rot
Cardinal 2
Carrot (Flying)
Cat (Civet)
Cat (Kelp)
Cat (Laser)
Cat (Moon)
Cat (Sea Transform)

Page 24
Cat (Sea)
Cat (Splinter)
Cat (Transform)
Cat (Wraith)
Cat 2
Cat 3
Cat of Reflection
Catkey

Page 25
Cavewight (Grim)
Cerebus
Chavonth
Chavonth (Dust)
Chimera
Chimpanzee
Chipmunk (Killer)
Chiruwi

Page 26
Churmod
Cigarrette
Clepper (Flut-)
Clepper (Vol-)
Cloud (Fire)
Cloud (Healing)
Co-Hon
Cobra

Page 27
Cobra (Giant)
Cobra (Hypno)
Cock (Pea)
Cock (Wood)
Cockatrice
Cold Flyer
Collector of Eyes
Comitatus

Page 28
Continh
Corth
Cow (Attack Blink)
Cow (Flying)
Cow (Blink)
Cow (Wild Dun)
Coyote
Crane (Chinese)

Page 29
Crayfish (Giant)
Critikay
Cromhineach
Crown of Thorns
Cuchi
Cup (Coffee)
Cup (OJ)
Curlew

Page 30
Dragon (Bat)
Dragon (Gold) 1
Dragon (Grey)
Dragon (Komodo)
Dragon (Pink)
Dragon (Psionic)
Dragon 1
Dragon 2

Page 31
Daemon (Agatha)
Dakwa
Death Flyer
Demon (Serpent)
Demon Flower
Deer (Elder)
Demon (Cat)

Page 32
Dermiflon
Detsata
Djinn
DM 1
Dog (Ghost)
Dog 2
Dor Monster

Page 33
Drumstick
Dryad
Duin (Flut)
Dust Devil
Dwarf (Death)
Eagle (Medicine)
Edeh Hra Uroeh
Eel

Page 34
Efrit
Egg
Egg (Fried)
Elah
Elah Hra Oe
Elephant (Pink)
Era-Ra
Exorc

Page 35
Fairy
Falcon (Aerie)
Falling Star
Fear Beast
Fiend (Woman)
Fire Drake
Fish (Giant)
Fish (Walking Cat- 1)

Page 36
Flapple
Flick-Flick
Floater
Foam (Blue)
Forazot
Fox 2
Fremed
Frog (Fire)

Page 37
Frog (Lava)
G'Sezuh
Gama
Gar (Alligator)
Gargoyle (Stone) 1
Gas (Commune)
Gas (Crystal)
Gas (Red)

Page 38
Ghul 1
Ghul 2
Giant (Sun)
Gibbon
Gila Monster
Gila Monster (Giant)
Gimlet (Acid Headed)
Glyptodont

Page 39
Ghost (Breathing)
Ghost (Faceless)
Ghost (Pa-inc)
Ghost 3
Ghost 4
Ghost 5
Ghost 6
Ghoul 1

Page 40
Gnome (Earth)
Goat (Farne)
Goayr Meddgh
Godont (Lair)
Godont (Ma-)
Gold Breath
Goony Bird

Page 41
Gorgon 2
Gowrow
Graint
Grampus
Grandmother Monster
Grass (Silver)
Gremlin (Portal)
Grendel

Page 42
Griffin
Grundal
Gulegi
Gyraphont
Gyron
Handale
Hawk (Sun)
Head (Crystal)

Page 43
Healer
Healer (Anti-)
Healer (Pseudo)
Heat Sink
Her-f-ha-f
Hide-Behind
Hillside Gouger
Hippopotamus

Page 44
Hirvel
Hito-Dama
Hollow Carapace
Holy Tinkler
Hood (Suffocating)
Hoopoe
Horse (Agean)
Horse (Devil)

Page 45
Horse (Gold)
Horse (Water)
Horse 2
Hound (Medulus)
Hugag
Huh
Hydra
Hyena

Page 46
Impiter
Impitrell
Imy-Hemef
Infra
Ivy (Poison)
Ivy (Thorn)
Jackal
Jay (Blue)

Page 47
Jay (Sterling)
Jelly (Pink)
Joat
Jump-at-a-Body
Jumper
Kalanu-Ahyeliski
Kami
Karashishi

Page 48
Kelpi
Kesha
Khaibit
Kheti
Khu
Kitunusi
Knife
Kobito

Page 49
Korf (Crested)
Korf (King)
Korf (Zim)
Koshi
Kow (Hedley)
Krah (Chun- 1)
Krahnik
Kuh Hra Ohje

Page 50
Lady Driver
Leech (Light)
Leem
Lemur
Leopard
Leopard (Snow)
Leoping (Red)
Letta Ehuahr Ohje

Page 51
Light of Death
Ling
Lion (Nemidian)
Lion (Vampire)
Lizard (Army)
Llamas
Losuh
Loth (Bo-)

Page 52
Loth (Turi-)
Lufferlang
Lurfing
Lynx
Mackeral (Holy)
Mackeral (Unholy)
Maga-tsumi
Magic Sniffer

Page 53
Magpie
Mahaimrakh Brumunga
Mahu
Marching Host
Man of Earth
Mates
Menumenu
Messar

Page 54
Messel
Metarl (Snow-)
Milikoi
Minxalle
Mixel
Mnair
Mongoose
Mongoose (Giant)

Page 55
Monkey (Shug)
Monkey (Spider)
Moose
Morfang
Mother Monster
Mudwamp (Giant)
Mummifier
Muntjac

Page 56
Muskee (Giant)
Nav
Necrophagus
Neemu
Nether Demon
Night Watcher
Nighthawk
Nightingale of Centuries

Page 57
Nunyunuwi
Nuye
Nymph (Wood)
Octopus (Blue-ringed)
Oguh Hra Oe
Oguh Hra Orezoke
Oguh Hra Zuejzoe
Onates-Erh

Page 58
One of the Left Path
One of the Peaceful Way
One of the Right Path
Oni
Orangatang
Ordel
Oriel

Page 59
Ornithohippus
Ostrich
Oxidizers (Silver)
Osuedeh Hra Uroeh
Oz Hra Ez
Ozanes
Pail
Paly

Page 60
Panther
Pari
Pdolsyn
Pagasaur
Penguin (DP)
Person (Airy)
Person (Good)
Person (Celestial)
Pig 2
Pike (Giant)
Pnimil
Pokomo
Ponsho
Ponsho-Trag
Porcupine

Page 62
Pramempits
Prychan
Puff Ball (Kryptonian)
Puppeteer
Purifer
Purr Mooar
Pyramid Builder
Quaker

Page 63
Quetzacouatl
Quoffa
Ra Hra Uzaiohazoze
Ra Hra Z
Ra Huh
Rabantler
Rast
Rat (Dimension)

Page 64
Rat
Raven 1
Raven 2
Redcap
Rhinoceros
Rhokaym
Roc
Roofer

Page 65
Rubberado
Rust Monster 1
Ruster
Soforee
Sannek
Sany (Cal-)
Sany (Her-)
Sany (Prey-)

Page 66
Saru-No-Futachi
Scrambler
Sekhitu
Semi
Sennin
Serpent (La-)
Serpent (Slime)
Serra

Page 67
Setcha
Shade
Shark (Soul)
Shayatin
Shemti
Shensu Heru
Shirei
Shoe Monster

Page 68
Shojo
Shoo Monster
Shorgortz
Shuck (Black)
Shuck (Essex)
Shuck (Norfolk)
Sikulokobuzuka

Page 69
Sith (Baobhan)
Skeleton 3
Sleeth
Slide Rock Bolter
Slide Rock Bolter (Giant)
Slime (Constriction)
Slith

Page 70
Snake (Eternity)
Snake (Furred)
Snake (Ghost)
Snake (Hoop) 2
Snake (Ruby)
Snake (Wood)
Snark

Page 71
Sneezer
Snipe
Snivler
Spectre of Mutual Loathin
Spider (Garden)
Spider (Hypnotic)
Spider (Pool)

Page 72
Spider (Slime)
Spider (Vacuum)
Spider (Water)
Spider (Wolf)
Spirit (Peyotl)
Spirit (Protective)
Spirit of Sin
Squirrel (Grey)

Page 73
Squirrel (Red)
Squonk
Stag (White)
Star
Stavrer
Steed (Lizard)
Stone (Life)
Strigcaw

Page 74
Succubus
Swallow 2
Syen
Synthocerf
Sytra
Tamamo-No-Maye
Tanuki
Tanuwas

Page 75
Tchan De Boule
Tchi-Co
Tepi
Teposon
Ter
Thes-Hrau
Tibremay

Page 76
Tiger-Wolf
Tiklo
Til (Mor-)
Til (Zhan-)
Timberdoodle
Tinkle (Hypno-)
Tinkle (Message-)
Tinkle (Micro)

Page 77
Tinkle (Nova)
Tinkle (Photo- 1)
Tinkle (Photo- 2)
Tinkle (Powder Puff)
Tinkle (Terror)
Tinkle 1
Tinkle 2

Page 78
Toad (Riding)
Toast
Toast (Burnt)
Tohs-Ukar
Tree (Red)
Tree (Transmuter)
Tree-Squeak
Trell (Flut-)

Page 79
Tripodero
Trix (Leep-)
Trix (Sec-)
Trout (Bull)
Trout 3
Tsagasi
Tsawasi
Tsodar

Page 80
Tulip (Man Eating)
Turkey
Turtle (Terror)
Ukshuki
Uktena
Uktena (Riding)
Ullaishoa
Undead 2

Page 81
Undead Bane
Unholy Tinkler
Unicorn 6
Usr Og Rah
Ustutli
Utlanta
Utsanati
Vampire (Sabal)

Page 82
Varou
Vol (Vakla-)
Vol (Waf-)
Volzoid
Vosk
Vove
Vove (Nik-)
Vsgraf

Page 83
Wadege-Askali
Wailer
Wasp (Spirit)
Water Spouter
Way-Tender
Wersting
Wheatear
Wimperer

Page 84
Wind Walker
Wing-Wang
Witch (Sea)
Wolf (Riding)
Wolfo
Wolverine (Giant)
Worm (Burn)
Worm (Glow)

Page 85
Wraith (Farne)
Wunk
Wyspe
Xi
Yajuj
Yama Otoko
Yama Uba 2
Yama-Uba 1

Page 86
Yan (Chy-)
Yan (Zh-)
Ychen Bannog
Yerxel
Yuki-Onna
Yunwi Amaiyinehi
Yunwi Tsundi
Yurei

Page 87
Yurei (Funa-)
Zashiki-Bokko
Zebra
Zorca
Zuejzo (Kte-)
Zuejzo (Oskazo-)



TREASURE VAULT



37 FIRST FANTASY CAMPAIGN $7.98
46 WILDERLANDS HEX SHEETS $3.00
66 SEA STEEDS & WAVE RIDERS $6.50
68 WAR CRY $4.00
69 FLOTILLA ONE $5.00
96 TREASURY OF ARCHAIC NAMES $4.95
104 CASTLE BOOK II $3.00
240 THE FANTASY CARTOGRAPHER'S FIELD BOOK . . $3.98
360 LASER TANK $1.50
410 THE ASTROGATORS CHART BOOK $3.98
440 TEMPLE BOOK I $3.00
530 RAVENSCRAG $10.00
550 THE FIELD GUIDE TO ENCOUNTERS $12.00
680 TOWER OF INDOMITABLE CIRCUMSTANCE $4.98
690 MASTERS OF MIND $7.98
700 RESTORMEL $5.98
790 F'DECH FO'S TOMB $2.00
800 GLORY HOLE DWARVEN MINE $3.98
810 FANTASTIC PERSONALITIES $5.98
820 HEROIC EXPEDITIONS $3.98
840 PREY OF DARKNESS $5.98
860 WRAITH OVERLORD $12.00
920 WONDROUS RELICS $3.98

APPROVED FOR USE WITH D&D tm

2 DUNGEON TAC CARDS $3.95
14 READY REF BOOK $2.99
27 TEGEL MANOR $4.50
28 JUDGES SHIELD $1.98
34 MODRON $3.50
36 CHARACTER CHRONICLE CARDS $1.98
47 CAMPAIGN HEXAGON SYSTEM $2.50
48 WILDERLANDS OF HIGH FANTASY $8.50
52 THIEVES OF BADABASKOR $3.00
55 GENCON IX DUNGEON $3.50
59 VILLAGE BOOK I $2.75
60 CASTLE BOOK I $2.75
61 ISLAND BOOK I $2.75
62 CITY STATE OF THE INVINCIBLE OVERLORD . . . $8.00
63 CITADEL OF FIRE $3.00
67 FANTASTIC WILDERLANDS BEYONDE $8.00
71 FRONTIER FORTS OF KELNORE $3.00
76 DRAGON CROWN $1.75
80 OF SKULLS AND SCRAPFAGGOT GREEN $4.50
92 WILDERLANDS OF THE MAGIC REALM $8.50
93 UNDER THE STORM GIANT'S CASTLE $3.00
95 SURVIVAL OF THE FITTEST $3.50
102 CAVERNS OF THRACIA $6.50
104 VILLAGE BOOK II $3.00
108 VERBOSH $6.50
111 MINES OF CUSTALCON $3.95
113 BOOK OF TREASURE MAPS $3.95
118 SWORD OF HOPE $3.00
119 TOWER OF ULISSION $3.00
150 CITY STATE OF THE WORLD EMPEROR $12.00
270 SPIES OF LIGHTELF $4.95
300 WILDERLANDS OF THE FANTASTIC REACHES . . . $8.50
320 BOOK OF TREASURE MAPS II $3.95
420 UNKNOWN GODS $6.00

APPROVED FOR USE WITH AD&D tm

87 CHARACTER CODEX $4.50
88 DARK TOWER $5.50
109 OPERATION OGRE $3.25
114 MALTESE CLUE $4.00
117 TEMPLE OF RA ACCURSED BY SET $2.00
124 ESCAPE FROM ASTIGAR'S LAIR $2.00
190 THE TREASURE VAULTS OF LINDORAN $4.00
210 INFERNO $5.98
260 PORTALS OF TORSH $3.98
460 BOOK OF RUINS $4.00
560 PORTALS OF IRONTOOTH $3.98

APPROVED FOR USE WITH CHIVALRY & SORCERY tm

250 C & S SHIELD $3.00

APPROVED FOR USE WITH DRAGONQUEST tm

890 MAGEBIRD QUEST $10.00
930 STAR SILVER TREK $7.00

APPROVED FOR USE WITH TRAVELLER tm

75 TRAVELLER REFEREE SCREEN $2.50
78 TRAVELLER LOG BOOK $3.50
89 STARSHIP & SPACECRAFT FOR TRAVELLER $5.50
105 DRA'K'NE STATION $4.95
330 TANCRED $5.98
340 LEY SECTOR $4.98
350 DARTHANON QUEEN $3.50
480 50 STARBASES $5.98
490 GLIMMERDRIFT REACHES $4.98
500 DOOM OF THE SINGING STAR $11.98
520 NAVIGATORS STARCHARTS $4.98
590 CRUCIS MARGIN $5.98
640 GHOSTRING $5.98
710 AMYCUS PROBE $5.98
720 ROGUE MOON OF SPINSTORM $5.98
730 SIMBA SAFARI $5.98
740 PORT O' CALL $3.95
760 MARANATHA-ALKAHEST SECTOR $5.98
880 CORSAIRS OF THE TURKU WASTES $5.98
940 WASPWINTER $5.98

APPROVED FOR USE WITH RUNEQUEST GATEWAY tm

107 BROKEN TREE INN $4.00
116 THE HELLPITS OF NIGHTFANG $3.00
170 RUNEQUEST SHIELD $2.50
220 LEGENDARY DUCK TOWER $5.98
310 CITY OF LEI TABOR $7.98
380 DUCK POND $5.98

APPROVED FOR USE WITH EMPIRE OF THE PETAL THRONE tm

540 NIGHTMARE MAZE OF JIGRESH $2.00

APPROVED FOR USE WITH TUNNELS & TROLLS tm

400 THE TOUGHEST DUNGEON IN THE WORLD $4.00
850 RAT ON A STICK $3.98

APPROVED FOR USE WITH SUPERHERO 2044 tm

130 HAZARD $2.00

APPROVED FOR USE WITH VILLIANS & VIGILANTES tm

580 BREAK IN AT THREE KILOMETER ISLAND $3.00

PEGASUS
$3.00 per Issue

THE JUDGES GUILD JOURNAL
Back Issues Available
$2.80 per Issue

THE DUNGEONEER JOURNAL
Back Issues Available
$2.80 per Issue

THE DUNGEONEER
Back Issues Available
$2.80 per Issue
73 THE DUNGEONEER COMPENDIUM OF 1 - 6 . . . . . $2.50

Judges Guild, Incorporated
R. R. 8, Box 9
1221 N. Sunnyside Road
Decatur, IL. 62522


KEVIN SIEMBIEDA-80