FIELD GUIDE TO ENCOUNTERS

by Dragon's Byte

VOL. 2

Judges Guild

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

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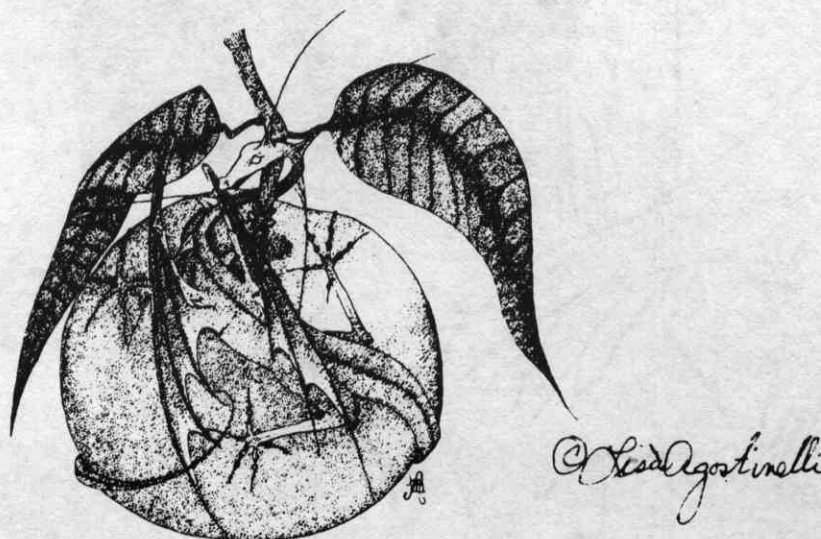Typing by Lindsay Smith and Debye Pruitt
Art by Bob Bledsaw, Jr., Rick Houser, Jerry Taylor, John Mortimer,
Allen Sutherland, E. L. Perry, Ken Simpson, and Nequi Dharsee
Layout and Graphic Design by Jerry Taylor, Bob Bledsaw, Jr.,
John Mortimer, Rick Houser, and Bob Bledsaw

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	--	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	--	--	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 ITEMS	60	--	10	10	25	--	30	50	15
	2	--	1	1	--	--	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 to-gether 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 Ast-
  rologer
Catagory: Land & Air
In Dungeon: Y
Our Monster: Y
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
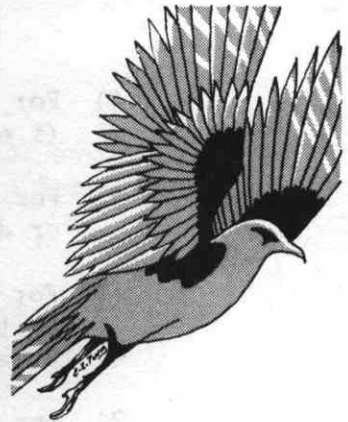
AB-SHE

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

ADDER

Hit Dice: .5
Damage Done: 1 by Bite (Poison (15))
Armour Class: SN
Treasure Class:
Junk Class:
Class: Snake
Height: .5M
Color: Brown
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
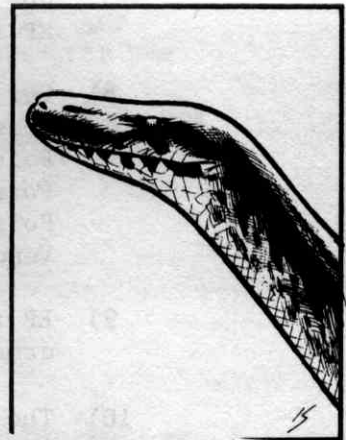
ABESHIMYDUAL

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: 0 - Water (Fresh)
Temperature Range Code: H - Semi-
  Hot (30 to 40 Degrees)
Base Experience Points for Killing
  Monster: 100
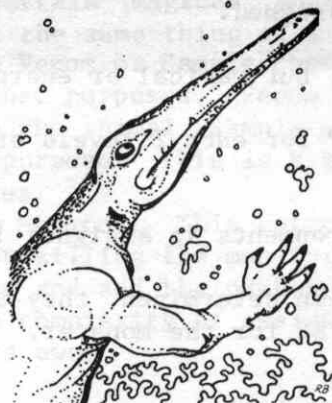
ADERYN Y CORPH

Hit Dice: .2
Damage Done: None
Armour Class: 7
Treasure Class:
Junk Class:
Class: Bird- White Cross on Wing
Height: .2M
Color: Black
Special Abilities: 1. Always ap-
  pears 10M before an encounter in
  which an Int will be killed.
  2. Hit only by unholy or holy
  objects
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

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

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 Nox-
   ious 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 cannibal-
   istic
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: Africa
Gravity Code: .9 to 3 G's
Environment Code: D- Forest
Temperature Range Code: H- Semi-
   Hot (30 to 40 digrees)
Base Experience Points for
   Killing Monster: 60

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 Nox-
   ious gas content
Base Experience Points for
   Killing Monster: 100

AL BORAK
Hit Dice: 3
Damage Done: 1-4 2A/M by Hooves
Armour Class: 7
Treasure Class:
Junk Class:
Class: Pegasus
Height: 3M
Color: White
Special Abilities: 1. 4xs speed
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

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

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
Our Monster: 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

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/Hipp-
    opotamus 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

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 Medi-
    cine Man it encounters. 2. Ad-
    vises 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
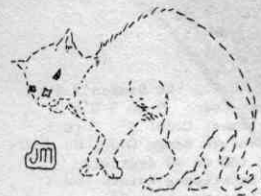
ANGEL BANE
Hit Dice: .5
Damage Done: None
Armour Class: 8
Treasure Class:
Junk Class:
Class: Tinkle
Height: 50CM
Color: Black
Special Abilities: These Tinkles
    Lay nuggets with unholy symbols
    on them 2. Aka tinkle #231-243
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Pet
Origin Code: 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

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 un-
  dead 4. Gaze dispells undead un-
  der Vampire and most demons. 5.
  HOLY LIGHT 5m radius 6. Invi-
  sible.
Catagory: Other-Dimensional
In Dungeon: N
Our Monster: Y
Usage Code: --
Origin Code: Persia
Gravity Code: .9 to 3 G's
Environment Code: A-Air
Temperature Range Code: H -Semi-
  Hot (30 to 40 degrees)
Base Experience Points for
  Killing Monster: 180

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

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ANGEL OF 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: 6
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 plea-
  sure. 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)
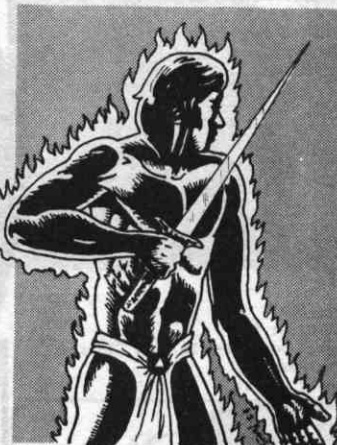Base Experience Points for
  Killing Monster: 170

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 re-
  dius. 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. In-
  visible 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
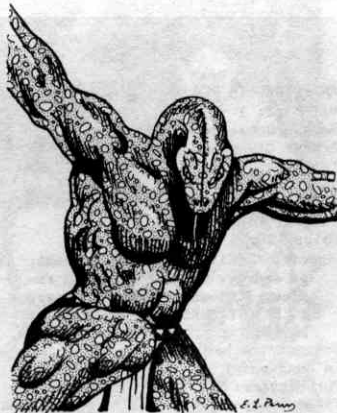
Hit Dice: 5
Samage Done: 1-6 2A/M By Fists--1-3
   By Bite
Armour Class: 7
Treasure Class: E
Junk Class: E
Class: Primate
Height: 2M
Color: Brown-Black
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: Africa
Gravity Code: .9 to 3 G's
Environment Code: D - Forest
Temperature Range 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)
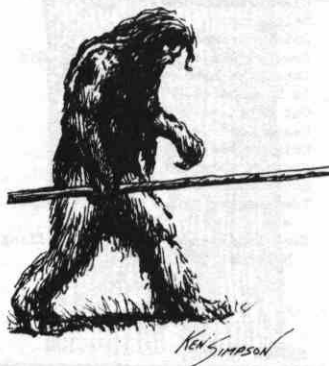Base Experience Points for Killing
   Monster: 100

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 regener-
   ate 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 RE-SURRECTION (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
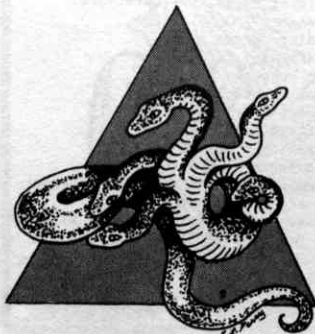
ASH-ZUSHTO
Hit Dice: 1
Damage Done: None
Armour Class: 7
Treasure Class:
Junk Class:
Class: Bird
Height: .5M
Color: Gold & Red
Special Abilities: 1. Scares away Demons by reciting the Avesta
Catagory: Land & Air
In Dungeon: Y
Our Monster: Y
Usage Code: Pet
Origin Code: Persia
Gravity Code: .9 to 3 G's
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. SUM-MON 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)
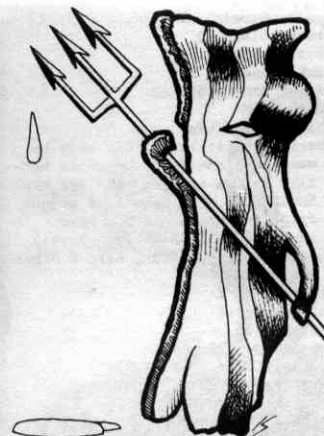Base Experience Points for Killing Monster: 140

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 rheuma-
  tism 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: G- Temperate
Base Experience Points for Killing
  Monster: 45

BABOON 2
Hit Dice: 2
Damage Done: By Weapon --1-3 By Bite
Armour Class: 7
Treasure Class: E
Junk Class:
Class: Ape
Height: 1.5M
Color: Brown
Special Abilities: 1. At night they
  become etherial and TELEPATHIC
  2. PSP=200
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 to 40 degrees)
Base Experience Points for Killing
  Monster: 90

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 pre-
  sent 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

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

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 gxperience Points for Killing
  Monster: 30

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

BABOON
Hit Dice: 3
Damage Done: 1-4 By Claw/1-3 By Bite
Armour Class:7
Treasure Class: E
Junk Class: E
Class: Primate
Height: 2M
Color: Brown
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

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: G- Temper-
  ate
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- Temper-
   ate
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 Nox-
   ious gas content
Base Experience Points for Kiiling
   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 any-
   one 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 de-
   fense
Catagory: Air & Other-Dimensional
In Dungeon: N
Our Monster: Y
Usage Code:--
Origin Code: England
Gravity Code: .9 to 3 G's
Environment Code: G-Mountain
Temperature Range Code: G- Temper-
   ate
Special Environment Code: High Nox-
   ious gas content
Base Experience Points for Killing
   Monster: 500

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)
Tmperature 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 - Temper-
   ate
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 Ethe-
  real 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 sur-
  prise 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 Nox-
  ious 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: O- 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
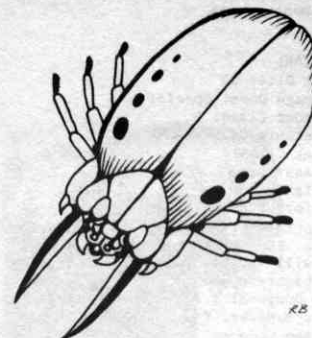
BELUN
Hit Dice: 1
Damage Done: None
Armour Class: 5
Treasure Class:
Junk Class:
Class: Non-Corporeal
Height: 1M
Color: Green
Special Abilities: 1. Hit only by
  magic or energy 2. Aids lost
  people 3.Takes the form of a
  cat to lead people.
Catagory: Land & Air
In Dungeon: Y
Our Monster: Y
Usage Code:--
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 sense-
  less. 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: 0 -Water (fresh)
Temperature Range Code: G- Temper-
  ate
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)
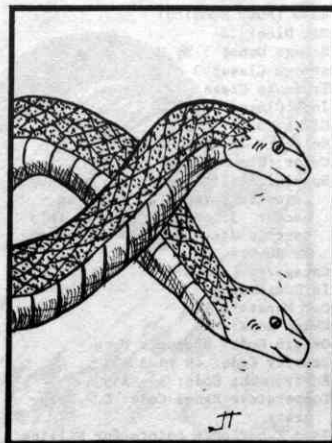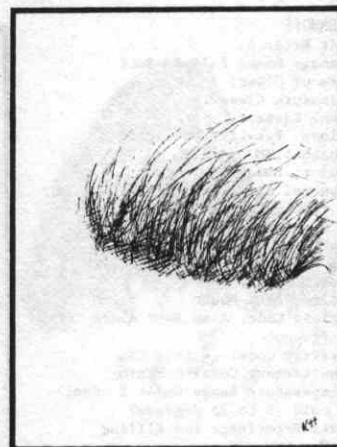Base Experience Points for Killing
  Monster: 10

BIRD (Mag)
Hit Dice: 1
Damage Done: 1-4 By Everything to-
  gether (Diseased)
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 occass-
  ionally 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- Temper-
  erate
Base Experience Points for Killing
  Monster: 0
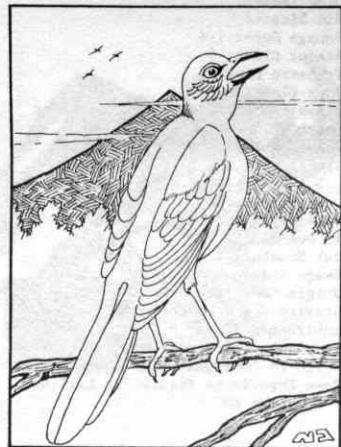
BIRD (Ruby Humming)
Hit Dice: .2
Damage Done: 1 By Beak
Armour Class: 3
Treasure Class:
Junk Class:
Class: Bird
Height: .1M
Color: Green & Red
Special Abilities: 1. 1-5 by Ruby
  Laser in throat 2. Feeds on
  nector 3. Attacks only if it's
  nest is disturbed 4. 3xs speed
  5. Hovers.
Catagory: Land & 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 - Temper-
  erate
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 Lightn-
  ing
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- Temp-
  erate
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 Locat-
  ion 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 Heal-
  ing 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
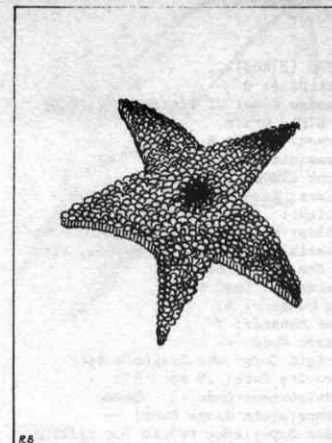
BOAR
Hit Dice: 6
Damage Done: 1-12/2A/M By Hooves
  1-8 By Tusks
Armour Class: 3
Treasure Class:
Junk Class:
Class: Mammalia Bovine
Height: 3M
Color: Black
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Mount
Origin Code: Germany
Gravity Code: .9 to 3 G's
Environment Code: D - Forest
Temperature 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 gnar-
   led & 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
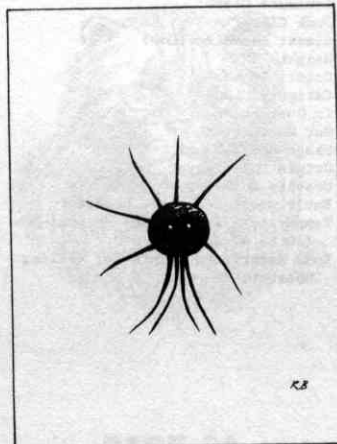
BROOM

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 pro-
   tect 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- Temper-
  erate
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 dam-
  age.)
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- Temper-
  erate
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-immo-
  lates 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 - Under-
  ground (deep)
Temperature Range Code: F - Fair
  (25 to 30 degrees)
Base Experience Points for Killing
  Monster: 190
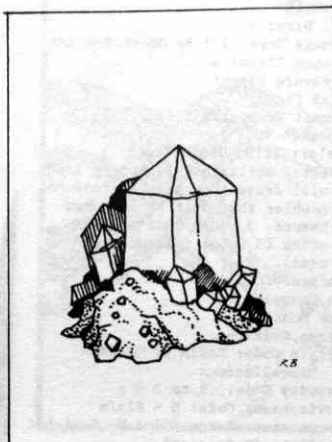
BUSH (Disruptor)
Hit Dice: 2
Damage Done: 1-10 By Cellular
  Disruption -- 1-10 By Flourine
Armour Class: 5
Treasure Class: F
Junk Class: F
Class: Hybrid (Gaseous-Dicot Bush)
Height: 1M
Color: Red
Catagory: Land
In Dungeon: N
Our Monster: Y
Usage Code: --
Origin Code: The Dragon's Byte
Gravity Code: .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- Temper-
  erate
Base Experience Points for Killing
  Monster: 90
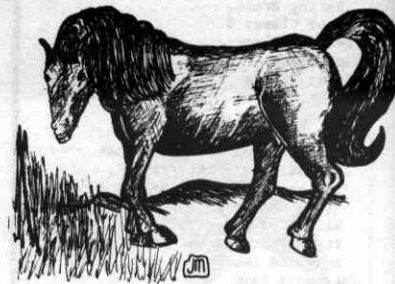
CAMEL
Hit Dice: 3
DamageDone: 1-6 2A/M By Hooves
Armour Class: 7
Treasure Class:
Junk Class:
Class: Mammalia (Cow)
Height: 3M
Color: Brown
Catagory: Land
In Dungeon: N
Our Monster: Y
Usage Code: Mount
Origin Code: Egypt
Gravity Code: .9 to 3 G's
Environment Code: B - Desert
Temperature Range Code: H- 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 - Temp-
   erate
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)
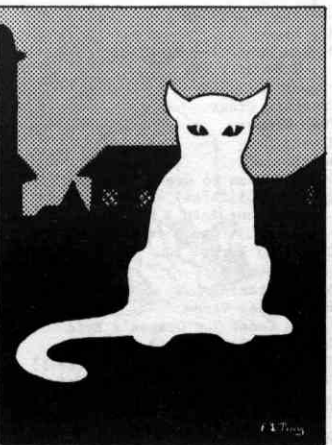Base Experience Points for Killing
   Monster:30
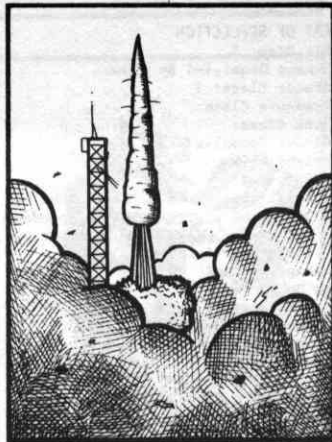
CAT(Civet)
Hit Dice: 1
Damage Done: 1-3 2A/M By Claws
   1-3 By Bite
Armour Class: 7
Treasure Class:
Junk Class:
Class: Cat
Height: 1M
Color: Brown & Yellow
Special Abilities: 1. If threatened
   it will release a skunk odor
   (60% nausea 1-6m)
Catagory: Land
In Dungeon: N
Our Monster: Y
Usage Code:--
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: N
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- Temp-
   erate
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 trans-
   forms 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, splin-
tering 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 – Temp-
erate
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 tran-
forms 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–Temp-
erate
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– Temp-
erate
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–Temp-
erate
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 ser-
pents
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
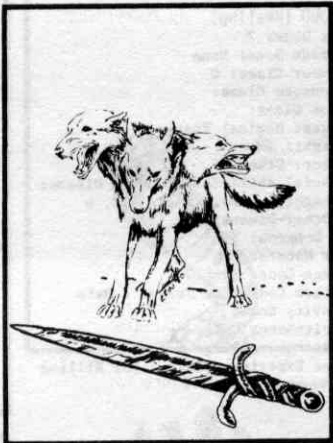(30 to 40 degrees)
Base Experience Points for Killing
Monster: 10

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/Repti-
    lia
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 - Tempe-
    perate
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-
    intelligent 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 un-
    til 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 - Temp-
    erate
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 per-
    son will be challanged to a wrest-
    ling 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

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
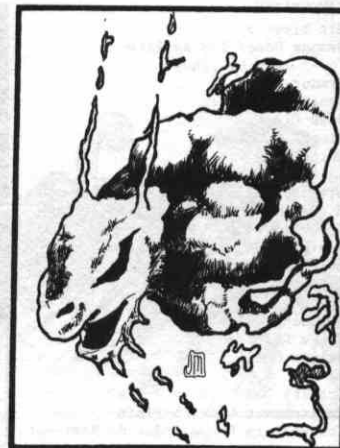
CIGARRETTE
Hit Dice: 1
Damage Done: 1-8/M By Choke
Armour Class: 8
Treasure Class:
Junk Class:
Class: Construct
Height: 2M
Color: White
Special Abilities: 1. Breathes
   clouds of smoke
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: Dragon's Byte
Gravity Code: .0 to 3 G's
Environment Code: A- Air
Temperature Range Code: E- Semi-
   cold (5 to 25 degrees)
Base Experience Points for Killing
   Monster: 20
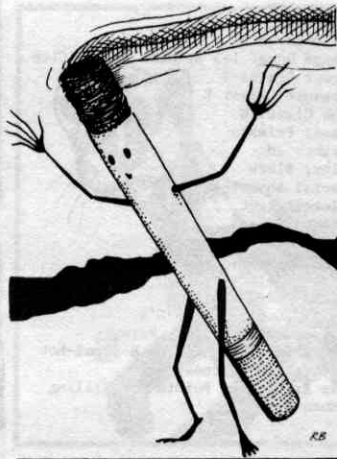
CLOUD (Healing)
Hit Dice: 7
Damage Done: None
Armour Class: 0
Treasure Class:
Junk Class:
Class: Magical Energy
Height: 2M
Color: Green
Special Abilities: 1. Cure Disease
Catagory: Land, Water, Air, &
   Other-Dimensional
In Dungeon: Y
Our Monster: Y
Usage Code: Sample
Origin Code: The Dragon's Byte
Gravity Code: --
Environment Code: --
Temperature Range Code: --
Base Experience Points for Killing
   Monster: 0

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
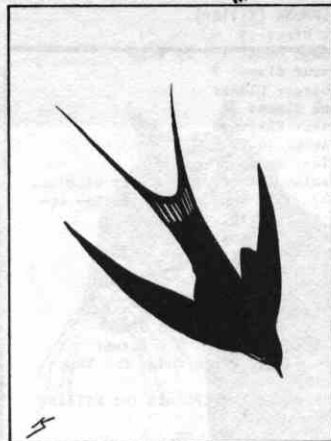
COBRA
Hit Dice: 3
Damage Done: 1-4 By Bite Poison (17)
Armour Class: 4
Treasure Class:
Junk Class:
Class: Reptilia (Snake)
Height: 3M
Color: Grey-Black
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Venom
Origin Code: India
Gravity Code: .9 to 3 G's
Environment Code: G- Mountain
Temperature Range Code: H- Semi-hot
   (30 to 40 degrees)
Base Experience Points for Killing
   Monster: 70
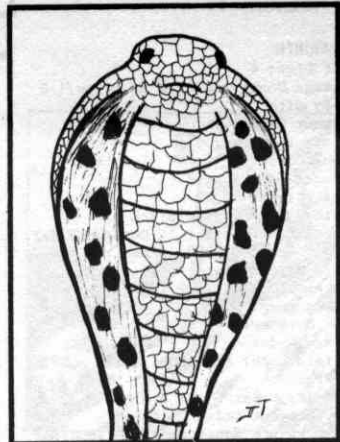
CLEPPER (Vol-)
Hit Dice: .2
Damage Done: 1-3 By Beak
Armour Class: 7
Treasure Class:
Junk Class:
Class: Swallow
Height: 2M
Color: Maroon
Special Abilities: 1. It can carry
   a 2m tall person only a few km
   2. 2xs speed otherwise 3. A
   saddle bird.
Catagory: Land & Air
In Dungeon: N
Our Monster: 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
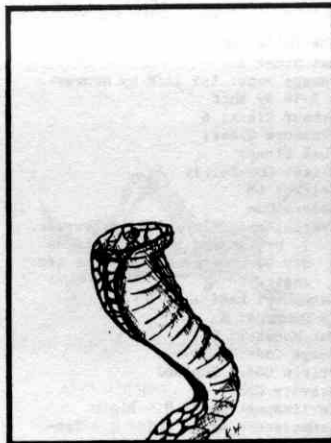   Monster: 40

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
Environment Code: G - Mountain
Temperature Range Code: H - Semi-
    hot (30 to 40 Degrees)
Base Experience Points for Killing
    Monster: 150
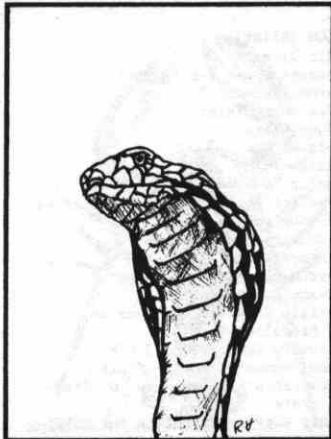
COBRA (Hypno)
Hit Dice: 2
Damage Done: 1-3 By Bite (P)
Armour Class: 7
Treasure Class:
Junk Class:
Class: Snake
Height: 3M
Color: Black-green
Special Abilities: 1. Poison(19)
    2. Hypnotizes (100%-3%/INT+ WIS)
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Pet
Origin Code: The Dragon's Byte
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
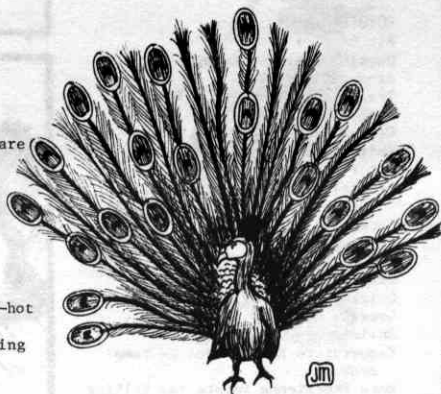
COCK (Wood)
Hit Dice: .5
Damage Done: None
Armour Class: 8
Treasure Class:
Junk Class:
Class: Bird
Height: .5 M
Color: Brown
Special Abilities: 1. Long-beaked
    Insectivore. 2. Good Eating.
Catagory: Land & Air
In Dungeon: N
Our Monster: Y
Usage Code: --
Origin Code: America
Gravity Code: .9 to 3 G's
Environment Code: H-Plain
Temperature Range Code: G- Temp-
    erate
Base Experience Points for Killing
    Monster: 0
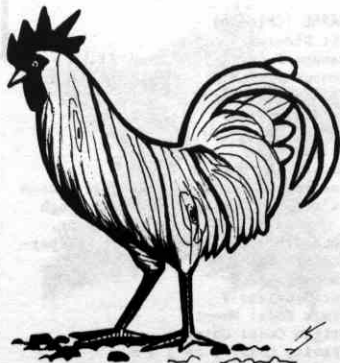
COCKATRICE
Hit Dice: 5
Damage Done: 1-6 By Bite
Armour Class: 6
Treasure Class:
Junk Class:
Class: Snake Chicken Feathers
Height: 2.5M
Color: Red & Grey
Special Abilities: 1. Stone Gaze
    2. Fly 3. Gaze extends through
    the ETHEREAL planes.
Catagory: Land & other-dimensional
In Dungeon: Y
Our Monster: 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 pro-
    perly.
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 Nox-
  ious 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: O - water (fresh)
Temperature Range Code: G- Temp-
  erate
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: N
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
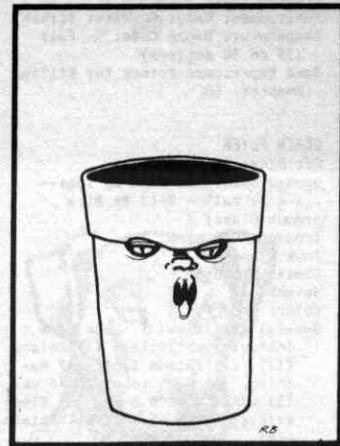
CURLEW
Hit Dice: 1
Damage Done: None
ArmourClass: 7
Treasure Class:
Junk Class:
Class: Bird - Long Curved Beak
Height: 1M
Color: Brown
Catagory: Land & Air
In Dungeon: Y
Our Monster: Y
Usage Code: Mount
Origin Code: England
Gravity Code:.9 to 3 G's
Environment Code: H- Plain
Temperature Range Code: G- Temp-
  erate
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 en-
  ter a camp, and wait for a liba-
  tion after the meal. If it does
  not receive one, then it will
  cause a thirst that only REMOVE
  CURSE or DISPELL MAGIC (5th Le-
  vel) 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
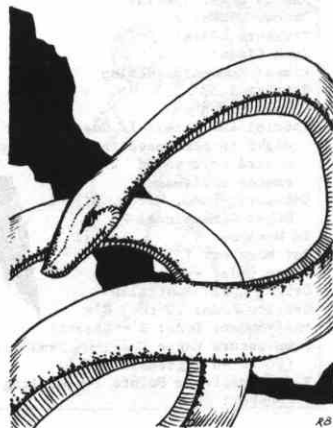
DAKWA
Hit Dice: 8
Damage Done: 2-8/day after being
  swallowed
Armour Class: 6
Treasure Class: B
Junk Class: B
Class: Trout
Height: 6M
Color: Brown-Green
Special Abilities: 1. Swallow up to
  Human-sized whole 2. Victims
  usually go bald, if they live.
Catagory: Water
In Dungeon: N
Our Monster: Y
Usage 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
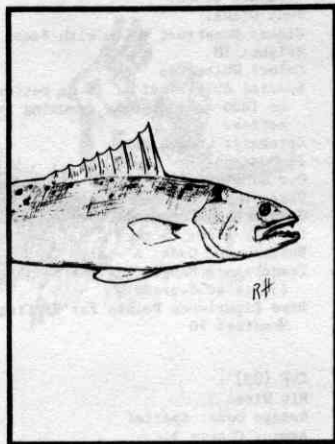
DEATH FLYER
Hit Dice: 2
Damage Done: 1-4 3A/M By legs--
  1-8 By tail - 2-12 By Bite
Armour Class: 7
Treasure Class: E
Junk Class: E
Class: Diptera
Height: 1M
Color: Grey
Special Abilities: 1. Legs have
  following abilities: (1) Poison
  (11). (2) Poison (15). (3) No-
  thing. (4) Heat touch 2HD/6 wk.
  (5) CHARM PERSON 6 wk. (6) Elec-
  tricity 4HD/6 wk. 2. Tail Poison
  (16).
Catagory: Air
In Dungeon: Y
Our Monster: Y
Usage Code: Venom
Origin Code: David U. Chapman
Gravity Code: .9 to 3 G's
Environment Code: A - Air
Temperature Range Code: F- Fair
  (25 to 30 degrees)
Base Experience Points for Killing
  Monster: 140

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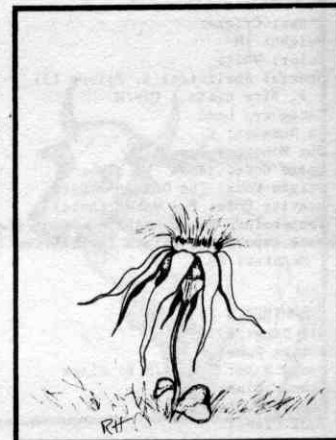
DEER (Elder)
Hit Dice: 2
Damage Done: 1-6 By Antlers -
  1-4 By Bite--1-3 By Hooves
Armour Class: 7
Treasure Class:
Junk Class:
Class: Deer
Height: 2M
Color: Brown & White
Special Abilities: 1. Gives rheumat-
  ism to the improper hunter 2.
  Can cure frostbite 3. Canine
  teeth 4. Carnivorous.
Catagory: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

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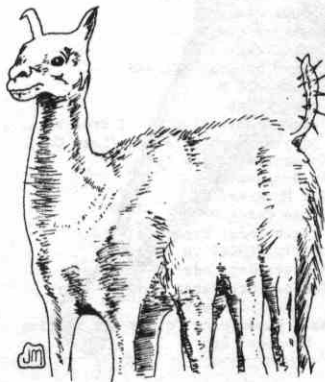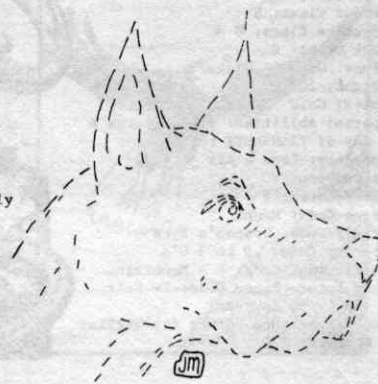Temperature Range Code: G- Temp-
  erate
Base Experience Points for Killing
  Monster: 100

DERMIFLON
Hit Dice: 4
Damage Done: 1-4 By Barbed Tail
Armour Class: 6
Treasure Class:
Junk Class:
Class: Yak- 10 legs
Height: 2.5M
Color: Blue
Special Abilities: 1. Stubborn
  2. Can force it's way through
  anything 3. Carries 1000kg.
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
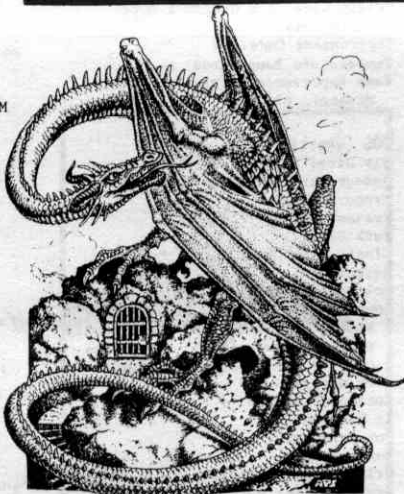Base Experience Points for Killing
  Monster: 190

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 ran-
  dom rearrangement of player
  placement. 3. Summon 1-8 mon-
  ster/M. 4. 1-4/m by reiteration
  and confused speech. 5. RESUR-
  RECTION 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 rad-
  iation 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 Back-
  ground 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
Environment Code: A- Air
Temperature Range Code: G- Temp-
 erate
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

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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- convul-
 sions 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
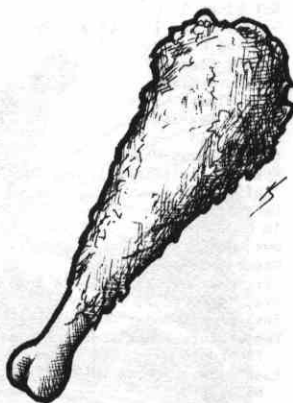
DRYAD
Hit Dice: 2
Damage Done: 1-8 4A/M By Blow from
   tree
Armour Class: 8
Treasure Class: D
Junk Class: D
Class: Non-Corporeal-Variable Shape
Height: Varies
Color: Light Green
Special Abilities: 1. AC: 5 when tree
   2. Hit only by magic or energy 3.
   Can animate Tree to defend it 4.
   Heal plants 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: 8
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- Temp-
   erate
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 Nox-
   ious 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: N
Our Monster: Y
Usage Code: Familiar
Origin Code: Comanchee
Gravity Code: --
Environment Code: --
Temperature Range Code: --
Special Environment Code: High Nox-
   ious 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)
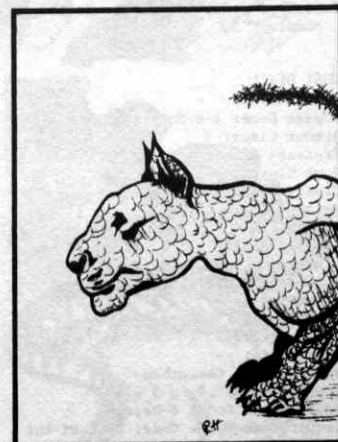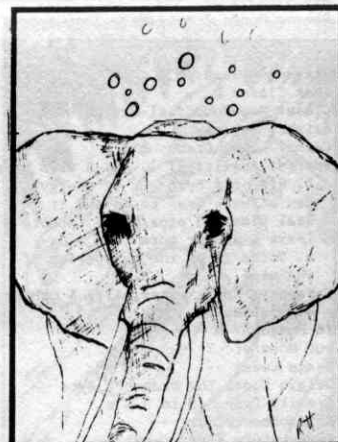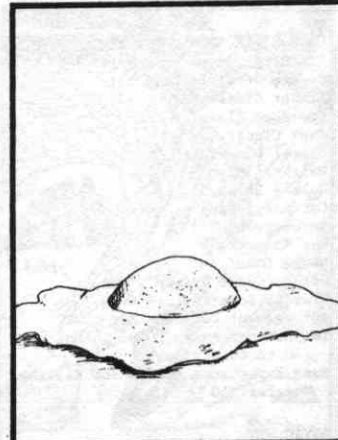Base Experience Points for Killing
   Monster: 125
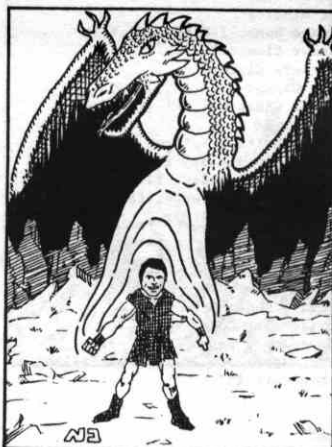
EEL
Hit Dice: 1
Damage Done: 1-4 By Bite
Armour Class: 7
Treasure Class:
Junk Class:
Class: Eel
Height: 1M
Color: Green
Catagory: Water
In Dungeon: N
Usage Code: --
Origin Code:
Gravity Code: .9 to 3 G's
Environment Code: P-Water (salt)
Temperature Range Code: G-Temper-
   ate
Base Experience Points 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 Nox-
    ious 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 pro-
    pelled 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
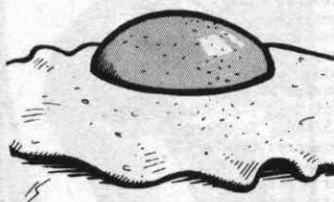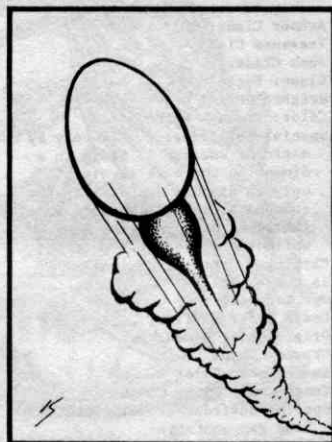
ELAH HRA OE
Hit Dice: 1
Damage Done: 1-2 Str/day By
    Blood Drain
Armour Class: 7
Treasure Class:
Junk Class:
Class: Egg-like
Height: 1M
Color: Brown-White
Special Abilities: 1. Aka "Mocker
    of Eggs"
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: The Dragon's Byte
Gravity 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: Y
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)
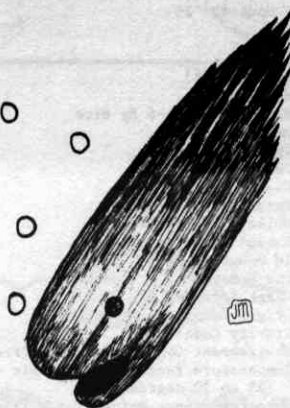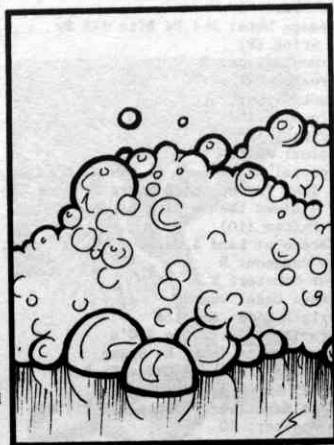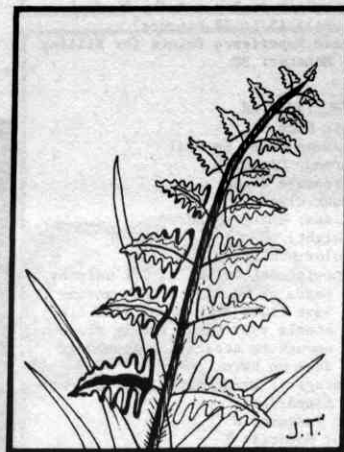Base Experience Points for Killing
  Monster: 120

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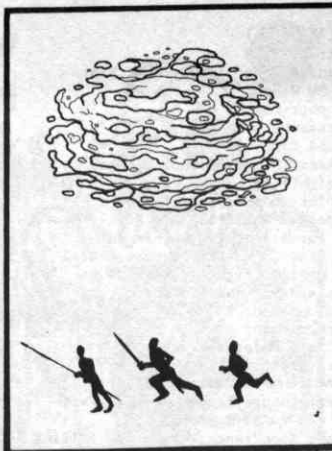Base Experience Points for Killing
  Monster: 0
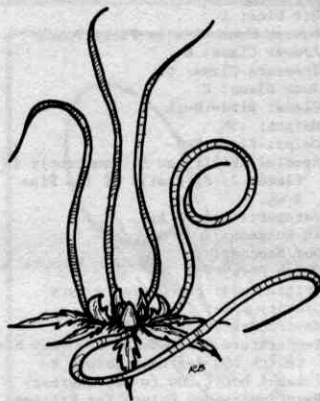
FLOATER
Hit Dice: 1
Damage Done: None
Armour Class: 7
Treasure Class:
Junk Class:
Class: Tinkle
Height: 50 Cm
Color: Brown
Special Abilities: 1. These Tinkles
  guard swimming children, & are
  capable of being taught artifi-
  cial respiration. 2. They are
  almost impossible to sink un-
  less they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

FOAM (Blue)
Hit Dice: 3
Damage Done: Special
Armour Class: 9
Treasure Class:
Junk Class:
Class: Protoplasm
Height: 3M
Color: Blue
Special Abilities: 1. Hit only by
  magic or energy 2. LIGHTNING &
  FIRE resistant 3. Touch trans-
  mits Blue Zombie disease.
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
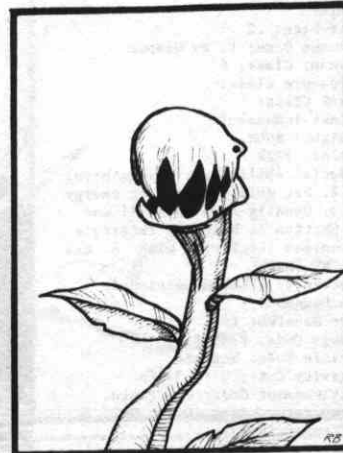
FOX 2
Hit Dice: .5
Damage Done: 1-2 By Bite
Armour Class: 7
Treasure Class:
Junk Class:
Class: Fox
Height: .5M
Color: Reddish Brown
Special Abilities: 1. Bite causes
  DEATH (10th Level) at will.
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Pet
Origin Code: England
Gravity Code: .9 to 3 G's
Environment Code: D- Forest
Temperature Range Code: G- Temp-
  erate
Base Experience Points for Killing
  Monster: 55

FREMED
Hit Dice: 12
Damage Done: 1-6 6A/M By Fronds
Armour Class: 7
Treasure Class:
Junk Class:
Class: Fern
Height: 6M
Color: Grey
Special Abilities: 1. Mobile
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
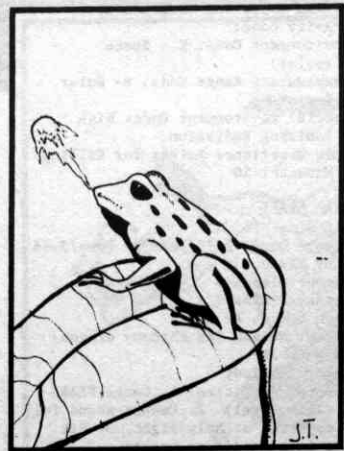
FROG (Lava)
Hit Dice: 3
Damage Done: 1-3/2A/M By Feet/1-4
  By Bite/1-8 By Burn
Armour Class: 1
Treasure Class:
Junk Class:
Class: Amphibia - Frog
Height: 3M
ColorP Red- Brown
Special Abilities: 1. Lives in and
  on Lava.
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code:
Origin Code: The Dragon's 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 PHAN-
  TASMAL FORCE (5th Level). It
  will attempt to draw a victim
  into its mouth, or use the PHAN-
  TASMAL 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 Nox-
  ious 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 COM-
  MUNICATION (psionic). 2. Emits
  x-rays and 20 PSP (omnidirectio-
  nally). 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)
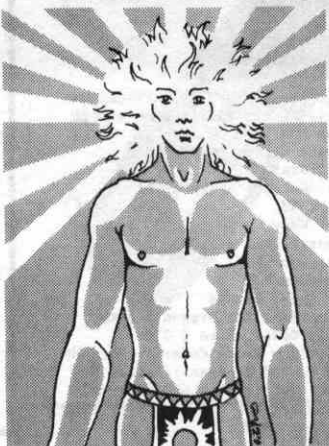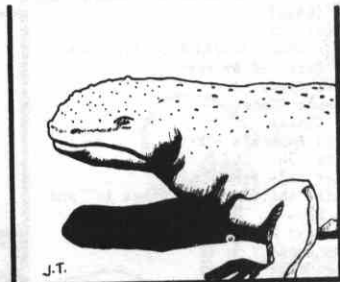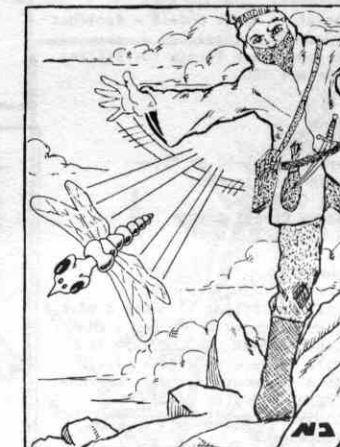Hit Dice: 4
Damage Done: 1-8/M By Suffocation
  while it crystallizes on victim
Armour Class: 3
Treasure Class:
Junk Class:
Class: Gaseous (Germanium)
Height: 4M
Color: Grey
Catagory: Land & Air
In Dungeon: Y
Our Monster: Y
Usage Code: Sample
Origin Code: The Dragon's Byte
Gravity Code: .9 to 3 G's
Temperature 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 Crystal-
  lizing.
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
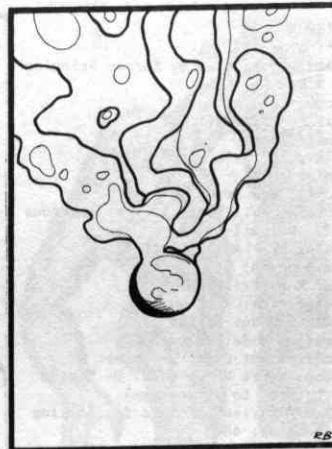
GHUL

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
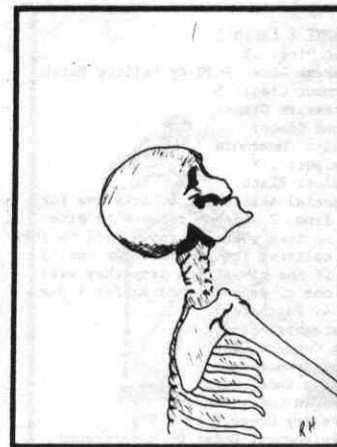Base Experience Points for Killing Monster: 30

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 Nox-
   ious 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 or 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 Nox-
   ious 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 Nox-
   ious 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 Nox-
   ious 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 Nox-
   ious 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 Nox-
   ious 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- Temp-
 erate
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 Nox-
  ious gas content
Base Experience Points for Killing
  Monster: 10
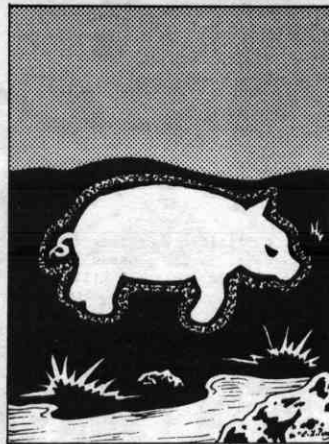
GODONT (Lair)
Hit Die: 4
Damage Done: 1-6 2A/M By claws
  1-8 By Bite 1-4 By Tail.
Armour Class: 6
Treasure Class:
Junk Class:
Class: Risslaca-Lizard
Height: 5M
Color: Golden
Special Abilities: 1. Long neck &
  forked tail 2. +3 to hit.
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: Alan Burt Akers - Dray
  Prescot
Gravity Code: .9 to 3 G's
Environment Code: L- Swamp
Temperature RangeCode: G- Temp-
  erate
Base Experience Points for Killing
  Monster: 100
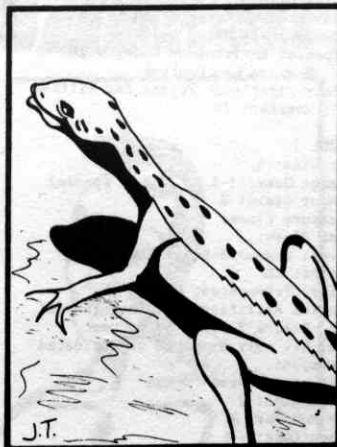
GODONT (Ma-)
Hit Dice: 5
Damage Done: 1-6 2A/M by claws 1-8
  by Bite 1-4 by Tail.
Armour Class: 6
Treasure Class:
Junk Class:
Class: Risslaca- Lizard
Height: 5M
Color: Tan
Special Abilities: 1. Long neck &
  forked tail 2. +3 to hit.
Catagory: Land
In Dungeon: Y
Usage Code: --
Origin Code: Alan Burt 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 all-
  ergic 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- Temp-
  erate
Base Experience Points for Killing
  Monster: 15
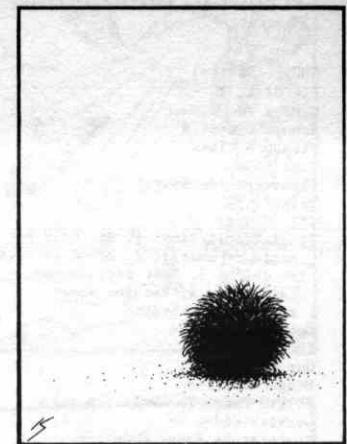
GOONY BIRD
Hit Dice: 1
Damage Done: 1-4 By Butt ? by Fall
Armour Class: 7
Treasure Class:
Junk Class:
Class: Grebe
Height: .5M
Color: Silver
Special Abilities: 1. Flies back-
  ward to see where it has been
  but never looks forward.
Catagory: Air
In Dungeon: N
Our Monster: Y
Usage Code: --
Origin Code: America
Gravity Code: .9 to 3 G's
Environment Code: A- Air
Temperature Range Code: G- Temp-
  erate
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 Nox-
ious 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- Temper-
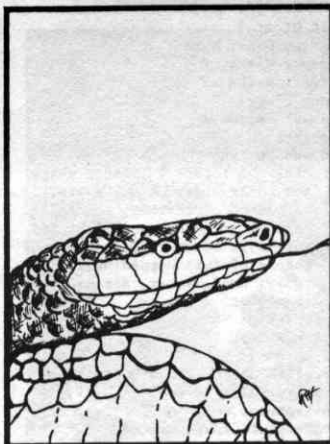erste
Base Experience Points for Killing
Monster: 180

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- Temper-
ate
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- Temper-
ate
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- Temp-
erate
Base Experience Points for Killing
Monster: 40
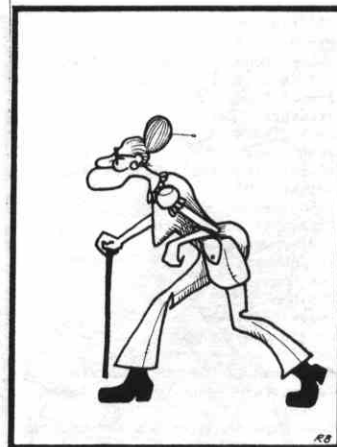
GRASS (Silver)
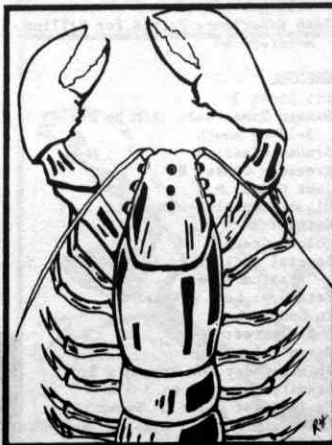Hit Dice: .3
Damage Done: 1-4 12 A/M by Cut
Armour Class: 6
Treasure Class:
Junk Class:
Class: Grass
Height: .25M
Color: Black
Special Abilities: 1. Hit only by
silver weapons
Catagory: Land
In Dungeon: N
Our Monster: Y
Usage Code: --
Origin Code: The Dragon's Byte
Gravity Code: .9 to 3 G's
Environment Code: D- Forest
Temperature Range Code: E- Semi-cold
(5 to 25 degrees)
Base Experience Points for Killing
Monster: 80
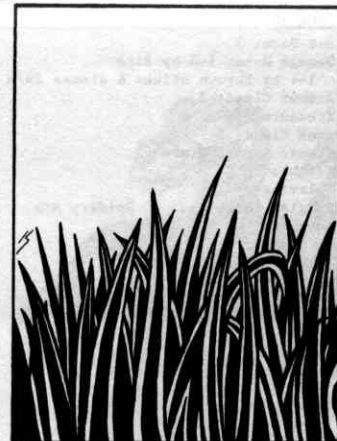
GREMLIN (Portal)
Hit Dice: 3
Damage Done: None
Armour Class: 8
Treasure Class:
Junk Class:
Class: Ameoboid
Height: 2M
Color: Varies
Special Abilities: 1. Change shape
and color to match any portal. 2.
It can cause anything passing
through it to be randomly trans-
ported to another dimension (65%
chance 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 Nox-
ious 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- Temper-
  ate
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- Temper-
  ate
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: --
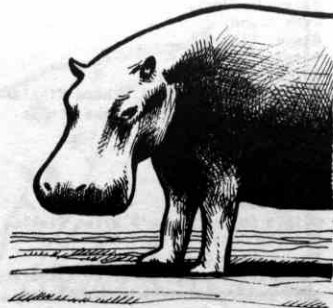Base Experience Points for Killing
  Monster: 110
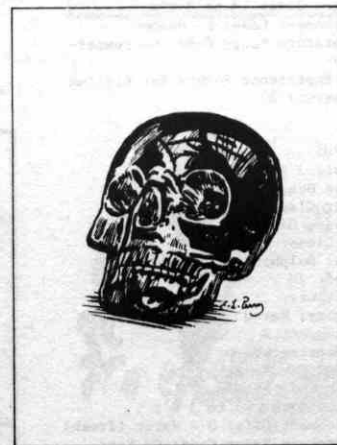
HEALER

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- Temp-
   erate
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 re-
   moved from the field will heal
   three times slower and will be
   -2 to Hit because of with-
   drawal 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
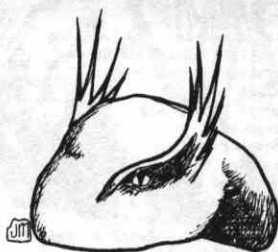
HER -F-HA-F

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 Nox-
   ious 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, at-
   tack a victim from behind (of
   course). 2. AC is normally 4 be-
   cause it is constantly attemp-
   ting 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
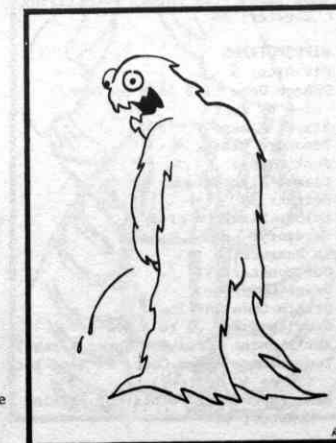
HOOD (Suffocating)
Hit Dice: 5
Damage Done: 1-8/M by Suffocation
Armour Class: 6
Treasure Class:
Junk Class:
Class: Vine
Height: 6M
Color: Black
Special Abilities: 1. Tendril hangs down from ceiling, where the hood hides. 2. If it is touched, the tendril draws one up into the hood, & suffocates the victim, 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)
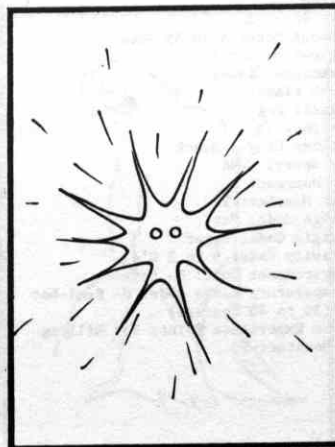Base Experience Points for Killing
    Monster: 50

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 - Temp-
    erate
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 - Tem-
    perate
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
Usaage 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'a
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
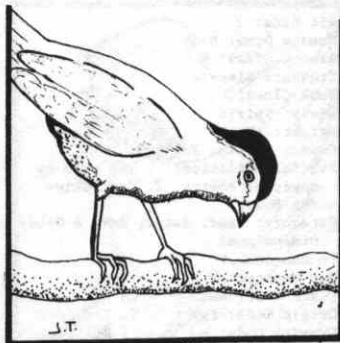
JELLY (Pink)
Hit Dice: 5
Damage Done: 1-3/M By Acid
Armour Class: 8
Treasure Class:
Junk Class:
Class: Protoplasm
Height: 4M
Color: Pink
Special Abilities: 1. Hit only by
  magic or energy 2. You must eat
  it at 1-4/M before it eats you,
  if you are caught by it.
Catagory: Land & Water
In Dungeon: 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
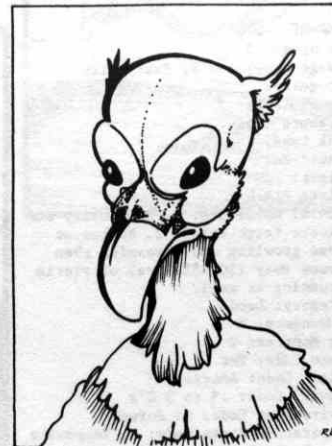Base Experience Points for Killing
  Monster: 70

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- Temper
  ate
Base Experience Points for Killing
  Monster: 50
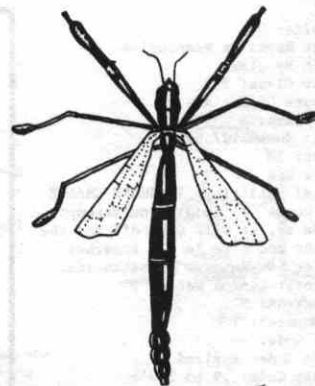
KALANU-AHYELISKI
Hit Dice: 5
Damage Done: Special
Armour Class: 8
Treasure Class: C
Junk Class: C
Class: Old Human/Shadowy Fire Raven
Height: 2M
Color: Coppery/Red-Black
Special Abilities: N
Catagory: Land & Air
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: Cherokee
Gravity Code: .9 to 3 G's
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

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KELPI
Hit Dice: 3
Damage Done: By Weapon/1-4
  2A/M By claws 7
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 some-
  times 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 Nox-
  ious 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 per-
  son 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 Nox-
  ious 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 "Shin-
  ing 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 Nox-
  ious 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 incap-
  acitates limbs or gives perman-
  ent 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)
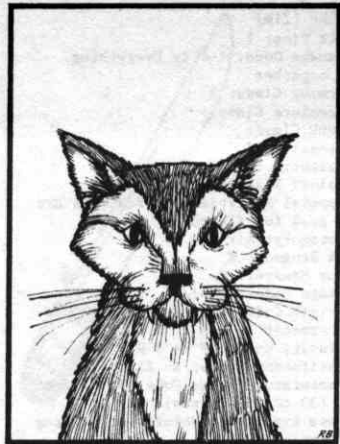Base Experience Points for Killing
  Monster: 0

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 "Trans-
  mitter 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 di-
  rections are always wrong, lea-
  ding 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 - Tem-
  perate
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
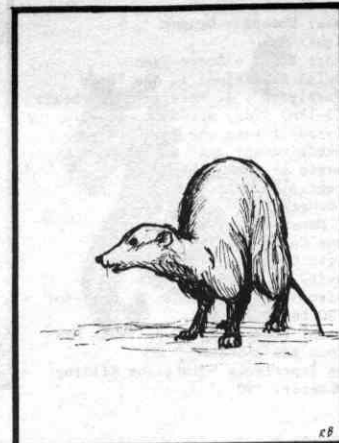Environment Code: D- Forest
Temperature Range Code: H- Semi-hot
  (30 to 40 degrees)
Base Experience Points for Killing
  Monster: 0

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:
Clsss: 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
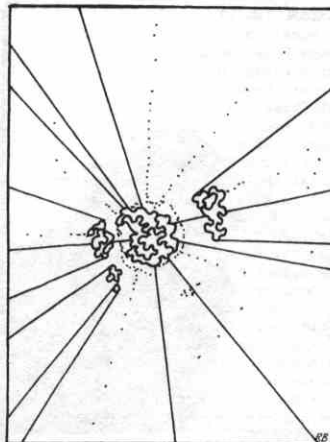
LING
Hit Dice: 1
Damage Done:1-6 2A/M By Claws
 1-3 By Bite
Armour Class: 7
Treasure Class:
Junk Class:
Class: Dog - 6 Legs
Height: IM
Color: White
Special Abilities: 1. Lizard like
 with Long claws.
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: Alan Burt Akers - Dray
 Prescot
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 Nox-
 ious 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 para-
 lyzed it sets one down and pro-
 ceeds 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 Nox-
 ious gas content
Base Experience Points for Killing
 Monster: 190

LOTH (Bo-)
Hit Dice: 10
Damage Done: 1-8 8A/M By Tusks
 1-20 By Ram 1-5 4A/M By Tails
 1-10 By Feet
Armour Class: 5
Treasure Class:
Junk Class:
Class:.Elephant
Height: 10M
Color: Leaf-green
Special Abilities: 1. Has 16 legs,
 8 tusks, 5 tails, & 3 hearts. 2.
 Tra = 150. 3. Carnivorous.
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
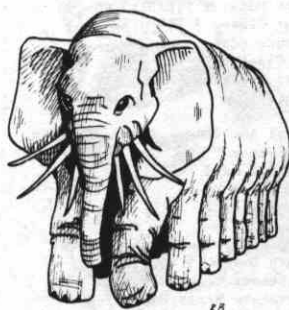
LUFFERLANG
Hit Die: .2
Damage Done: Bite (V)
Armour Class: 6
Treasure Class:
Junk Class:
Class: Spider
Height: .2 M
Color: Brown
Special Abilities: 1. Seeing it causes FEAR (3rd level) 2. One may scare it off by using a mirror 3. Venom-(-3) Com.
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: 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
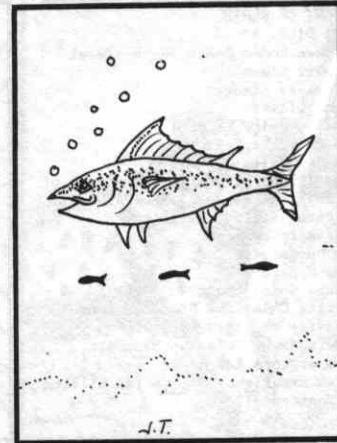
MACKERAL (Unholy)
Hit Dice: .5
Damage Done: None
Armour Class: 8
Treasure Class:
Junk Class:
Class: Fish
Height: .25 M
Color: Silver & Brown
Special Abilities: 1. Touch brings -5% luck for 2 days and doubles healing time.
Catagory: Water
In Dungeon: N
Our Monster: Y
Usage Code: Sample
Origin Code: The 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
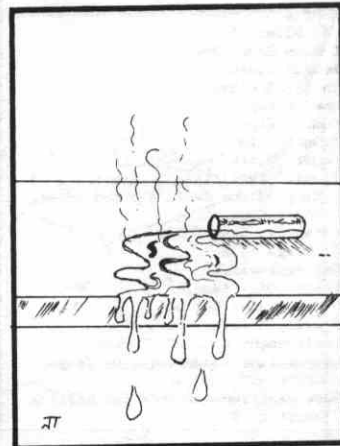Base Experience Points for Killing Monster: 90

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- Temper-
  erate
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 dis-
  missed 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 par-
  ticle 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

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)

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

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- Temp-
 erate
Base Experience Points for Killing
 Monster: 0

MILIKOI
Hit Dice: 3
Damage Done: 1-6 By Hit--By Weapon
Armour Class: 0
Treasure Class:
Junk Class:
Class: Undead- Humanoid
Height: 2M
Color: Grey to Black
Special Abilities: 1. Skin and bones
 have petrified 2. Aka "Petrified
 One"
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 Nox-
 ious gas content
Base Experience Points for Killing
 Monster: 100

MONGOOSE
Hit Dice: 1
Damage Done: 1-2 By Bite
Armour Class: 5
Treasure Class:
Junk Class:
Class: Weasel
Height: .5M
Color: Brown
Special Abilities: 1. +3 to Hit
 2. 2xs Speed
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)
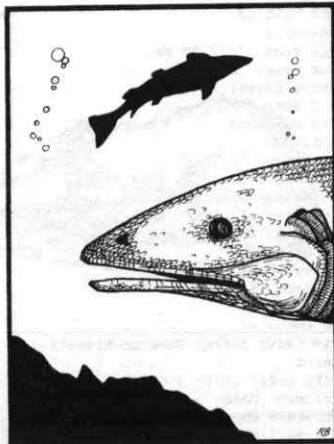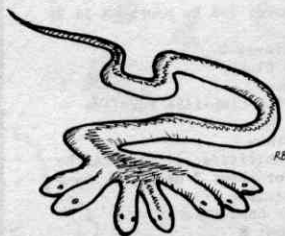Base Experience Points for Killing
 Monster: 25

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

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 hunt-
 ing 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- Temper-
 ate
Base Experience Points for Killing
 Monster: 80

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. DARK-
    NESS (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- Temp-
    erate
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-Miscell-
    aneous
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
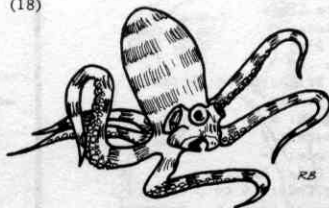Catagory Land & Water
In Dungeon: N
Our Monster: Y
Usage Code: Mount
Origin Code: America
Gravity Code: .9 to 3 G's
Environment Code: D- Forest
Temperature Range Code: E Semi-cold
    (5 to 25 degrees)
Base Experience Points for Killing
    Monster: 60

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- Temper-
    erate
Base Experience Points for Killing
    Monster: 0

MORFANG
Hit Dice: 5
Damage Done: 1-20 By Bite 1-4/M By
    Tentacles (Poison (5)).
Armour Class: 7
Treasure Class: B
Junk Class: B
Class: Reptilia - Elephant-like
Height: 5M
Color: Black
Special Abilities: 1. No tusks or
    ears. 2. +5 Damage. 3. Bipedal.
    4. Hiss Causes FEAR (4th Level)
    (non-magical).
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- Plain
Temperature Range Code: I -Hot
    (40 to 80 degrees)
Base Experience Points for Killing
    Monster: 110

MUNTJAC
Hit Dice: .5
Damage Done: 1-3 By Horns
Armour Class: 7
Treasure Class:
Junk Class:
Class: Deer
Height: 1M
Color: Yellow
Special Abilities: 1. Barks
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- Temper-
  erate
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 Range 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
  Monater: 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- Temp-
  erate
Base Experience Points for Killing
  Monster: 0
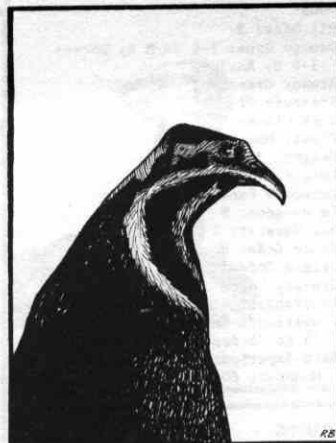
NIGHTINGALE OF CENTURIES
Hit Dice: .5
Damage Done: Special
Armour Class: 7
Treasure Class:
Junk Class:
Class: Bird
Height: .5M
Color: Black
Special Abilities: 1. Will CHARM
  (8th Level) any Int. 2. One is
  then out of time-sync for 1-4
  centuries. 3. When one returns,
  one must have RESURRECTION suc-
  cessfully 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 men-
 strual 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 7 Air
In Dungeon: Y
Our Monster: Y
Usage Code: Pet
Origin Code: Japan
Gravity Code: .9 to 3 G's
Environment Code: A- Air
Temperature Range Code: F- Fair
 (25 to 30 degrees)
Base Experience Points for Killing
 Monster: 40

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

Gravity Code: .9 to 3 G's
Environment Code: D- Forest
Temperature Range Code: --
Special Environment Code: High Nox-
 ious 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
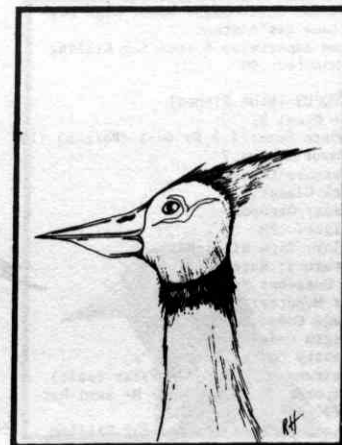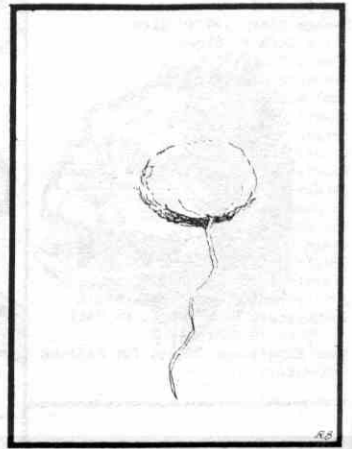 (30 to 40 Degrees)
Base Experience Points for Killing
 Monster: 0
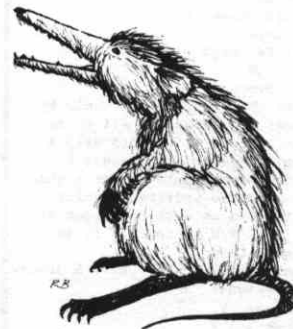
OGUH HRA OREZOKE
Hit Dice: .2
Damage Done: 1-2/day
Armour Class: 7
Treasure Class:
Junk Class:
Class: Maggot
Height: .2M
Color: Grey
Special Abilities: 1. Aka "Eater of
 Wings" 2. Anesthetic bite 3. Eats
 leathery wings.
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: The Dragon's Byte
Gravity Code: .9 to 3 G's
Environment Code: D- Forest
Temperature Range Code: H- Semi-hot
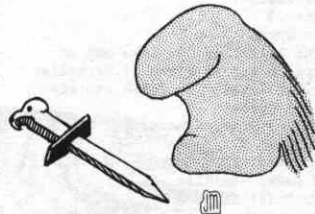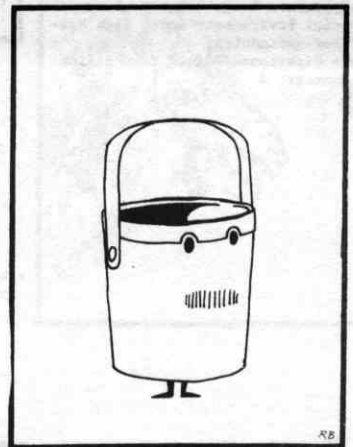 (30 to 40 degrees)
Base Experience Points for Killing
 Monster: 0
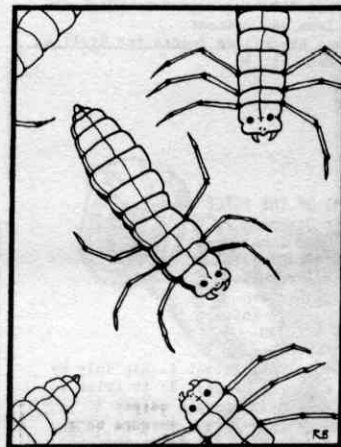
OGUH HRA ZUEJZOE
Hit Dice: 16
Damage Done: 1-32 By Bite--1-16
 2A/M By Claws--3-36 By Tail.
Armour Class: 4
Treasure Class: H
Junk Class: H
Class: Dragon-Mace Tail
Height: 15M
Color: Clack
Special Abilities: 1. Aka "Eater
 of dragons"
Catagory: Land & Air
In Dungeon: N
Our Monster: Y
Usage Code: --
Origin 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 sha-
  dow 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 Nox-
  ious gas content
Base Experience Points for Killing
  Monster: 90
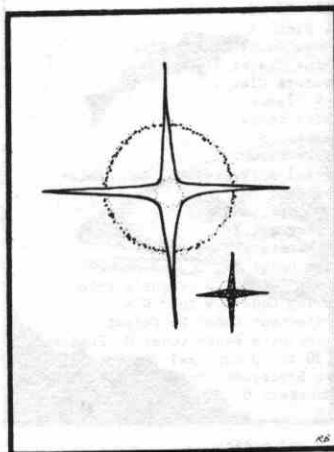
ONE OF THE PEACEFUL WAY
Hit Dice: 3
Damage Done: None
Armour Class: 7
Treasure Class:
Junk Class:
Class: PA-Inish
Height: 3M
Color: White
Special Abilities: 1. Hit only by
  magic or energy 2. It tries to
  make dying people calmer 3.
  Will take a last message to a
  relative of the dying person.
Catagory: 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 Nox-
  ious gas content
Base Experience Points for Killing
  Monster: 0
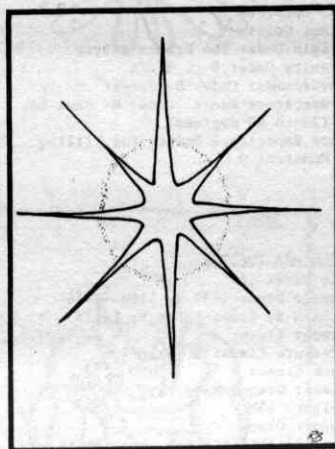
ONE OF THE RIGHT PATH
Hit Dice: 3
Damage Done: None
Armour Class: 7
Treasure Class: F
Junk Class: F
Class: PA-Inish
Height: 3M
Color: Brown
Special Abilities: 1. Aids those
  who are lost by providing them
  with food and directions 2.
  Hit only by magic or energy.
Catagory: Land, Water, Air, & Other-
  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 Nox-
  ious 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 - Temp-
  erate
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
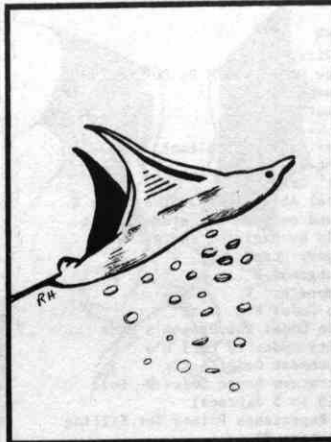Base Experience Points for Killing Monster: 0

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 Dungeoen: 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 Dungeon: Y
Our Monster: Y
Usage Code: Pet
Origin Code: America
Gravity Code: .9 to 3 G's
Environment Code: G - Mountain
Temperature Range Code: F- Fair
  (25 to 30 degrees)
Base Experience Points for Killing
  Monster: 50

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
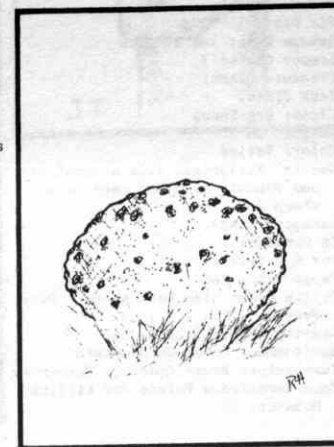 (30 to 40 degrees)
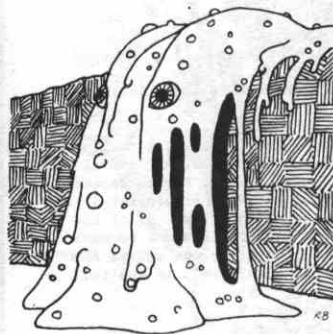Base Experience Points for Killing
  Monster: 70

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 Nox-
  ious gas content
Base Experience Points for Killing
  Monster: 0

PENGUIN (DP)
Hit Dice: 3
Damage Done: 1-8 By Beak--1-4
  2A/M By Wings
Armour Class: 8
Treasure Class: A
Class: Penguin
Height: 2M
Color: Black & White
Special Abilities: 1. 3 Breaths a
  day fo 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 -Miscell-
  aneous
Gravity Code: .9 to 3 G's
Environment Code: P- Water (salt)
Temperature Range Code: D- Cold
  (-15 to 5 degrees)
Base Experience Points for Killing
  Monster: 80
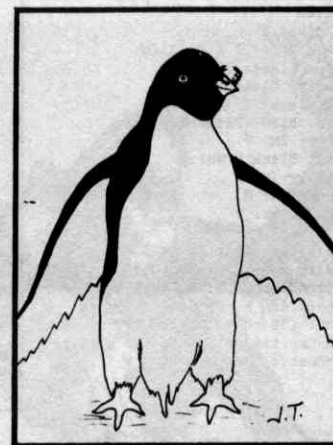
PERSON (Airy)
Hit Dice: .5
Damage Done: Special
Armour Class: 7
Treasure Class: E
Junk Class: E
Class: Humanoid
Height: .5
Color: Green
Special Abilities: 1. Take one on
  trips to Astral Plane 2.Herbalist
  (8-12th level) 3. Teach subject
  of 1-4 herbs.
Catagory : Other-dimensional
In Dungeon: Y
Our Monster: Y
Usage Code: Familiar
Origin Code: England
 Gravity Code: .9 to 3 G's
 Environment Code: --
 Temperature Range Code: G - Tem-
  perate
 Base Experience Points for Killing
  Monster: 75

PDOLSYN
Hit Dice: 12
Damage Done: 3-30 By Hit
Armour Class: 5
Treasure Class: A
Junk Class: A
Class: Ginko Tree
Height: 12M
Color: Brown-Red leaves
Special Abilities: 1. 2 legs. 2.
  Leaves (contact poison (8)). 3.
  Scratch causes disease which is
  fatal in 2-20 days. 4. Magnetic
  whirlwind (STR = 35).
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 Nox-
   ious 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
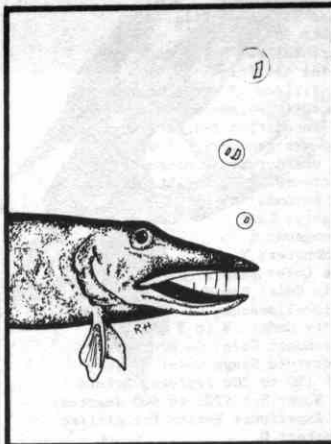
PNIMIL
Hit Dice: 3
Damage Done: 1-6 By Drop
Armour Class: 7
Treasure Class:
Junk Class:
Class: Manta Ray
Height: 2M
Color: Black
Special Abilities: 1. Rains a
   constant stream of mixed coins
   as it flies over head.
Catagory: Land, Water, & Air
In Dungeon: N
Our Monster: Y
Usage Code: Sample
Origin 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
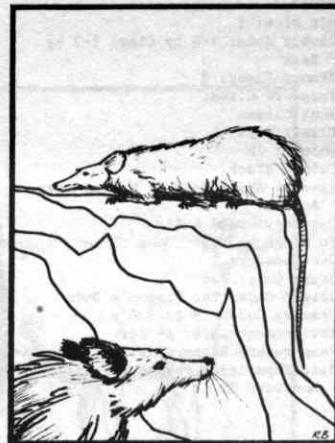Damage Done: None
Armour Class: 7
Treasure Class:
Junk Class:
Class: Dog-Sheep
Height: 1M
Color: Black/White/Brown
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Pet
Origin Code: Alan Burt Akers - Dray
   Prescot
Gravity Code: .9 to 3 G's
Environment Code: G- Temperate
Base Experience Points 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 carnivor-
   ous 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 - Tem-
   perate
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 at-
  tempt 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 Nox-
  ious 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
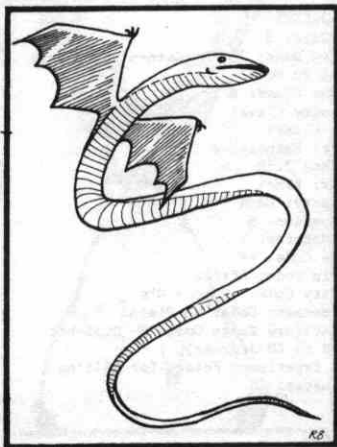
QUOFFA
Hit Dice: 2
Damage Done: 1-4 By Hoof
Armour Class: 7
Treasure Class:
Junk Class:
Class: Yak - Dog-Headed
Height: 2M
Color: Brown to Red
Special Abilities: 1. Has 6 legs
   2. Carry up to 500 kg 3.Is
   docile.
Catagory: Land
In Dungeon: N
Our Monster: Y
Usage Code: Beast of Burden
Origin Code: Alan Burt Akers- Dray
   Prescot
Gravity Code: .9 to 3 G's
Environment Code: G- 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) & DIS-
   PELL 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
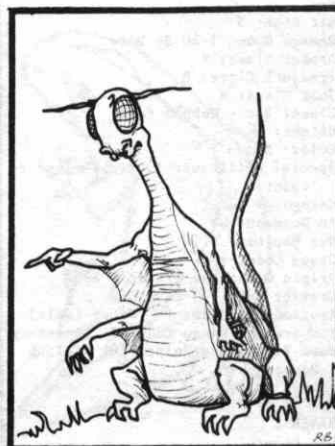
RABANTLER
Hit Dice: 1
Damage Done: None
Armour Class: 7
Treasure Class:
Junk Class:
Class: Rabbit- with Antlers
Height: 1M
Color: Brown
Special Abilities: 1. Blink 3/day
   2. Magical 3. +5% Luck
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Pet
Origin Code: America
Gravity Code: .9 to 3 G's
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
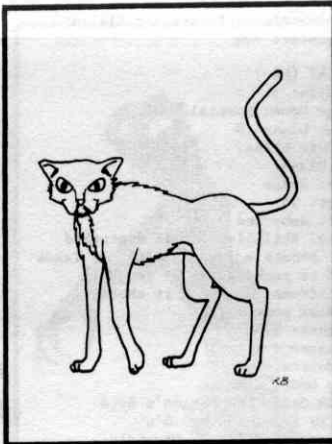   Monster: 0

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 Dimen-
   sion 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
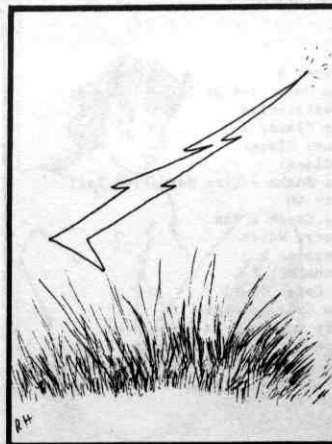Damage Done: 1-20 By Bite
Armour Class: 8
Treasure Class: 8
Junk Class: H
Class: Rat - Webbed feet
Height: 5M
Color: Brown
Special Abilities: 1. Breathe under-
   water
Catagory: Water
In Dungeon: N
Our Monster: Y
Usage Code: --
Origin Code: The Dragon's Byte
Gravity Code: .9 to 3 G's
Environment Code: 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
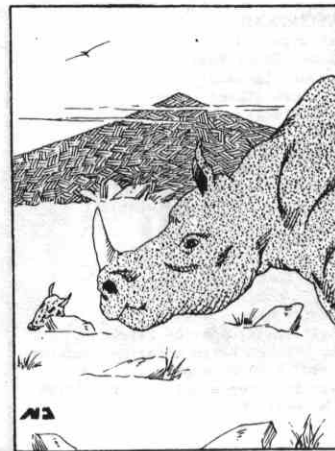
RHOKAYM

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: N
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 Range 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)
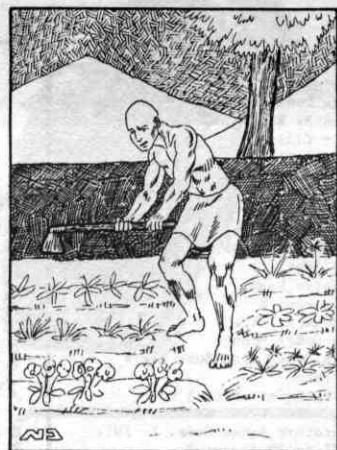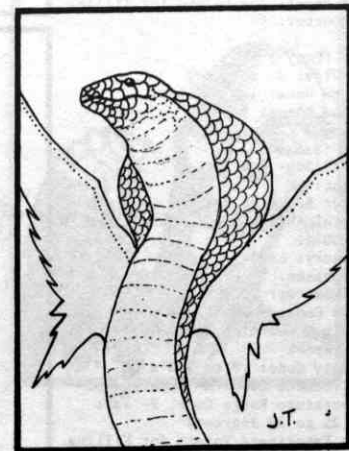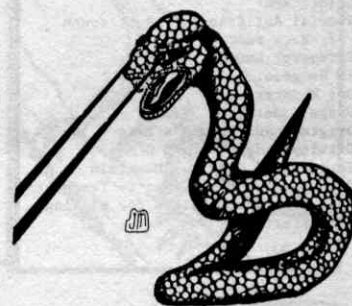Base Experience Points for Killing
   Monster: 140

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

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

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

**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

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

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

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
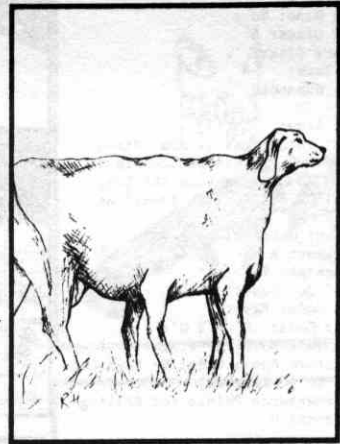
SANY (Prey-)
Hit Dice: 3
Damage Done: 1-6 By Claws
Armour Class: 7
Treasure Class:
Junk Class:
Class: Dog- Cow
Height: 2M
Color: Brown to Red
Special Abilities: 1. Carries up to
  500kg.
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Mount
Origin Code: Alan Burt Akers - Dray
  Prescot
Gravity Code: .9 to 3 G's
Environment Code: M- Underground
Temperature Range Code: F- Fair
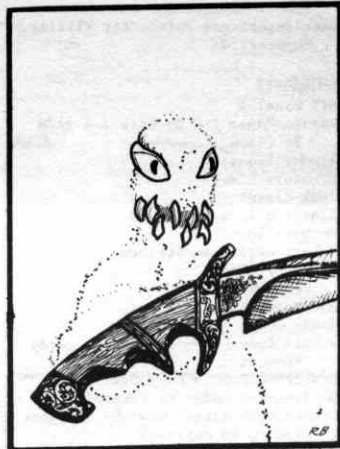 (25 to 30 degrees)
Base Experience Points for Killing
  Monster:40
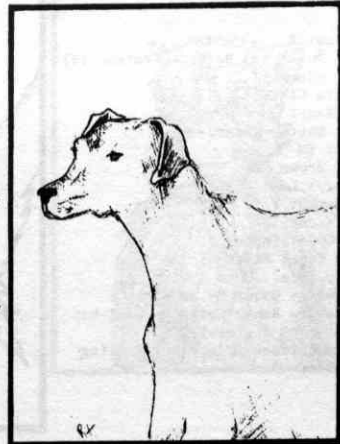
SARU-NO-FUTACHI

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 - Tinkler
Gravity Code: H - Plain
Temperature Range Code: G - Temperate
Base Experience Points for Killing Monster: 0

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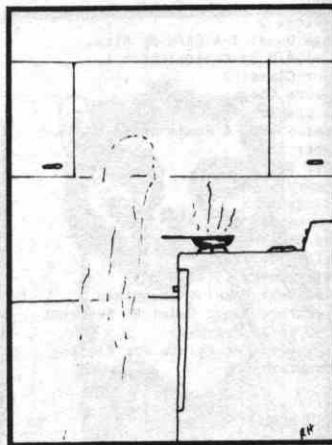
Hit Dice: 2
Damage Done: None
Armour Class: 8
Treasure Class:
Junk Class:
Class: Humanoid
Height: 2M
Color: Brown
Special Abilities: 1. Aka "Field Laborer" 2. Sole purpose is to care for gardens and the like. CONTROL PLANT (15th level) at will.
Catagory: Other-dimensional
In Dungeon: N
Our Monster: Y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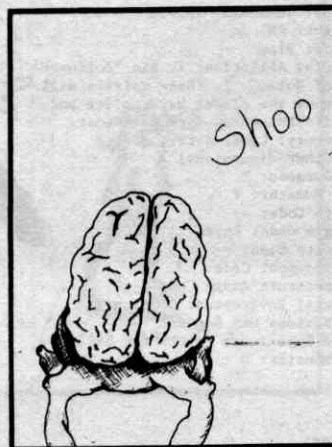Base Experience Points for Killing Monster: 0

SERRA

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

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

SHADE
Hit Dice: 5
Damage Done: Special
Armour Class: 8
Treasure Class: E
Junk Class: E
Class: Undead-Non-Corporeal
Height: 3M
Color: Grey
Special Abilities: 1. Hit only by
    magic or energy. 2. If there
    were special conditions surround-
    ing the shade's death (90%) then
    those conditions will be trans-
    mitted 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 Nox-
    ious gas content
Base Experience Points for Killing
    Monster: 90
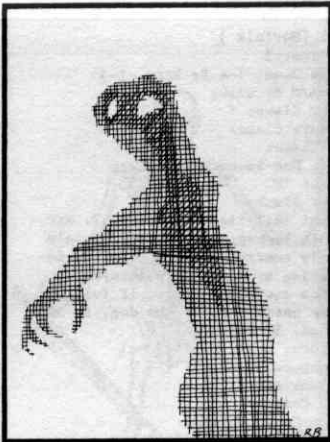
SHARK (Soul)
Hit Dice: 4
Damage Done: 1-8 By Bite
Armour Class: 7
Treasure Class: I
Junk Class: I
Class: Shark
Height: 3M
Color: Grey
Special Abilities: 1. Causes one to
    project Astrally and then eats
    one's body 2.It is Ethereal and
    not Astral.
Catagory: Other-dimensional
In Dungeon: N
Our 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
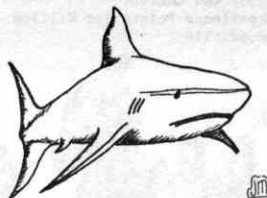
SHAYATIN
Hit Dice: 2
Damage Done: By Weapon--1-3 2A/M By
    Claws--1-4 By Hoof
Armour Class: 7
Treasure Class: A
Junk Class: A
Class: Humanoid- Horns/Hooves
Height: 2M
Color: Red
Special Abilities: 1. Hit only by
    magic or energy. 2. Found in
    filthy places. 3. Children re-
    semble progressively 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 Nox-
    ious 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
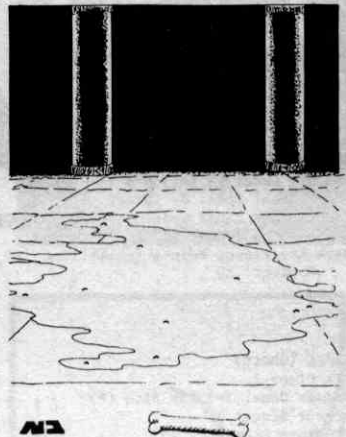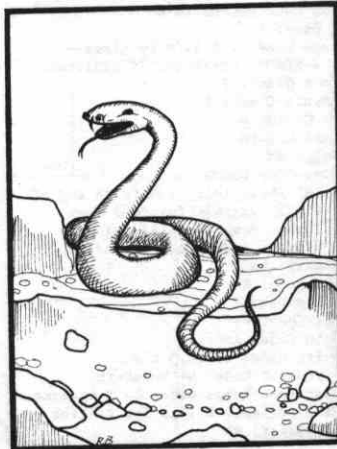Base Experience Points for Killing
    Monster: 40

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 disap-
  pear if attacked. 3. If charmed
  by music (it resists at 6th Le-
  vel), it gives a hair which will
  allow a hook to catch fish with-
  out 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

Shoo

SHORGORTZ
Hit Dice: 4
Damage Done: 1-8 By Fire 1-4 2A/M
  By Claws
Armour Class: 7
Treasure Class:
Junk Class:
Class: Risslaca- 4 eyes
Height: 4M
Color: Red/Green Stripes
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 trea-
  sures 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 Nox-
  ious 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 Nox-
  ious gas content
Base Experience Points for Killing
  Monster: 70
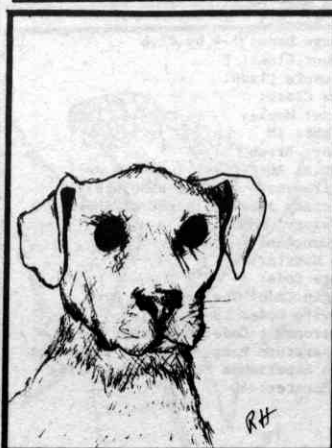
SHUCK (Norfolk)
Hit Dice: 2
Damage Done: 1-4 By Bite--1-3
  2A/M By Claws
Armour Class: 7
Treasure Class:
Junk Class:
Class: Dog-Saucer-sized Eyes
Height: 2M
Color: Black
Special Abilities: 1. Demon. 2. Hit
  only by magic or energy. 3. Only
  Holy energy stops it from regene-
  rating at 3 damage points/M. 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 De-
  grees)
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'a
Environment Code: D- Forest
Temperature Range Code: H- Semi-
  hot (30 to 40 degrees)
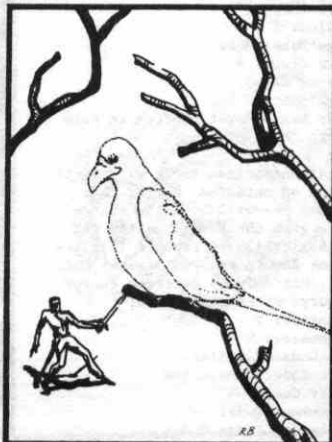Base Experience Points for Killing
  Monster: 80

SITH (Baobhan)
Hit Dice: 5
Damage Done: 1-4 STR/M By Blood
    Drain--1-8 2A/M By Claws
Armour Class: 8
Treasure Class:
Junk Class:
Class: Human- Woman
Height: 2M
Color: White
Special Abilities: 1. Hit only by
    magic or energy 2. CHA=20,
    COM=20 3. Become Ethereal at
    will.
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 Nox-
    ious 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 gob-
    bles 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 Nox-
    ious 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 Coce: --
Environment Code: --
Temperature Range Code: --
Special Environment Code: High Nox-
    ious gas content
Base Experience Points for Killing
    Monster: 60
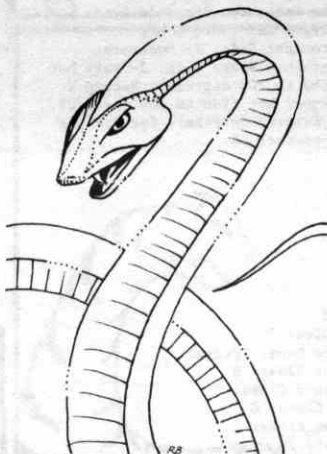
SNAKE (Hoop) 2
Hit Dice: .5
Damage Done: 1-8/Hour by Swelling
    from Bite (V) - lasts 2-10 hours
Armour Class: 7
Treasure Class:
Junk Class:
Class: Snake-Bites Tail into a Hoop
Height: 1M
Color: Green
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Venom
Origin Code: America
Gravity Code: .9 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 trans-
    forms 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)
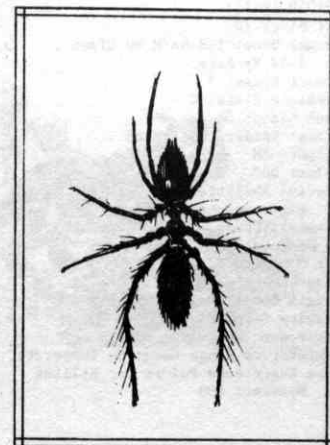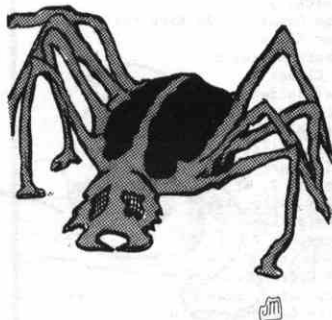Base Experience Points for Killing
    Monster: 70
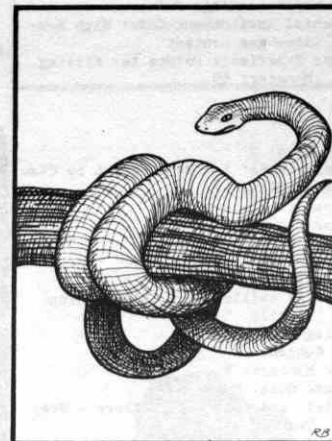
SNARK
Hit Dice: 1
Damage Done: 1-8 By Bite
Armour Class: 7
Treasure Class:
Junk Class:
Class: Rat
Height: 1M
Color: Brown Green
Special Abilities: 1. Reported to
    taste good 2.Eating heart adds
    1 CON & 1 STR.
Catagory: Land
In Dungeon: N
Our Monster: N
Usage Code: Sample
Origin Code:
Gravity Code: .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
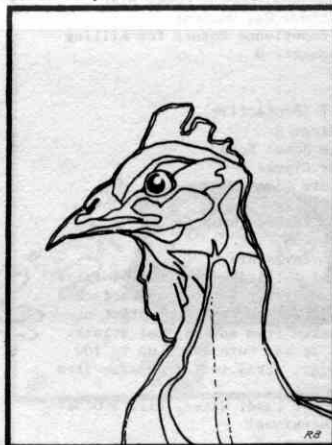
SNIVLER
Hit Dice: 3
Damage Done: 1-2 By Obnoxious
   noises
Armour CLass: 4
Treasure Class: A
Junk Class: A
Class Humanoid-Burnt-Orange Shell-
   Black Hair on top
Height: 1.2M
Color: Brown
Special Abilities: 1. The only way
   to get rid of it is to ignore it,
   but it can be driven off tempo-
   rarily 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 -Mis-
   cellaneous
Gravity Code: .9 to 3 G's
Environment Code: --
Temperature Range Code: G- Temperate
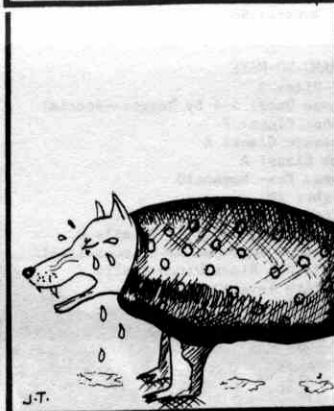Base Experience Points for Killing
   Monster: 70

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
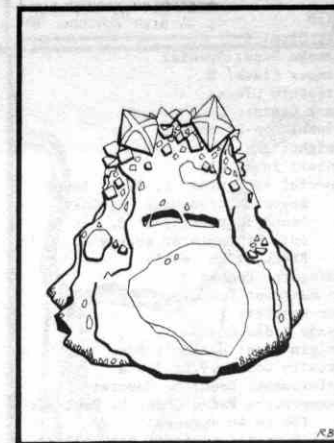Base Experience Points for Killing
   Monster: 80

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 dark-
   ness 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
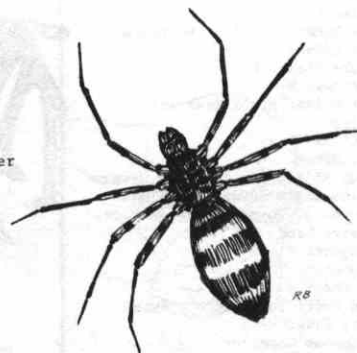
SPIDER (Goblin)
Hit Dice: 2
Damage Done: 1-4 By Bite (P)
Armour Class: 8
Treasure Class: C
Junk Class: C
Class: Spider
Height: 2M
Color: Grey
Special Abilities: 1. May take on
   human form 2. Poison (16) 3.
   WEB 6/day.
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Venom
Origin Code: Japan
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
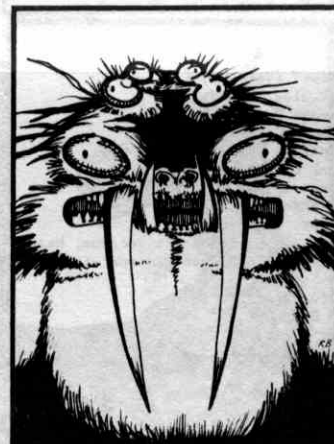
SPIDER (Hypnotic)
Hit Dice: 2
Damage Done: 1-4 By Bite (V)
Armour Class: 8
Treasure Class: G
Junk Class: G
Class: Spider
Height: 2M
Color: Brown- Golden Eyes
Special Abilities: 1. Gaze hypnotizes
   (12th level) if met. 2. Venom-
   paralytic (13) . 3. Drops from
   ceiling.
Catagory: Land
In Dungeon: 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
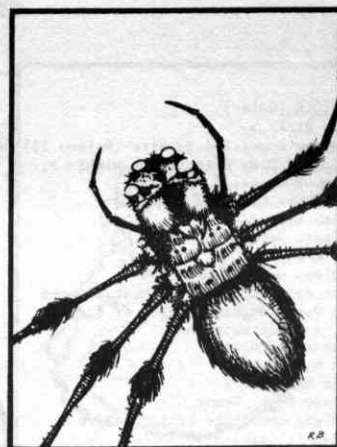
SPIDER (Pool)
Hit Dice: 2
Damage Done: 1-4 By Bite -- 1-8/M
   By Drowning
Armour Class: 6
Treasure Class: G
Junk Class: G
Class: Spider
Height: 2M
Color: Black
Special Abilities: 1. Lives in a
   pool 2. If one falls asleep by
   pool it stealthily ties webbing
   to ones foot then, when it is
   ready, 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

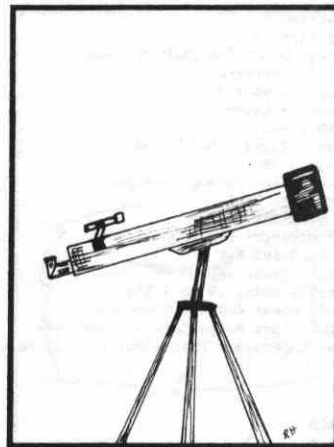**SPIRIT (Peyotl)**
Hit Dice: 2
Damage Done: None
Armour Class: 9
Treasure Class:
Junk Class:
Class: Man - Peyotl Button in Palm
Height: 2M
Color: Coppery
Special Abilities: 1. It will visit
   one on occasion. During that
   time one will have the chance
   to grab the peyotl button (5%
   +5%/level). 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 inter-
   pose itself between the attacked
   and the attacker to protect at-
   tacked 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 re-
   quired). 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'a
Environment Code: D - Forest
Temperature Range Code: G - Tem-
   perate
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
Environment Code: H- Plain
Temperature Range Code: G- Temperate
Base Experience Points for Killing
    Monster: 0

STAG (White)
Hit Dice: 3
Damage Done: 1-3 2A/m By Hooves--
    1-10 By Antlers
Armour Class: 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
    Monater: 60
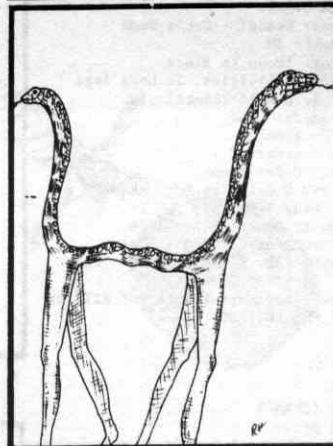

STAR
Hit Dice: 2
Damage Done: None
Armour Class: 8
Treasure Class:
Junk Class:
Class: Tinkle- Turtle Head
Height: 1.5M
Color: Grey-Variable Glow
Special Abilities: 1. Sparkles in
    breeze 2. Glows brightly at
    night 3. Can fly.
Catagory: Land & Air
In Dungeon: N
Our Monster: Y
Usage Code: Pet
Origin 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

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)
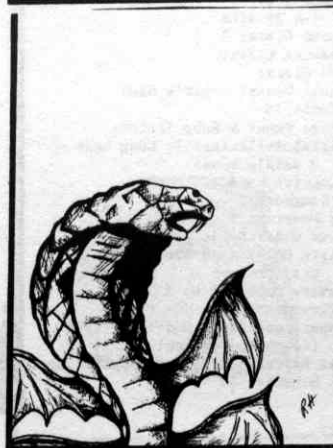Base Experience Points for Killing
    Monster: 50

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 Nox-
    ious 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

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
Environment 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

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

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. TELE-
   PORTATION (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 Nox-
   ious 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 sec-
   tion 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 per-
   son is drained, the Tepeson
   will animate the body to con-
   vince 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
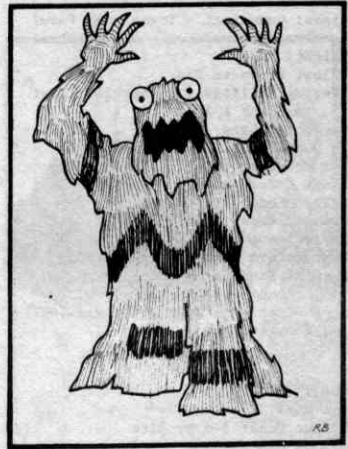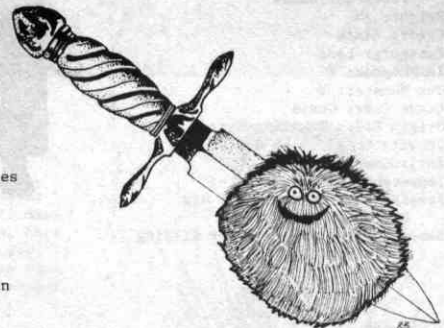Treasure Class:
Junk Class:
Class: Snake - Two-headed
Height: 5M
Color: Black
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: Egypt
Gravity Code: .9 to 3 G's
Environment Code: G-Mountain
Temperature Range Code: H-Semi-
   Hot (30 to 40 Degrees)
Base Experience Points for Killing
   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-Dimen-
    sional
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, imita-
    ting exactly the speaker. Spe-
    cial 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 (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
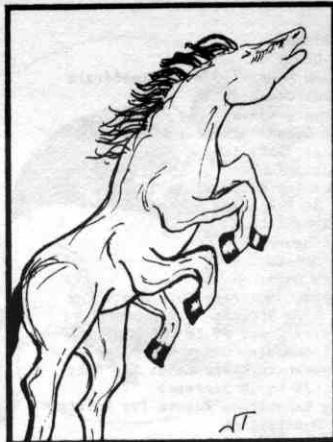Base Experience Points for Killing
    Monster: 0

TINKLE (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 – Tem-
    perate
Base Experience Points for Killing
    Monster: 0

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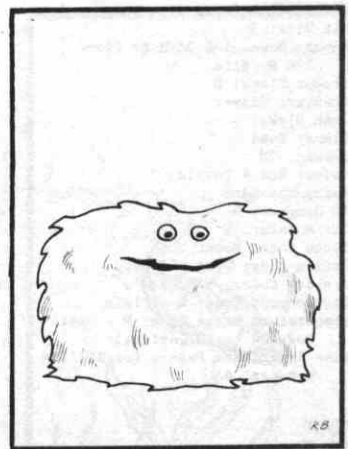
**TINKLE (TERROR)**
Hit Dice: .5
Damage Done: None
Armour Class: 8
Treasure Class:
Junk Class:
Class: Tinkle
Height: .5M
Color: Black
Special Abilities: 1. This Tinkle
    emits a subtle FEAR (16th
    Level) which builds up at 1
    Level/M. If the victim is ex-
    posed to the fear effect for
   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

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

TINKLE 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
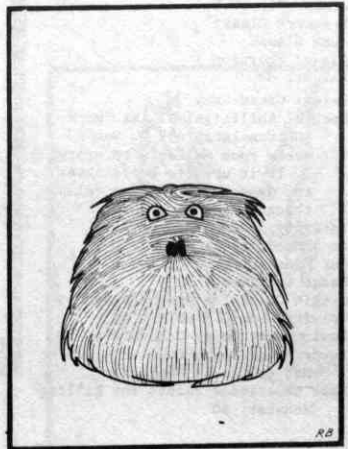
TOAD (RIDING)
Hit Dice: 3
Damage Done: 1-4 2A/M By Claws
    1-6 By Bite
Armour Class: 8
Treasure Class:
Junk Class:
Class: Toad
Height: 3M
Color: Red & Purple
Catagory: Land
In Dungeon: N
Our Monster: Y
Usage Code: Mount
Origin Code: Dragon's Byte
Gravity Code: .9 to 3 G's
Environment Code: H - Plain
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
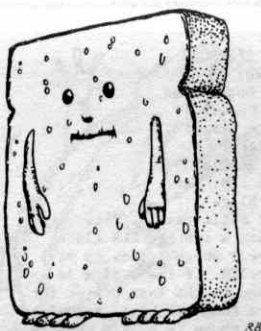
TOAST (BURNT)
Hit Dice: 2
Damage Done: 1-6 By Bite
Armour Class: 3
Treasure Class:
Junk Class:
Class: Construct - Burnt Toast with
    Face/Feet/Hands
Height: 2M
Color: Black
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Guard
Origin Code: Dragon's Byte
Gravity Code: .9 to 3 G's
Environment 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 telepa-
    thically.
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
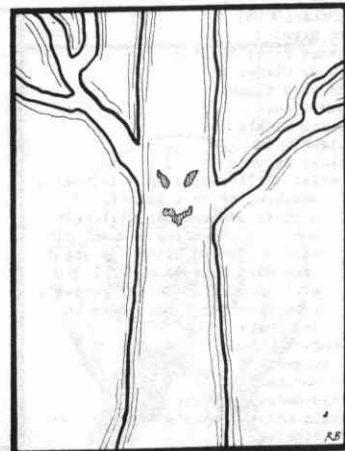
TREE (TRANSMUTER)
Hit Dice: 20
Damage Done: Special
Armour Class: 5
Treasure Class:
Junk Class:
Class: Tree
Height: 20M
Color: Brown & Orange
Special Abilities: 1. Top stands
    just out of water. 2. Anyone
    touching it is transformed into
    fish, to swim off.
Catagory: Water
In Dungeon: N
Our Monster: Y
Usage Code: --
Origin Code: The Dragon's Byte
Gravity Code: .9 to 3 G's
Environment Code: O - 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
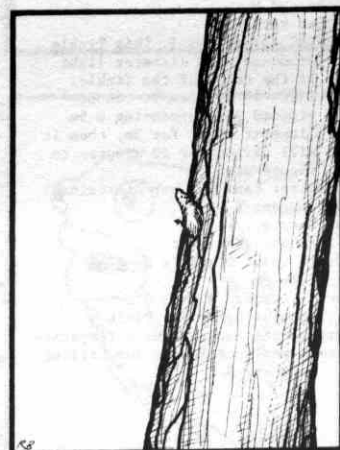
TRELL (FLUT-)
Hit Dice: 4
Damage Done: 1-6 2A/M By Claws
    1-5 By Bite
Armour Class: 7
Treasure Class:
Junk Class:
Class: Falcon
Height: 4M
Color: White to Green
Special Abilities: 1. Saddle bird
    2. Large head vane
Catagory: Land & Air
In Dungeon: N
Our Monster: Y
Usage Code: Mount
Origin Code: 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)
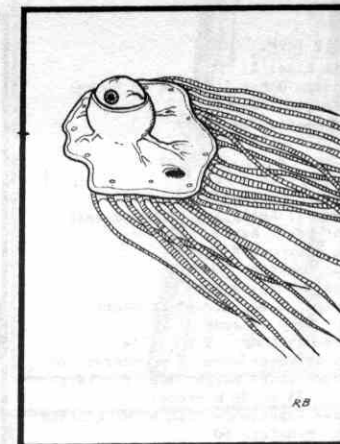Base Experience Points for Killing
    Monster: 70

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 tele-
 scope 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
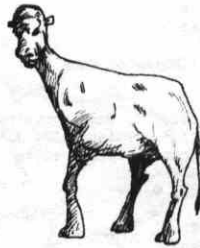
TROUT 3

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
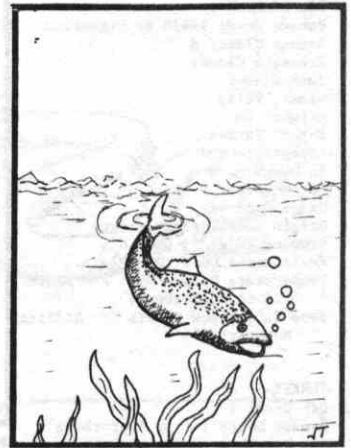
TRIX (LEEP-)

Hit Dice: 3
Damage Done: 1-8 By Bite 1-4 4A/M
 By Claws
Armour Class: 7
Treasure Class:
Junk Class:
Class: Lizard - 12 Legs
Height: 3M
Color: Blue-Grey
Special Abilities: 1. Can be
 frightened away by splashing
 the water.
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

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

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

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. Mis-
 chievous 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

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
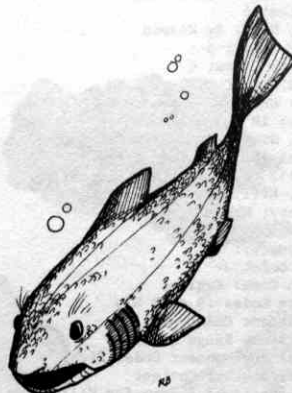
TSODAR

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
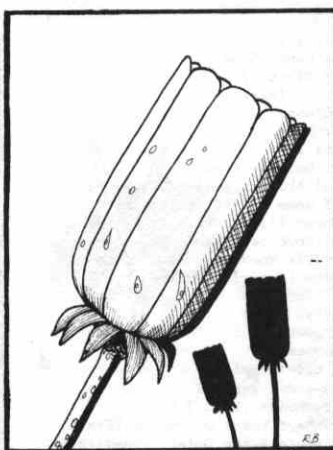
TURKEY
Hit Dice: 1
Damage Done: 1-4 By Everything
    Together
Armour Class: 8
Treasure Class:
Junk Class:
Class: Bird
Height: 1M
Color: Red-Brown
Special Abilities: 1. Semi-Intel-
    ligent, and very clever
Catagory: Land & Air
In Dungeon: N
Our Monster: Y
Usage Code: Pet
Origin Code: America
Gravity 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
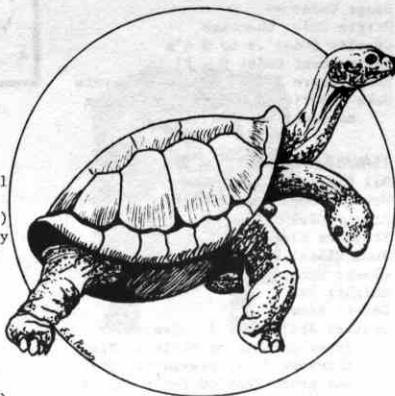
UKSHUKI
Hit Dice: 5
Damage Done: 1-8/M By Constriction
    1-6 By Bite
Armour Class: 7
Treasure Class:
Junk Class:
Class: Snake
Height: 5M
Color: Black-Blue
Special Abilities: 1. Aka "Black
    Racer" 2. Sickening breath
    (NAUSEA 70%-5%/CON)
Catagory: Land & Water
In Dungeon: Y
Our Monster: Y
Usage 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
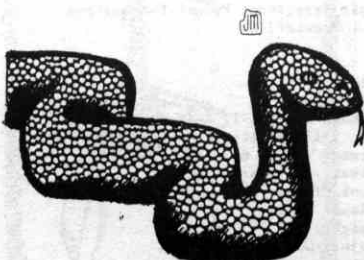
UKTENA
Hit Dice: 8
Damage Done: 1-8
    By Bite (P) -- 1-4 By Horns --
    1-10/M By Constriction
Armour Class: 6
Treasure Class: I
Junk Class: I
Class: Snake - Horns on Head
Height: 8M
Color: Black
Special Abilities: 1. Head contains
    an Ulunsuti. 2. Poison (20) 3.
    Blood is Contact Poison (18)
    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
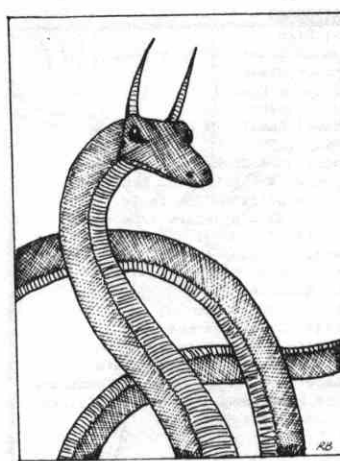
UKTENA (RIDING)
Hit Dice: 5
Damage Done: 1-6 By Bite (P) -- 1-4
    By Horns -- 1-8/M By Constric-
    tion
Armour Class: 6
Treasure Class:
Junk Class:
Class: Snake - Horns on Head
Height: 5M
Color: Red
Special Abilities: 1. Poison (18)
    2. Blood is Contact Poison (16)
Catagory: Land & Water
In Dungeon: 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. Plaming 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)
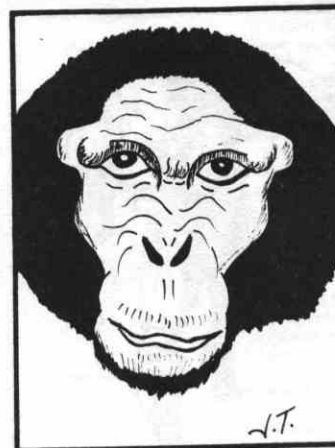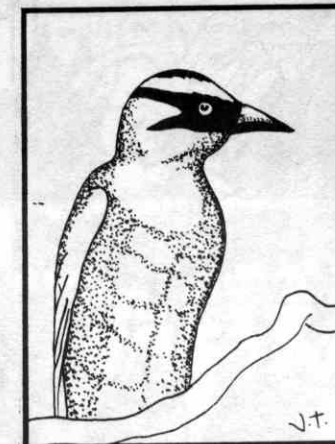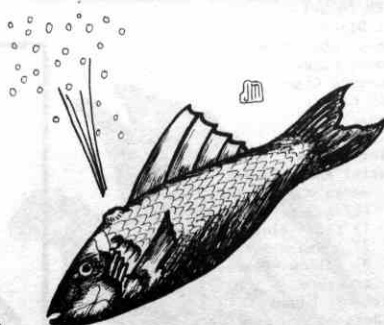Base Experience Points for Killing
    Monster: 65

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
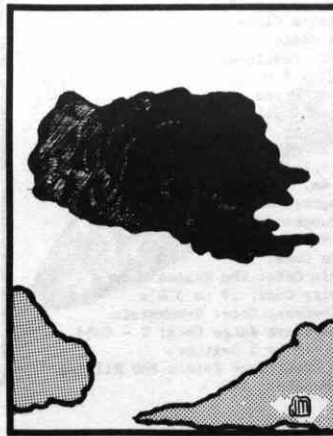
USTUTLI

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 fin-
    ger nor liver-eating leave a vi-
    sible 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 Rnage 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
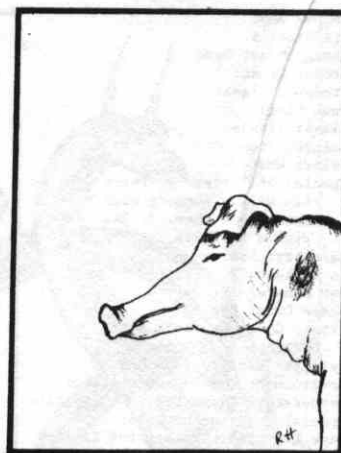
VOVE
Hit Dice: 5
Damage Done: 1-3 By Bite -- 1-4 By
  Horns -- 1-5 4A/M By Hooves
Armour Class: 7
Treasure Class:
Junk Class:
Class: Horse - 6 Legs
Height: 3M
Color: Russett
Special Abilities: 1. Fangs & 2
  Short Horns
Catagory: Land
In Dungeon: N
Our Monster: Y
Usage Code: Mount
Origin Code: Alan Burt 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. Mole-
  cular 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
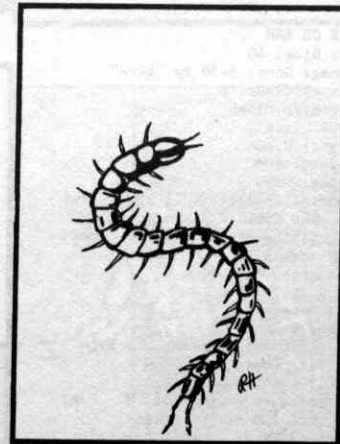
WADEGE-ASKALI
Hit Dice: 1
Damage Done: 1-2 By Bite (P)
Amour Class: 7
Treasure Class:
Junk Class:
Class: Snake - Arrowhead
Height: 1M
Color: Coppery Brown
Special Abilities: 1. Aka "Copper-
    head" 2. Possesses eyes of fire.
    3. Much hated and feared. 4.
    Poisonous.
Catagory: Land
In Dungeon: 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: P - 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)
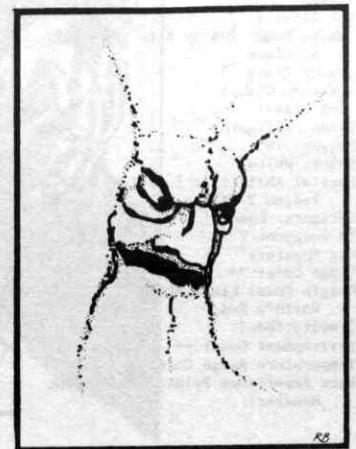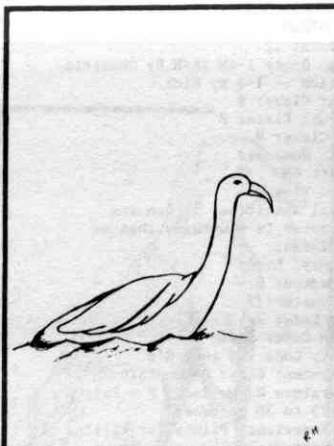Base Experience Points for Killing
    Monster: 55

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 - Temp-
    perate
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 - Temp-
    perate
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 a-
    nother location 3/day 5. Semi-
    Int.
Catagory: Land & Air
In Dungeon: Y
Our Monster: Y
Usage Code: Guard
Origin Code: Solomon R. Tiau'ssya
    ~~Crhalhuan~~
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
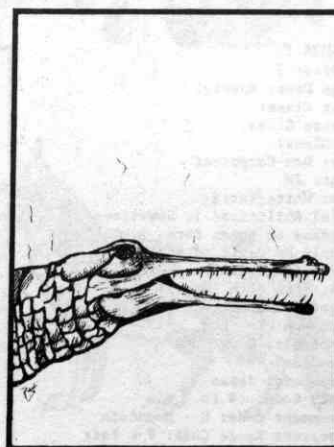Base Experience Points for Killing
    Monster: 15

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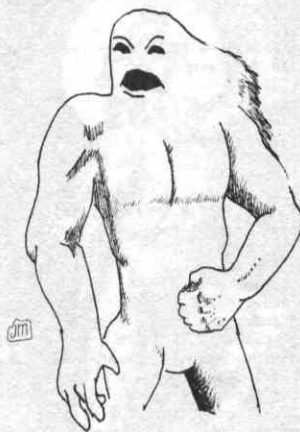
WOLFO
Hit Dice: .2
Damage Done: None
Armour Class: 7
Treasure Class:
Junk Class:
Class: Mouse
Height: .1M
Color: Grey
Special Abilities: 1. Will dare
    almost anything for a piece of
    cheese.
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Pet
Origin Code: Alan Burt Akers
    Dray Prescot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

WOLVERINE (GIANT)
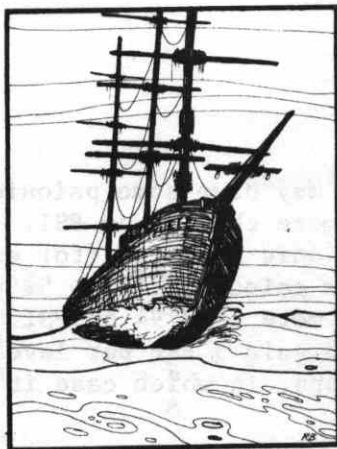Hit Dice: 6
Damage Done: 2-12 2A/M By Claws
    2-12 By Bite
Armour Class: 7
Treasure Class: D
Junk Class: D
Class: Wolverine
Height: 3M
Color: Brown
Special Abilities: 1. AC:4 when
    moving. 2. Skunk odor. 3. +15
    damage & +5 to Hit.
Catagory: Land
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin 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 De-
    grees)
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
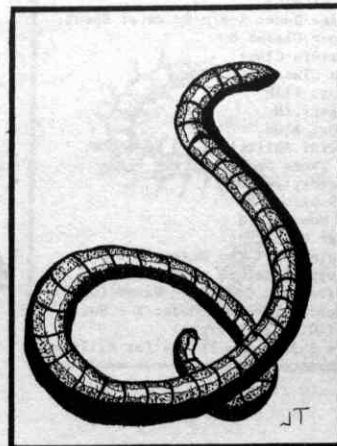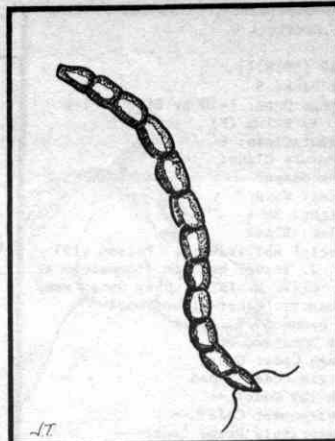
WRAITH (FARNE)
Hit Dice: 3
Damage Done: By Weapon -- 1-3 CON
    By Touch
Armour Class: 7
Treasure Class: G
Junk Class: G
Class: Humanoid - Deformed
Height: 2M
Color: Grey-Black
Special Abilities: Hit only by
    magic or energy. 2. Ride Farne
    Goats 3. Scream constantly -
    FEAR (3rd Level)
Catagory: 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 - Tem-
    perate
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 Constric-
    tion -- 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
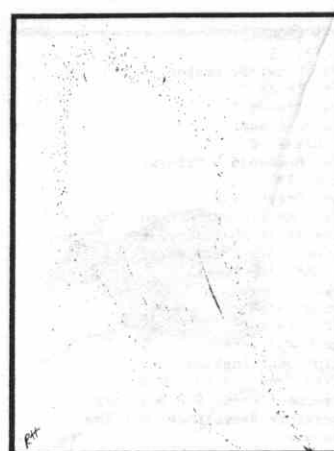
YUNWI AMAIYINEHI
Hit Dice: 3
Damage Done: By Weapon -- Special
Armour Class: 8
Treasure Class: B
Junk Class: B
Class: Humanoid
Height: 1M
Color: Coppery Green
Special Abilities: 1. Aka "Water
    People" 2. Help fishers who
    pray for help. 3. They are
    aquiculturists. 4. If offended,
    they can 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% permanent). 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 be-
    low 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

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

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

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 Dra-
    gon" 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

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

SIEMBIEDA - 80

Psionics

Introduction

There is a possibility that a player may have some psionic abilities. This is determined by the player having more than 94 on PSI. This means that the player will gain one or more psionic 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.

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TREASURE VAULT

KEVIN SIEMBIEDA-80