



FIELD GUIDE TO ENCOUNTERS

by Dragon's Bay

VOL. 2

Judges Guild



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



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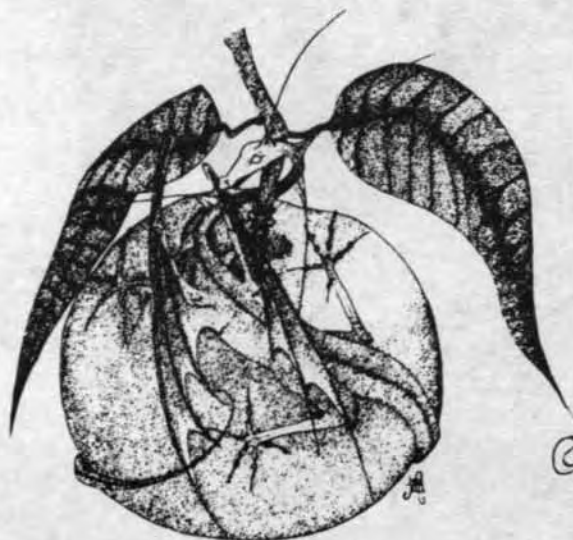
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This Adventure Belongs To: _____

Monsters of The Dragon's Byte

Introduction to the Monster Manual

Purpose:

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

Reading a Monster Listing

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

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

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

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

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

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

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

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



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

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

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



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

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

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

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

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

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

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

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



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

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

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

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



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

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



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

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



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

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

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

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

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

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

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

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

Assigning E.P.

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

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

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

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

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

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



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



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



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



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



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



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



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



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



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



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



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



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



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"
 Category: Land
 In Dungeon: N
 Our Monster: Y
 Usage Code: --
 Origin Code: Blackfoot
 Gravity Code: .9 to 3 G's
 Environment Code: G- Mountain
 Temperature Range Code: F- Fair
 (25 to 30 degrees)
 Base Experience Points for
 Killing Monster: 420



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AK HAR EHR
 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
 Category: Air
 In Dungeon: Y
 Our Monster: Y
 Usage Code: --
 Origin Code: The Dragon's Byte
 Gravity Code: .9 to 3 G's
 Environment Code: A - Air
 Temperature Range Code: --
 Special environment Code: High Nox-
 ious gas content
 Base Experience Points for
 Killing Monster: 0



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



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



AL BORAK

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



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ALBASTA

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



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ALKUK

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



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AMA-INU

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

**AMAM**

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



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AMAGAT

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

**ANGEL BANE**

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

**ANGEL OF 1ST HEAVEN**

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



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JEL OF 2ND HEAVEN

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



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ANGEL OF 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: 4
 Damage Done: Special
 Armour Class: 8
 Treasure Class:
 Junk Class:
 Class: Humanoid
 Height: 2M
 Color: White
 Special Abilities: 1. Hit only by magic or energy 2. HOLY LIGHT 5m radius. 3. CHARM (6th Level). 3. Give immeasurable sexual pleasure. 4. COM: 24. 5. Control pregnancy at will. 6. Invisible. 7. Aka "Hourri."
 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 radius. 3. Touch de-ages 5-50 yrs. 4. REMOVE CURSE (17th Level). 5. Invisible.
 Catagory: Other -Dimensional
 In Dungeon: Y
 Our Monster: Y
 Usage Code:--
 Origin Code: Persia
 Gravity Code: .9 to 3 G's
 Environment Code: H-Plain
 Temperature Range Code: H- Semi-hot (30-40 degrees).
 Base Experience Points: for Killing Monster: 105



ANGEL OF 7TH HEAVEN

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



ANKH-AAPAU

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

**ANTIU**

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

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

**APE**

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

**APE (Sea)**

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

**APO**

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

**APOPHIS**

Hit Dice: 5
 Damage Done: 1-8 By Bite -- 1-8/M
 By Constriction
 Armour Class: 7
 Treasure Class:
 Junk Class:
 Class: Snake
 Height: 5M
 Color: Black
 Special Abilities: 1. Will regener-
 ate completely unless every bone
 is removed by a red hot knife and
 the body roasted piece by piece.
 Category: Land & Water
 In Dungeon: Y
 Our Monster: Y
 Usage Code: --
 Origin Code: Egypt
 Gravity Code: .9 to 3 G's
 Environment Code: O-Water (fresh)
 Temperature Range Code: C-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
 Category: Land
 In Dungeon: Y
 Our Monster: Y
 Usage Code: Guard
 Origin Code: Dragon's Byte
 Gravity Code: .9 to 3 G's
 Environment Code: A - air
 Temperature Range Code: H- Semi-hot
 (30 to 40 degrees)
 Base Experience Points for Killing
 Monster: 50

**APPLE TURNOVER (Riding)**

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



ARDAD

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

**ASH-ZUSHTO**

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

**ARLEZ 2**

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

**ASS**

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

**ASGINA**

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

**ATSIL DIHYEGI**

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

**ASH-HRAU**

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

**AUJENAU**

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. SIMMON STORM 8th Level). 4. Hangs the bones of those it has killed from its joints.
 Category: Land & Air
 In Dungeon: Y
 Our Monster: Y
 Usage Code: Guard
 Origin Code: Australia
 Gravity Code: .9 to 3 G's
 Environment Code: G - Mountain
 Temperature Range Code: H - Semi-Hot (30 to 40 Degrees)
 Base Experience Points for Killing Monster: 140



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



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



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



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



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



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



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



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



BAISTE-NA-SCOGHAIGH

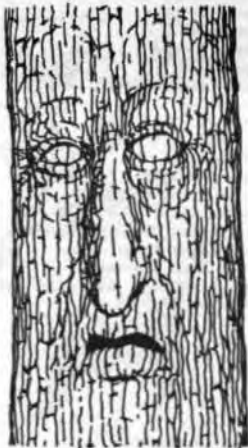
Hit Dice: 4
 Damage Done: 1-5 2A/M By Hooves--
 1-6 By Horns
 Armour Class: 7
 Treasure Class:
 Junk Class:
 Class: Horse -Stout/1 Horn
 Height: 3M
 Color: Black or Red
 Special Abilities: 1. War unicorn
 2. +2 Damage
 Category: Land
 In Dungeon: N
 Our Monster: Y
 Usage Code: Mount
 Origin Code: England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

**BAJANG**

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

**BAJANI**

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

**BANSHEE 1**

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

**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 5E+5E/
 level) 3. WISH at will for de-
 fense
 Category: Air & Other-Dimensional
 In Dungeon: Y
 Our Monster: Y
 Usage Code:--
 Origin Code: England
 Gravity Code: .9 to 3 G's
 Environment Code: G-Mountain
 Temperature Range Code: G- Temper-
 ate
 Special Environment Code: High Nox-
 ious gas content
 Base Experience Points for Killing
 Monster: 500

**BARRACUDA**

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

**BARYNTH**

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

**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
 Category: Water
 In Dungeon: N
 Our Monster: Y
 Usage Code: --
 Origin Code: Alan Burt Akers - Dray
 Prescott
 Gravity Code: .9 to 3 G's
 Environment Code: P - Water (salt)
 Temperature Range Code: G - Temperate
 Base Experience Points for Killing
 Monster: 140



BASILISK (Golden)

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

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

**BAT (Undead Vampire)**

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

**BEAN SIDHE**

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

**BEAVER (Giant)**

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

**BEE (Killer)**

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

**BEETLE (Great Horned)**

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

**BELUN**

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



BENHOFF

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

**BILDAD**

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

**BIRD (Blood)**

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

**BIRD (Hell)**

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

**BIRD (Lyre)**

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

**BIRD (Mag)**

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

**BIRD (Mocking)**

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

**BIRD (Ruby Humming)**

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



BIRD (Sky)

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

**BLACK MIND DEATH**

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

**BIRD (Thunder)**

Hit Dice: 10
 Damage Done: 2-24 2A/M By Claws-
 3-36 By Bite--2-20 By Lightn-
 ing
 Armour Class: 6
 Treasure Class: 1
 Junk Class: 1
 Class: Eagle
 Height: 10M
 Color: Red
 Category: Land & Air
 In Dungeon: N
 Our Monster: Y
 Usage Code: --
 Origin Code: Comanchee
 Gravity Code: .9 to 3 G's
 Environment Code: A - Air
 Temperature Range Code: H - Semi-
 Hot (30 to 40 Degrees)
 Base Experience Points for Killing
 Monster: 230

**BLINDWIDER**

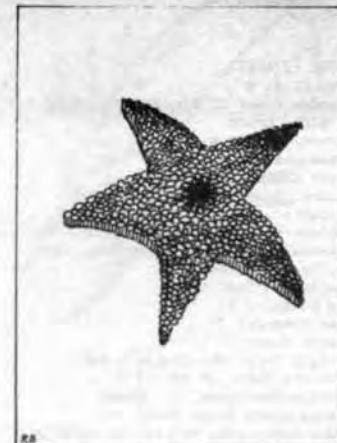
Hit Dice: 1
 Damage Done: None
 Armour Class: 7
 Treasure Class:
 Junk Class:
 Class: Snake
 Height: 1.5M
 Color: Fiery Green
 Special Abilities: 1. Sonar Locat-
 ion 2. Insectivore 3. Sonic
 stun (1-4M) 3/day 4. Trainable.
 Category: Land
 In Dungeon: Y
 Our Monster: Y
 Usage Code: Pet
 Origin Code: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

**BIRD (Water)**

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

**BLUE STAR**

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

**BITJE**

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

**BOAR**

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



BORATH

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

**BOSK**

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

**BROOM**

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

**BROWNIE**

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

**BRAIN EATER**

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

**BRUMBY**

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

**BUBBLER**

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

**BRISTLE BALL**

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



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



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



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



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



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



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



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



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



CAR-ROT

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

**CAT (Kelp)**

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

**CARDINAL 2**

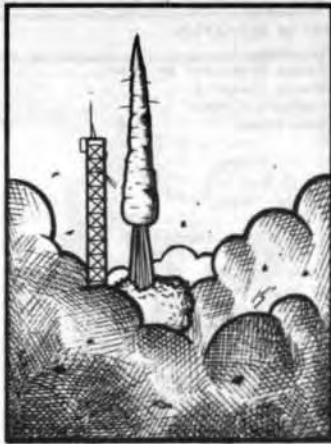
Hit Dice: .2
 Damage Done: 1-2 By Everything Together
 Armour Class: 7
 Treasure Class:
 Junk Class:
 Class: Bird
 Height: .2M
 Color: Red
 Special Abilities: 1. Scares away 'all' Undead & Demons
 Category: Land & Air
 In Dungeon: N
 Our Monster: Y
 Usage Code: --
 Origin Code: Dragon's Byte
 Gravity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

**CAT (Laser)**

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

**CARROT (Flying)**

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

**CAT (Moon)**

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

**CAT (Civet)**

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

**CAT (Sea transform)**

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



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



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



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



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



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



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



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



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



CAVEWRAITH

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

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

**CEREBUS**

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

**CHAVONTH**

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

**CHAVONTH (Dust)**

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

**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.
 Category: Land
 In Dungeon: Y
 Our Monster: Y
 Usage Code: --
 Origin Code: Greece
 Gravity Code: .9 to 3 G's
 Environment Code: D - Forest
 Temperature Range Code: G - Tem-
 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
 Category: Land
 In Dungeon: N
 Our Monster: Y
 Usage Code: Pet
 Origin Code: Africa
 Gravity Code: .9 to 3 G's
 Environment Code: D - Forest
 Temperature Range Code: H- Semi-hot
 (30 to 40 degrees)
 Base Experience Points for Killing
 Monster: 50

**CHIPMUNK (Killer)**

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

**CHIRUMI**

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 challenged to a wrest-
 ling match. If one wins, he is
 given 2-12 HERRS 3. +7 Damage.
 Category: Land
 In Dungeon: Y
 Our Monster: Y
 Usage Code: --
 Origin Code: Africa
 Gravity Code: .9 to 3 G's
 Environment Code: D- Forest
 Temperature Range Code: H- Semi-hot
 (30 to 40 degrees)
 Base Experience Points for Killing
 Monster: 100



CHURMOD

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

**CLOUD (Fire)**

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

**CIGARRETTE**

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

**CLOUD (Healing)**

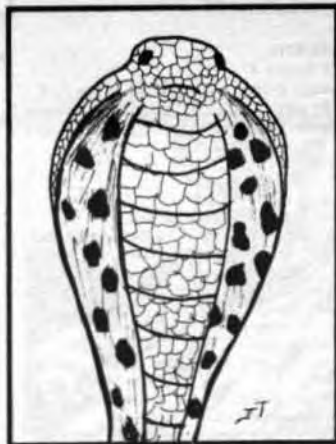
Hit Dice: 7
 Damage Done: None
 Armour Class: 0
 Treasure Class:
 Junk Class:
 Class: Magical Energy
 Height: 2M
 Color: Green
 Special Abilities: 1. Cure Disease
 Category: Land, Water, Air, & Other-Dimensional
 In Dungeon: Y
 Our Monster: Y
 Usage Code: Sample
 Origin Code: The Dragon's Byte
 Gravity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

**CLEPPER (flut-)**

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

**COBRA**

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

**CLEPPER (Vol-)**

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

**CO-HON**

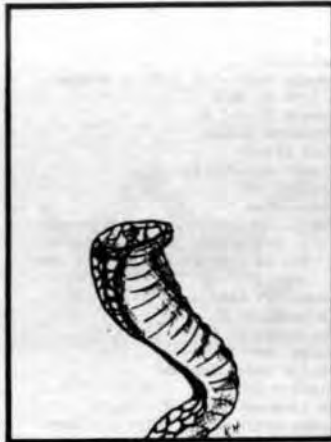
Hit Dice: 2
 Damage Done: 1-4 2A/M By Claws
 Armour Class: 8
 Treasure Class:
 Junk Class:
 Class: Humanoid
 Height: 2M
 Color: Grey
 Special Abilities: 1. Hit only by magic or energy 2. Soul of a person who died a violent death 3. Nocturnal
 Category: Undead
 In Dungeon: Y
 Our Monster: Y
 Usage Code: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



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



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%-3X/INT+ WIS)
 Category: Land
 In Dungeon: Y
 Our Monster: Y
 Usage Code: Pet
 Origin Code: The Dragon's Byte
 Gravity Code: .9 to 3 G's
 Environment Code: G - Mountain
 Temperature Range Code: H - Semi-hot (30 to 40 degrees)
 Base Experience Points for Killing Monster: 70



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



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



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



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



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



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



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
 Category: Undead
 In Dungeon: Y
 Our Monster: Y
 Usage Code: --
 Origin Code: China
 Gravity Code: .9 to 3 G's
 Environment Code: --
 Temperature Range Code: --
 Special Environment Code: High Noxious gas content
 Base Experience Points for Killing Monster: 110



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

**CORTH**

Hit Dice: 3
 Damage Done: 1-5 2A/M By Claws
 Armour Class: 7
 Treasure Class:
 Junk Class:
 Class: Bird
 Height: 2M
 Color: Variable
 Special Abilities: 1. Saddle bird 2. Song bird type
 Category: Land & Air
 In Dungeon: N
 Our Monster: Y
 Usage Code: Mount
 Origin Code: Alan Burt Akers - Dray 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 (Wild Dun)**

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

**COW (Attack Blink)**

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

**COYOTE**

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

**COW (Flying)**

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

**CRANE (Chinese)**

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



CRAYFISH (Giant)

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

**CRITIKAV**

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

**CROMINEACH**

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

**CROWN OF THORNS**

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

**CUCHI**

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

**CUP (coffee)**

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

**CUP (OJ)**

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

**CURLEW**

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



DAEMON (Agatha-)

Hit Dice: 4
 Damage Done: 1-4 By Bite--1-4/M
 By Constriction
 Armour Class: 7
 Treasure Class: 7
 Junk Class:
 Class: Serpent
 Height: 4M
 Color: Rust Red
 Special Abilities: 1. Hit only by magic or energy. 2. It will enter a camp, and wait for a libation after the meal. If it does not receive one, then it will cause a thirst that only REMOVE CURSE or DISPELL MAGIC (5th Level) will get rid of.
 Category: 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.
 Category: 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: Gray
 Special Abilities: 1. Legs have following abilities: (1) Poison (11). (2) Poison (15). (3) Nothing. (4) Heat touch 2HD/6 wk. (5) CHARM PERSON 6 wk. (6) Electricity 4HD/6 wk. 2. Tail Poison (16).
 Category: Air
 In Dungeon: Y
 Our Monster: Y
 Usage Code: Venom
 Origin Code: David U. Chapman
 Gravity Code: .9 to 3 G's
 Environment Code: A - Air
 Temperature Range Code: F- Fair (25 to 30 degrees)
 Base Experience Points for Killing Monster: 140

**DEMON (Serpent)**

Hit Dice: 6
 Damage Done: By Weapon --
 1-4 By Bite(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. Gaze in 1-4 other
 Serpent Demon, Darkness (6th level) TELEKINESIS (8th level) 6/day 4. Venom- FEAR (12th level)
 Category: Other-Dimensional
 In Dungeon: Y
 Our Monster: Y
 Usage Code: Venom
 Origin Code: Egypt
 Gravity Code: .9 to 3 G's
 Environment Code: G- Mountain
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)
 Special Environment Code: High Noxious gas content
 Base Experience Points for Killing Monster: 280

**DEMON FLOWER**

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

**DEER (Elder)**

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

**DEMON (Cat)**

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



DERMIFLON

Hit Dice: 4
 Damage Done: 1-4 By Barbed Tail
 Armour Class: 6
 Treasure Class:
 Junk Class:
 Class: Yak- 10 legs
 Height: 2.5M
 Color: Blue
 Special Abilities: 1. Stubborn
 2. Can force it's way through anything 3. Carries 1000kg.
 Category: Land
 In Dungeon: N
 Our Monster: Y
 Usage Code: Beast of Burden
 Origin Code: Alan Burt Akers - Dray Prescott
 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



DM 1

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



DETSATA

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



DOG (ghost)

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



DJINN

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



DOG 2

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



DOR MONSTER

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



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



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



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



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



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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.
 Category: Land & Air
 In Dungeon: Y
 Our Monster: Y
 Usage Code: Mount
 Origin Code: Dragon's Byte
 Gravity Code: .9 to 3 G's
 Environment Code: G-Mountain
 Temperature Range Code: F- Fair (25 to 30 degrees)
 Base Experience Points for Killing Monster: 300



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



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



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



DRUM STICK

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

**DWARF (Death)**

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

**DRYAD**

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

**EAGLE (Medicine)**

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

**DUIN (Flut)**

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

**EDEH HRA UROEH**

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

**DUST DEVIL**

Hit Dice: 2
 Damage Done: 1-6/M By Sand Abrasion
 Armour Class: 7
 Treasure Class:
 Junk Class:
 Class: Spirit
 Height: 1M
 Color: Tan
 Special Abilities: 1. Hit only by
 magic or energy 2. Evil 3.
 Animated whirlwind of dust.
 Category: Land
 In Dungeon: Y
 Our Monster: Y
 Usage Code: --
 Origin Code: 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

**EEL**

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



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

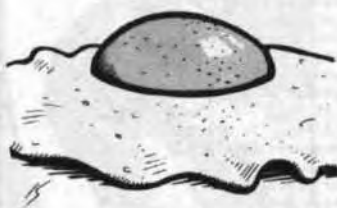
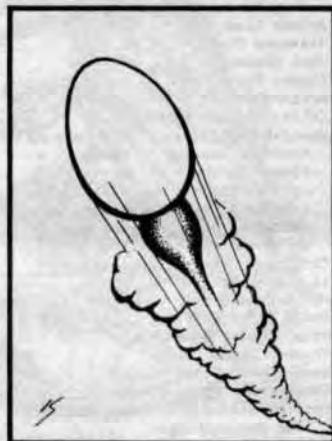
Category: Other-dimensional
 In Dungeon: Y
 Our Monster: Y
 Usage Code: --
 Origin Code: Solomon R. Tiau'ssya

Gravity Code: --
 Environment Code: --
 Temperature Range Code: --
 Special Environment Code: High 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
 Category: Land & Air
 In Dungeon: 1
 Our Monster: Y
 Usage Code: --
 Origin Code: Dragon's Byte
 Gravity Code: .9 to 3 G's
 Environment Code: H- Plain
 Temperature Range Code: F- Fair
 (25 to 30 degrees)
 Base Experience Points for Killing
 Monster: 10

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

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

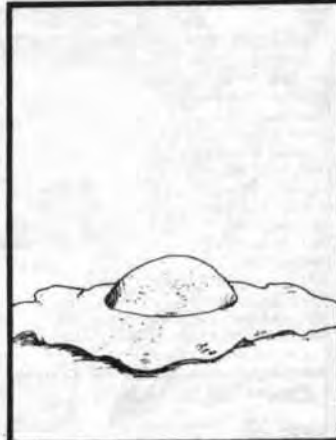


ELAH HRA OE
 Hit Dice: 1
 Damage Done: 1-2 Str/day By
 Blood Drain
 Armour Class: 7
 Treasure Class:
 Junk Class:
 Class: Egg-like
 Height: 1M
 Color: Brown-White
 Special Abilities: 1. Aka "Mocker
 of Eggs"
 Category: Land
 In Dungeon: Y
 Our Monster: Y
 Usage Code: --
 Origin Code: The Dragon's Byte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

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

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

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



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



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



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



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.
 Category: Land & Air
 In Dungeon: Y
 Our Monster: Y
 Usage Code: Pet
 Origin Code: The Dragon's Byte
 Gravity Code: .9 to 3 G's
 Environment Code: A-Air
 Temperature Range Code: J - Very hot (80 to 200 degrees)
 Return K-super hot (200 to 600 degrees)
 Base Experience Points for Killing Monster: 25



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



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



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

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



FLAPPLE

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

**FLICK-FLICK**

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

**FLOATER**

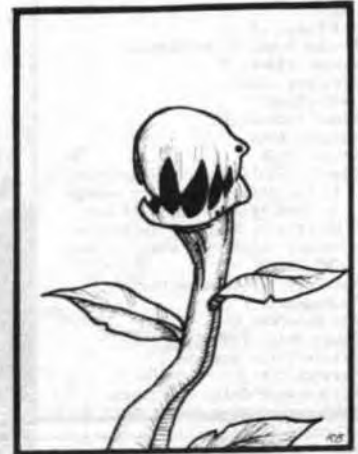
Hit Dice: 1
 Damage Done: None
 Armour Class: 7
 Treasure Class:
 Junk Class:
 Class: Tinkle
 Height: 50 Cm
 Color: Brown
 Special Abilities: 1. These Tinkles
 guard swimming children, & are
 capable of being taught artificial
 respiration. 2. They are
 almost impossible to sink unless
 they are diving.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

**FORAZOT**

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

**FOX 2**

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

**FREMED**

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

**FROG (Fire)**

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



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



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



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



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



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



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



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



GAS (Red)
 Hit Dice: 6
 Damage Done: 2-10 By Cold/Heat --
 1-5/M By Suffocation By 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)
 Category: Land
 In Dungeon: Y
 Our Monster: Y
 Usage Code: Sample
 Origin Code: The Dragon's Byte
 Gravity Code: .9 to 3 G's
 Environment Code: H- Plain
 Temperature Range Code: E- Semi-Cold
 (5 to 25 degrees)
 Base Experience Points for Killing
 Monster: 140



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



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



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



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



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



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



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



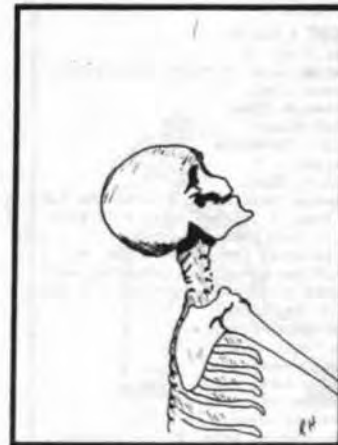
GHOST (Breathing)

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



GHOST 4

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



GHOST (Faceless)

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



GHOST 5

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



GHOST (Pa-ine)

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



GHOST 6

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



GHOST 3

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



GHOUL 1

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



GNOME (Earth)

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

**GOAT (Farne)**

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

**GOAYR MEDDGH**

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

**GOOONT (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: Rissalaca-Lizard
 Height: 5M
 Color: Golden
 Special Abilities: 1. Long neck & forked tail 2. +3 to hit.
 Category: Land
 In Dungeon: Y
 Our Monster: Y
 Usage Code: --
 Origin Code: Alan Burt Akers - Dray Prescott
 Gravity Code: .9 to 3 G's
 Environment Code: L- Swamp
 Temperature Range Code: G- Temperate
 Base Experience Points for Killing Monster: 100

**GODONT (Ma-)**

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

**GODONT (Vol-)**

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

**GOLD BREATH**

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

**GOONY BIRD**

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



GORGON 2

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

**GOWROW**

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

**GRAINT**

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

**GRAMPUS**

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

**GRAND-MOTHER MONSTER**

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

**GRASS (Silver)**

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

**GREMLIN (Portal)**

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

**GRENDEL**

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



GRIFFIN

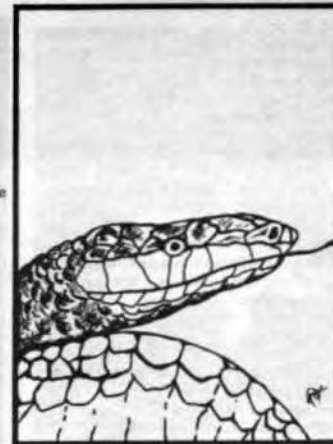
Hit Dice: 2
 Damage Done: 1-4 2A/M By claws--
 2-16 by Beak
 Armour Class: 5
 Treasure Class:
 Junk Class:
 Class: Lion- Eagle Head 7 Wings
 Height: 2M
 Color: Brown
 Category: Land & Other-
 dimensional
 In Dungeon: Y
 Our Monster: Y
 Usage Code: Guard
 Origin Code: England
 Gravity Code: .9 to 3 G's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

**GRUNDAL**

Hit Dice: 3
 Damage Done: 1-8 by Bite
 1-4 by Thrown sticks & stones 2A/M
 Armour Class: 7
 Treasure Class: E
 Junk Class: E
 Class: Ape- 6 limbs
 Height: 2M
 Color: grey
 Special Abilities: 1. Spidery Arm
 Category: Land
 In Dungeon: Y
 Our Monster: Y
 Usage Code: --
 Origin Code: Alan Burt Akers - Dray
 Prescott
 Gravity Code: .9 to 3 G's
 Environment Code: G- Mountain
 Temperature Range Code: F- Fair
 (25 to 30 degrees)
 Base Experience Points for Killing
 Monster: 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
 Category: Land
 In Dungeon: Y
 Our Monster: Y
 Usage Code: Sample
 Origin Code: Cherokee
 Gravity Code: .9 to 3 G's
 Environment Code: H- Plain
 Temperature Range Code: F- Fair
 (25 to 30 degrees)
 Base Experience Points for Killing
 Monster: 15

**GYRAPHONT**

Hit Dice: 3
 Damage Done: 1-6 4A/M by Pinchers
 1-3 4A/M By Pinchers
 Armour Class: 0
 Treasure Class: D
 Junk Class: D
 Class: Undead- Lobster like
 Height: 3M
 Color: Red
 Special Abilities: 1. A Ghoul with
 27 limbs & 9 eyes 2. Devours souls
 3. 100% vs Fire, Cold, Lightning
 4. Telepathic 5. Loyal to subduer
 6. DIMENSION DOOR anywhere (usually
 with victim).
 Category: Undead
 In Dungeon: Y
 Our Monster: Y
 Usage Code: Guard
 Origin Code: Lin Carter World's End
 Gravity Code: .9 to 3 G's
 Environment Code: G- Mountain
 Temperature Range Code: G- 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
 Category: Land
 In Dungeon: Y
 Our Monster: N
 Usage Code: --
 Origin Code: Hell
 Gravity Code: .9 to 3 G's
 Environment Code: G- Mountain
 Temperature Range Code: E Semi-cold
 (5 to 25 degrees)
 Base Experience Points for Killing
 Monster: 120

**HANDALE**

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

**HAWK (Sun)**

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

**HEAD (Crystal)**

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



HEALER

Hit Dice: .5
 Damage Done: None
 Armour Class: 8
 Treasure Class:
 Junk Class:
 Class: Tinkle
 Height: .5M
 Color: Green
 Special Abilities: 1. This Tinkle constantly produces a healing field 3M in diameter which causes any creature within that area to heal at three times the normal rate.
 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 removed from the field will heal three times slower and will be -2 to Hit because of withdrawal symptoms.
 Catagory: Land
 In Dungeon: Y
 Our Monster: Y
 Usage Code: Familiar
 Origin Code: Dragon's - Tinkles
 Gravity Code: .9 to 3 G's
 Environment Code: H- Plain
 Temperature Range Code: G-Temperate
 Base Experience Points for Killing Monster: 0

**HEAT SINK**

Hit Dice: .5
 Damage Done: None
 Armour Class: 8
 Treasure Class:
 Junk Class:
 Class: Tinkle
 Height: .5M
 Color: Brown
 Special Abilities: 1. This Tinkle can absorb tremendous amounts of heat from the immediate 5m as a defense. This absorption will cause 3HD of cold damage then 3HD of heat damage as the heat is given off 2. It can absorb 10HD of heat/M
 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 Experience Points for Killing Monster: 0

**HER -F-HA-F**

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

**HIDE-BEHIND**

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

**HILLSIDE GOUGER**

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

**HIPPOTAMUS**

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



HIRVEL

Hit Dice: 2
 Damage Done: 1-4 2/M By Hooves
 Armour Class: 7
 Treasure Class:
 Junk Class:
 Class: Llama
 Height: 2M
 Color: varies
 Special Abilities: 1. Cup ears. 2. Stubby legs & short proboscis.
 Category: Land
 In Dungeon: N
 Our Monster: Y
 Usage Code: Beast of Burden
 Origin Code: Alan Burt Akers - Dray Prescott
 Gravity Code: .9 to 3 G's
 Environment Code: G- Mountain
 Temperature Range Code: G- Temperate
 Base Experience Points for Killing Monster: 40

**HITO-DAMA**

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

**HOLLOW CARAPACE**

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

**HOLY TINKLER**

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

**HOOD (Suffocating)**

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

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

**HOOPOE**

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

**HORSE (Devil)**

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



HORSE (Gold)

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

**HORSE (Water)**

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

**HORSE 2**

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

**HOUND (Medulus)**

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

**HUGAG**

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

**HUH**

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

**HYDRA**

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

**HYENA**

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



IMPITER

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

**IMPITRELL**

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

**IMY-HEMEF**

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

**INFRA**

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

**IVY(Poison)**

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

**IVY (Thorn)**

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

**JACKAL**

Hit Dice: 1
 Damage Done: 1-3 By Bite
 Armour Class: 7
 Treasure Class:
 Junk Class:
 Class: Dog
 Height: 1M
 Color: Brown
 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

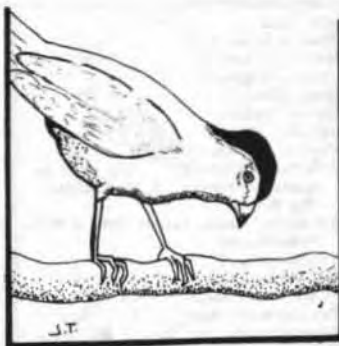
**JAY (Blue)**

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
 Category: Air
 In Dungeon: N
 Our Monster: Y
 Usage Code: --
 Origin Code: America
 Gravity Code: .9 to 3 G's
 Environment Code: A- Air
 Temperature Range Code: G- Temperate
 Base Experience Points for Killing Monster: 0

**JUMPER**

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

**JELLY (Pink)**

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

**KALANU-AHYELISKI**

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

**JOAT**

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

**KAMI**

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

**JUMP-AT-A-BODY**

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

**KARASHISHI**

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



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



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



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



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



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



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



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



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



KORF (Crested)

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

**KOW (Hedley)**

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

**KORF (King)**

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

**KRAH (Chun-)**

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

**KORF (Zim)**

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

**KRAHNIK**

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

**KOSHI**

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

**KUH HRA OHJE**

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



LADY DRIVER

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

**LEOPARD**

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

**LEECH (Light)**

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

**LEOPARD (Snow)**

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

**LEEM**

Hit Dice: 3
 Damage Done: 1-4 By Bite
 1-4 4A/M By Claws
 Armour Class: 7
 Treasure Class:
 Junk Class:
 Class: Cat - Weasel
 Height: 2M
 Color: Brown
 Special Abilities: 1. 8 legs, with a wedge shaped head.
 Category: Land
 In Dungeon: 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: 80

**LEOPING (Red)**

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

**LEMUR**

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

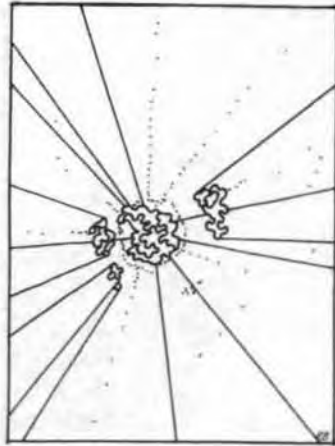
**LETTA ENUAHR OHJE**

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



LIGHT OF DEATH

Hit Dice: 5
 Damage Done: Death Touch 1/Weal
 Armour Class:
 Treasure Class:
 Junk Class:
 Class: White Light
 Height: 3M
 Color: White
 Special Abilities: 1. 50% effect of Physical force. 2. TELEPATHY 3. Force field generation.
 Category: Undead
 In Dungeon: Y
 Our Monster: Y
 Usage Code: Guard
 Origin Code: The Dragon's Byte
 Gravity Code: .9 to 3 G's
 Environment Code: G- Mountain
 Temperature Range Code: --
 Base Experience Points for Killing Monster: 125

**LIZARD (Army)**

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

**LING**

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

**LLAMAS**

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

**LOSUH**

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

**LION (Nemidian)**

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

**LION (Vampire)**

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

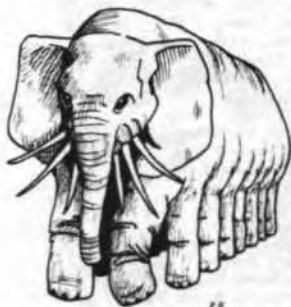
**LOTH (Bo-)**

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



LOTH (Turi-)

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

**LUFFERLANG**

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

**LURFING**

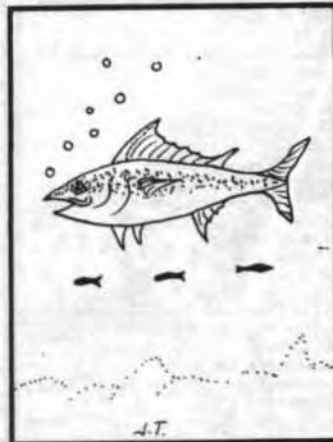
Hit Dice: .5
 Damage Done: 1-5 By Everything together
 Armour Class: 7
 Treasure Class:
 Junk Class:
 Class: Wessell
 Height: .5M
 Color: Grey
 Special Abilities: 1. 2xs Speed
 Category: Land
 In Dungeon: Y
 Our Monster: Y
 Usage Code: --
 Origin Code: Alan Burt Akers - Dray Prescott
 Gravity Code: .9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

**LYNX**

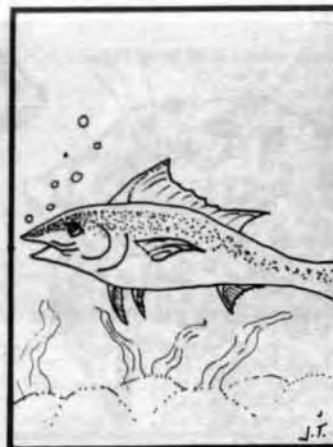
Hit Dice: 1
 Damage Done: 1-4 2A/M By Claws-- 1-4 By Bite
 Armour Class: 5
 Treasure Class:
 Junk Class:
 Class: Cat
 Height: .5M
 Color: Grey-Brown
 Special Abilities: 1. Will fight to the death.
 Category: Land
 In Dungeon: N
 Our Monster: Y
 Usage Code: --
 Origin Code: America
 Gravity Code: .9 to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

**MACKERAL (Holy)**

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

**MAGA-TSUMI**

Hit Dice: 3
 Damage Done: 1-8 By Wind
 Armour Class: 8
 Treasure Class:
 Junk Class:
 Class: Wind
 Height: Varies
 Color: Invisible
 Special Abilities: 1. Summon up 100km/hour winds 2. Hit only by magic or energy.
 Category: Land & Air
 In Dungeon: Y
 Our Monster: Y
 Usage Code: Familiar
 Origin Code: Japan
 Gravity Code: .9 to 3 G's
 Environment Code: A- Air
 Temperature Range Code: G- Temperate
 Special Environment Code: High Noxious gas content
 Base Experience 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.
 Category: Land
 In Dungeon: Y
 Our Monster: Y
 Usage Code: Pet
 Origin Code: Dragon's Byte - Tinkles
 Gravity Code: .9 to 3 G's
 Environment Code: --
 Temperature Range Code: G - Temperate
 Base Experience Points for Killing Monster: 0



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



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



MAHAIRAKH 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: 15



MATES
 Hit Dice: 4
 Damage Done: By Weapon
 Armour Class: 8
 Treasure Class: B
 Junk Class: B
 Class: Humanoid- Greyhound head
 Height: 2M
 Color: Grey
 Special Abilities: 1. Invisible at will 2. STR=22 (+4 dam.) 3. Hit only by magic or energy 4. Interested only in torture.
 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



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



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



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



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



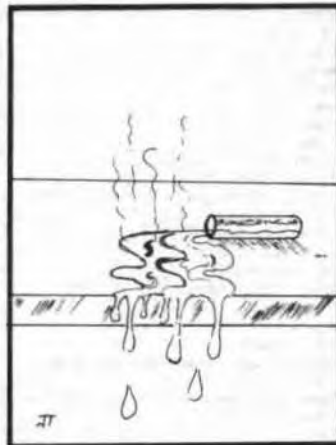
MESSEL

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.
 Category: Land & Water
 In Dungeon: Y
 Our Monster: Y
 Usage Code: Pet
 Origin Code: The Dragon's Byte
 Gravity Code: .9 to 3 G's
 Environment Code: 0- Water (fresh)
 Temperature Range Code: E Semi-cold (5 to 25 degrees)
 Base Experience Points for Killing Monster: 20



MIXEL

Hit Dice: 4
 Damage Done: Poison (12)/1/A/M
 Armour Class: 5
 Treasure Class:
 Junk Class:
 Class: Hybrid - Organic Liquid/
 Radium Gas
 Height: 3.5 M
 Color: Grey
 Special Abilities: 1. Destroyed by sunlight and fire 2. Magic weapons do double damage 3. Poison (12)
 Category: Land & Water
 In Dungeon: Y
 Our Monster: Y
 Usage Code: Vano
 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: 3
 Damage Done: 1-8/M By Ripping--
 1-4/M By Cold
 Armour Class: 8
 Treasure Class:
 Junk Class:
 Class: Animated Snowstorm
 Height: 5M
 Color: White
 Special Abilities: 1. Hit only by magic or energy 2. Controllable easily by 1 PSP/M
 Category: Land
 In Dungeon: N
 Our Monster: Y
 Usage Code: --
 Origin Code: The Dragon's Byte
 Gravity Code: .9 to 3 G's
 Environment Code: --
 Temperature Range Code: D- Cold (-15 to 5 degrees)
 Base Experience Points for Killing Monster: 100



MNAIR

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



MILIKOI

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



MONGOOSE

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



MINXALLE

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



MONGOOSE (Giant)

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



MONKEY (Shug)

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

**MOTHER MONSTER**

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

**MONKEY (Spider)**

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

**MUDWAMP (Giant)**

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

**MOOSE**

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

**MUMMIFIER**

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

**MORFANG**

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

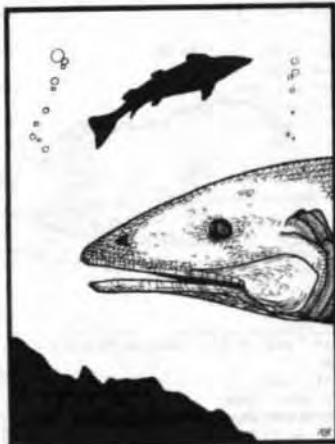
**MUNTJAC**

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



MUSKEE (Giant)

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



NETHER DEMON

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



NAU

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



NIGHT WATCHER

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



NECROPHAGUS

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



NIGHTHAWK

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



NEEMU

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



NIGHTINGALE OF CENTURIES

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



NUNYUNUWI

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

Category: 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.

Category: 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).

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

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



OCTOPUS (Blue Ringed)

Hit Dice: 2
Damage Done: 1-2 By Beak (Poison) (18)
Armour Class: 7
Treasure Class:
Junk Class:
Class: Octopus
Height: .5M
Color: Blue Ringing Black
Category: 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



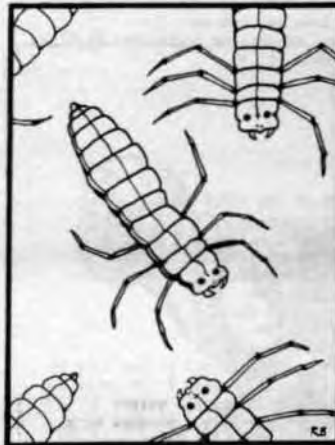
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Hit Dice: 1
Damage Done: 1-4 By Bite
Armour Class: 7
Treasure Class:
Junk Class:
Class: Shrew
Height: 1M
Color: Brown
Special Abilities: 1. Aka "Eater of Eggs"
Category: Land
In Dungeon: Y
Our Monster: Y
Usage Code: Pet
Origin Code: The Dragon's Byte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



OGUH HRA OREZOKO

Hit Dice: .2
Damage Done: 1-2/day
Armour Class: 7
Treasure Class:
Junk Class:
Class: Maggot
Height: .2M
Color: Grey
Special Abilities: 1. Aka "Eater of Wings" 2. Anesthetic bite 3. Eats leathery wings.
Category: Land
In Dungeon: Y
Our Monster: Y
Usage Code: --
Origin Code: The Dragon's Byte
Gravity Code: .9 to 3 G's
Environment Code: D- Forest
Temperature Range Code: H- Semi-hot (30 to 40 degrees)
Base Experience Points for Killing Monster: 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"
Category: Land & Air
In Dungeon: N
Our Monster: Y
Usage Code: --
Origin Code: The Dragon's Byte
Gravity Code: .9 to 3 G's
Environment Code: G-Mountain
Temperature Range Code: H- Semi-hot (30 to 40 degrees)
Base Experience Points for Killing Monster: 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.
Category: Undead
In Dungeon: N
Our Monster: Y
Usage Code: --
Origin Code: The Dragon's Byte
Gravity Code: .9 to 3 G's
Environment Code: G- Mountain
Temperature Range Code: H-Semi-hot (30 to 40 degrees)
Base Experience Points for Killing Monster: 130



ONE OF THE LEFT PATH

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



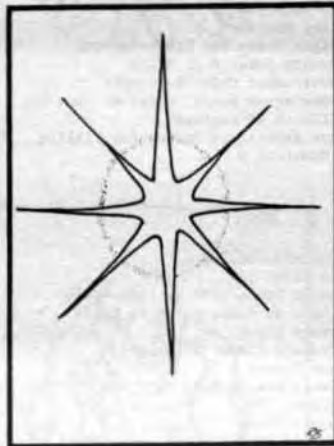
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Hit Dice: 12
 Damage Done: By Weapon
 Armour Class: 3
 Treasure Class: !
 Junk Class: A
 Class: Humanoid 2 Horns/3 Eyes/fingers/Toes
 Height: 2M
 Color: Pink/Red/Crey
 Special Abilities: 1. Uses Mallet or Iron stake (1-6 or 1-8) 2. Use 16th Magic spells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



ONE OF THE PEACEFUL WAY

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



ORANGATANG

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



ORDEL

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



ONE OF THE RIGHT PATH

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



ORIEL

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



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



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.
 Category: Air
 In Dungeon: Y
 Our Monster: Y
 Usage Code: Familiar
 Origin Code: The Dragon's Byte
 Gravity Code: .9 to 3 G's
 Environment Code: A- Air
 Temperature Range Code: H-Semi-hot
 (30 to 40 degrees)
 Special Environment Code: High
 Noxious Gas Content
 Base Experience Points for Killing
 Monster: 0



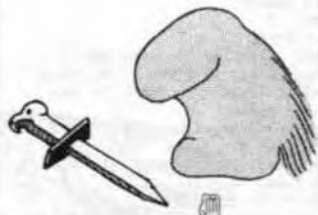
OSTRICH
 Hit Dice: 2
 Damage Done: 1-4 By Claws
 Armour Class: 7
 Treasure Class:
 Junk Class:
 Class: Bird- Flightless
 Height: 2M
 Color: Black & White
 Category: Land
 In Dungeon: N
 Our Monster: Y
 Usage Code: --
 Origin Code: Africa
 Gravity Code: .9 to 3 G's
 Environment Code: H - Plain
 Temperature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



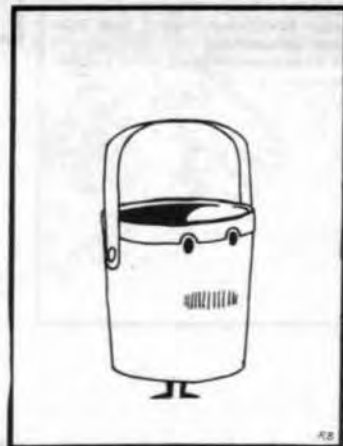
OZANES
 Hit Dice: 5
 Damage Done: None
 Armour Class: 8
 Treasure Class:
 Junk Class:
 Class: Dragon-Spirit
 Height: 5M
 Color: White
 Special Abilities: 1. Possesses one
 (100%-5% level-5%/int)
 to perform its assigned task 2.
 Summoned from another plane 3.
 Hit only by magic or energy.
 Category: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



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



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.
 Category: Land & Air
 In Dungeon:
 Our Monster: Y
 Usage Code: Guard
 Origin Code: Dragon's Byte
 Gravity Code: .9 to 3 G's
 Environment Code: A - Air
 Temperature Range Code: --
 Base Experience Points for Killing
 Monster: 30



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



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



PANTHER

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

**PEGASUR**

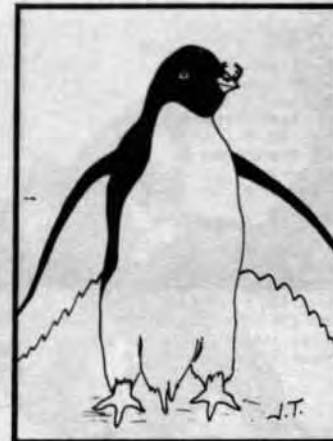
Hit Dice: 3
 Damage Done: 1-4 2A/M By Hooves
 1-4 By Bite
 Armour Class: 7
 Treasure Class:
 Junk Class:
 Class: Horse- Lizard Head/Wings
 Height: 2M
 Color: Black & Red
 Category: Land & Air
 In Dungeon: N
 Our Monster: Y
 Usage Code: Mount
 Origin Code: Dragon's Byte
 Gravity Code: .9 to 3 G's
 Environment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

**PARI**

Hit Dice: 3
 Damage Done: None
 Armour Class: 8
 Treasure Class:
 Junk Class:
 Class: Non-corporeal
 Height: 2M
 Color: Invisible
 Special Abilities: 1. Inhabits
 pleasant places. 2. Can be asked
 for advice (judge's option on
 answering), usually household or
 gardening things. 3. Hit only by
 magic or energy. 4. Occupies a
 body to answer questions.
 Category: Land
 In Dungeon: N
 Our Monster: Y
 Usage Code: --
 Origin Code: Persia
 Gravity Code: .9 to 3 G's
 Environment Code: D- Forest
 Temperature Range Code: G- Temperate
 Special Environment Code: High Nox-
 ious gas content
 Base Experience Points for Killing
 Monster: 0

**PENGUIN (DP)**

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

**PERSON (Airy)**

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

**PDOLSYN**

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

**PERSON (Good)**

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



PERSON (Celestial)

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

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



PIG 2

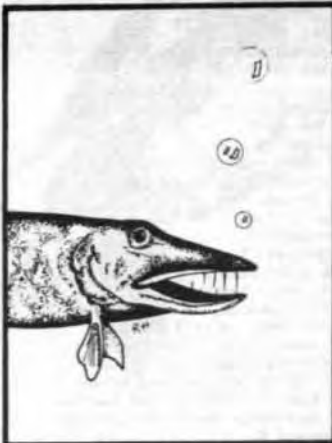
Hit Dice: 1
Damage Done: 1-2 By Bite
Armour Class: 7
Treasure Class:
Junk Class:
Class: Pig
Height: 1M
Color: Brown
Special Abilities: 1. Bite cures cancer

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



PIKE (Giant)

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



PNIMIL

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



POKOMO

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

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



PONSHO

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



PONSHO-TRAG

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



PORCUPINE

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



PRAMEMPITS

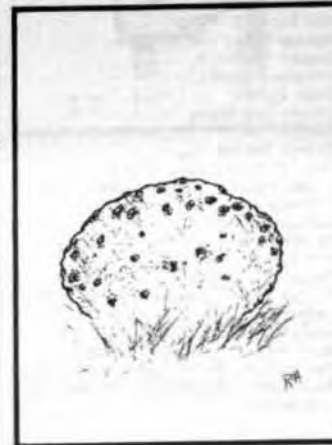
Hit Dice: 7
 Damage Done: 1-10 2A/M By Claws
 1-6 Subdual by Wing
 Armour Class: 6
 Treasure Class: I
 Junk Class: I
 Class: Owl- Human Face/Hairy/Big Feet
 Height: 6M
 Color: White
 Category: Land & Air
 In Dungeon: N
 Our Monster: Y
 Usage Code: Sample
 Origin Code: Comanchee
 Gravity Code: .9 to 3 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
 Category: Land
 In Dungeon: Y
 Our Monster: Y
 Usage Code: Guard
 Origin Code: Alan Burt Akers - Dray Prescott
 Gravity Code: .9 to 3 G's
 Environment Code: D- Forest
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)
 Base Experience Points for Killing Monster: 50

**PUFF BALL (Kryptonian)**

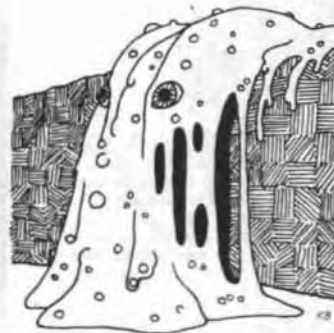
Hit Dice: 3
 Damage Done: None
 Armour Class: 9
 Treasure Class:
 Junk Class:
 Class: Puff Ball - Kryptonian Spores
 Height: 1M
 Color: Green
 Special Abilities: 1. Spores enable inhaler to fly for 1 Hour.
 Category: Land & Air
 In Dungeon: Y
 Our Monster: Y
 Usage Code: Sample
 Origin Code: Dragon's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

**PUPPETEER**

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

**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
 Category: Land
 In Dungeon: Y
 Our Monster: Y
 Usage Code: Sample
 Origin Code: The Dragon's Byte
 Gravity Code: .9 to 3 G's
 Environment Code: L- Swamp
 Temperature Range Code: I - Hot (40 to 80 degrees)
 Base Experience Points for Killing Monster: 80

**PURR MOOAR**

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

**PYRAMID BUILDER**

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

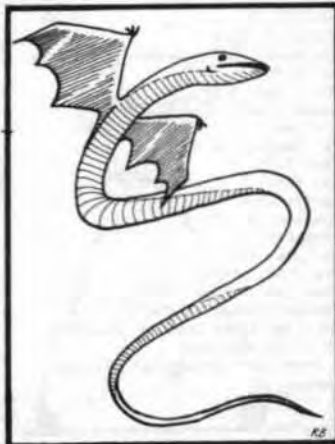
**QUAKER**

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



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.
 Category: Land & Air
 In Dungeon: N
 Our Monster: Y
 Usage Code: Pet
 Origin Code: Aztec
 Gravity Code: .9 to 3 G's
 Environment Code: D- Forest
 Temperature Range Code: H- Semi-hot
 (30 to 40 degrees)
 Base Experience Points for Killing
 Monster: 0

**QUOFFA**

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

**RA HRA UZATHAZOZE**

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 20X/M
 Category: Land & Air
 In Dungeon: N
 Our Monster: Y
 Usage Code: --
 Origin Code: The Dragon's Byte
 Gravity Code: .9 to 3 G's
 Environment Code: A- Air
 Temperature Range Code: H- Semi-hot
 (30 to 40 degrees)
 Base Experience Points for Killing
 Monster: 340

**RA HRA Z**

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

**RA HUH**

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

**RABANTLER**

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

**RAST**

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

**RAT (Dimension)**

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



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



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



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



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



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



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



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



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



RUBBERADO

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

**RUST MONSTER 1**

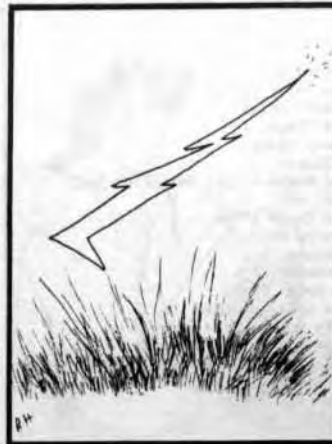
Hit Dice: 5
 Damage Done: 1-4 2A/M By Claws 2-8 By Bite
 Armour Class: 5
 Treasure Class: F
 Junk Class: F
 Class: Mammalia- Feline
 Height: 3M
 Color: Red
 Special Abilities: 1. Rust touch 2. Eats rust
 Category: Land
 In Dungeon: Y
 Our Monster: Y
 Usage Code: Pet
 Origin Code: Dragon's Byte
 Gravity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

**RUSTER**

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

**SOFORÉE**

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

**SANNEK**

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

**SANY (Cal-)**

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

**SANY (Her-)**

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

**SANY (Prey-)**

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



SARU -NO-FUTACHI

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

**SCRAMBLER**

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

**SEKHITU**

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

**SEMI**

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

**SENNIN**

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

**SERPENT (LA-)**

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

**SERPENT (Slime)**

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

**SERRA**

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



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



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



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



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



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



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



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



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

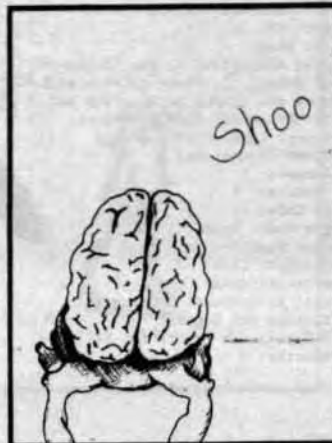


SHOJO

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

**SHOO MONSTER**

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

**SHORGORTZ**

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

**SHUCK (Black)**

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

**SHUCK (Essex)**

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

**SHUCK (Norfolk)**

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

**SIKULOKOBUZUKA**

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



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



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



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



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



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



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

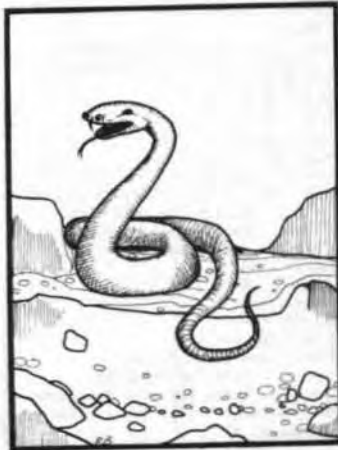


SLIDE ROCK BOLTER
 Hit Dice: .5
 Damage Done: 1-4 By Bite
 Armour Class: 7
 Treasure Class:
 Junk Class:
 Class: Lizard
 Height: .5M
 Color: Grey-brown
 Special Abilities: 1. Sits on top of a hill waiting for food, then rushes down the hill and gobbles it (i.e., the player) up.
 Category: Land
 In Dungeon: 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.

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



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



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



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



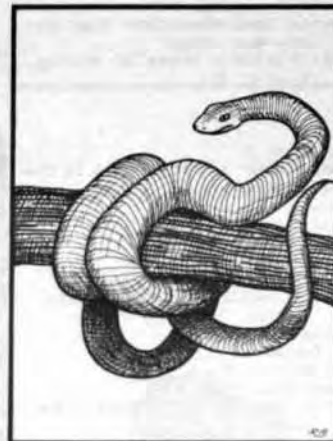
SNAKE (Ruby)
 Hit Dice: 2
 Damage Done: 1-2 By Bite (V)
 Armour Class: 7
 Treasure Class:
 Junk Class:
 Class: Snake
 Height: .2M
 Color: Brown/Red-Head
 Special Abilities: 1. Venom transforms one into a ruby
 Category: Land
 In Dungeon: Y
 Our Monster: Y
 Usage Code: --
 Origin Code: The Dragon's Byte
 Gravity Code: .9 to 3 G's
 Environment Code: D- Forest
 Temperature Range Code: H- Semi-hot (30 to 40 degrees)
 Base Experience Points for Killing Monster: 5



SNAKE (Wood)
 Hit Dice: 1
 Damage Done: 1-4 By Bite
 Armour Class: 7
 Treasure Class:
 Junk Class:
 Class: Snake
 Height: 1M
 Color: Brown
 Special Abilities: 1. Transmute flesh to Wood, which it then eats 2. Eyes are 1000 GP gems.
 Category: Land
 In Dungeon: Y
 In Dungeon: Y
 Our Monster:
 Usage Code: Venom
 Origin Code: The Dragon's Byte
 Gravity Code: --
 Environment Code: D- Forest
 Temperature Range Code: F- Fair (25 to 30 degrees)
 Base Experience Points for Killing Monster: 40



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



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



SNEEZER

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

**SNIPE**

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

**SNIVLER**

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

**SPECTRE OF MUTUAL LOATHIN**

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

**SPIDER (Garden)**

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

**SPIDER (Goblin)**

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

**SPIDER (Hypnotic)**

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

**SPIDER (Pool)**

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



SPIDER (Slime)

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

**SPIRIT (Peyotl)**

Hit Dice: 2
 Damage Done: None
 Armour Class: 9
 Treasure Class:
 Junk Class:
 Class: Man - Peyotl Button in Palm
 Height: 2M
 Color: Coppery
 Special Abilities: 1. It will visit one on occasion. During that time one will have the chance to grab the peyotl button (5X +52/level). If grabbed it gives one REMOTE SENSING 3/week+ LoE.
 2. Hit only by magic or energy.
 Category: Other-Dimensional
 In Dungeon: Y
 Our Monster: Y
 Usage Code: Familiar
 Origin Code: Comanches
 Gravity Code: --
 Environment Code: --
 Temperature Range Code: --
 Special Environment Code: High
 Noxious Gas Content
 Base Experience Points for Killing Monster: 0

**SPIDER (Vacuum)**

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

**SPIRIT (Protective)**

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

**SPIDER (Water)**

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

**SPIRIT OF SIN**

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

**SPIDER (Wolf)**

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

**SQUIRREL (Grey)**

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



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



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



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



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



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



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



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



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



SUCCUBUS

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

**SYTRA**

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

**SWALLOW 2**

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

**TAMAMO-NO-MAYE**

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

**SYEN**

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

**TANUKI**

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

**SYNTHOCERF**

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

**TANUWAS**

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



TCHAN DE BOULE

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

**TEPESON**

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

**TCHI-CO**

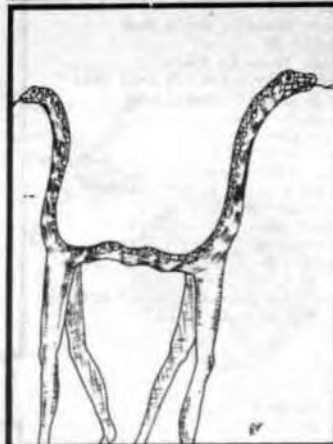
Hit Dice: 2
 Damage Done: 1-5 By Bite--
 1-4 2A/M By Claws
 Armour Class: 7
 Treasure Class:
 Junk Class:
 Class: Dog
 Height: 2M
 Color: Black
 Special Abilities: 1. 10% chance that it will hit a vital spot 2. +2 to Hit.
 Category: Land
 In Dungeon: Y
 Our Monster: Y
 Usage Code: Pet
 Origin Code: England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

**TER**

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

**THES-HRAU**

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

**TEPI**

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

**TIBREMAY**

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



TIGER-WOLF

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

**TIKLO**

Hit Dice: .2
 Damage Done: None
 Armour Class: 8
 Treasure Class:
 Junk Class:
 Class: Gecko
 Height: .2M
 Color: Golden
 Special Abilities: 1. Wiggles more than usual near magic.
 Category: Land & Other-Dimensional
 In Dungeon: Y
 Our Monster: Y
 Usage Code: Familiar
 Origin Code: Alan Burt Akers
 Dray Prescott
 Gravity Code: .9 to 3 G's
 Environment Code: 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
 Category: Land
 In Dungeon: Y
 Our Monster: Y
 Usage Code: Mount
 Origin Code: Alan Burt Akers
 Dray Prescott
 Gravity Code: .9 to 3 G's
 Environment Code: H - Plain
 Temperature Range Code: F - Fair (25 to 30 Degrees)
 Base Experience Points for Killing Monster: 60

**TIL (ZHAN-)**

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

**TIMBERDOODLE**

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

**TINKLE (HYPNO-)**

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

**TINKLE (MESSAGE-)**

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

**TINKLE (MICRO-)**

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



TINKLE (NOVA)

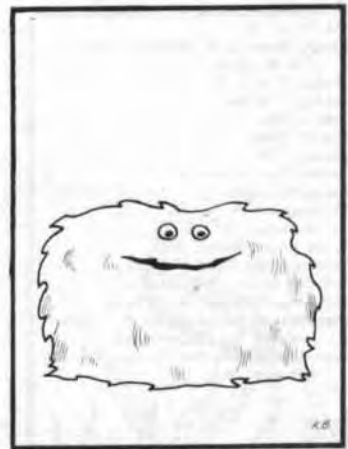
Hit Dice: 1
 Damage Done: Special
 Armour Class: 8
 Treasure Class:
 Junk Class:
 Class: Tinkle
 Height: .5M
 Color: Brown
 Special Abilities: 1. As a defensive measure, or on a psionic/magical command, it will self-immolate, creating a heat that will do 15HD/M within 3m and 1 less HD/M outside that.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

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

**TINKLE (POWDER PUFF)**

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

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

**TINKLE (TERROR)**

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

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

**TINKLE (PHOTO-) 1**

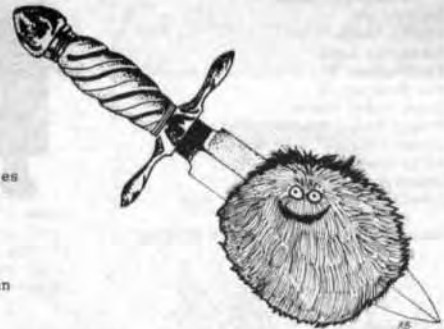
Hit Dice: .5
 Damage Done: None
 Armour Class: 8
 Treasure Class:
 Junk Class:
 Class: Tinkle
 Height: .5M
 Color: Variable
 Special Abilities: 1. This Tinkle produces a 2m diameter light of the color of the Tinkle. Every 10 minutes it can be prodded into producing a 5m diameter light for 3m, then it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

Category: Land & Other-Dimensional
 In Dungeon: Y
 Our Monster: Y
 Usage Code: Familiar
 Origin Code: Dragon's Byte
 Tinkles
 Gravity Code: .9 to 3 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

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

**TINKLE (PHOTO-) 2**

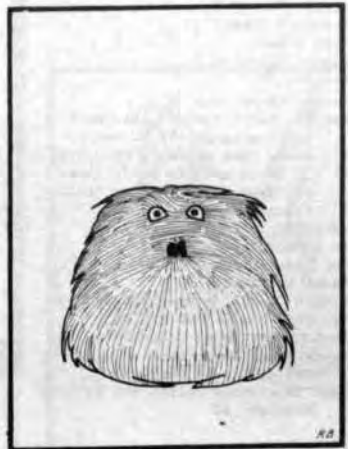
Hit Dice: .5
 Damage Done: Special
 Armour Class: 8
 Treasure Class:
 Junk Class:
 Class: Tinkle
 Color: Black
 Special Abilities: 1. This Tinkle absorbs light of any kind and stores it. This light may be released as a laser beam (4HD) 3 times per day. 2. It can also absorb up to 6 LoE of light from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

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

**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.

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



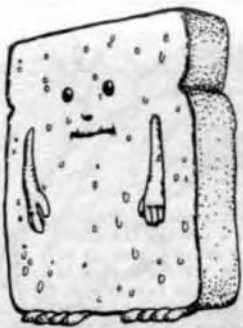
TOAD (RIDING)

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



TOAST

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



TOAST (BURNT)

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



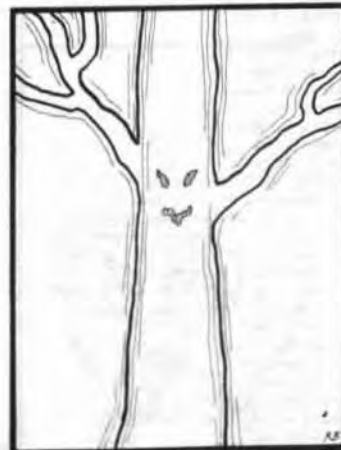
TOHS-UKAR

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



TREE (RED)

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



TREE (TRANSMUTER)

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



TREE - SQUEAK

Hit Dice: .2
 Damage Done: None
 Armour Class: 6
 Treasure Class:
 Junk Class:
 Class: Mouse
 Height: .2M
 Color: Brown
 Special Abilities: 1. Squeaks while
 camouflaged in the bark of a
 tree.
 Category: Land
 In Dungeon: Y
 Our Monster: Y
 Usage Code: --
 Origin Code: America
 Gravity Code: .9 to 3 G's
 Environment Code: D - Forest
 Temperature Range Code: 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
 Category: Land & Air
 In Dungeon: N
 Our Monster: Y
 Usage Code: Mount
 Origin Code: Alan Burt Akers
 Dray Prescott
 Gravity Code: .9 to 3 G's
 Environment Code: A - Air
 Temperature Range Code: F - Fair
 (25 to 30 Degrees)
 Base Experience Points for Killing
 Monster: 70



TRIPODERO

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

**TROUT 3**

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

**TRIX (LEEP-)**

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

**TSAGASI**

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

**TRIX (SEC-)**

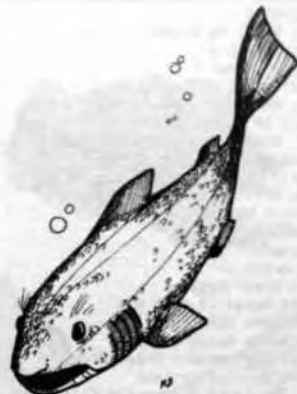
Hit Dice: 2
 Damage Done: 1-4 4A/M by hooves
 Armour Class: 7
 Treasure Class:
 Junk Class:
 Class: Horse - 6 Legs
 Height: 2M
 Color: Slate-Blue
 Special Abilities: Pricked ears
 Category: Land
 In Dungeon: N
 Our Monster: Y
 Usage Code: Mount
 Origin Code: Alan Burt Akers
 Dray Prescott
 Gravity Code: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

**TSAWASI**

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

**TROUT (BULL)**

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

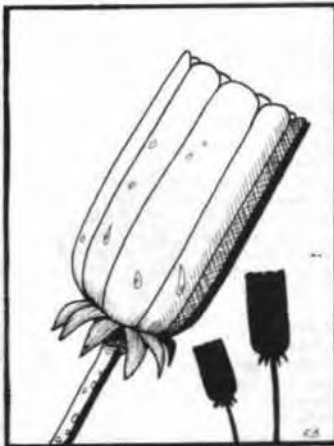
**TSODAR**

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



TULIP (MAN-EATING)

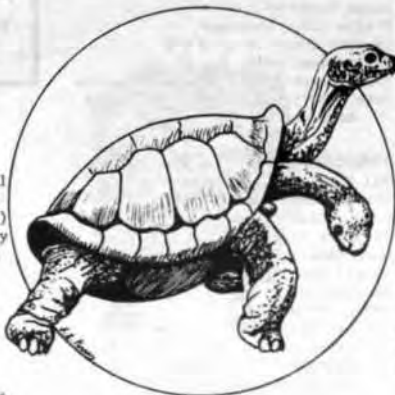
Hit Dice: 3
 Damage Done: 1-4/M By Digestion
 Armour Class: 8
 Treasure Class:
 Junk Class:
 Class: Tulip
 Height: 6M
 Color: Varies
 Category: Land
 In Dungeon: N
 Our Monster: Y
 Usage Code: --
 Origin Code: Dragon's Byte
 Gravity Code: .9 to 3 G's
 Environment Code: H - Plain
 Temperature Range Code: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

**TURKEY**

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

**TURTLE (TERROR)**

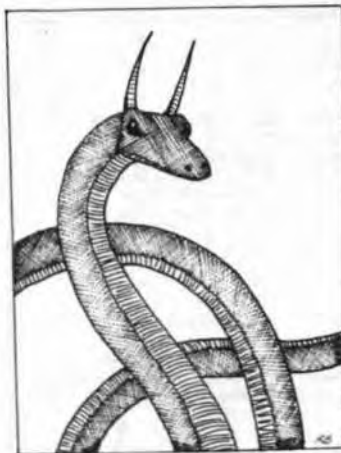
Hit Dice: 32
 Damage Done: 10-100 2A/M By Bite
 Armour Class: 4
 Treasure Class: H
 Junk Class: H
 Class: Turtle - 2 Headed
 Height: 16M
 Color: Grey
 Special Abilities: 1. Anti-magical shell, 8th Level. 2. Movement -3 3. CHARM PERSON (7th Level)
 4. Molecular agitation (1-8 by touch). 5. Sonic vibrators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

**UKSHUKI**

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

**UKTENA**

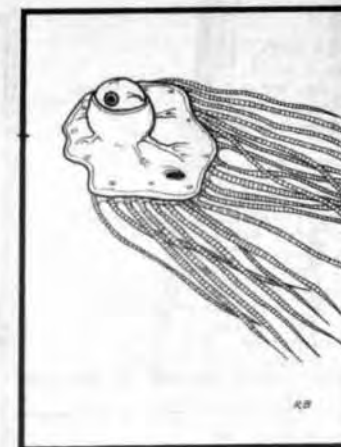
Hit Dice: 8
 Damage Done: 1-8
 By Bite (P) -- 1-4 By Horns --
 1-10/M By Constriction
 Armour Class: 6
 Treasure Class: I
 Junk Class: I
 Class: Snake - Horns on Head
 Height: 8M
 Color: Black
 Special Abilities: 1. Head contains an Ulunsuri. 2. Poison (20) 3. Blood is Contact Poison (18)
 4. Vicious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

**UKTENA (RIDING)**

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

**ULLAISHOA**

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

**UNDEAD 2**

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



UNDEAD BANE

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

**UNHOLY TINKLER**

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

**UNICORN 6**

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

**USR OG RAH**

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

**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.
 Category: Land
 In Dungeon: Y
 Our Monster: Y
 Usage Code: --
 Origin Code: Cherokee
 Gravity Code: .9 to 3 G's
 Temperature Range Code: G-Temperate
 Base Experience Points for Killing Monster: 80

**UTLANTA**

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

**UTSANATI**

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

**VAMPIRE (SABAL)**

Hit Dice: 3
 Damage Done: 1-4 2A/M By Claws -- 1-4 By Bite -- 1-2 STR by Blood-drain.
 Armour Class: 7
 Treasure Class: D
 Junk Class: D
 Class: Ape
 Height: 1.5 M
 Color: Black - Red Eyes
 Special Abilities: 1. Semi-Int. 2. Vicious
 Category: Land
 In Dungeon: Y
 Our Monster: Y
 Usage Code: --
 Origin Code: Alan Burt Akers Dray 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

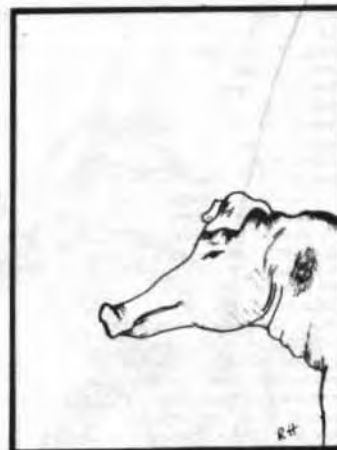


VAROU

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.
 Category: Land
 In Dungeon: Y
 Our Monster: Y
 Usage Code: --
 Origin Code: England
 Gravity Code: .9 to 3 G's
 Environment Code: D - Forest
 Temperature Range Code: G-Temperate
 Base Experience Points for Killin'
 Monster: 80

**VOSK**

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

**VOL (VAKLA-)**

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

**VOVE**

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

**VOL (WAF-)**

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

**VOVE (NIK-)**

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

**VOLZOID**

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

**VSGRAF**

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



WADEGE-ASKALI

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

**WAY-TENDER**

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

**WAILER**

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

**WERSTING**

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

**WASP (SPIRIT)**

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

**WHEATEAR**

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

**WATER SPOUTER**

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

**WIMPERER**

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



WIND WALKER

Hit Dice: 6
 Damage Done: 1-6 By Cold -- 1-6/M
 By 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 & RECHIVING (7th Level) 3. Fly 4. Gate to another location 3/day 5. Semi-Int.

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

**WOLFO**

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

**WOLVERINE (GIANT)**

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

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

**WING-WANG**

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

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

**WITCH (SEA)**

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

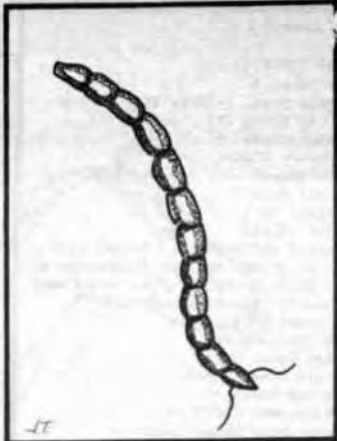
Category: Water
 In Dungeon: N
 Our Monster: Y
 Usage Code: --
 Origin Code: England
 Gravity Code: .9 to 3 G's
 Environment Code: P - Water (Salt)
 Temperature Range Code: G-Temperate
 Base Experience Points for Killing Monster: 60

**WORM (BURN)**

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

Category: Land
 In Dungeon: Y
 Our Monster: Y
 Usage Code: --
 Origin Code: The Dragon's Byte
 Gravity Code: .9 to 3 G's
 Environment Code: N - Underground (Deep)
 Temperature Range Code: J - Very Hot (80 to 200 Degrees): Return
 K - Super Hot (200 to 600 Degrees)

Special Environment Code: High Noxious Gas Content
 Base Experience Points for Killing Monster: 980

**WORM (GLOW)**

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

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

**WOLF (RIDING)**

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



WRAITH (FARNE)

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

**YAJUJ**

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

**WUNK**

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

**YAMA OTOKO**

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

**WYSPE**

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

**YAMA UBA 2**

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

**XI**

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

**YAMA-UBA 1**

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

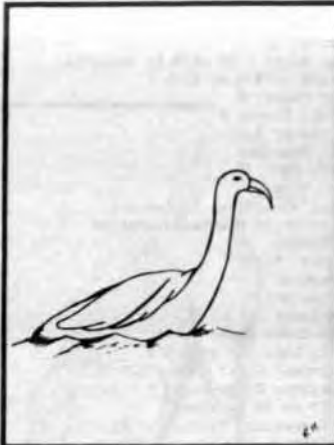


YAN (CHY-)

Hit Dice: 3
 Damage Done: 1-6 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
 Category: Land & Air
 In Dungeon: N
 Our Monster: Y
 Usage Code: --
 Origin Code: Alan Burt Akers
 Dray Prescott
 Gravity Code: .9 to 3 G's
 Environment Code: A - Air
 Temperature Range Code: F - Fair
 (25 to 30 Degrees)
 Base Experience Points for Killing
 Monster: 50

**YAN (ZH-)**

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

**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 dm)
 Category: Land
 In Dungeon: N
 Our Monster: Y
 Usage Code: Mount
 Origin Code: England
 Gravity Code: .9 to 3 G's
 Environment Code: H - Plain
 Temperature Range Code: G-Temperate
 Base Experience Points for Killing
 Monster: 550

**YERKEL**

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

**YUKI-ONNA**

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

**YUNWI AMAIYINEHI**

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

**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
 - 60X permanence). 5. Food of
 music and dancing. 6. Wear
 armour.
 Category: Other-Dimensional
 In Dungeon: Y
 Our Monster: Y
 Usage Code: --
 Origin Code: Cherokee
 Gravity Code: .9 to 3 G's
 Environment Code: G - Mountain
 Temperature Range Code: G-Temperate
 Base Experience Points for Killing
 Monster: 140

**YUREI**

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



YUREI (FUNA-)

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

**ZUEJZO (KTE-)**

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

**ZASHIKI-BOKKO**

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

**ZUEJZO (OSKAZO-)**

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

**ZEBRA**

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

**ZORCA**

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



Introduction

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

Mind Blast and Shielding

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



Psionic Attack Chart

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

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

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

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

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

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

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

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

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

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

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

Distributional Effects of Omnidirectional Mind Blasts

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

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

A crude chart of this effect is as follows:

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

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

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

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

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