

The Vernon Spoilers

Monster Manual

Version 1.1 for NetHack 3.2.2

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Name: **Aleax**
 Base level: 10
 Speed: 8
 Base AC: 0
 Base MR: 30
 Alignment: 7
 Frequency: Very rare, never in Gehennom
 Genocidable: No
 ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 1d6

Projectile as weapon, or if in range, uses melee weapon for 1d6

Kick: 1d4

Weight: 1450
 Nutritional value: 400 (but leaves no corpse)
 Size: 2
 Resistances: cold, sleep, electricity, poison
 Resistances conveyed by eating: None

An Aleax is humanoid. It can see invisible creatures.

An Aleax, according to the AD&D Fiend Folio, is a creature that looks exactly like the character, and is sent by the character's god to punish alignment violations. Obviously—and luckily—in Nethack this is not the case.

AMOEBOID

These giant amoeboid creatures look like nothing more than puddles of slime, but they both live and move, feeding on metal or wood as well as the occasional dungeon explorer to supplement their diet.

Name: **acid blob**
 Base level: 1
 Speed: 3
 Base AC: 8
 Base MR: 0
 Alignment: 0
 Frequency: Quite rare
 Genocidable: Yes
 ATTACK(S):

Passive only

Weight: 30
 Nutritional value: 10
 Size: 0
 Resistances: sleep, poison, acid, petrification
 Resistances conveyed by eating: None

An acid blob can flow under doors. Due to its unusual body chemistry, It has no need to breathe. It has no eyes, and is therefore impervious to gaze and blindness attacks. It has no mind, and is therefore not detectable via telepathy. An acid blob has no limbs and no head. It is acidic if eaten.

Name: **black pudding**
 Base level: 10
 Speed: 6
 Base AC: 6
 Base MR: 0
 Alignment: 0
 Frequency: Very rare
 Genocidable: Yes

ATTACK(S):
 Rusts for 3d8
 Weight: 900
 Nutritional value: 250
 Size: 3

Resistances: cold, electricity, poison, acid, petrification
 Resistances conveyed by eating: cold, electricity, poison

A black pudding can flow under doors. Due to its unusual body chemistry, It has no need to breathe. It has no eyes, and is therefore impervious to gaze and blindness attacks. It has no mind, and is therefore not detectable via telepathy. A black pudding has no limbs and no head. It is acidic if eaten. It is an omnivore.

Name: **blue jelly**
 Base level: 4
 Speed: 0
 Base AC: 8
 Base MR: 10
 Alignment: 0
 Frequency: Quite rare
 Genocidable: Yes
 ATTACK(S):

Passive only

Weight: 50
 Nutritional value: 20
 Size: 2
 Resistances: cold, poison
 Resistances conveyed by eating: cold, poison

A blue jelly can flow under doors. Due to its unusual body chemistry, It has no need to breathe. It has no eyes, and is therefore impervious to gaze and blindness attacks. It has no mind, and is therefore not detectable via telepathy. A blue jelly has no limbs and no head.

Name: **brown pudding**
 Base level: 5
 Speed: 3
 Base AC: 8
 Base MR: 0
 Alignment: 0
 Frequency: Very rare
 Genocidable: Yes
 ATTACK(S):

Decays for 0d0

Weight: 500
 Nutritional value: 250
 Size: 2
 Resistances: cold, electricity, poison, acid, petrification
 Resistances conveyed by eating: cold, electricity, poison

A brown pudding can flow under doors. Due to its unusual body chemistry, It has no need to breathe. It has no eyes, and is therefore impervious to gaze and blindness attacks. It has no mind, and is therefore not detectable via telepathy. A brown pudding has no limbs and no head. It is acidic if eaten. It is an omnivore.

Name: **gelatinous cube**
 Base level: 6
 Speed: 6

Base AC: 8
 Base MR: 0
 Alignment: 0
 Frequency: Quite rare
 Genocidable: Yes
 ATTACK(S):
 Paralyses
 Weight: 600
 Nutritional value: 150
 Size: 3
 Resistances: fire, cold, sleep, electricity, poison, acid,
 petrification
 Resistances conveyed by eating: fire, cold, sleep, electricity

A gelatinous cube has no eyes, and is therefore impervious to gaze and blindness attacks. It has no mind, and is therefore not detectable via telepathy. It has no limbs and no head. It is acidic if eaten. A gelatinous cube is an omnivore.

Name: **gray ooze**
 Base level: 3
 Speed: 1
 Base AC: 8
 Base MR: 0
 Alignment: 0
 Frequency: Quite rare
 Genocidable: Yes
 ATTACK(S):
 Rusts for 2d8
 Weight: 500
 Nutritional value: 250
 Size: 2
 Resistances: fire, cold, poison, acid, petrification
 Resistances conveyed by eating: fire, cold, poison

A gray ooze can flow under doors. Due to its unusual body chemistry, It has no need to breathe. It has no eyes, and is therefore impervious to gaze and blindness attacks. It has no mind, and is therefore not detectable via telepathy. A gray ooze has no limbs and no head. It is acidic if eaten. It is an omnivore.

Name: **ochre jelly**
 Base level: 6
 Speed: 3
 Base AC: 8
 Base MR: 20
 Alignment: 0
 Frequency: Quite rare
 Genocidable: Yes
 ATTACK(S):
 Engulfs and covers with acidic slime: 3d6
 Weight: 50
 Nutritional value: 20
 Size: 2
 Resistances: acid, petrification
 Resistances conveyed by eating: None

An ochre jelly can flow under doors. Due to its unusual body chemistry, It has no need to breathe. It has no eyes, and is therefore impervious to gaze and blindness attacks. It has no mind, and is therefore not detectable via telepathy. An ochre jelly has no limbs and no head. It is acidic if eaten.

Name: **quivering blob**
 Base level: 5
 Speed: 1
 Base AC: 8
 Base MR: 0
 Alignment: 0
 Frequency: Quite rare
 Genocidable: Yes
 ATTACK(S):
 Touch: 1d8
 Weight: 200
 Nutritional value: 100
 Size: 1
 Resistances: sleep, poison
 Resistances conveyed by eating: poison

A quivering blob has no eyes, and is therefore impervious to gaze and blindness attacks. It has no mind, and is therefore not detectable via telepathy. It has no limbs and no head.

Name: **spotted jelly**
 Base level: 5
 Speed: 0
 Base AC: 8
 Base MR: 10
 Alignment: 0
 Frequency: Very rare
 Genocidable: Yes
 ATTACK(S):
 Passive only
 Weight: 50
 Nutritional value: 20
 Size: 2
 Resistances: acid, petrification
 Resistances conveyed by eating: None

A spotted jelly can flow under doors. Due to its unusual body chemistry, It has no need to breathe. It has no eyes, and is therefore impervious to gaze and blindness attacks. It has no mind, and is therefore not detectable via telepathy. A spotted jelly has no limbs and no head. It is acidic if eaten.

Name: **Angel**
 Base level: 14
 Speed: 10
 Base AC: -4
 Base MR: 55
 Alignment: 12
 Frequency: Very rare, never in Gehennom
 Genocidable: No
 ATTACK(S):
 Projectile as weapon, or if in range, uses melee
 weapon for 1d6
 Claw: 1d4
 Projectile as weapon, or if in range, uses melee
 weapon for 1d6
 Magical missiles: 2d6 if at a distance, else
 (level/2+1)d6
 Weight: 1450
 Nutritional value: 400 (but leaves no corpse)
 Size: 2
 Resistances: cold, sleep, electricity, poison
 Resistances conveyed by eating: None

An Angel is humanoid. It can see invisible creatures.

He answered and said unto them, He that soweth the good seed is the Son of man;

The field is the world; the good seed are the children of the kingdom; but the tares are the children of the wicked one; The enemy that sowed them is the devil; the harvest is the end of the world; and the reapers are the angels.

As therefore the tares are gathered and burned in the fire; so shall it be in the end of this world.

The Son of man shall send forth his angels, and they shall gather out of his kingdom all things that offend, and them which do iniquity;

And shall cast them into a furnace of fire: there shall be wailing and gnashing of teeth.

...

So shall it be at the end of the world: the angels shall come forth, and sever the wicked from among the just,

And shall cast them into the furnace of fire: there shall be wailing and gnashing of teeth.

the Gospel after Matthew, 13:37–42,49–50

ANT

This giant variety of the ordinary ant will fight just as fiercely as its small, distant cousin. Various varieties exist, and they are known and feared for the relentless persecution of their victims.

Name: **ant, fire**

Base level: 3

Speed: 18

Base AC: 3

Base MR: 10

Alignment: 0

Frequency: Very rare, normally appears in small groups

Genocidable: Yes

ATTACK(S):

Bite: 2d4

Burns with fire for 2d4

Weight: 30

Nutritional value: 10

Size: 0

Resistances: fire

Resistances conveyed by eating: fire

A fire ant has an animal body. It has no hands. It is able to lay eggs. It is a carnivore.

Name: **ant, giant**

Base level: 2

Speed: 18

Base AC: 3

Base MR: 0

Alignment: 0

Frequency: Rare, normally appears in small groups

Genocidable: Yes

ATTACK(S):

Bite: 1d4

Weight: 10

Nutritional value: 10

Size: 0

Resistances: None

Resistances conveyed by eating: None

A giant ant has an animal body. It has no hands. It is able to lay eggs. It is a carnivore.

Name: **ant, soldier**

Base level: 3

Speed: 18

Base AC: 3

Base MR: 0

Alignment: 0

Frequency: Quite rare, normally appears in small groups

Genocidable: Yes

ATTACK(S):

Bite: 2d4

Sting: Strength draining poison

Weight: 20

Nutritional value: 5

Size: 0

Resistances: poison

Resistances conveyed by eating: poison

A soldier ant has an animal body. It has no hands. It is able to lay eggs. It is poisonous if eaten. A soldier ant is a carnivore.

Name: **ape**

Base level: 4

Speed: 12

Base AC: 6

Base MR: 0

Alignment: 0

Frequency: Quite rare, normally appears in small groups

Genocidable: Yes

ATTACK(S):

Claw: 1d3

Claw: 1d3

Bite: 1d6

Weight: 1100

Nutritional value: 500

Size: 3

Resistances: None

Resistances conveyed by eating: None

An ape has an animal body with a humanoid shape. It is a carnivore.

Name: **ape, carnivorous**

Base level: 6

Speed: 12

Base AC: 6

Base MR: 0

Alignment: 0

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Claw: 1d4

Claw: 1d4

Bearhug: 1d8

Weight: 1250

Nutritional value: 550

Size: 3

Resistances: None

Resistances conveyed by eating: None

A carnivorous ape has an animal body with a humanoid shape. It is a carnivore.

APOCALYPTIC HORSEMEN

Pestilence: And I saw when the Lamb opened one of the seals, and I heard, as it were the noise of thunder, one of the four beasts saying, Come and see.

And I saw, and behold a white horse: and he that sat on him had a bow; and a crown was given unto him: and he went forth conquering, and to conquer.

War: And when he had opened the second seal, I heard the second beast say, Come and see.

And there went out another horse that was red: and power was given to him that sat thereon to take peace from the earth, and that they should kill one another: and there was given unto him a great sword.

Famine: And when he had opened the third seal, I heard the third beast say, Come and see. And I beheld, and lo a black horse; and he that sat on him had a pair of balances in his hand.

And I heard a voice in the midst of the four beasts say, A measure of wheat for a penny, and three measures of barley for a penny; and see thou hurt not the oil and the wine.

Death: And when he had opened the fourth seal, I heard the voice of the fourth beast say, Come and see.

And I looked, and behold a pale horse: and his name that sat on him was Death, and Hell followed with him. And power was given unto them over the fourth part of the earth, to kill with sword, and with hunger, and with death, and with the beasts of the earth.

Revelations of John, 6:1–8

Name: **Death**

Base level: 30

Speed: 12

Base AC: -5

Base MR: 100

Alignment: 0

Frequency: unique, no random generation

Genocidable: No

ATTACK(S):

Touch of death for 8d8

Touch of death for 8d8

Weight: 1450

Nutritional value: 1

Size: 2

Resistances: fire, cold, sleep, electricity, poison, petrification

Resistances conveyed by eating: None

Death can fly/float. It is humanoid. It can regenerate itself. It can see invisible creatures, and has teleport control.

Name: **Famine**

Base level: 30

Speed: 12

Base AC: -5

Base MR: 100

Alignment: 0

Frequency: unique, no random generation

Genocidable: No

ATTACK(S):

Touch: 8d8 plus induces hunger

Touch: 8d8 plus induces hunger

Weight: 1450

Nutritional value: 1

Size: 2

Resistances: fire, cold, sleep, electricity, poison, petrification

Resistances conveyed by eating: None

Famine can fly/float. It is humanoid. It can regenerate itself. It can see invisible creatures, and has teleport control.

Name: **Pestilence**

Base level: 30

Speed: 12

Base AC: -5

Base MR: 100

Alignment: 0

Frequency: unique, no random generation

Genocidable: No

ATTACK(S):

Touch: 8d8 plus transmits disease

Touch: 8d8 plus transmits disease

Weight: 1450

Nutritional value: 1

Size: 2

Resistances: fire, cold, sleep, electricity, poison, petrification

Resistances conveyed by eating: None

Pestilence can fly/float. It is humanoid. It can regenerate itself. It can see invisible creatures, and has teleport control.

Name: **Archon**

Base level: 19

Speed: 16

Base AC: -6

Base MR: 80

Alignment: 15

Frequency: Very rare, never in Gehennom

Genocidable: No

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 2d4

Gaze stuns + blinds for 2d6 turns

Projectile as weapon, or if in range, uses melee weapon for 2d4

Claw: 1d8

Random magic spell with nominal damage of (level/3+4)d6

Weight: 1450

Nutritional value: 400 (but leaves no corpse)

Size: 3

Resistances: fire, cold, sleep, electricity, poison

Resistances conveyed by eating: None

An Archon can fly/float. It is humanoid. It can regenerate itself. It can see invisible creatures.

Archons are the primary inhabitants of the Seven Heavens. The five varieties of archon (Lantern, Hound, Warden, Sword, and Tome) have wholly different appearances. The various types look like spheres of light, dog-faced humanoids, bear-like humanoids, winged humanoids, and hawk-like humanoids respectively. Although there is a distinct hierarchy among the varieties, there is no rivalry or jealousy there. Each has his role to fulfil and that is recognition enough for an archon.

However strange and frightening their appearance, archons never seem evil. Rather, they appear as beings at peace with themselves and their environment.

Monstrous Compendium 8, by TSR inc.

Name: **Ashikaga Takauji**

Base level: 15

Speed: 15

Base AC: 0

Base MR: 40

Alignment: -13

Frequency: unique, no random generation

Genocidable: No

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 2d6

Projectile as weapon, or if in range, uses melee weapon for 2d6

Steals the amulet etc.

Weight: 1450

Nutritional value: 400

Size: 2

Resistances: None

Resistances conveyed by eating: None

Ashikaga Takauji is humanoid. He is an omnivore.

Ashikaga Takauji was a medieval daimyo of the Minamoto clan who joined forces with Emperor Go-Daigo to topple the Hojo regime.

On July 8, 1336, he and his samurai entered Kyoto, forced Go-Daigo to retire, after which he seized power himself and installed a puppet prince on the throne (the current Japanese imperial family are the descendants of this puppet emperor that Ashikaga installed).

Go-Daigo escaped though, wouldn't admit to have been defeated, and opened a new "capital" in Yoshino (south of Kyoto), where he and few of his descendants claimed to be running a government, known as the "Southern Court". The period between 1337 and 1392, when Japan was ruled by two courts, is known as the Nambokucho.

That "government" disappeared, naturally, after a few generations, and Ashikaga's Muromachi regime lasted for a long time. The last Ashikaga daimyo in power was the 14th descendant of Takauji.

Name: **Asmodeus**

Base level: 105

Speed: 12

Base AC: -7

Base MR: 90

Alignment: 20

Frequency: unique, only in Gehennom, no random generation

Genocidable: No

ATTACK(S):

Claw: 4d4

Magical cold: 6d6 if at a distance, else (level/3+6)d6

Weight: 1500

Nutritional value: 500 (but leaves no corpse)

Size: 4

Resistances: fire, cold, poison

Resistances conveyed by eating: None

Asmodeus can fly/float. He is humanoid. He can see invisible creatures. He is poisonous if eaten.

It is said that Asmodeus is the overlord over all of hell. His appearance, unlike many other demons and devils, is human apart from his horns and tail. He can freeze flesh with a touch.

Name: **Baalzebul**

Base level: 89

Speed: 9

Base AC: -5

Base MR: 85

Alignment: 20

Frequency: unique, only in Gehennom, no random generation

Genocidable: No

ATTACK(S):

Bite: Strength draining poison

Gaze stuns

Weight: 1500

Nutritional value: 500 (but leaves no corpse)

Size: 3

Resistances: fire, poison

Resistances conveyed by eating: None

Baalzebul can fly/float. He can see invisible creatures. He is poisonous if eaten.

Baalzebul has been known as the lord of the flies. His bite drips poison, and a mere glance into his eyes can stun the hapless invader of his realm.

Name: **balrog**

Base level: 16

Speed: 5

Base AC: -2

Base MR: 75

Alignment: -14

Frequency: Very rare, only in Gehennom

Genocidable: No

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 8d4

Projectile as weapon, or if in range, uses melee weapon for 4d6

Weight: 1450

Nutritional value: 400 (but leaves no corpse)

Size: 3

Resistances: fire, poison

Resistances conveyed by eating: None

A balrog can fly/float. It can see invisible creatures. It is poisonous if eaten.

... It came to the edge of the fire and the light faded as if a cloud had bent over it. Then with a rush it leaped the fissure. The flames roared up to greet it, and wreathed about it; and a black smoke swirled in the air. Its streaming mane kindled, and blazed behind it. In its right hand was a blade like a stabbing tongue of fire; in its left it held a whip of many thongs. "Ai, ai!" wailed Legolas. "A Balrog! A Balrog is come!"

The Fellowship of the Ring, by J.R.R. Tolkien

Name: **baluchitherium**

Base level: 14
 Speed: 12
 Base AC: 5
 Base MR: 0
 Alignment: 0
 Frequency: Quite rare
 Genocidable: Yes
 ATTACK(S):
 Claw: 5d4
 Claw: 5d4
 Weight: 3800
 Nutritional value: 800
 Size: 3
 Resistances: None
 Resistances conveyed by eating: None

A baluchitherium has an animal body. It has no hands. It has a thick hide. It is a herbivore.

Name: **barbarian**

Base level: 10
 Speed: 10
 Base AC: 10
 Base MR: 1
 Alignment: 0
 Frequency: no random generation
 Genocidable: No
 ATTACK(S):
 Projectile as weapon, or if in range, uses melee
 weapon for 1d6
 Weight: 1450
 Nutritional value: 400
 Size: 2
 Resistances: poison
 Resistances conveyed by eating: None

A barbarian is humanoid. It is an omnivore.

Hrun the Barbarian crept soundlessly along the corridors, which were lit with a light so violet that it was almost black. his earlier confusion was gone. This was obviously a magical temple, and that explained everything.

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Observe Hrun, as he leaps cat-footed across a suspicious tunnel mouth. Even in this violet light his skin gleams coppery. There is much gold about his person, in the form of anklets and wristlets, but otherwise he is naked except for a leopard-skin loincloth. He took that in the steaming forests of Howondaland, after killing its owner with his teeth.

In his right hand he carried the magical black sword Kring, which was forged from a thunderbolt and has a soul but suffers no scabbard. Hrun had stolen it only three days before from the impregnable palace of the Archmandrite of B'Ituni, and he was already regretting it. It was beginning to get on his nerves.

"I tell you it went down that last passage on the right," hissed Kring in a voice like the scrape of a blade over stone.

"Be silent!"

"All I said was—"

"Shut up!"

The colour of Magic, by Terry Pratchett

Name: **barbed devil**

Base level: 8
 Speed: 12
 Base AC: 0
 Base MR: 35
 Alignment: 8
 Frequency: Quite rare, only in Gehennom, normally appears in small groups
 Genocidable: No
 ATTACK(S):
 Claw: 2d4
 Claw: 2d4
 Sting: 3d4
 Weight: 1450
 Nutritional value: 400 (but leaves no corpse)
 Size: 2
 Resistances: fire, poison
 Resistances conveyed by eating: None

A barbed devil has a thick hide. It is poisonous if eaten.

Barbed devils lack any real special abilities, though they are quite difficult to kill.

Name: **barrow wight**

Base level: 3
 Speed: 12
 Base AC: 5
 Base MR: 5
 Alignment: -3
 Frequency: Very rare
 Genocidable: Yes
 ATTACK(S):
 Claw: 1d4
 Random magic spell with nominal damage of
 (level/3+1)d6
 Projectile as weapon, or if in range, uses melee
 weapon for 0d0
 Weight: 1200
 Nutritional value: 0 (but leaves no corpse)
 Size: 2
 Resistances: cold, sleep, poison
 Resistances conveyed by eating: None

Due to its unusual body chemistry, A barrow wight has no need to breathe. It is humanoid.

"Sam!" he called. "Pippin! Merry! come along! Why don't you keep up?"

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"Where are you?" he cried again, both angry and afraid.

"Here!" said a voice, deep and cold, that seemed to come out of the ground. "I am waiting for you!"

"No!" said Frodo; but he did not run away. His knees gave, and he fell on the ground. Nothing happened, and there was no sound. Trembling he looked up, in time to see a tall dark figure like a shadow against the stars. It leaned over him. He thought there were two eyes, very cold though lit with a pale light that seemed to come from some remote distance. Then a grip stronger and colder than iron seized him. The icy touch froze his bones, and he remembered no more.

When he came to himself again, for a moment he could recall nothing except a sense of dread. Then suddenly he knew that he was imprisoned, caught hopelessly; he was in a barrow. A Barrow-wight had taken him, and he was probably already under the dreadful spells of the Barrow-wights about which whispered tales spoke. He dared not move, but lay as he found himself: flat on his back upon a cold stone with his hands on his breast.

The Fellowship of the Ring, by J.R.R. Tolkien

Name: **bat**
 Base level: 0
 Speed: 22
 Base AC: 8
 Base MR: 0
 Alignment: 0
 Frequency: Very rare, normally appears in small groups
 Genocidable: Yes
 ATTACK(S):
 Bite: 1d4
 Weight: 20
 Nutritional value: 20
 Size: 0
 Resistances: None
 Resistances conveyed by eating: None

A bat can fly/float. It has an animal body. It has no hands. It is a carnivore.

Name: **bat, giant**
 Base level: 2
 Speed: 22
 Base AC: 7
 Base MR: 0
 Alignment: 0
 Frequency: Quite rare
 Genocidable: Yes
 ATTACK(S):
 Bite: 1d6
 Weight: 30
 Nutritional value: 30
 Size: 2
 Resistances: None
 Resistances conveyed by eating: None

A giant bat can fly/float. It has an animal body. It has no hands. It is a carnivore.

Name: **bee, killer**
 Base level: 1
 Speed: 18
 Base AC: -1
 Base MR: 0
 Alignment: 0
 Frequency: Quite rare, normally appears in large groups
 Genocidable: Yes
 ATTACK(S):
 Sting: Strength draining poison
 Weight: 1
 Nutritional value: 5
 Size: 0
 Resistances: poison
 Resistances conveyed by eating: poison

A killer bee can fly/float. She has an animal body. She has no hands. She is poisonous if eaten.

Name: **bee, queen**
 Base level: 9
 Speed: 24
 Base AC: -4
 Base MR: 0
 Alignment: 0
 Frequency: no random generation
 Genocidable: Yes
 ATTACK(S):
 Sting: Strength draining poison
 Weight: 1
 Nutritional value: 5
 Size: 0
 Resistances: poison
 Resistances conveyed by eating: poison

A queen bee can fly/float. She has an animal body. She has no hands. She is able to lay eggs. A queen bee is poisonous if eaten.

Name: **black light**
 Base level: 5
 Speed: 15
 Base AC: 0
 Base MR: 0
 Alignment: 0
 Frequency: Quite rare
 Genocidable: Yes
 ATTACK(S):
 Explodes in a blast of kaleidoscopic light, hallucinating for 10d12 (extra) turns
 Weight: 0
 Nutritional value: 0 (but leaves no corpse)
 Size: 1
 Resistances: fire, cold, sleep, disintegration, electricity, poison, acid, petrification
 Resistances conveyed by eating: None

A black light can fly/float, and flow under doors. Due to its unusual body chemistry, It has no need to breathe. It has an insubstantial body. It has no eyes, and is therefore impervious to gaze and blindness attacks. A black light has no mind, and is therefore not detectable via telepathy. It has no limbs and no head. It can see invisible creatures.

Name: **bone devil**
 Base level: 9
 Speed: 15
 Base AC: -1
 Base MR: 40
 Alignment: -9
 Frequency: Quite rare, only in Gehennom, normally appears in small groups
 Genocidable: No
 ATTACK(S):
 Projectile as weapon, or if in range, uses melee weapon for 3d4
 Sting: Strength draining poison
 Weight: 1450
 Nutritional value: 400 (but leaves no corpse)

Size: 3
 Resistances: fire, poison
 Resistances conveyed by eating: None

A bone devil is poisonous if eaten.

Bone devils attack with weapons and with a great hooked tail which causes a loss of strength to those they sting.

Name: **bugbear**

Base level: 3
 Speed: 9
 Base AC: 5
 Base MR: 0
 Alignment: -6
 Frequency: Very rare
 Genocidable: Yes
 ATTACK(S):
 Projectile as weapon, or if in range, uses melee
 weapon for 2d4
 Weight: 1250
 Nutritional value: 250
 Size: 3
 Resistances: None
 Resistances conveyed by eating: None

A bugbear is humanoid. It is an omnivore.

Bugbears are giant, hairy cousins of goblins who frequent the same areas as their smaller relatives. Bugbears are large and very muscular, standing 7' tall. Their hides range from light yellow to yellow brown and their thick coarse hair varies in colour from brown to brick red. Though vaguely humanoid in appearance, bugbears seem to contain the blood of some large carnivore. Their eyes recall those of some savage bestial animal, being greenish white with red pupils, while their ears are wedge shaped, rising from the top of their heads. A bugbear's mouth is full of long sharp fangs.

Bugbears have two main goals in life: survival and treasure. They are superb carnivores, winnowing out the weak and careless adventurer, monster, and animal. Goblins are always on their toes when bugbears are present, for the weak or stupid quickly end up in the stewpot.

Monstrous Manual, by TSR, Inc.

CAT

Well-known quadruped domestic animal from the family of predatory felines (*Felis ochreata domestica*), with a thick, soft pelt; often kept as a pet, to catch mice, etc.

Name: **housecat**
 Base level: 4
 Speed: 16
 Base AC: 5
 Base MR: 0
 Alignment: 0
 Frequency: Very rare
 Genocidable: Yes
 ATTACK(S):
 Bite: 1d6
 Weight: 200
 Nutritional value: 200
 Size: 1

Resistances: None
 Resistances conveyed by eating: None

A housecat has an animal body. It has no hands. It is a carnivore.

Name: **kitten**

Base level: 2
 Speed: 18
 Base AC: 6
 Base MR: 0
 Alignment: 0
 Frequency: Very rare
 Genocidable: Yes
 ATTACK(S):
 Bite: 1d6
 Weight: 150
 Nutritional value: 150
 Size: 1
 Resistances: None
 Resistances conveyed by eating: None

A kitten has an animal body. It has no hands. It is a carnivore.

Name: **cat, large**

Base level: 6
 Speed: 15
 Base AC: 4
 Base MR: 0
 Alignment: 0
 Frequency: Very rare
 Genocidable: Yes
 ATTACK(S):
 Bite: 2d4
 Weight: 250
 Nutritional value: 250
 Size: 1
 Resistances: None
 Resistances conveyed by eating: None

A large cat has an animal body. It has no hands. It is a carnivore.

CENTAUR

Of all the monsters put together by the Greek imagination the Centaurs (Kentauroi) constituted a class in themselves. Despite a strong streak of sensuality in their make-up, their normal behaviour was moral, and they took a kindly thought of man's welfare. The attempted outrage of Nessos on Deianeira, and that of the whole tribe of Centaurs on the Lapith women, are more than offset by the hospitality of Pholos and by the wisdom of Cheiron, physician, prophet, lyrist, and the instructor of Achilles. Further, the Centaurs were peculiar in that their nature, which united the body of a horse with the trunk and head of a man, involved an unthinkable duplication of vital organs and important members. So grotesque a combination seems almost un-Greek. These strange creatures were said to live in the caves and clefts of the mountains, myths associating them especially with the hills of Thessaly and the range of Erymanthos.

Mythology of all races, Vol. 1, pp. 270–271

Name: **centaur, forest**

Base level: 5
 Speed: 18
 Base AC: 3
 Base MR: 10
 Alignment: -1
 Frequency: Very rare
 Genocidable: Yes
 ATTACK(S):
 Projectile as weapon, or if in range, uses melee
 weapon for 1d8
 Kick: 1d6
 Weight: 2550
 Nutritional value: 600
 Size: 3
 Resistances: None
 Resistances conveyed by eating: None

A forest centaur is humanoid. It is an omnivore.

Name: **centaur, mountain**

Base level: 6
 Speed: 20
 Base AC: 2
 Base MR: 10
 Alignment: -3
 Frequency: Very rare
 Genocidable: Yes
 ATTACK(S):
 Projectile as weapon, or if in range, uses melee
 weapon for 1d10
 Kick: 1d6
 Kick: 1d6
 Weight: 2550
 Nutritional value: 500
 Size: 3
 Resistances: None
 Resistances conveyed by eating: None

A mountain centaur is humanoid. It is an omnivore.

Name: **centaur, plains**

Base level: 4
 Speed: 18
 Base AC: 4
 Base MR: 0
 Alignment: 0
 Frequency: Very rare
 Genocidable: Yes
 ATTACK(S):
 Projectile as weapon, or if in range, uses melee
 weapon for 1d6
 Kick: 1d6
 Weight: 2500
 Nutritional value: 500
 Size: 3
 Resistances: None
 Resistances conveyed by eating: None

A plains centaur is humanoid. It is an omnivore.

Name: **chameleon**

Base level: 6
 Speed: 5

Base AC: 6
 Base MR: 10
 Alignment: 0
 Frequency: Quite rare
 Genocidable: Yes
 ATTACK(S):
 Bite: 4d2
 Weight: 100
 Nutritional value: 100
 Size: 0
 Resistances: None
 Resistances conveyed by eating: None

A chameleon has an animal body. It has no hands. It is a carnivore.

1. Name of a family (*Chameleontidae*) and race (*Chameleo*) of scaly lizards, especially the *Chameleo vulgaris* species, with a short neck, claws, a grasping tail, a long, extendable tongue and mutually independent moving eyes. When it is scared or angry, it inflates itself and its transparent skin shows its blood: the skin first appears greenish, then darker and finally spotted red; the final colour depends on the background colour as well, hence (figurative) the implication of fickleness, unreliability. 2. **Capitalized:** a constellation of the southern hemisphere (Chameleo).

Van Dale's Groot Woordenboek der Nederlandse Taal

Name: **Chromatic Dragon**

Base level: 16
 Speed: 10
 Base AC: 0
 Base MR: 30
 Alignment: -14
 Frequency: unique, no random generation
 Genocidable: No
 ATTACK(S):
 Breaths random type: 6dx
 Random magic spell with nominal damage of
 (level/3+1)d6
 Steals the amulet etc.
 Bite: 4d8
 Bite: 4d8
 Sting: 1d6
 Weight: 4500
 Nutritional value: 1700
 Size: 7
 Resistances: fire, cold, sleep, disintegration, electricity,
 poison, acid, petrification
 Resistances conveyed by eating: fire, cold, sleep,
 disintegration, electricity, poison

Chromatic Dragon has no hands. She has a thick hide. She can see invisible creatures. She is poisonous if eaten. Chromatic Dragon is a carnivore.

Avaricious, supremely vain, and profoundly Lawful Evil, Tiamat proclaims herself the creator of all evil dragonkind, and certainly many evil dragons revere her as their creator and patron deity. She infests the uppermost of the Nine Hells with her consorts, each a Great Wurm of different colour—one red, one white, one green, one blue, and one black.

Tiamat's Avatar appears as a gigantic five-headed dragon with one head of each of the chromatic (evil) dragon types. Each head's colour runs the length of the neck and into the forepart of her body as stripes, gradually blending to three stripes of grey, blue-green, and purple over her back and hind-quarters, then merging into a muddy dark brown tail. Her underbelly and legs are greenish white fading into her upper body colours.

Monster Mythology, by TSR inc.

Name: **cockatrice**

Base level: 5

Speed: 6

Base AC: 6

Base MR: 30

Alignment: 0

Frequency: Common

Genocidable: Yes

ATTACK(S):

Bite: 1d3

Touch: Turns to stone

Weight: 30

Nutritional value: 30

Size: 1

Resistances: poison, petrification

Resistances conveyed by eating: poison

A cockatrice has an animal body. It has no hands. It is able to lay eggs.

Once in a great while, when the positions of the stars are just right, a seven-year-old rooster will lay an egg. Then, along will come a snake, to coil around the egg, or a toad, to squat upon the egg, keeping it warm and helping it to hatch. When it hatches, out comes a creature called basilisk, or cockatrice, the most deadly of all creatures. A single glance from its yellow, piercing toad's eyes will kill both man and beast. Its power of destruction is said to be so great that sometimes simply to hear its hiss can prove fatal. Its breath is so venomous that it causes all vegetation to wither.

There is, however, one creature which can withstand the basilisk's deadly gaze, and this is the weasel. No one knows why this is so, but although the fierce weasel can slay the basilisk, it will itself be killed in the struggle. Perhaps the weasel knows the basilisk's fatal weakness: if it ever sees its own reflection in a mirror it will perish instantly. But even a dead basilisk is dangerous, for it is said that merely touching its lifeless body can cause a person to sicken and die.

Mythical Beasts, by Deirdre Headon (The Leprechaun Library) and other sources

Name: **couatl**

Base level: 8

Speed: 10

Base AC: 5

Base MR: 30

Alignment: 7

Frequency: Very rare, never in Gehennom, normally appears in small groups

Genocidable: No

ATTACK(S):

Bite: Strength draining poison

Bite: 1d3

Crushes: 2d4

Weight: 900

Nutritional value: 400 (but leaves no corpse)

Size: 3

Resistances: poison

Resistances conveyed by eating: None

A couatl can fly/float. It is poisonous if eaten.

The couatl are feathered serpents of myth and lore. It is believed that they are distant relatives of dragons, though this remains unproven. So rare as to be considered legendary, the couatl are some of the most beautiful creatures in existence. A couatl has the body of a long serpent and feathered wings the colour of the rainbow. Occasionally sent as messengers from the gods to their erring servants, a couatl will always seek to punish those who deserve it.

2nd ed. Monstrous Compendium, by TSR, Inc.

Name: **crocodile, baby**

Base level: 3

Speed: 6

Base AC: 7

Base MR: 0

Alignment: 0

Frequency: Extremely rare(0)

Genocidable: Yes

ATTACK(S):

Bite: 1d4

Weight: 200

Nutritional value: 200

Size: 2

Resistances: None

Resistances conveyed by eating: None

A baby crocodile can traverse water. It is amphibious. It has an animal body. It has no hands. A baby crocodile is a carnivore.

Name: **crocodile**

Base level: 6

Speed: 9

Base AC: 5

Base MR: 0

Alignment: 0

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Bite: 4d2

Claw: 1d12

Weight: 1450

Nutritional value: 400

Size: 3

Resistances: None

Resistances conveyed by eating: None

A crocodile can traverse water. It is amphibious. It has an animal body. It has no hands. A crocodile has a thick hide. It is able to lay eggs. It is a carnivore.

Name: **Croesus**

Base level: 20

Speed: 15

Base AC: 0

Base MR: 40
 Alignment: 15
 Frequency: unique, no random generation
 Genocidable: No
 ATTACK(S):
 Projectile as weapon, or if in range, uses melee
 weapon for 4d10
 Weight: 1450
 Nutritional value: 400
 Size: 2
 Resistances: None
 Resistances conveyed by eating: None

Croesus is humanoid. He can see invisible creatures. He is an omnivore.

Croesus (in Greek: Kroisos), the wealthy last king of Lydia; his empire was destroyed when he attacked Cyrus in 549, after the oracle of Delphi (q.v.) had told him: "if you attack the Persians, you will destroy a mighty empire". Herodotus relates of his legendary conversation with Solon of Athens, who impressed upon him that being rich does not imply being happy and that no one should be considered fortunate before his death.

Name: **Cyclops**
 Base level: 18
 Speed: 10
 Base AC: 0
 Base MR: 0
 Alignment: -15
 Frequency: unique, no random generation
 Genocidable: No
 ATTACK(S):
 Projectile as weapon, or if in range, uses melee
 weapon for 4d8
 Projectile as weapon, or if in range, uses melee
 weapon for 4d8
 Steals the amulet etc.
 Weight: 1900
 Nutritional value: 700
 Size: 4
 Resistances: None
 Resistances conveyed by eating: None

Cyclops is humanoid. He is an omnivore.

And after he had milked his cattle swiftly,
 he again took hold of two of my men
 and had them as his supper.
 Then I went, with a tub of red wine,
 to stand before the Cyclops, saying:
 "A drop of wine after all this human meat,
 so you can taste the delicious wine
 that is stored in our ship, Cyclops."
 He took the tub and emptied it.
 He appreciated the priceless wine that much
 that he promptly asked me for a second tub.
 "Give it", he said, "and give me your name as well".

:
 @th !
 Thrice I filled the tub,
 and after the wine had clouded his mind,
 I said to him, in a tone as sweet as honey:

"You have asked my name, Cyclops? Well,
 my name is very well known. I'll give it to you,
 if you give me the gift you promised me as a guest.
 My name is Nobody. All call me thus:
 my father and my mother and my friends."
 Ruthlessly he answered to this:
 "Nobody, I will eat you last of all;
 your host of friends will completely precede you.
 That will be my present to you, my friend."
 And after these words he fell down backwards,
 restrained by the all-restrainer Hupnos.
 His monstrous neck sild into the dust;
 the red wine squirted from his throat;
 the drunk vomited lumps of human flesh.

the Ulysses, chapter epsilon, by Homer

Name: **Dark One**
 Base level: 15
 Speed: 10
 Base AC: 0
 Base MR: 80
 Alignment: -10
 Frequency: unique, no random generation
 Genocidable: No
 ATTACK(S):
 Projectile as weapon, or if in range, uses melee
 weapon for 1d6
 Random magic spell with nominal damage of
 (level/3+1)d6
 Projectile as weapon, or if in range, uses melee
 weapon for 1d6
 Steals the amulet etc.
 Weight: 1450
 Nutritional value: 400
 Size: 2
 Resistances: None
 Resistances conveyed by eating: None

Dark One is humanoid. It is an omnivore.

... But he ruled rather by force and fear, if they might avail;
 and those who perceived his shadow spreading over the world
 called him the Dark Lord and named him the Enemy; and he
 gathered again under his government all the evil things of the
 days of Morgoth that remained on earth or beneath it, and the
 Orcs were at his command and multiplied like flies. Thus the
 Black Years began ...

The Silmarillion, by J.R.R. Tolkien

Name: **Demogorgon**
 Base level: 106
 Speed: 15
 Base AC: -8
 Base MR: 95
 Alignment: -20
 Frequency: unique, only in Gehennom, no random
 generation
 Genocidable: No
 ATTACK(S):
 Random magic spell with nominal damage of
 (level/3+8)d6
 Sting: Drains an experience level
 Claw: 1d6 plus transmits disease
 Claw: 1d6 plus transmits disease

Weight: 1500
 Nutritional value: 500 (but leaves no corpse)
 Size: 4
 Resistances: fire, poison
 Resistances conveyed by eating: None

Demogorgon can fly/float. He has no hands. He can see invisible creatures. He is poisonous if eaten.

Demogorgon, the prince of demons, wallows in filth and can spread a quickly fatal illness to his victims while rending them. He is a mighty spellcaster, and he can drain the life of mortals with a touch of his tail.

Name: **Dispater**
 Base level: 78
 Speed: 15
 Base AC: -2
 Base MR: 80
 Alignment: 15
 Frequency: unique, only in Gehennom, no random generation
 Genocidable: No
 ATTACK(S):
 Projectile as weapon, or if in range, uses melee weapon for 4d6
 Random magic spell with nominal damage of (level/3+6)d6

Weight: 1500
 Nutritional value: 500 (but leaves no corpse)
 Size: 2
 Resistances: fire, poison
 Resistances conveyed by eating: None

Dispater can fly/float. He is humanoid. He can see invisible creatures. He is poisonous if eaten.

Name: **djinni**
 Base level: 7
 Speed: 12
 Base AC: 4
 Base MR: 30
 Alignment: 0
 Frequency: no random generation
 Genocidable: No
 ATTACK(S):
 Projectile as weapon, or if in range, uses melee weapon for 2d8

Weight: 1500
 Nutritional value: 400 (but leaves no corpse)
 Size: 2
 Resistances: poison, petrification
 Resistances conveyed by eating: None

A djinni can fly/float. It is humanoid. It is poisonous if eaten.

The djinn are genies from the elemental plane of Air. There, among their kind, they have their own societies. They are sometimes encountered on earth and may even be summoned here to perform some service for powerful wizards. These often leave them about for later service, safely tucked away in a flask or lamp. Once in a while, such a tool is found by a lucky rogue, and some djinn are known to be so grateful when released that they might grant their rescuer a wish.

DOG

A domestic animal, the *tame dog (canis familiaris)*, of which numerous races exist. The male is called dog, while the female is called bitch. Because of its known loyalty to men and kindness to children, it is the world's most popular domestic animal. It can easily be trained to perform various tasks.

Name: **dog**
 Base level: 4
 Speed: 16
 Base AC: 5
 Base MR: 0
 Alignment: 0
 Frequency: Very rare
 Genocidable: Yes
 ATTACK(S):
 Bite: 1d6
 Weight: 400
 Nutritional value: 200
 Size: 2
 Resistances: None
 Resistances conveyed by eating: None

A dog has an animal body. It has no hands. It is a carnivore.

Name: **dog, large**
 Base level: 6
 Speed: 15
 Base AC: 4
 Base MR: 0
 Alignment: 0
 Frequency: Very rare
 Genocidable: Yes
 ATTACK(S):
 Bite: 2d4
 Weight: 800
 Nutritional value: 250
 Size: 2
 Resistances: None
 Resistances conveyed by eating: None

A large dog has an animal body. It has no hands. It is a carnivore.

Name: **dog, little**
 Base level: 2
 Speed: 18
 Base AC: 6
 Base MR: 0
 Alignment: 0
 Frequency: Very rare
 Genocidable: Yes
 ATTACK(S):
 Bite: 1d6
 Weight: 150
 Nutritional value: 150
 Size: 1
 Resistances: None
 Resistances conveyed by eating: None

A little dog has an animal body. It has no hands. It is a carnivore.

DRAGON

In the West the dragon was the natural enemy of man. Although preferring to live in bleak and desolate regions, whenever it was seen among men it left in its wake a trail of destruction and disease. Yet any attempt to slay this beast was a perilous undertaking. For the dragon's assailant had to contend not only with clouds of sulphurous fumes pouring from its fire-breathing nostrils, but also with the thrashings of its tail, the most deadly part of its serpent-like body.

Mythical Beasts, by Deirdre Headon (The Leprechaun Library)**Name: dragon, baby black**

Base level: 12

Speed: 9

Base AC: 2

Base MR: 10

Alignment: 0

Frequency: Extremely rare(0)

Genocidable: Yes

ATTACK(S):

Bite: 2d6

Weight: 1500

Nutritional value: 500

Size: 4

Resistances: disintegration

Resistances conveyed by eating: None

A baby black dragon can fly/float. It has no hands. It has a thick hide. It is a carnivore.

Name: dragon, baby blue

Base level: 12

Speed: 9

Base AC: 2

Base MR: 10

Alignment: 0

Frequency: Extremely rare(0)

Genocidable: Yes

ATTACK(S):

Bite: 2d6

Weight: 1500

Nutritional value: 500

Size: 4

Resistances: electricity

Resistances conveyed by eating: None

A baby blue dragon can fly/float. It has no hands. It has a thick hide. It is a carnivore.

Name: dragon, baby gray

Base level: 12

Speed: 9

Base AC: 2

Base MR: 10

Alignment: 0

Frequency: Extremely rare(0)

Genocidable: Yes

ATTACK(S):

Bite: 2d6

Weight: 1500

Nutritional value: 500

Size: 4

Resistances: None

Resistances conveyed by eating: None

A baby gray dragon can fly/float. It has no hands. It has a thick hide. It is a carnivore.

Name: dragon, baby green

Base level: 12

Speed: 9

Base AC: 2

Base MR: 10

Alignment: 0

Frequency: Extremely rare(0)

Genocidable: Yes

ATTACK(S):

Bite: 2d6

Weight: 1500

Nutritional value: 500

Size: 4

Resistances: poison

Resistances conveyed by eating: None

A baby green dragon can fly/float. It has no hands. It has a thick hide. It is poisonous if eaten. A baby green dragon is a carnivore.

Name: dragon, baby orange

Base level: 12

Speed: 9

Base AC: 2

Base MR: 10

Alignment: 0

Frequency: Extremely rare(0)

Genocidable: Yes

ATTACK(S):

Bite: 2d6

Weight: 1500

Nutritional value: 500

Size: 4

Resistances: sleep

Resistances conveyed by eating: None

A baby orange dragon can fly/float. It has no hands. It has a thick hide. It is a carnivore.

Name: dragon, baby red

Base level: 12

Speed: 9

Base AC: 2

Base MR: 10

Alignment: 0

Frequency: Extremely rare(0)

Genocidable: Yes

ATTACK(S):

Bite: 2d6

Weight: 1500

Nutritional value: 500

Size: 4

Resistances: fire

Resistances conveyed by eating: None

A baby red dragon can fly/float. It has no hands. It has a thick hide. It is a carnivore.

Name: dragon, baby white

Base level: 12

Speed: 9

Base AC: 2

Base MR: 10

Alignment: 0

Frequency: Extremely rare(0)

Genocidable: Yes

ATTACK(S):

Bite: 2d6

Weight: 1500

Nutritional value: 500

Size: 4

Resistances: cold

Resistances conveyed by eating: None

A baby white dragon can fly/float. It has no hands. It has a thick hide. It is a carnivore.

Name: dragon, baby yellow

Base level: 12

Speed: 9

Base AC: 2

Base MR: 10

Alignment: 0

Frequency: Extremely rare(0)

Genocidable: Yes

ATTACK(S):

Bite: 2d6

Weight: 1500

Nutritional value: 500

Size: 4

Resistances: acid, petrification

Resistances conveyed by eating: None

A baby yellow dragon can fly/float. It has no hands. It has a thick hide. It is acidic if eaten. A baby yellow dragon is a carnivore.

Name: dragon, black

Base level: 15

Speed: 9

Base AC: -1

Base MR: 20

Alignment: -6

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Breaths death

Bite: 3d8

Claw: 1d4

Claw: 1d4

Weight: 4500

Nutritional value: 1500

Size: 7

Resistances: disintegration

Resistances conveyed by eating: disintegration

A black dragon can fly/float. It has no hands. It has a thick hide. It is able to lay eggs. A black dragon can see invisible creatures. It is a carnivore.

Name: dragon, blue

Base level: 15

Speed: 9

Base AC: -1

Base MR: 20

Alignment: -7

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Breaths lightning: 4d6

Bite: 3d8

Claw: 1d4

Claw: 1d4

Weight: 4500

Nutritional value: 1500

Size: 7

Resistances: electricity

Resistances conveyed by eating: electricity

A blue dragon can fly/float. It has no hands. It has a thick hide. It is able to lay eggs. A blue dragon can see invisible creatures. It is a carnivore.

Name: dragon, gray

Base level: 15

Speed: 9

Base AC: -1

Base MR: 20

Alignment: 4

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Breaths magic missiles: 4d6

Bite: 3d8

Claw: 1d4

Claw: 1d4

Weight: 4500

Nutritional value: 1500

Size: 7

Resistances: None

Resistances conveyed by eating: None

A gray dragon can fly/float. It has no hands. It has a thick hide. It is able to lay eggs. A gray dragon can see invisible creatures. It is a carnivore.

Name: dragon, green

Base level: 15

Speed: 9

Base AC: -1

Base MR: 20

Alignment: 6

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Breaths dexterity draining poison

Bite: 3d8

Claw: 1d4

Claw: 1d4

Weight: 4500

Nutritional value: 1500

Size: 7

Resistances: poison

Resistances conveyed by eating: poison

A green dragon can fly/float. It has no hands. It has a thick hide. It is able to lay eggs. A green dragon can see invisible creatures. It is poisonous if eaten. It is a carnivore.

Name: **Ixoth**

Base level: 15

Speed: 9

Base AC: -1

Base MR: 20

Alignment: -14

Frequency: unique, no random generation

Genocidable: No

ATTACK(S):

Breaths fire: 8d6

Bite: 4d8

Random magic spell with nominal damage of (level/3+1)d6

Claw: 2d4

Steals the amulet etc.

Weight: 4500

Nutritional value: 1600

Size: 7

Resistances: fire

Resistances conveyed by eating: fire

Ixoth can fly/float. It has no hands. It has a thick hide. It can see invisible creatures. Ixoth is a carnivore.

Name: **dragon, orange**

Base level: 15

Speed: 9

Base AC: -1

Base MR: 20

Alignment: 5

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Breaths sleep: 4d25 turns

Bite: 3d8

Claw: 1d4

Claw: 1d4

Weight: 4500

Nutritional value: 1500

Size: 7

Resistances: sleep

Resistances conveyed by eating: sleep

An orange dragon can fly/float. It has no hands. It has a thick hide. It is able to lay eggs. An orange dragon can see invisible creatures. It is a carnivore.

Name: **dragon, red**

Base level: 15

Speed: 9

Base AC: -1

Base MR: 20

Alignment: -4

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Breaths fire: 6d6

Bite: 3d8

Claw: 1d4

Claw: 1d4

Weight: 4500

Nutritional value: 1500

Size: 7

Resistances: fire

Resistances conveyed by eating: fire

A red dragon can fly/float. It has no hands. It has a thick hide. It is able to lay eggs. A red dragon can see invisible creatures. It is a carnivore.

Name: **dragon, white**

Base level: 15

Speed: 9

Base AC: -1

Base MR: 20

Alignment: -5

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Breaths cold: 4d6

Bite: 3d8

Claw: 1d4

Claw: 1d4

Weight: 4500

Nutritional value: 1500

Size: 7

Resistances: cold

Resistances conveyed by eating: cold

A white dragon can fly/float. It has no hands. It has a thick hide. It is able to lay eggs. A white dragon can see invisible creatures. It is a carnivore.

Name: **dragon, yellow**

Base level: 15

Speed: 9

Base AC: -1

Base MR: 20

Alignment: 7

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Breaths acid: 4d6

Bite: 3d8

Claw: 1d4

Claw: 1d4

Weight: 4500

Nutritional value: 1500

Size: 7

Resistances: acid, petrification

Resistances conveyed by eating: None

A yellow dragon can fly/float. It has no hands. It has a thick hide. It is able to lay eggs. A yellow dragon can see invisible creatures. It is acidic if eaten. It is a carnivore.

DWARF

Dwarfs have faces like men (ugly men, with wrinkled, leathery skins), but are generally either flat-footed, duck-footed, or have feet pointing backwards. They are of the earth, earthy, living in the darkest of caverns and venturing forth only with the cloaks by which they can make themselves invisible, and other disguised as toads. Miners often come across them, and sometimes establish reasonably close relations with them. ... The miners of Cornwall were always delighted to hear a bucca busily mining away, for all dwarfs have an infallible nose for precious metals.

Among other things, dwarfs are rightly valued for their skill as blacksmiths and jewellers: they made Odin his famous spear Gungnir, and Thor his hammer; for Freya they designed a magnificent necklace, and for Frey a golden boar. And in their spare time they are excellent bakers. Ironically, despite their odd feet, they are particularly fond of dancing. They can also see into the future, and consequently are excellent meteorologists. They can be free with presents to people they like, and a dwarfish gift is likely to turn to gold in the hand. But on the whole they are a snappish lot.

The Immortals, by Derek and Julia Parker

Name: **dwarf**

Base level: 2

Speed: 6

Base AC: 10

Base MR: 10

Alignment: 4

Frequency: Rare

Genocidable: Yes

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 1d8

Weight: 900

Nutritional value: 300

Size: 2

Resistances: None

Resistances conveyed by eating: None

A dwarf can tunnel through rock with a pick-axe. It is humanoid. It is an omnivore.

Name: **dwarf king**

Base level: 6

Speed: 6

Base AC: 10

Base MR: 20

Alignment: 6

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 2d6

Projectile as weapon, or if in range, uses melee weapon for 2d6

Weight: 900

Nutritional value: 300

Size: 2

Resistances: None

Resistances conveyed by eating: None

A dwarf king can tunnel through rock with a pick-axe. He is humanoid. He is an omnivore.

Name: **dwarf lord**

Base level: 4

Speed: 6

Base AC: 10

Base MR: 10

Alignment: 5

Frequency: Quite rare

Genocidable: Yes

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 2d4

Projectile as weapon, or if in range, uses melee weapon for 2d4

Weight: 900

Nutritional value: 300

Size: 2

Resistances: None

Resistances conveyed by eating: None

A dwarf lord can tunnel through rock with a pick-axe. He is humanoid. He is an omnivore.

Name: **Earendil**

Base level: 20

Speed: 15

Base AC: 0

Base MR: 50

Alignment: -20

Frequency: unique, no random generation

Genocidable: No

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 1d8

Weight: 800

Nutritional value: 350

Size: 2

Resistances: sleep

Resistances conveyed by eating: sleep

Earendil is humanoid. He can see invisible creatures. He is an omnivore.

Name: **Elwing**

Base level: 20

Speed: 15

Base AC: 0

Base MR: 50

Alignment: -20

Frequency: unique, no random generation

Genocidable: No

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 1d8

Weight: 800

Nutritional value: 350

Size: 2

Resistances: sleep

Resistances conveyed by eating: sleep

Elwing is humanoid. She can see invisible creatures. She is an omnivore.

Name: **electric eel**

Base level: 7
 Speed: 10
 Base AC: -3
 Base MR: 0
 Alignment: 0
 Frequency: no random generation
 Genocidable: Yes
 ATTACK(S):

Zaps with electricity for 4d6
 Wraps around the victim (can cause drowning)

Weight: 200
 Nutritional value: 250
 Size: 4
 Resistances: electricity
 Resistances conveyed by eating: electricity

An electric eel can traverse water. It is amphibious. It is part of the large family of serpents. It has no limbs. An electric eel is able to lay eggs. It is a carnivore.

South-American fish (*Gymnotus electricus*), living in fresh water. Shaped like a serpent, it can grow up to 2 metres. This eel is known for its electrical organ which enables it to paralyse creatures up to the size of a horse.

Van Dale's Groot Woordenboek der Nederlandse Taal

ELEMENTAL

Elementals are manifestations of the basic nature of the universe. There are four known forms of elementals: air, fire, water, and earth. Some mystics have postulated the necessity for a fifth type, the spirit elemental, but none have ever been encountered, at least on this plane of existence.

Name: **elemental, air**

Base level: 8
 Speed: 36
 Base AC: 2
 Base MR: 30
 Alignment: 0
 Frequency: Very rare
 Genocidable: No
 ATTACK(S):

Engulfs and pummles with debris: 2d10

Weight: 0
 Nutritional value: 0 (but leaves no corpse)
 Size: 4
 Resistances: poison, petrification
 Resistances conveyed by eating: None

An air elemental can fly/float. It has an insubstantial body. It has no eyes, and is therefore impervious to gaze and blindness attacks. It has no mind, and is therefore not detectable via telepathy. An air elemental has no limbs and no head.

Name: **elemental, earth**

Base level: 8
 Speed: 6
 Base AC: 2
 Base MR: 30
 Alignment: 0
 Frequency: Very rare
 Genocidable: No
 ATTACK(S):

Claw: 4d6

Weight: 2500
 Nutritional value: 0 (but leaves no corpse)
 Size: 4
 Resistances: fire, cold, poison, petrification
 Resistances conveyed by eating: None

An earth elemental can phase through solid rock. Due to its unusual body chemistry, It has no need to breathe. It has no eyes, and is therefore impervious to gaze and blindness attacks. It has no mind, and is therefore not detectable via telepathy. An earth elemental has no limbs and no head. It has a thick hide.

Name: **elemental, fire**

Base level: 8
 Speed: 12
 Base AC: 2
 Base MR: 30
 Alignment: 0
 Frequency: Very rare
 Genocidable: No
 ATTACK(S):

Burns with fire for 3d6

Weight: 0
 Nutritional value: 0 (but leaves no corpse)
 Size: 4
 Resistances: fire, poison, petrification
 Resistances conveyed by eating: None

A fire elemental can fly/float. It has an insubstantial body. It has no eyes, and is therefore impervious to gaze and blindness attacks. It has no mind, and is therefore not detectable via telepathy. A fire elemental has no limbs and no head.

Name: **elemental, water**

Base level: 8
 Speed: 6
 Base AC: 2
 Base MR: 30
 Alignment: 0
 Frequency: Very rare
 Genocidable: No
 ATTACK(S):

Claw: 5d6

Weight: 2500
 Nutritional value: 0 (but leaves no corpse)
 Size: 4
 Resistances: poison, petrification
 Resistances conveyed by eating: None

A water elemental can traverse water. It is amphibious. It has no eyes, and is therefore impervious to gaze and blindness attacks. It has no mind, and is therefore not detectable via telepathy. A water elemental has no limbs and no head.

ELF

The Elves sat round the fire upon the grass or upon the sawn rings of old trunks. Some went to and fro bearing cups and pouring drinks; others brought food on heaped plates and dishes.

“This is poor fare,” they said to the hobbits; “for we are lodging in the greenwood far from our halls. If ever you are our guests at home, we will treat you better.”

“It seems to me good enough for a birthday-party,” said Frodo.

Pippin afterwards recalled little of either food or drink, for his mind was filled with the light upon the elf-faces, and the sound of voices so various and so beautiful that he felt in a waking dream. . . .

Sam could never describe in words, nor picture clearly to himself, what he felt or thought that night, though it remained in his memory as one of the chief events of his life. The nearest he ever got was to say: “Well, sir, if I could grow apples like that, I would call myself a gardener. But it was the singing that went to my heart, if you know what I mean.”

The Fellowship of the Ring, by J.R.R. Tolkien

Name: **elf**

Base level: 10

Speed: 12

Base AC: 10

Base MR: 2

Alignment: -3

Frequency: no random generation

Genocidable: No

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 1d8

Weight: 800

Nutritional value: 350

Size: 2

Resistances: sleep

Resistances conveyed by eating: sleep

An elf is humanoid. It can see invisible creatures. It is an omnivore.

Name: **elf mummy**

Base level: 6

Speed: 12

Base AC: 4

Base MR: 30

Alignment: -5

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Claw: 2d4

Weight: 800

Nutritional value: 175 (but leaves no corpse)

Size: 2

Resistances: cold, sleep, poison

Resistances conveyed by eating: None

Due to its unusual body chemistry, An elf mummy has no need to breathe. It is humanoid. It has no mind, and is therefore not detectable via telepathy. It is poisonous if eaten.

Name: **elf zombie**

Base level: 3

Speed: 6

Base AC: 9

Base MR: 0

Alignment: -3

Frequency: Very rare, normally appears in small groups

Genocidable: Yes

ATTACK(S):

Claw: 1d7

Weight: 800

Nutritional value: 175 (but leaves no corpse)

Size: 2

Resistances: cold, sleep, poison

Resistances conveyed by eating: None

Due to its unusual body chemistry, An elf zombie has no need to breathe. It is humanoid. It has no mind, and is therefore not detectable via telepathy.

Name: **elf-lord**

Base level: 8

Speed: 12

Base AC: 10

Base MR: 20

Alignment: -9

Frequency: Quite rare, normally appears in small groups

Genocidable: Yes

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 2d4

Projectile as weapon, or if in range, uses melee weapon for 2d4

Weight: 800

Nutritional value: 350

Size: 2

Resistances: sleep

Resistances conveyed by eating: sleep

An elf-lord is humanoid. He can see invisible creatures. He is an omnivore.

Name: **Elvenking**

Base level: 9

Speed: 12

Base AC: 10

Base MR: 25

Alignment: -10

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 2d4

Projectile as weapon, or if in range, uses melee weapon for 2d4

Weight: 800

Nutritional value: 350

Size: 2

Resistances: sleep

Resistances conveyed by eating: sleep

An Elvenking is humanoid. He can see invisible creatures. He is an omnivore.

Name: **Green-elf**

Base level: 5

Speed: 12

Base AC: 10

Base MR: 10

Alignment: -6

Frequency: Quite rare, normally appears in small groups
 Genocidable: Yes
 ATTACK(S):
 Projectile as weapon, or if in range, uses melee
 weapon for 2d4
 Weight: 800
 Nutritional value: 350
 Size: 2
 Resistances: sleep
 Resistances conveyed by eating: sleep

A Green-elf is humanoid. It can see invisible creatures. It is an omnivore.

Name: **Grey-elf**
 Base level: 6
 Speed: 12
 Base AC: 10
 Base MR: 10
 Alignment: -7
 Frequency: Quite rare, normally appears in small groups
 Genocidable: Yes
 ATTACK(S):
 Projectile as weapon, or if in range, uses melee
 weapon for 2d4
 Weight: 800
 Nutritional value: 350
 Size: 2
 Resistances: sleep
 Resistances conveyed by eating: sleep

A Grey-elf is humanoid. It can see invisible creatures. It is an omnivore.

Name: **High-elf**
 Base level: 5
 Speed: 12
 Base AC: 10
 Base MR: 10
 Alignment: -7
 Frequency: no random generation
 Genocidable: No
 ATTACK(S):
 Projectile as weapon, or if in range, uses melee
 weapon for 2d4
 Random clerical spell with nominal damage of
 (level/3+1)d6
 Weight: 800
 Nutritional value: 350
 Size: 2
 Resistances: sleep
 Resistances conveyed by eating: sleep

A High-elf is humanoid. It can see invisible creatures. It is an omnivore.

Name: **Woodland-elf**
 Base level: 4
 Speed: 12
 Base AC: 10
 Base MR: 10
 Alignment: -5
 Frequency: Quite rare, normally appears in small groups

Genocidable: Yes
 ATTACK(S):
 Projectile as weapon, or if in range, uses melee
 weapon for 2d4
 Weight: 800
 Nutritional value: 350
 Size: 2
 Resistances: sleep
 Resistances conveyed by eating: sleep

A Woodland-elf is humanoid. It can see invisible creatures. It is an omnivore.

Name: **eriny**
 Base level: 7
 Speed: 12
 Base AC: 2
 Base MR: 30
 Alignment: 10
 Frequency: Quite rare, only in Gehennom, normally appears
 in small groups
 Genocidable: No
 ATTACK(S):
 Projectile as weapon, or if in range, uses melee
 weapon for 2d4
 Weight: 1450
 Nutritional value: 400 (but leaves no corpse)
 Size: 2
 Resistances: fire, poison
 Resistances conveyed by eating: None

An eriny is humanoid. She is poisonous if eaten.

Name: **ettin**
 Base level: 10
 Speed: 12
 Base AC: 3
 Base MR: 0
 Alignment: 0
 Frequency: Very rare
 Genocidable: Yes
 ATTACK(S):
 Projectile as weapon, or if in range, uses melee
 weapon for 2d8
 Projectile as weapon, or if in range, uses melee
 weapon for 3d6
 Weight: 1700
 Nutritional value: 500
 Size: 4
 Resistances: None
 Resistances conveyed by eating: None

An ettin has an animal body with a humanoid shape. It is a carnivore.

The two-headed giant, or ettin, is a vicious and unpredictable hunter that stalks by night and eats any meat it can catch.

Name: **floating eye**
 Base level: 2
 Speed: 1
 Base AC: 9
 Base MR: 10

Alignment: 0
 Frequency: Common
 Genocidable: Yes
 ATTACK(S):
 Passive only
 Weight: 10
 Nutritional value: 10
 Size: 1
 Resistances: None
 Resistances conveyed by eating: None

A floating eye can fly/float. It is amphibious. It has no limbs and no head.

Floating eyes, not surprisingly, are large, floating eyeballs which drift about the dungeon. Though not dangerous in and of themselves, their power to paralyze those who gaze at their large eye in combat is widely feared. Many are the tales of those who struck a floating eye, were paralyzed by its mystic powers, and then nibbled to death by some other creature that lurked around nearby.

Name: **fog cloud**
 Base level: 3
 Speed: 1
 Base AC: 0
 Base MR: 0
 Alignment: 0
 Frequency: Quite rare
 Genocidable: Yes
 ATTACK(S):
 Engulfs and pummles with debris: 1d6
 Weight: 0
 Nutritional value: 0 (but leaves no corpse)
 Size: 4
 Resistances: sleep, poison, petrification
 Resistances conveyed by eating: None

A fog cloud can fly/float, and flow under doors. Due to its unusual body chemistry, it has no need to breathe. It has an insubstantial body. It has no eyes, and is therefore impervious to gaze and blindness attacks. A fog cloud has no mind, and is therefore not detectable via telepathy. It has no limbs and no head.

The fog comes
 on little cat feet.
 It sits looking
 over harbor and city
 on silent haunches
 and then moves on.

Fog, by Carl Sandburg

Open the door now.
 Go roll up the collar of your coat
 To walk in the changing scarf of mist.
 Tell your sins here to the pearl fog
 And know for once a deepening night
 Strange as the half-meanings
 Alurk in a wise woman's mousey eyes.
 Yes, tell your sins
 and know how careless a pearl fog is
 Of the laws you have broken.

Pearl Fog, by Carl Sandburg

FUNGI

Fungi are simple plants that lack chlorophyll, true stems, roots, and leaves. They are incapable of photosynthesis and live as parasites or saprophytes. Ordinary fungi are well known to man: molds, yeast, mildew, mushrooms, and puffballs. These plants include both useful and harmful varieties. Ordinary fungi do not attack or defend themselves, but they are prolific and can spread where unwanted. Adventurers who have lost rations to mold or clothing to mildew have had unpleasant encounters with fungi.

Molds are a variety of spore-producing fungi that form in decaying food or in warm, moist places. These fungi usually have a woolly or furry texture. While most molds are harmless, there are some that pose a deadly threat to adventurers.

Monstrous Manual, by TSR, Inc.

Name: **brown mold**
 Base level: 1
 Speed: 0
 Base AC: 9
 Base MR: 0
 Alignment: 0
 Frequency: Very rare
 Genocidable: Yes
 ATTACK(S):
 Passive only
 Weight: 50
 Nutritional value: 30
 Size: 1
 Resistances: cold, poison
 Resistances conveyed by eating: cold, poison

Due to its unusual body chemistry, a brown mold has no need to breathe. It has no eyes, and is therefore impervious to gaze and blindness attacks. It has no mind, and is therefore not detectable via telepathy. It has no limbs and no head.

Name: **green mold**
 Base level: 1
 Speed: 0
 Base AC: 9
 Base MR: 0
 Alignment: 0
 Frequency: Very rare
 Genocidable: Yes
 ATTACK(S):
 Passive only
 Weight: 50
 Nutritional value: 30
 Size: 1
 Resistances: acid, petrification
 Resistances conveyed by eating: None

Due to its unusual body chemistry, a green mold has no need to breathe. It has no eyes, and is therefore impervious to gaze and blindness attacks. It has no mind, and is therefore not detectable via telepathy. It has no limbs and no head. A green mold is acidic if eaten.

Name: **red mold**
 Base level: 1
 Speed: 0
 Base AC: 9

Base MR: 0
 Alignment: 0
 Frequency: Very rare
 Genocidable: Yes
 ATTACK(S):
 Passive only
 Weight: 50
 Nutritional value: 30
 Size: 1
 Resistances: fire, poison
 Resistances conveyed by eating: fire, poison

Due to its unusual body chemistry, A red mold has no need to breathe. It has no eyes, and is therefore impervious to gaze and blindness attacks. It has no mind, and is therefore not detectable via telepathy. It has no limbs and no head.

Name: **shrieker**
 Base level: 3
 Speed: 1
 Base AC: 7
 Base MR: 0
 Alignment: 0
 Frequency: Very rare
 Genocidable: Yes
 ATTACK(S):
 Passive only
 Weight: 100
 Nutritional value: 100
 Size: 1
 Resistances: poison
 Resistances conveyed by eating: poison

Due to its unusual body chemistry, A shrieker has no need to breathe. It has no eyes, and is therefore impervious to gaze and blindness attacks. It has no mind, and is therefore not detectable via telepathy. It has no limbs and no head.

Name: **violet fungus**
 Base level: 3
 Speed: 1
 Base AC: 7
 Base MR: 0
 Alignment: 0
 Frequency: Quite rare
 Genocidable: Yes
 ATTACK(S):
 Touch: 1d4
 Sticks to you
 Weight: 100
 Nutritional value: 100
 Size: 1
 Resistances: poison
 Resistances conveyed by eating: poison

Due to its unusual body chemistry, A violet fungus has no need to breathe. It has no eyes, and is therefore impervious to gaze and blindness attacks. It has no mind, and is therefore not detectable via telepathy. It has no limbs and no head.

Name: **yellow mold**
 Base level: 1
 Speed: 0

Base AC: 9
 Base MR: 0
 Alignment: 0
 Frequency: Quite rare
 Genocidable: Yes
 ATTACK(S):
 Passive only
 Weight: 50
 Nutritional value: 30
 Size: 1
 Resistances: poison
 Resistances conveyed by eating: poison

Due to its unusual body chemistry, A yellow mold has no need to breathe. It has no eyes, and is therefore impervious to gaze and blindness attacks. It has no mind, and is therefore not detectable via telepathy. It has no limbs and no head. A yellow mold is poisonous if eaten.

Name: **gargoyle**
 Base level: 6
 Speed: 10
 Base AC: -4
 Base MR: 0
 Alignment: -9
 Frequency: Quite rare
 Genocidable: Yes
 ATTACK(S):
 Claw: 2d6
 Claw: 2d6
 Bite: 2d4
 Weight: 1000
 Nutritional value: 200
 Size: 2
 Resistances: petrification
 Resistances conveyed by eating: None

Due to its unusual body chemistry, A gargoyle has no need to breathe. It is humanoid. It has a thick hide.

Name: **gecko**
 Base level: 1
 Speed: 6
 Base AC: 8
 Base MR: 0
 Alignment: 0
 Frequency: Common
 Genocidable: Yes
 ATTACK(S):
 Bite: 1d3
 Weight: 10
 Nutritional value: 20
 Size: 0
 Resistances: None
 Resistances conveyed by eating: None

A gecko has an animal body. It has no hands. It is a carnivore.

Name: **Geryon**
 Base level: 72
 Speed: 3
 Base AC: -3
 Base MR: 75

Alignment: 15
 Frequency: unique, only in Gehennom, no random generation
 Genocidable: No
 ATTACK(S):
 Claw: 3d6
 Claw: 3d6
 Sting: Strength draining poison
 Weight: 1500
 Nutritional value: 500 (but leaves no corpse)
 Size: 4
 Resistances: fire, poison
 Resistances conveyed by eating: None

Geryon can fly/float. He has the body of a serpent. He can see invisible creatures. He is poisonous if eaten.

Geryon is an arch-devil sometimes called the Wild Beast, attacking with his claws and poison sting. His ranking in Hell is rumoured to be quite low.

Name: **ghost**
 Base level: 10
 Speed: 3
 Base AC: -5
 Base MR: 50
 Alignment: -5
 Frequency: no random generation
 Genocidable: No
 ATTACK(S):
 Touch: 1d1
 Weight: 1450
 Nutritional value: 0 (but leaves no corpse)
 Size: 2
 Resistances: cold, sleep, disintegration, poison, petrification
 Resistances conveyed by eating: None

A ghost can fly/float, and phase through solid rock. Due to its unusual body chemistry, It has no need to breathe. It is humanoid. It has an insubstantial body.

:
 @s caI

The souls of the perished dead gathered to the place, up out of Erebus, brides, and young unmarried men, and long-suffering elders, virgins, tender and with the sorrows of young hearts upon them, and many fighting men killed in battle, stabbed with brazen spears, still carrying their bloody armour upon them. These came swarming around my pit from every direction with inhuman clamour, and green fear took hold of me.

the Ulysses, chapter lambda, by Homer

GIANT

Giants have always walked the earth, though they are rare in these times. They range in size from little over nine feet to a towering twenty feet or more. The larger ones use huge boulders as weapons, hurling them over large distances. All types of giants share a love for men—roasted, boiled, or fried. Their table manners are legendary.

Name: **giant, fire**
 Base level: 9

Speed: 12
 Base AC: 4
 Base MR: 5
 Alignment: 2
 Frequency: Very rare, normally appears in small groups
 Genocidable: Yes
 ATTACK(S):
 Projectile as weapon, or if in range, uses melee weapon for 2d10
 Weight: 2250
 Nutritional value: 750
 Size: 4
 Resistances: fire
 Resistances conveyed by eating: fire

A fire giant is humanoid. It is a carnivore.

Name: **giant, frost**
 Base level: 10
 Speed: 12
 Base AC: 3
 Base MR: 10
 Alignment: -3
 Frequency: Very rare, normally appears in small groups
 Genocidable: Yes
 ATTACK(S):
 Projectile as weapon, or if in range, uses melee weapon for 2d12
 Weight: 2250
 Nutritional value: 750
 Size: 4
 Resistances: cold
 Resistances conveyed by eating: cold

A frost giant is humanoid. It is a carnivore.

Name: **giant**
 Base level: 6
 Speed: 6
 Base AC: 0
 Base MR: 0
 Alignment: 2
 Frequency: Very rare, no random generation
 Genocidable: Yes
 ATTACK(S):
 Projectile as weapon, or if in range, uses melee weapon for 2d10
 Weight: 2250
 Nutritional value: 750
 Size: 4
 Resistances: None
 Resistances conveyed by eating: None

A giant is humanoid. It is a carnivore.

Name: **giant, hill**
 Base level: 8
 Speed: 10
 Base AC: 6
 Base MR: 0
 Alignment: -2
 Frequency: Very rare, normally appears in small groups
 Genocidable: Yes

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 2d8

Weight: 2200

Nutritional value: 700

Size: 4

Resistances: None

Resistances conveyed by eating: None

A hill giant is humanoid. It is a carnivore.

Name: **giant, stone**

Base level: 6

Speed: 6

Base AC: 0

Base MR: 0

Alignment: 2

Frequency: Very rare, normally appears in small groups

Genocidable: Yes

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 2d10

Weight: 2250

Nutritional value: 750

Size: 4

Resistances: None

Resistances conveyed by eating: None

A stone giant is humanoid. It is a carnivore.

Name: **giant beetle**

Base level: 5

Speed: 6

Base AC: 4

Base MR: 0

Alignment: 0

Frequency: Rare

Genocidable: Yes

ATTACK(S):

Bite: 3d6

Weight: 10

Nutritional value: 10

Size: 3

Resistances: poison

Resistances conveyed by eating: poison

A giant beetle has an animal body. It has no hands. It is poisonous if eaten. It is a carnivore.

Beetle: common name for the insects with wings shaped like shields (*Coleoptera*), one of the ten sub-species into which the insects are divided, characterized by the shields (the front pair of wings) under which the back-wings are folded.

Van Dale's Groot Woordenboek der Nederlandse Taal

Name: **giant eel**

Base level: 5

Speed: 9

Base AC: -1

Base MR: 0

Alignment: 0

Frequency: no random generation

Genocidable: Yes

ATTACK(S):

Bite: 3d6

Wraps around the victim (can cause drowning)

Weight: 200

Nutritional value: 250

Size: 4

Resistances: None

Resistances conveyed by eating: None

A giant eel can traverse water. It is amphibious. It is part of the large family of serpents. It has no limbs. A giant eel is able to lay eggs. It is a carnivore.

Fish, shaped like a serpent (*Anguilla anguilla*). The female lays its eggs somewhere upstream, whence the offspring swims to a warm sea to mate. From there, they return to their place of birth to lay eggs.

Van Dale's Groot Woordenboek der Nederlandse Taal

GNOME

... And then a gnome came by, carrying a bundle, an old fellow three times as large as an imp and wearing clothes of a sort, especially a hat. And he was clearly just as frightened as the imps though he could not go so fast. Ramon Alonzo saw that there must be some great trouble that was vexing magical things; and, since gnomes speak the language of men, and will answer if spoken to gently, he raised his hat, and asked of the gnome his name. The gnome did not stop his hasty shuffle a moment as he answered "Alaraba" and grabbed the rim of his hat but forgot to doff it.

"What is the trouble, Alaraba?" said Ramon Alonzo.

"White magic. Run!" said the gnome ...

The Charwoman's Shadow, by Lord Dunsany

Name: **gnome**

Base level: 1

Speed: 6

Base AC: 10

Base MR: 4

Alignment: 0

Frequency: Very rare, normally appears in small groups

Genocidable: Yes

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 1d6

Weight: 650

Nutritional value: 100

Size: 1

Resistances: None

Resistances conveyed by eating: None

A gnome is humanoid. It is an omnivore.

Name: **gnome king**

Base level: 5

Speed: 10

Base AC: 10

Base MR: 20

Alignment: 0

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 2d6

Weight: 750

Nutritional value: 150

Size: 1

Resistances: None

Resistances conveyed by eating: None

A gnome king is humanoid. He is an omnivore.

Name: **gnome lord**

Base level: 3

Speed: 8

Base AC: 10

Base MR: 4

Alignment: 0

Frequency: Quite rare

Genocidable: Yes

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 1d8

Weight: 700

Nutritional value: 120

Size: 1

Resistances: None

Resistances conveyed by eating: None

A gnome lord is humanoid. He is an omnivore.

Name: **gnome mummy**

Base level: 4

Speed: 10

Base AC: 6

Base MR: 20

Alignment: -3

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Claw: 1d6

Weight: 650

Nutritional value: 50 (but leaves no corpse)

Size: 1

Resistances: cold, sleep, poison

Resistances conveyed by eating: None

Due to its unusual body chemistry, A gnome mummy has no need to breathe. It is humanoid. It has no mind, and is therefore not detectable via telepathy. It is poisonous if eaten.

Name: **gnome zombie**

Base level: 1

Speed: 6

Base AC: 10

Base MR: 0

Alignment: -2

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Claw: 1d5

Weight: 650

Nutritional value: 50 (but leaves no corpse)

Size: 1

Resistances: cold, sleep, poison

Resistances conveyed by eating: None

Due to its unusual body chemistry, A gnome zombie has no need to breathe. It is humanoid. It has no mind, and is therefore not detectable via telepathy. It is poisonous if eaten.

Name: **gnomish wizard**

Base level: 3

Speed: 10

Base AC: 4

Base MR: 10

Alignment: 0

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Random magic spell with nominal damage of (level/3+1)d6

Weight: 700

Nutritional value: 120

Size: 1

Resistances: None

Resistances conveyed by eating: None

A gnomish wizard is humanoid. It is an omnivore.

Name: **goblin**

Base level: 0

Speed: 6

Base AC: 10

Base MR: 0

Alignment: -3

Frequency: Quite rare

Genocidable: Yes

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 1d4

Weight: 400

Nutritional value: 100

Size: 1

Resistances: None

Resistances conveyed by eating: None

A goblin is humanoid. It is an omnivore.

Goblins are bipeds, with hideous, monkey-like faces. Due to their pointy jaws their skull looks like that of a baboon. Males and females are hardly distinguishable. Both may grow up to 1.5 metres and have a thin, fluffily hairy skin, ranging in colour from reddish to greyish brown. Since this thin skin does not provide enough protection, they like to dress in sleazy apparels they have captured. Goblins are sneaky, stupid cowards: an especially unpleasant combination of character traits. They live together in large groups in deserted houses, ruins, and caverns because they are too lazy to build anything of their own.

het Boek van de Regels; Het Oog des Meesters

Name: **Goblin King**

Base level: 15

Speed: 10

Base AC: 10

Base MR: 0

Alignment: -15

Frequency: unique, no random generation

Genocidable: No

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 2d6

Projectile as weapon, or if in range, uses melee weapon for 2d6

Steals the amulet etc.

Weight: 750

Nutritional value: 350

Size: 2

Resistances: None

Resistances conveyed by eating: None

Goblin King is humanoid. He is an omnivore.

The Great Goblin gave a truly awful howl of rage when he looked at it, and all his soldiers gnashed their teeth, clashed their shields, and stamped. They knew the sword at once. It had killed hundreds of goblins in its time, when the fair elves of Gondolin hunted them in the hills or did battle before their walls. They had called it Orcrist, Goblin-cleaver, but the goblins called it simply Biter. They hated it and hated worse any one that carried it.

The Hobbit, by J.R.R. Tolkien

GOLEM

These creatures, not quite living but not really nonliving either, are created from inanimate materials by powerful mages or priests.

Name: **golem, clay**

Base level: 11

Speed: 7

Base AC: 7

Base MR: 40

Alignment: 0

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Claw: 3d10

Weight: 1550

Nutritional value: 0 (but leaves no corpse)

Size: 3

Resistances: sleep, poison

Resistances conveyed by eating: None

Due to its unusual body chemistry, A clay golem has no need to breathe. It is humanoid. It has no mind, and is therefore not detectable via telepathy. It has a thick hide.

Name: **golem, flesh**

Base level: 9

Speed: 8

Base AC: 9

Base MR: 30

Alignment: 0

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Claw: 2d8

Claw: 2d8

Weight: 1400

Nutritional value: 600

Size: 3

Resistances: fire, cold, sleep, electricity, poison

Resistances conveyed by eating: fire, cold, sleep, electricity, poison

Due to its unusual body chemistry, A flesh golem has no need to breathe. It is humanoid. It has no mind, and is therefore not detectable via telepathy.

Name: **golem, iron**

Base level: 18

Speed: 6

Base AC: 3

Base MR: 60

Alignment: 0

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 4d10

Breathes dexterity draining poison

Weight: 2000

Nutritional value: 0 (but leaves no corpse)

Size: 3

Resistances: fire, cold, sleep, electricity, poison

Resistances conveyed by eating: None

Due to its unusual body chemistry, An iron golem has no need to breathe. It is humanoid. It has no mind, and is therefore not detectable via telepathy. It has a thick hide. An iron golem is poisonous if eaten.

Name: **golem, leather**

Base level: 6

Speed: 6

Base AC: 6

Base MR: 0

Alignment: 0

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Claw: 1d6

Claw: 1d6

Weight: 800

Nutritional value: 0 (but leaves no corpse)

Size: 3

Resistances: sleep, poison

Resistances conveyed by eating: None

Due to its unusual body chemistry, A leather golem has no need to breathe. It is humanoid. It has no mind, and is therefore not detectable via telepathy.

Name: **golem, rope**

Base level: 4

Speed: 9

Base AC: 8

Base MR: 0

Alignment: 0

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Claw: 1d4

Claw: 1d4

Bearhug: 6d1

Weight: 450

Nutritional value: 0 (but leaves no corpse)

Size: 3

Resistances: sleep, poison

Resistances conveyed by eating: None

Due to its unusual body chemistry, A rope golem has no need to breathe. It is humanoid. It has no mind, and is therefore not detectable via telepathy.

Name: **golem, stone**

Base level: 14

Speed: 6

Base AC: 5

Base MR: 50

Alignment: 0

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Claw: 3d8

Weight: 1900

Nutritional value: 0 (but leaves no corpse)

Size: 3

Resistances: sleep, poison, petrification

Resistances conveyed by eating: None

Due to its unusual body chemistry, A stone golem has no need to breathe. It is humanoid. It has no mind, and is therefore not detectable via telepathy. It has a thick hide.

Name: **golem, straw**

Base level: 3

Speed: 12

Base AC: 10

Base MR: 0

Alignment: 0

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Claw: 1d2

Claw: 1d2

Weight: 400

Nutritional value: 0 (but leaves no corpse)

Size: 3

Resistances: sleep, poison

Resistances conveyed by eating: None

Due to its unusual body chemistry, A straw golem has no need to breathe. It is humanoid. It has no mind, and is therefore not detectable via telepathy.

Name: **golem, wood**

Base level: 7

Speed: 3

Base AC: 4

Base MR: 0

Alignment: 0

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Claw: 3d4

Weight: 900

Nutritional value: 0 (but leaves no corpse)

Size: 3

Resistances: sleep, poison

Resistances conveyed by eating: None

Due to its unusual body chemistry, A wood golem has no need to breathe. It is humanoid. It has no mind, and is therefore not detectable via telepathy. It has a thick hide.

Name: **gremlin**

Base level: 5

Speed: 12

Base AC: 2

Base MR: 25

Alignment: -9

Frequency: Quite rare

Genocidable: Yes

ATTACK(S):

Claw: 1d6

Claw: 1d6

Bite: 1d4

Removes a random intrinsic, if at night (9pm–6am)

Weight: 100

Nutritional value: 20

Size: 1

Resistances: poison

Resistances conveyed by eating: poison

A gremlin can traverse water. It is humanoid. It is poisonous if eaten.

The gremlin is a highly intelligent and completely evil creature. It lives to torment other creatures and will go to great lengths to inflict pain or cause injury.

Name: **grid bug**

Base level: 0

Speed: 12

Base AC: 9

Base MR: 0

Alignment: 0

Frequency: Rare, normally appears in small groups

Genocidable: Yes

ATTACK(S):

Zaps with electricity for 1d1

Weight: 15

Nutritional value: 10 (but leaves no corpse)

Size: 0

Resistances: electricity, poison

Resistances conveyed by eating: None

A grid bug has an animal body.

These electrically based creatures are not native to this universe. They appear to come from a world whose laws of motion are radically different from ours.

Name: **hell hound**

Base level: 12

Speed: 14

Base AC: 2

Base MR: 20

Alignment: 0

Frequency: Very rare, only in Gehennom
 Genocidable: Yes
 ATTACK(S):
 Bite: 3d6
 Breaths fire: 3d6
 Weight: 600
 Nutritional value: 300
 Size: 2
 Resistances: fire
 Resistances conveyed by eating: fire

A hell hound has an animal body. It has no hands. It is a carnivore.

Name: **hell hound pup**

Base level: 7
 Speed: 12
 Base AC: 4
 Base MR: 20
 Alignment: -5
 Frequency: Very rare, only in Gehennom, normally appears in small groups
 Genocidable: Yes
 ATTACK(S):
 Bite: 2d6
 Breaths fire: 2d6
 Weight: 200
 Nutritional value: 200
 Size: 1
 Resistances: fire
 Resistances conveyed by eating: fire

A hell hound pup has an animal body. It has no hands. It is a carnivore.

Name: **hezrou**

Base level: 9
 Speed: 6
 Base AC: -2
 Base MR: 55
 Alignment: -10
 Frequency: Quite rare, only in Gehennom, normally appears in small groups
 Genocidable: No
 ATTACK(S):
 Claw: 1d3
 Claw: 1d3
 Bite: 4d4
 Weight: 1450
 Nutritional value: 400 (but leaves no corpse)
 Size: 3
 Resistances: fire, poison
 Resistances conveyed by eating: None

A hezrou is humanoid. It is poisonous if eaten.

“Hezrou” is the common name for the type II demon. It is among the weaker of demons, but still quite formidable.

Name: **Hippocrates**

Base level: 20
 Speed: 12
 Base AC: 0

Base MR: 40
 Alignment: 0
 Frequency: unique, no random generation
 Genocidable: No
 ATTACK(S):
 Projectile as weapon, or if in range, uses melee weapon for 1d6
 Weight: 1450
 Nutritional value: 400
 Size: 2
 Resistances: poison
 Resistances conveyed by eating: None

Hippocrates is humanoid. He is an omnivore.

Hippocrates of Kos. Famous physicist and most important physician of the antiquity (460–370 b.C.). A “Corpus Hippocratum” has been preserved, encompassing over 50 discourses on various medical topics. It has proven to be impossible to trace the real source of these discourses, though. They originate from the medical faculties of Kos and Knidos. Perhaps half a dozen or so has been drawn up by Hippocrates proper, among other things an essay entitled *Epidemics, a Prognosis* and *On Air, Earth and Place* in which he handled the effects that the environs have on men’s health.

His works show his scientific orientation and methods, since he pressed the importance of the relation cause-result, and subsequently the significance of careful observation of medical facts. To his contemporary colleagues and those of centuries afterwards, Hippocrates was a model of the perfect practitioner: earnest and reserved.

Even literary relevance of his work is not to be neglected: it was drafted in clear, Ionic prose. There exist a collection of *Aphorisms* as well that is attributed to Hippocrates. His name has been passed down the ages through “Hippocrates’ Oath”, the oath taken by all young physicians, thus accepting the general ethics of their profession.

XYZ van de Grieks-Romeinse oudheid, by G.H. Halsberghe and Guido Halsberghe

Name: **hobbit**

Base level: 1
 Speed: 9
 Base AC: 10
 Base MR: 0
 Alignment: 6
 Frequency: Quite rare
 Genocidable: Yes
 ATTACK(S):
 Projectile as weapon, or if in range, uses melee weapon for 1d6
 Weight: 500
 Nutritional value: 200
 Size: 1
 Resistances: None
 Resistances conveyed by eating: None

A hobbit is humanoid. It is an omnivore.

Hobbits are an unobtrusive but very ancient people, more numerous formerly than they are today; for they love peace and quiet and good tilled earth: a well-ordered and well-farmed countryside was their favourite haunt. They do not and did not understand or like machines more complicated than a forge-bellows, a water-mill, or a handloom, although they were skilful with tools. Even in ancient days they were, as a rule, shy of “the Big Folk”, as they call us, and now they avoid us with dismay and are becoming hard to find.

The Fellowship of the Ring, by J.R.R. Tolkien

Name: **hobgoblin**

Base level: 1

Speed: 9

Base AC: 10

Base MR: 0

Alignment: -4

Frequency: Quite rare

Genocidable: Yes

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 1d6

Weight: 1000

Nutritional value: 200

Size: 2

Resistances: None

Resistances conveyed by eating: None

A hobgoblin is humanoid. It is an omnivore.

Hobgoblin. Used by the Puritans and in later times for wicked goblin spirits, as in Bunyan’s “Hobgoblin nor foul friend”, but its more correct use is for the friendly spirits of the brownie type. In “A midsummer night’s dream” a fairy says to Shakespeare’s Puck:

Those that Hobgoblin call you, and sweet Puck,
You do their work, and they shall have good luck:
Are you not he?

and obviously Puck would not wish to be called a hobgoblin if that was an ill-omened word.

Hobgoblins are, on the whole, good-humoured and ready to be helpful, but fond of practical joking, and like most of the fairies rather nasty people to annoy. Boggarts hover on the verge of hobgoblinhood. Boggles are just over the edge. One Hob mentioned by Henderson, was Hob Headless who haunted the road between Hurworth and Neasham, but could not cross the little river Kent, which flowed into the Tess. He was exorcised and laid under a large stone by the roadside for ninety-nine years and a day. If anyone was so unwary as to sit on that stone, he would be unable to quit it for ever. The ninety-nine years is nearly up, so trouble may soon be heard of on the road between Hurworth and Neasham.

A Dictionary of Fairies, by Katharine Briggs

Name: **homunculus**

Base level: 2

Speed: 12

Base AC: 6

Base MR: 10

Alignment: -7

Frequency: Quite rare

Genocidable: Yes

ATTACK(S):

Puts victim to sleep

Weight: 60

Nutritional value: 100

Size: 0

Resistances: sleep, poison

Resistances conveyed by eating: sleep, poison

A homunculus can fly/float. It is poisonous if eaten.

Homunculi are small mystical beings created by magicians for spying and other special tasks. The average homunculus is vaguely humanoid in form. It is 18 inches tall, and its greenish, reptilian skin may have spots or warts. They have leathery, bat—like wings with a span of 24 inches and a mouth filled with long, pointed teeth that can inject a potent sleeping venom.

2nd ed. Monstrous Compendium, by TSR, Inc.

Name: **horned devil**

Base level: 6

Speed: 9

Base AC: -5

Base MR: 50

Alignment: 11

Frequency: Quite rare, only in Gehennom

Genocidable: No

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 1d4

Claw: 1d4

Bite: 2d3

Sting: 1d3

Weight: 1450

Nutritional value: 400 (but leaves no corpse)

Size: 2

Resistances: fire, poison

Resistances conveyed by eating: None

A horned devil has a thick hide. It is poisonous if eaten.

Horned devils lack any real special abilities, though they are quite difficult to kill.

HUMAN

These strange creatures live mostly on the surface of the earth, gathering together in societies of various forms, but occasionally a stray will descend into the depths and commit mayhem among the dungeon residents who, naturally, often resent the intrusion of such beasts. They are capable of using weapons and magic, and it is even rumoured that the Wizard of Yendor is a member of this species.

Name: **acolyte**

Base level: 5

Speed: 10

Base AC: 10

Base MR: 20

Alignment: 0

Frequency: no random generation

Genocidable: No

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 1d6

Random clerical spell with nominal damage of
(level/3+1)d6

Weight: 1450

Nutritional value: 400

Size: 2

Resistances: None

Resistances conveyed by eating: None

An acolyte is humanoid. It is an omnivore.

Name: **aligned priest**

Base level: 12

Speed: 12

Base AC: 10

Base MR: 50

Alignment: 0

Frequency: no random generation

Genocidable: No

ATTACK(S):

Projectile as weapon, or if in range, uses melee
weapon for 4d10

Kick: 1d4

Random clerical spell with nominal damage of
(level/3+1)d6

Weight: 1450

Nutritional value: 400

Size: 2

Resistances: electricity

Resistances conveyed by eating: None

An aligned priest is humanoid. It is an omnivore.

Name: **apprentice**

Base level: 5

Speed: 10

Base AC: 10

Base MR: 30

Alignment: 0

Frequency: no random generation

Genocidable: No

ATTACK(S):

Projectile as weapon, or if in range, uses melee
weapon for 1d6

Random magic spell with nominal damage of
(level/3+1)d6

Weight: 1450

Nutritional value: 400

Size: 2

Resistances: None

Resistances conveyed by eating: None

An apprentice is humanoid. It is an omnivore.

Name: **Arch Priest**

Base level: 25

Speed: 15

Base AC: 7

Base MR: 70

Alignment: 0

Frequency: unique, no random generation

Genocidable: No

ATTACK(S):

Projectile as weapon, or if in range, uses melee
weapon for 4d10

Kick: 2d8

Random clerical spell with nominal damage of
(level/3+2)d8

Random clerical spell with nominal damage of
(level/3+2)d8

Weight: 1450

Nutritional value: 400

Size: 2

Resistances: fire, sleep, electricity, poison

Resistances conveyed by eating: None

Arch Priest is humanoid. It can see invisible creatures. It is
an omnivore.

Name: **archeologist**

Base level: 10

Speed: 10

Base AC: 10

Base MR: 1

Alignment: 3

Frequency: no random generation

Genocidable: No

ATTACK(S):

Projectile as weapon, or if in range, uses melee
weapon for 1d6

Weight: 1450

Nutritional value: 400

Size: 2

Resistances: None

Resistances conveyed by eating: None

An archeologist can tunnel through rock with a pick-axe. It
is humanoid. It is an omnivore.

Name: **attendant**

Base level: 5

Speed: 10

Base AC: 10

Base MR: 10

Alignment: 3

Frequency: no random generation

Genocidable: No

ATTACK(S):

Projectile as weapon, or if in range, uses melee
weapon for 1d6

Weight: 1450

Nutritional value: 400

Size: 2

Resistances: poison

Resistances conveyed by eating: None

An attendant is humanoid. It is an omnivore.

Name: **caveman**

Base level: 10

Speed: 10

Base AC: 10

Base MR: 0

Alignment: 1

Frequency: no random generation

Genocidable: No

ATTACK(S):

Projectile as weapon, or if in range, uses melee
weapon for 2d4

Weight: 1450
 Nutritional value: 400
 Size: 2
 Resistances: None
 Resistances conveyed by eating: None

A caveman is humanoid. He is an omnivore.

Name: **cavewoman**
 Base level: 10
 Speed: 10
 Base AC: 10
 Base MR: 0
 Alignment: 1
 Frequency: no random generation
 Genocidable: No
 ATTACK(S):
 Projectile as weapon, or if in range, uses melee
 weapon for 2d4
 Weight: 1450
 Nutritional value: 400
 Size: 2
 Resistances: None
 Resistances conveyed by eating: None

A cavewoman is humanoid. She is an omnivore.

Name: **chieftain**
 Base level: 5
 Speed: 10
 Base AC: 10
 Base MR: 10
 Alignment: 0
 Frequency: no random generation
 Genocidable: No
 ATTACK(S):
 Projectile as weapon, or if in range, uses melee
 weapon for 1d6
 Weight: 1450
 Nutritional value: 400
 Size: 2
 Resistances: poison
 Resistances conveyed by eating: None

A chieftain is humanoid. It is an omnivore.

Name: **guard**
 Base level: 12
 Speed: 12
 Base AC: 10
 Base MR: 40
 Alignment: 10
 Frequency: no random generation
 Genocidable: No
 ATTACK(S):
 Projectile as weapon, or if in range, uses melee
 weapon for 4d10
 Weight: 1450
 Nutritional value: 400
 Size: 2
 Resistances: None
 Resistances conveyed by eating: None

A guard is humanoid. It is an omnivore.

Name: **healer**
 Base level: 10
 Speed: 10
 Base AC: 10
 Base MR: 1
 Alignment: 0
 Frequency: no random generation
 Genocidable: No
 ATTACK(S):
 Projectile as weapon, or if in range, uses melee
 weapon for 1d6
 Weight: 1450
 Nutritional value: 400
 Size: 2
 Resistances: poison
 Resistances conveyed by eating: None

A healer is humanoid. It is an omnivore.

Name: **high priest**
 Base level: 25
 Speed: 15
 Base AC: 7
 Base MR: 70
 Alignment: 0
 Frequency: unique, no random generation
 Genocidable: No
 ATTACK(S):
 Projectile as weapon, or if in range, uses melee
 weapon for 4d10
 Kick: 2d8
 Random clerical spell with nominal damage of
 (level/3+2)d8
 Random clerical spell with nominal damage of
 (level/3+2)d8
 Weight: 1450
 Nutritional value: 400
 Size: 2
 Resistances: fire, sleep, electricity, poison
 Resistances conveyed by eating: None

high priest is humanoid. It can see invisible creatures. It is an omnivore.

Name: **human**
 Base level: 0
 Speed: 12
 Base AC: 10
 Base MR: 0
 Alignment: 0
 Frequency: no random generation
 Genocidable: No
 ATTACK(S):
 Projectile as weapon, or if in range, uses melee
 weapon for 1d6
 Weight: 1450
 Nutritional value: 400
 Size: 2
 Resistances: None
 Resistances conveyed by eating: None

A human is humanoid. It is an omnivore.

Name: knight

Base level: 10

Speed: 10

Base AC: 10

Base MR: 1

Alignment: 3

Frequency: no random generation

Genocidable: No

ATTACK(S):Projectile as weapon, or if in range, uses melee
weapon for 1d6

Weight: 1450

Nutritional value: 400

Size: 2

Resistances: None

Resistances conveyed by eating: None

A knight is humanoid. It is an omnivore.

Name: ninja

Base level: 5

Speed: 10

Base AC: 10

Base MR: 10

Alignment: 3

Frequency: no random generation

Genocidable: No

ATTACK(S):Projectile as weapon, or if in range, uses melee
weapon for 1d8

Weight: 1450

Nutritional value: 400

Size: 2

Resistances: None

Resistances conveyed by eating: None

A ninja is humanoid. It is an omnivore.

Name: nurse

Base level: 11

Speed: 6

Base AC: 0

Base MR: 0

Alignment: 0

Frequency: Rare

Genocidable: Yes

ATTACK(S):

Heals victim if unarmed, else Claw: 2d6

Weight: 1450

Nutritional value: 400

Size: 2

Resistances: poison

Resistances conveyed by eating: poison

A nurse is humanoid. It is an omnivore.

Name: page

Base level: 5

Speed: 10

Base AC: 10

Base MR: 10

Alignment: 3

Frequency: no random generation

Genocidable: No

ATTACK(S):Projectile as weapon, or if in range, uses melee
weapon for 1d6

Weight: 1450

Nutritional value: 400

Size: 2

Resistances: None

Resistances conveyed by eating: None

A page is humanoid. It is an omnivore.

Name: priest

Base level: 10

Speed: 10

Base AC: 10

Base MR: 2

Alignment: 0

Frequency: no random generation

Genocidable: No

ATTACK(S):Projectile as weapon, or if in range, uses melee
weapon for 1d6

Weight: 1450

Nutritional value: 400

Size: 2

Resistances: None

Resistances conveyed by eating: None

A priest is humanoid. He is an omnivore.

Name: priestess

Base level: 10

Speed: 10

Base AC: 10

Base MR: 2

Alignment: 0

Frequency: no random generation

Genocidable: No

ATTACK(S):Projectile as weapon, or if in range, uses melee
weapon for 1d6

Weight: 1450

Nutritional value: 400

Size: 2

Resistances: None

Resistances conveyed by eating: None

A priestess is humanoid. She is an omnivore.

Name: rogue

Base level: 10

Speed: 10

Base AC: 10

Base MR: 1

Alignment: -3

Frequency: no random generation

Genocidable: No

ATTACK(S):Projectile as weapon, or if in range, uses melee
weapon for 1d6

Weight: 1450

Nutritional value: 400

Size: 2

Resistances: None

Resistances conveyed by eating: None

A rogue is humanoid. It is an omnivore.

Name: **samurai**

Base level: 10

Speed: 10

Base AC: 10

Base MR: 1

Alignment: 3

Frequency: no random generation

Genocidable: No

ATTACK(S):

Projectile as weapon, or if in range, uses melee
weapon for 1d8

Weight: 1450

Nutritional value: 400

Size: 2

Resistances: None

Resistances conveyed by eating: None

A samurai is humanoid. It is an omnivore.

Name: **shopkeeper**

Base level: 12

Speed: 18

Base AC: 0

Base MR: 50

Alignment: 0

Frequency: no random generation

Genocidable: No

ATTACK(S):

Projectile as weapon, or if in range, uses melee
weapon for 4d4

Projectile as weapon, or if in range, uses melee
weapon for 4d4

Weight: 1450

Nutritional value: 400

Size: 2

Resistances: None

Resistances conveyed by eating: None

A shopkeeper is humanoid. It is an omnivore.

Name: **student**

Base level: 5

Speed: 10

Base AC: 10

Base MR: 10

Alignment: 3

Frequency: no random generation

Genocidable: No

ATTACK(S):

Projectile as weapon, or if in range, uses melee
weapon for 1d6

Weight: 1450

Nutritional value: 400

Size: 2

Resistances: None

Resistances conveyed by eating: None

A student can tunnel through rock with a pick-axe. It is humanoid. It is an omnivore.

Name: **thug**

Base level: 5

Speed: 10

Base AC: 10

Base MR: 10

Alignment: -3

Frequency: no random generation

Genocidable: No

ATTACK(S):

Projectile as weapon, or if in range, uses melee
weapon for 1d6

Weight: 1450

Nutritional value: 400

Size: 2

Resistances: None

Resistances conveyed by eating: None

A thug is humanoid. It is an omnivore.

Name: **warrior**

Base level: 5

Speed: 10

Base AC: 10

Base MR: 10

Alignment: -1

Frequency: no random generation

Genocidable: No

ATTACK(S):

Projectile as weapon, or if in range, uses melee
weapon for 1d8

Weight: 1450

Nutritional value: 400

Size: 2

Resistances: None

Resistances conveyed by eating: None

A warrior is humanoid. It is an omnivore.

Name: **watch captain**

Base level: 10

Speed: 4

Base AC: 10

Base MR: 15

Alignment: -4

Frequency: Very rare, no random generation

Genocidable: Yes

ATTACK(S):

Projectile as weapon, or if in range, uses melee
weapon for 3d4

Projectile as weapon, or if in range, uses melee
weapon for 3d4

Weight: 1450

Nutritional value: 400

Size: 2

Resistances: None

Resistances conveyed by eating: None

A watch captain is humanoid. It is an omnivore.

Name: **watchman**

Base level: 6

Speed: 4

Base AC: 10

Base MR: 0
 Alignment: -2
 Frequency: Very rare, no random generation, normally appears in small groups
 Genocidable: Yes
 ATTACK(S):
 Projectile as weapon, or if in range, uses melee weapon for 1d8
 Weight: 1450
 Nutritional value: 400
 Size: 2
 Resistances: None
 Resistances conveyed by eating: None

A watchman is humanoid. It is an omnivore.

Name: **wizard**
 Base level: 10
 Speed: 10
 Base AC: 10
 Base MR: 3
 Alignment: 0
 Frequency: no random generation
 Genocidable: No
 ATTACK(S):
 Projectile as weapon, or if in range, uses melee weapon for 1d6
 Weight: 1450
 Nutritional value: 400
 Size: 2
 Resistances: None
 Resistances conveyed by eating: None

A wizard is humanoid. It is an omnivore.

Name: **ice devil**
 Base level: 11
 Speed: 6
 Base AC: -4
 Base MR: 55
 Alignment: -12
 Frequency: Quite rare, only in Gehennom
 Genocidable: No
 ATTACK(S):
 Claw: 1d4
 Claw: 1d4
 Bite: 2d4
 Freezes with cold for 3d4
 Weight: 1450
 Nutritional value: 400 (but leaves no corpse)
 Size: 3
 Resistances: fire, cold, poison
 Resistances conveyed by eating: None

An ice devil can see invisible creatures. It is poisonous if eaten.

Ice devils are large semi-insectoid creatures, who are equally at home in the fires of Hell and the cold of Limbo, and who can cause the traveller to feel the latter with just a touch of their tail.

Name: **iguana**

Base level: 2
 Speed: 6
 Base AC: 7
 Base MR: 0
 Alignment: 0
 Frequency: Common
 Genocidable: Yes
 ATTACK(S):
 Bite: 1d4
 Weight: 30
 Nutritional value: 30
 Size: 0
 Resistances: None
 Resistances conveyed by eating: None

An iguana has an animal body. It has no hands. It is a carnivore.

A big, fleet footed lizard with strong jaws.

Name: **imp**
 Base level: 3
 Speed: 12
 Base AC: 2
 Base MR: 20
 Alignment: -7
 Frequency: Very rare
 Genocidable: Yes
 ATTACK(S):
 Claw: 1d4
 Weight: 20
 Nutritional value: 10
 Size: 0
 Resistances: None
 Resistances conveyed by eating: None

An imp can regenerate itself.

...imps... little creatures of two feet high that could gambol and jump prodigiously; ...

The Charwoman's Shadow, by Lord Dunsany

An "imp" is an off-shoot or cutting. Thus an "ymp tree" was a grafted tree, or one grown from a cutting, not from seed. "Imp" properly means a small devil, an off-shoot of Satan, but the distinction between goblins or bogles and imps from hell is hard to make, and many in the Celtic countries as well as the English Puritans regarded all fairies as devils. The fairies of tradition often hover uneasily between the ghostly and the diabolic state.

A dictionary of Fairies, by Katharine Briggs

Name: **incubus**
 Base level: 6
 Speed: 12
 Base AC: 0
 Base MR: 70
 Alignment: -9
 Frequency: Very rare
 Genocidable: No
 ATTACK(S):
 Seduces victim
 Claw: 1d3
 Claw: 1d3
 Weight: 1450

Nutritional value: 400 (but leaves no corpse)
 Size: 2
 Resistances: fire, poison
 Resistances conveyed by eating: None

An incubus can fly/float. He is humanoid. He is poisonous if eaten.

Name: **succubus**

Base level: 6
 Speed: 12
 Base AC: 0
 Base MR: 70
 Alignment: -9
 Frequency: Very rare
 Genocidable: No
 ATTACK(S):
 Seduces victim
 Claw: 1d3
 Claw: 1d3

Weight: 1450
 Nutritional value: 400 (but leaves no corpse)
 Size: 2
 Resistances: fire, poison
 Resistances conveyed by eating: None

A succubus can fly/float. She is humanoid. She is poisonous if eaten.

Name: **jabberwock**

Base level: 15
 Speed: 12
 Base AC: -2
 Base MR: 50
 Alignment: 0
 Frequency: Very rare
 Genocidable: Yes
 ATTACK(S):
 Bite: 2d10
 Bite: 2d10
 Claw: 2d10
 Claw: 2d10

Weight: 1300
 Nutritional value: 600
 Size: 3
 Resistances: None
 Resistances conveyed by eating: None

A jabberwock can fly/float. It has an animal body. It is a carnivore.

“Beware the Jabberwock, my son!
 The jaws that bite, the claws that catch!
 Beware the Jubjub bird, and shun
 The frumious Bandersnatch!”
 He took his vorpal sword in hand;
 Long time the manxome foe he sought—
 So rested he by the Tumtum tree,
 And stood awhile in thought.
 And, as in uffish thought he stood,
 The Jabberwock, with eyes of flame,
 Came whiffling through the tulgey wood,
 And burbled as it came!
 One, two! One, two! And through and through

The vorpal blade went snicker-snack!
 He left it dead, and with its head
 He went galumphing back.

Jabberwocky, by Lewis Carroll

Name: **jackal**

Base level: 0
 Speed: 12
 Base AC: 7
 Base MR: 0
 Alignment: 0
 Frequency: Rare, normally appears in small groups
 Genocidable: Yes
 ATTACK(S):

 Bite: 1d2
 Weight: 300
 Nutritional value: 250
 Size: 1
 Resistances: None
 Resistances conveyed by eating: None

A jackal has an animal body. It has no hands. It is a carnivore.

Jackals are timid scavengers that run from the threat of other predators. When attacking, the jackal darts in to bite its victim and quickly retreats to a safe distance. If more than one jackal is trying to down an animal, they attack in a haphazard fashion with little or no coordination of effort.

Monstrous Manual, by TSR, Inc.

Name: **jaguar**

Base level: 4
 Speed: 15
 Base AC: 6
 Base MR: 0
 Alignment: 0
 Frequency: Quite rare
 Genocidable: Yes
 ATTACK(S):
 Claw: 1d4
 Claw: 1d4
 Bite: 1d8

Weight: 600
 Nutritional value: 300
 Size: 3
 Resistances: None
 Resistances conveyed by eating: None

A jaguar has an animal body. It has no hands. It is a carnivore.

Large, flesh-eating animal of the cat family, of Central and South America. This feline predator (*Panthera onca*) is sometimes, less correctly, called panther.

Van Dale's Groot Woordenboek der Nederlandse Taal

Name: **Juiblex**

Base level: 50
 Speed: 3
 Base AC: -7
 Base MR: 65
 Alignment: -15
 Frequency: unique, only in Gehennom, no random generation

Genocidable: No

ATTACK(S):

Engulfs and infects with disease: 4d10

Spits acid venom

Weight: 1500

Nutritional value: 0 (but leaves no corpse)

Size: 3

Resistances: fire, poison, acid, petrification

Resistances conveyed by eating: None

Juiblex can fly/float, and flow under doors. He is amphibious. He has no head. He can see invisible creatures. Juiblex is acidic and poisonous if eaten.

Little is known about the Faceless Lord, even the correct spelling of his name. He does not have a physical form as we know it, and those who have peered into his realm claim he is a slime-like creature who swallows other creatures alive, spits acidic secretions, and causes disease in his victims which can be almost instantly fatal.

Name: **freezing sphere**

Base level: 6

Speed: 13

Base AC: 4

Base MR: 0

Alignment: 0

Frequency: Quite rare

Genocidable: Yes

ATTACK(S):

Explodes in a blast of cold: 4d6

Weight: 10

Nutritional value: 10

Size: 1

Resistances: cold

Resistances conveyed by eating: cold

A freezing sphere can fly/float. It has no mind, and is therefore not detectable via telepathy. It has no limbs and no head.

Name: **yellow light**

Base level: 3

Speed: 15

Base AC: 0

Base MR: 0

Alignment: 0

Frequency: Uncommon

Genocidable: Yes

ATTACK(S):

Explodes in a blast of light, blinding for 10d20 turns

Weight: 0

Nutritional value: 0 (but leaves no corpse)

Size: 1

Resistances: fire, cold, sleep, disintegration, electricity, poison, acid, petrification

Resistances conveyed by eating: None

A yellow light can fly/float, and flow under doors. Due to its unusual body chemistry, It has no need to breathe. It has an insubstantial body. It has no eyes, and is therefore impervious to gaze and blindness attacks. A yellow light has no mind, and is therefore not detectable via telepathy. It has no limbs and no head.

Name: **ki-rin**

Base level: 16

Speed: 18

Base AC: -5

Base MR: 90

Alignment: 15

Frequency: Very rare, never in Gehennom

Genocidable: No

ATTACK(S):

Kick: 2d4

Kick: No damage

Butt: 3d6

Weight: 1450

Nutritional value: 400 (but leaves no corpse)

Size: 3

Resistances: None

Resistances conveyed by eating: None

A ki-rin can fly/float. It can see invisible creatures.

The ki-rin is a noble creature that roams the sky in search of good deeds to reward or malefactors to punish. The ki-rin's coat is covered with luminous golden scales like a sunrise on a clear morning. The thick mane and tail are a darker gold. The horn and hooves are gold tinged with pink. The eyes are a deep violet. The ki-rin has a melodious voice.

Monstrous Manual, by TSR, Inc.

Name: **King Arthur**

Base level: 20

Speed: 12

Base AC: 0

Base MR: 40

Alignment: 20

Frequency: unique, no random generation

Genocidable: No

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 1d6

Weight: 1450

Nutritional value: 400

Size: 2

Resistances: None

Resistances conveyed by eating: None

King Arthur is humanoid. He is an omnivore.

Ector took both his sons to the church before which the anvil had been placed. There, standing before the anvil, he commanded Kay: "Put the sword back into the steel if you really think the throne is yours!". But the sword glanced off the steel. "Now it is your turn", Ector said facing Arthur.

The young man lifted the sword and thrust with both arms; the blade whizzed through the air with a flash and drilled the metal as if it were mere butter. Ector and Kay dropped to their knees before Arthur.

"Why, father and brother, do you bow for me?", Arthur asked with wonder in his voice. "Because now I know for sure that you are the king, not only by birth but also by law", Ector said. "You are no son of mine nor are you Kay's brother. Immediately after your birth, Merlin the Wise brought you to me to be raised safely. And though it was me that named you Arthur when you were baptised, you are really the son of brave king Uther Pendragon and queen Igraine..."

And after these words, the lord rose and went to see the archbishop to impart to him what had passed.

Van Gouden Tijden Zingen de Harpen, by Vladimir Hulpach, Emanuel Frynta, and Vackav Cibula

KOBOLD

The race of kobolds are reputed to be an artificial creation of a master wizard (demi-god?). They are about 3« tall with a vaguely dog-like face. They bear a violent dislike of the Elven race, and will go out of their way to cause trouble for Elves at any time.

Name: **kobold**

Base level: 0

Speed: 6

Base AC: 10

Base MR: 0

Alignment: -2

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 1d4

Weight: 400

Nutritional value: 100

Size: 1

Resistances: poison

Resistances conveyed by eating: None

A kobold is humanoid. It is poisonous if eaten. It is an omnivore.

Name: **kobold lord**

Base level: 2

Speed: 6

Base AC: 10

Base MR: 0

Alignment: -4

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 2d4

Weight: 500

Nutritional value: 200

Size: 1

Resistances: poison

Resistances conveyed by eating: None

A kobold lord is humanoid. He is poisonous if eaten. He is an omnivore.

Name: **kobold mummy**

Base level: 3

Speed: 8

Base AC: 6

Base MR: 20

Alignment: -2

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Claw: 1d4

Weight: 400

Nutritional value: 50 (but leaves no corpse)

Size: 1

Resistances: cold, sleep, poison

Resistances conveyed by eating: None

Due to its unusual body chemistry, A kobold mummy has no need to breathe. It is humanoid. It has no mind, and is therefore not detectable via telepathy. It is poisonous if eaten.

Name: **kobold shaman**

Base level: 1

Speed: 6

Base AC: 6

Base MR: 10

Alignment: -4

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Random magic spell with nominal damage of (level/3+1)d6

Weight: 450

Nutritional value: 150

Size: 1

Resistances: poison

Resistances conveyed by eating: None

A kobold shaman is humanoid. It is poisonous if eaten. It is an omnivore.

Name: **kobold zombie**

Base level: 0

Speed: 6

Base AC: 10

Base MR: 0

Alignment: -2

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Claw: 1d4

Weight: 400

Nutritional value: 50 (but leaves no corpse)

Size: 1

Resistances: cold, sleep, poison

Resistances conveyed by eating: None

Due to its unusual body chemistry, A kobold zombie has no need to breathe. It is humanoid. It has no mind, and is therefore not detectable via telepathy. It is poisonous if eaten.

Name: **kobold, large**

Base level: 1

Speed: 6

Base AC: 10

Base MR: 0

Alignment: -3

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 1d6

Weight: 450

Nutritional value: 150

Size: 1

Resistances: poison
Resistances conveyed by eating: None

A large kobold is humanoid. It is poisonous if eaten. It is an omnivore.

KOP

The typical policeman of 1920«s movies, the Keystone Kop was modeled like the English “bobby”, with a long brass-buttoned overcoat, carrying long nightsticks that he (more often than not) whapped himself with, rather than anyone else. The Keystone Kops were very slapstick-like, relying on speed and numbers to achieve their comedy, rather than sophisticated wit.

Name: **Keystone Kop**

Base level: 1

Speed: 6

Base AC: 10

Base MR: 10

Alignment: 9

Frequency: no random generation, normally appears in large groups

Genocidable: Yes

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 1d4

Weight: 1450

Nutritional value: 200

Size: 2

Resistances: None

Resistances conveyed by eating: None

A Keystone Kop is humanoid.

Name: **Kop Captain**

Base level: 4

Speed: 12

Base AC: 10

Base MR: 20

Alignment: 12

Frequency: no random generation

Genocidable: Yes

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 2d6

Weight: 1450

Nutritional value: 200

Size: 2

Resistances: None

Resistances conveyed by eating: None

A Kop Captain is humanoid.

Name: **Kop Lieutenant**

Base level: 3

Speed: 10

Base AC: 10

Base MR: 20

Alignment: 11

Frequency: no random generation

Genocidable: Yes

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 1d8

Weight: 1450

Nutritional value: 200

Size: 2

Resistances: None

Resistances conveyed by eating: None

A Kop Lieutenant is humanoid.

Name: **Kop Sergeant**

Base level: 2

Speed: 8

Base AC: 10

Base MR: 10

Alignment: 10

Frequency: no random generation, normally appears in small groups

Genocidable: Yes

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 1d6

Weight: 1450

Nutritional value: 200

Size: 2

Resistances: None

Resistances conveyed by eating: None

A Kop Sergeant is humanoid.

Name: **kraken**

Base level: 20

Speed: 3

Base AC: 6

Base MR: 0

Alignment: -3

Frequency: no random generation

Genocidable: Yes

ATTACK(S):

Claw: 2d4

Claw: 2d4

Crushes: 2d6

Bite: 5d4

Weight: 1800

Nutritional value: 1000

Size: 4

Resistances: None

Resistances conveyed by eating: None

A kraken can traverse water. It is amphibious. It has an animal body. It has no hands. A kraken is a carnivore.

Out from the water a long sinuous tentacle had crawled; it was pale-green and luminous and wet. Its fingered end had hold of Frodo’s foot, and was dragging him into the water. Sam on his knees was now slashing at it with a knife.

The arm let go of Frodo, and Sam pulled him away, crying out for help. Twenty others arms came rippling out. The dark water boiled, and there was a hideous stench.

The Fellowship of the Ring, by J.R.R. Tolkien

Name: **lemure**

Base level: 3

Speed: 3
 Base AC: 7
 Base MR: 0
 Alignment: -7
 Frequency: Very rare, only in Gehennom, normally appears in large groups
 Genocidable: Yes
 ATTACK(S):
 Claw: 1d3
 Weight: 150
 Nutritional value: 100 (but leaves no corpse)
 Size: 2
 Resistances: sleep, poison
 Resistances conveyed by eating: sleep

A lemur can regenerate itself. It is poisonous if eaten.

The Baatzetu are the primary inhabitants of the Nine Hells. They are divided into greater, lesser and least. The lemur are so lowly, they don't even qualify as "least" in the baatzetu scheme. They are the very bottom baatzetu in station.

Monstrous Compendium 8, by TSR inc.

Name: **leocrotta**

Base level: 6
 Speed: 18
 Base AC: 4
 Base MR: 10
 Alignment: 0
 Frequency: Quite rare
 Genocidable: Yes
 ATTACK(S):
 Claw: 2d6
 Bite: 2d6
 Claw: 2d6
 Weight: 1200
 Nutritional value: 500
 Size: 3
 Resistances: None
 Resistances conveyed by eating: None

A leocrotta has an animal body. It has no hands. It is an omnivore.

... the leucrocotta, a wild beast of extraordinary swiftness, the size of the wild ass, with the legs of a Stag, the neck, tail, and breast of a lion, the head of a badger, a cloven hoof, the mouth slit up as far as the ears, and one continuous bone instead of teeth; it is said, too, that this animal can imitate the human voice.

Curious Creatures in Zoology, by John Ashton

Name: **leprechaun**

Base level: 5
 Speed: 15
 Base AC: 8
 Base MR: 20
 Alignment: 0
 Frequency: Uncommon
 Genocidable: Yes
 ATTACK(S):
 Claw: 1d2 and steals gold from victim
 Weight: 60
 Nutritional value: 30

Size: 0
 Resistances: None
 Resistances conveyed by eating: None

A leprechaun is humanoid. It is able to teleport at will.

The Irish Leprechaun is the Faeries' shoemaker and is known under various names in different parts of Ireland: Cluricaune in Cork, Lurican in Kerry, Lurikeen in Kildare and Lurigadaun in Tipperary. Although he works for the Faeries, the Leprechaun is not of the same species. He is small, has dark skin and wears strange clothes. His nature has something of the manic-depressive about it: first he is quite happy, whistling merrily as he nails a sole on to a shoe; a few minutes later, he is sullen and morose, drunk on his home-made heather ale. The Leprechaun's two great loves are tobacco and whiskey, and he is a first-rate con-man, impossible to out-fox. No one, no matter how clever, has ever managed to cheat him out of his hidden pot of gold or his magic shilling. At the last minute he always thinks of some way to divert his captor's attention and vanishes in the twinkling of an eye.

A Field Guide to the Little People, by Nancy Arrowsmith and George Moore

LICH

Once in a great while, an evil master wizard or priest will manage through use of great magics to extend his or her life far beyond the normal span of a human. The usual effect of this is to transform the human, over time, into an undead of great magical power. A Lich hates life in any form; even a touch from one of these creatures will cause a numbing cold in the victim. They all possess the capability to use magic.

Name: **demilich**

Base level: 14
 Speed: 9
 Base AC: -2
 Base MR: 60
 Alignment: -12
 Frequency: Very rare
 Genocidable: Yes
 ATTACK(S):
 Freezes with cold for 3d4
 Random magic spell with nominal damage of (level/3+1)d6
 Weight: 1200
 Nutritional value: 100 (but leaves no corpse)
 Size: 2
 Resistances: cold, sleep, poison
 Resistances conveyed by eating: cold

Due to its unusual body chemistry, A demilich has no need to breathe. It is humanoid. It can regenerate itself. It is poisonous if eaten.

Name: **lich**

Base level: 11
 Speed: 6
 Base AC: 0
 Base MR: 30
 Alignment: -9
 Frequency: Very rare
 Genocidable: Yes

ATTACK(S):

Freezes with cold for 1d10
Random magic spell with nominal damage of
(level/3+1)d6

Weight: 1200

Nutritional value: 100 (but leaves no corpse)

Size: 2

Resistances: cold, sleep, poison

Resistances conveyed by eating: cold

Due to its unusual body chemistry, A lich has no need to breathe. It is humanoid. It can regenerate itself. It is poisonous if eaten.

Name: lich, master

Base level: 17

Speed: 9

Base AC: -4

Base MR: 90

Alignment: -15

Frequency: Very rare, only in Gehennom

Genocidable: Yes

ATTACK(S):

Freezes with cold for 3d6
Random magic spell with nominal damage of
(level/3+1)d6

Weight: 1200

Nutritional value: 100 (but leaves no corpse)

Size: 2

Resistances: fire, cold, sleep, poison

Resistances conveyed by eating: fire, cold

Due to its unusual body chemistry, A master lich has no need to breathe. It is humanoid. It can regenerate itself. It is poisonous if eaten.

Name: lizard

Base level: 5

Speed: 6

Base AC: 6

Base MR: 10

Alignment: 0

Frequency: Common

Genocidable: Yes

ATTACK(S):

Bite: 1d6

Weight: 10

Nutritional value: 40

Size: 0

Resistances: petrification

Resistances conveyed by eating: None

A lizard has an animal body. It has no hands. It is a carnivore.

1. A sub-order (*Lacertilia* or *Sauria*) of the long-tailed creeping animals, especially of the family of the *Lacertidae*. There are three major kinds: the ordinary lizard (*Lacerta agilis*), the wall-lizard (*L. muralis*), and the small lizard (*L. vivipara*).
2. **Capitalized:** a constellation of the northern hemisphere (*Lacerta*).

Van Dale's Groot Woordenboek der Nederlandse Taal

Name: baby long worm

Base level: 8

Speed: 3

Base AC: 5

Base MR: 0

Alignment: 0

Frequency: Extremely rare(0)

Genocidable: Yes

ATTACK(S):

Bite: 1d6

Weight: 600

Nutritional value: 250

Size: 3

Resistances: None

Resistances conveyed by eating: None

A baby long worm is part of the large family of serpents. It has no limbs. It is a carnivore.

Name: long worm

Base level: 8

Speed: 3

Base AC: 5

Base MR: 10

Alignment: 0

Frequency: Quite rare

Genocidable: Yes

ATTACK(S):

Bite: 1d4

Weight: 1500

Nutritional value: 500

Size: 7

Resistances: None

Resistances conveyed by eating: None

A long worm is part of the large family of serpents. It has no limbs. It is able to lay eggs. It is a carnivore.

Name: long worm tail

Base level: 0

Speed: 0

Base AC: 0

Base MR: 0

Alignment: 0

Frequency: unique, no random generation

Genocidable: No

ATTACK(S):

Passive only

Weight: 0

Nutritional value: 0 (but leaves no corpse)

Size: 0

Resistances: None

Resistances conveyed by eating: None

They say that cutting a worm in two may cut it into two.

Name: Lord Carnarvon

Base level: 20

Speed: 12

Base AC: 0

Base MR: 30

Alignment: 20

Frequency: unique, no random generation

Genocidable: No
 ATTACK(S):
 Projectile as weapon, or if in range, uses melee
 weapon for 1d6
 Weight: 1450
 Nutritional value: 400
 Size: 2
 Resistances: None
 Resistances conveyed by eating: None

Lord Carnarvon can tunnel through rock with a pick-axe. He is humanoid. He is an omnivore.

Lord Carnarvon was the financial patron of Howard Carter, the discoverer of King Tutanchamon's tomb.

Name: **Lord Sato**
 Base level: 20
 Speed: 15
 Base AC: 0
 Base MR: 30
 Alignment: 20
 Frequency: unique, no random generation
 Genocidable: No
 ATTACK(S):
 Projectile as weapon, or if in range, uses melee
 weapon for 1d8
 Weight: 1450
 Nutritional value: 400
 Size: 2
 Resistances: None
 Resistances conveyed by eating: None

Lord Sato is humanoid. He is an omnivore.

Lord Sato is the family head of the Taro Clan, and a mighty daimyo. He is a loyal servant of the Emperor, and will go do everything in his power to further the imperial cause.

Name: **Lord Surtur**
 Base level: 15
 Speed: 12
 Base AC: 2
 Base MR: 50
 Alignment: 12
 Frequency: unique, no random generation
 Genocidable: No
 ATTACK(S):
 Projectile as weapon, or if in range, uses melee
 weapon for 2d10
 Projectile as weapon, or if in range, uses melee
 weapon for 2d10
 Steals the amulet etc.
 Weight: 2250
 Nutritional value: 850
 Size: 4
 Resistances: fire
 Resistances conveyed by eating: fire

Lord Surtur is humanoid. He is an omnivore.

The dwarfs, whose father was Ivaldr, lived in the very heart of the hills.

:
 :
 @willl
 At the other end of the ladder were the giants, who stole summer and brought winter in its place. They lived in Jotumheim. Some of the giants were Hrungnir, who was killed by Thor; Hresvelgr, living in the far north, who produced winds and tempests by simply moving his wings; and Surtr, a southern giant, who guarded Muspelheim, the fire-land, with his flaming sword.

The Encyclopaedia of Myths and Legends of All Nations, by Herbert Spencer Robinson and Knox Wilson

Name: **lurker above**
 Base level: 10
 Speed: 3
 Base AC: 3
 Base MR: 0
 Alignment: 0
 Frequency: Quite rare
 Genocidable: Yes
 ATTACK(S):
 Engulfs and digests: 1d8
 Weight: 800
 Nutritional value: 350
 Size: 4
 Resistances: None
 Resistances conveyed by eating: None

A lurker above can fly/float. It is able to hide itself, either by blending into the scenery, or by mimicing a dungeon feature, such as a pile of coins etc. It has an animal body. It has no eyes, and is therefore impervious to gaze and blindness attacks. A lurker above has no limbs and no head. It is a carnivore.

The lurker is a carnivorous scavenger found in caves, its greyish belly textured like stone. The lurker typically attaches itself to a ceiling, where it is very difficult to detect, unless actually prodded.

Monstrous Manual, by TSR, Inc.

LYCANTHROPE

Lycanthropes are humans who can transform themselves to resemble normal animals or monsters. True lycanthropes are those to whom lycanthropy is a genetic trait: they breed with other lycanthropes and produce baby lycanthropes. Only true lycanthropes can infect others with lycanthropy. Infected lycanthropes are those whose lycanthropy results from being wounded by a true lycanthrope. A slain lycanthrope always reverts to its natural humanoid form after having been killed.

Monstrous Manual, by TSR, Inc.

Name: **werejackal**
 Base level: 2
 Speed: 12
 Base AC: 7
 Base MR: 10
 Alignment: -7
 Frequency: no random generation
 Genocidable: No
 ATTACK(S):
 Turns victim into a lycanthrope
 Weight: 300

Nutritional value: 250 (but leaves no corpse)

Size: 1

Resistances: poison

Resistances conveyed by eating: None

A werejackal has no hands. It can regenerate itself. It is poisonous if eaten. It is a carnivore.

Name: **werejackal**

Base level: 2

Speed: 12

Base AC: 10

Base MR: 10

Alignment: -7

Frequency: Very rare

Genocidable: No

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 2d4

Weight: 1450

Nutritional value: 400

Size: 2

Resistances: poison

Resistances conveyed by eating: None

A werejackal is humanoid. It can regenerate itself. It is poisonous if eaten. It is an omnivore.

Name: **wererat**

Base level: 2

Speed: 12

Base AC: 6

Base MR: 10

Alignment: -7

Frequency: no random generation

Genocidable: No

ATTACK(S):

Turns victim into a lycanthrope

Weight: 40

Nutritional value: 30 (but leaves no corpse)

Size: 0

Resistances: poison

Resistances conveyed by eating: None

A wererat has no hands. It can regenerate itself. It is poisonous if eaten. It is a carnivore.

Name: **wererat**

Base level: 2

Speed: 12

Base AC: 10

Base MR: 10

Alignment: -7

Frequency: Very rare

Genocidable: No

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 2d4

Weight: 1450

Nutritional value: 400

Size: 2

Resistances: poison

Resistances conveyed by eating: None

A wererat is humanoid. It can regenerate itself. It is poisonous if eaten. It is an omnivore.

Name: **werewolf**

Base level: 5

Speed: 12

Base AC: 4

Base MR: 20

Alignment: -7

Frequency: no random generation

Genocidable: No

ATTACK(S):

Turns victim into a lycanthrope

Weight: 500

Nutritional value: 250 (but leaves no corpse)

Size: 2

Resistances: poison

Resistances conveyed by eating: None

A werewolf has no hands. It can regenerate itself. It is poisonous if eaten. It is a carnivore.

Name: **werewolf**

Base level: 5

Speed: 12

Base AC: 10

Base MR: 20

Alignment: -7

Frequency: Very rare

Genocidable: No

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 2d4

Weight: 1450

Nutritional value: 400

Size: 2

Resistances: poison

Resistances conveyed by eating: None

A werewolf is humanoid. It can regenerate itself. It is poisonous if eaten. It is an omnivore.

Name: **manes**

Base level: 1

Speed: 3

Base AC: 7

Base MR: 0

Alignment: -7

Frequency: Very rare, normally appears in large groups

Genocidable: Yes

ATTACK(S):

Claw: 1d3

Claw: 1d3

Bite: 1d4

Weight: 100

Nutritional value: 100 (but leaves no corpse)

Size: 1

Resistances: sleep, poison

Resistances conveyed by eating: None

A manes is poisonous if eaten.

Manes are the most pathetic beings that wander the lower layers of the Abyss. These creatures are as vast and endless as the layers themselves.

Monstrous Compendium 8, by TSR inc.

Name: **marilith**

Base level: 7

Speed: 12

Base AC: -6

Base MR: 80

Alignment: -12

Frequency: Very rare, only in Gehennom

Genocidable: No

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 2d4

Projectile as weapon, or if in range, uses melee weapon for 2d4

Projectile as weapon, or if in range, uses melee weapon for 2d4

Projectile as weapon, or if in range, uses melee weapon for 2d4

Projectile as weapon, or if in range, uses melee weapon for 2d4

Projectile as weapon, or if in range, uses melee weapon for 2d4

Weight: 1450

Nutritional value: 400 (but leaves no corpse)

Size: 3

Resistances: fire, poison

Resistances conveyed by eating: None

A marilith has the torso of a woman atop the body of a great snake. She can see invisible creatures. She is poisonous if eaten.

The marilith, a type V demon, has a torso shaped like that of a human female, and the lower body of a great snake. It has multiple arms, and can freely attack with all of them. Since it is intelligent enough to use weapons, this means it can cause great damage.

Name: **Master Assassin**

Base level: 15

Speed: 15

Base AC: 0

Base MR: 30

Alignment: 18

Frequency: unique, no random generation

Genocidable: No

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 2d6

Projectile as weapon, or if in range, uses melee weapon for 2d8

Steals the amulet etc.

Weight: 1450

Nutritional value: 400

Size: 2

Resistances: None

Resistances conveyed by eating: None

Master Assassin is humanoid. It is an omnivore.

He strolled down the stairs, followed by a number of assassins. When he was directly in front of Ymor he said: "I've come for the tourist."

:

@gh I

"One step more and you'll leave here with fewer eyeballs than you came with," said the thiefmaster. "So sit down and have a drink, Zlorf, and let's talk about this sensibly. I thought we had an agreement. You don't rob—I don't kill. Not for payment, that is," he added after a pause.

Zlorf took the preferred beer.

"So?" he said. "I'll kill him. Then you rob him. Is he that funny looking one over there?"

"Yes."

Zlorf stared at Twoflower, who grinned at him. He shrugged. He seldom wasted time wondering why people wanted other people dead. It was just a living.

"Who is your client, may I ask?" said Ymor.

Zlorf held up a hand. "Please!" he protested. "Professional etiquette."

The Colour of Magic, by Terry Pratchett

Name: **Master of Thieves**

Base level: 20

Speed: 15

Base AC: 0

Base MR: 30

Alignment: -20

Frequency: unique, no random generation

Genocidable: No

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 2d6

Projectile as weapon, or if in range, uses melee weapon for 2d6

Steals the amulet etc.

Weight: 1450

Nutritional value: 400

Size: 2

Resistances: None

Resistances conveyed by eating: None

Master of Thieves is humanoid. He is an omnivore.

There was a flutter of wings at the window. Ymor shifted his bulk out of the chair and crossed the room, coming back with a large raven. After he'd unfastened the message capsule from its leg it flew up to join its fellows lurking among the rafters. Withel regarded it without love. Ymor's ravens were notoriously loyal to their master, to the extent that Withel's one attempt to promote himself to the rank of greatest thief in Ankh-Morpork had cost their master's right hand man his left eye. But not his life, however. Ymor never grudged a man his ambitions.

The Colour of Magic, by Terry Pratchett

Name: **Medusa**

Base level: 20

Speed: 12

Base AC: 2

Base MR: 50

Alignment: -15

Frequency: unique, no random generation

Genocidable: No

ATTACK(S):

Claw: 1d8
 Gaze turns to stone
 Bite: Strength draining poison
 Projectile as weapon, or if in range, uses melee
 weapon for 2d4

Weight: 1450

Nutritional value: 400

Size: 3

Resistances: poison, petrification

Resistances conveyed by eating: poison

Medusa can fly/float, and traverse water. She is amphibious. She is humanoid. She is poisonous if eaten. Medusa is an omnivore.

This hideous creature from ancient Greek myth was the doom of many a valiant adventurer. It is said that one gaze from its eyes could turn a man to stone. One bite from the nest of snakes which crown its head could cause instant death. The only way to kill this monstrosity is to turn its gaze back upon itself.

MIMIC

Mimics are magically-created creatures with a hard rock-like outer shell that protects their soft inner organs. Mimics can alter their forms and pigmentation; they use this talent to lure victims into close range, where they attempt to feed on them. They usually appear in the shape of treasure chests.

Mimics were originally created by wizards to protect themselves from treasure hunters. A good meal (one or two humans) can sustain them for weeks. Mimics pose as stonework, doors, statues, stairs, chests, or other common items made from stone, wood, and metal.

Monstrous Manual, by TSR, Inc.

Name: mimic, giant

Base level: 9

Speed: 3

Base AC: 7

Base MR: 20

Alignment: 0

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Sticks to you

Sticks to you

Weight: 800

Nutritional value: 500

Size: 3

Resistances: acid

Resistances conveyed by eating: None

A giant mimic can flow under doors, and cling to ceilings. It is able to hide itself, either by blending into the scenery, or by mimicing a dungeon feature, such as a pile of coins etc. Due to its unusual body chemistry, It has no need to breathe. It has an animal body. A giant mimic has no eyes, and is therefore impervious to gaze and blindness attacks. It has no limbs and no head. It has a thick hide. It is a carnivore.

Name: mimic, large

Base level: 8

Speed: 3

Base AC: 7

Base MR: 10

Alignment: 0

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Sticks to you

Weight: 600

Nutritional value: 400

Size: 3

Resistances: acid

Resistances conveyed by eating: None

A large mimic can flow under doors, and cling to ceilings. It is able to hide itself, either by blending into the scenery, or by mimicing a dungeon feature, such as a pile of coins etc. Due to its unusual body chemistry, It has no need to breathe. It has an animal body. A large mimic has no eyes, and is therefore impervious to gaze and blindness attacks. It has no limbs and no head. It has a thick hide. It is a carnivore.

Name: mimic, small

Base level: 7

Speed: 3

Base AC: 7

Base MR: 0

Alignment: 0

Frequency: Quite rare

Genocidable: Yes

ATTACK(S):

Claw: 3d4

Weight: 300

Nutritional value: 200

Size: 2

Resistances: acid

Resistances conveyed by eating: None

A small mimic can flow under doors. It is able to hide itself, either by blending into the scenery, or by mimicing a dungeon feature, such as a pile of coins etc. Due to its unusual body chemistry, It has no need to breathe. It has an animal body. A small mimic has no eyes, and is therefore impervious to gaze and blindness attacks. It has no limbs and no head. It has a thick hide. It is a carnivore.

Name: mind flayer

Base level: 9

Speed: 12

Base AC: 5

Base MR: 90

Alignment: -8

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Projectile as weapon, or if in range, uses melee
 weapon for 1d4

Tentacle: 2d1 plus intelligence drain

Tentacle: 2d1 plus intelligence drain

Tentacle: 2d1 plus intelligence drain

Tentacle: 2d1 plus intelligence drain

Weight: 1450

Nutritional value: 400

Size: 2

Resistances: None
Resistances conveyed by eating: None

A mind flayer can fly/float. It is humanoid. It can see invisible creatures. It is an omnivore.

This creature has a humanoid body, but has tentacles around its covered mouth and only three long fingers on each hand. Mind flayers are telepathic, and love to devour intelligent beings, especially humans. If they hit their victim with a tentacle, the mind flayer will slowly drain it of all intelligence, eventually killing the victim.

Name: **Minion of Huhetotl**

Base level: 16

Speed: 10

Base AC: -2

Base MR: 75

Alignment: -14

Frequency: unique, no random generation

Genocidable: No

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 8d4

Projectile as weapon, or if in range, uses melee weapon for 4d6

Random magic spell with nominal damage of (level/3+1)d6

Steals the amulet etc.

Weight: 1450

Nutritional value: 400 (but leaves no corpse)

Size: 3

Resistances: fire, poison

Resistances conveyed by eating: None

Minion of Huhetotl can fly/float. It can see invisible creatures. It is poisonous if eaten.

Huehuetotl, or Huhetotl, which means Old God, was the Aztec (classical Mesoamerican) god of fire. He is generally associated with paternalism and one of the group classed as the Xiuhtecuhtli complex. His is known to send his minions to wreck havoc upon ordinary humans.

after the *Encyclopedia of Gods*, by Michael Jordan

Name: **minotaur**

Base level: 15

Speed: 15

Base AC: 6

Base MR: 0

Alignment: 0

Frequency: no random generation

Genocidable: Yes

ATTACK(S):

Claw: 3d10

Claw: 3d10

Butt: 2d8

Weight: 1500

Nutritional value: 700

Size: 3

Resistances: None

Resistances conveyed by eating: None

A minotaur has an animal body with a humanoid shape. It is a carnivore.

Every year, king Aegeus of Athens was to send seven boys and seven girls to Crete, to do penance for the fact that the son of king Minos of Crete had died in Athens. None of these adolescents ever returned: upon arrival on Crete, Minos sent them into the Labyrinth, a maze that no one was ever able to leave. Here they were to be eaten by the minotaur. The minotaur or minotauros was a monster, half man and half bull, the result of queen Pasiphae's unnatural love for a bull that had appeared from the sea. Out of shame, king Minos had Daedalus build the Labyrinth, to hide the minotaur in. Eventually prince Theseus volunteered to sail to Crete. With the help of princess Ariadne he managed to kill the minotaur, and escape from the Labyrinth.

Name: **mumak**

Base level: 5

Speed: 9

Base AC: 0

Base MR: 0

Alignment: -2

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Butt: 4d12

Bite: 2d6

Weight: 2500

Nutritional value: 500

Size: 3

Resistances: None

Resistances conveyed by eating: None

A mumak has an animal body. It has no hands. It has a thick hide. It is a herbivore.

... the Mumak of Harad was indeed a beast of vast bulk, and the like of him does not walk now in Middle-Earth; his kin that live still in latter days are but memories of his girth and majesty. On he came, ... his great legs like trees, enormous sail-like ears spread out, long snout upraised like a huge serpent about to strike, his small red eyes raging. His upturned hornlike tusks ... dripped with blood.

The Two Towers, by J.R.R. Tolkien

MUMMY

Mummies are corpses native to dry desert areas, where the dead are entombed by a process known as mummification. When their tombs are disturbed, the corpses become animated into a weird unlife state, whose unholy hatred of life causes them to attack living things without mercy. Mummies are usually clothed in rotting strips of linen.

Monstrous Manual, by TSR, Inc.

Name: **mummy, ettin**

Base level: 7

Speed: 12

Base AC: 4

Base MR: 30

Alignment: -6

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Claw: 2d6

Claw: 2d6

Weight: 1700

Nutritional value: 250 (but leaves no corpse)

Size: 4

Resistances: cold, sleep, poison

Resistances conveyed by eating: None

Due to its unusual body chemistry, An ettin mummy has no need to breathe. It is humanoid. It has no mind, and is therefore not detectable via telepathy. It is poisonous if eaten.

Name: mummy, giant

Base level: 8

Speed: 14

Base AC: 3

Base MR: 30

Alignment: -7

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Claw: 3d4

Claw: 3d4

Weight: 2050

Nutritional value: 375 (but leaves no corpse)

Size: 4

Resistances: cold, sleep, poison

Resistances conveyed by eating: None

Due to its unusual body chemistry, A giant mummy has no need to breathe. It is humanoid. It has no mind, and is therefore not detectable via telepathy. It is poisonous if eaten.

Name: mummy, human

Base level: 6

Speed: 12

Base AC: 4

Base MR: 30

Alignment: -5

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Claw: 2d4

Claw: 2d4

Weight: 1450

Nutritional value: 200 (but leaves no corpse)

Size: 2

Resistances: cold, sleep, poison

Resistances conveyed by eating: None

Due to its unusual body chemistry, A human mummy has no need to breathe. It is humanoid. It has no mind, and is therefore not detectable via telepathy. It is poisonous if eaten.

Name: mummy, orc

Base level: 5

Speed: 10

Base AC: 5

Base MR: 20

Alignment: -4

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Claw: 1d6

Weight: 850

Nutritional value: 75 (but leaves no corpse)

Size: 2

Resistances: cold, sleep, poison

Resistances conveyed by eating: None

Due to its unusual body chemistry, An orc mummy has no need to breathe. It is humanoid. It has no mind, and is therefore not detectable via telepathy. It is poisonous if eaten.

NAGA

The naga is a mystical creature with the body of a snake and the head of a man or woman. They will fiercely protect the territory they consider their own. Some nagas can be forced to serve as a guardian by a spell caster of great power.

Name: naga, black

Base level: 8

Speed: 14

Base AC: 2

Base MR: 10

Alignment: 4

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Bite: 2d6

Spits acid venom

Weight: 2600

Nutritional value: 400

Size: 4

Resistances: poison, acid, petrification

Resistances conveyed by eating: poison

A black naga has the body of a serpent. It has no limbs. It has a thick hide. It is able to lay eggs. A black naga is acidic if eaten.

Name: black naga hatchling

Base level: 3

Speed: 10

Base AC: 6

Base MR: 0

Alignment: 0

Frequency: Extremely rare(0)

Genocidable: Yes

ATTACK(S):

Bite: 1d4

Weight: 500

Nutritional value: 100

Size: 3

Resistances: poison, acid, petrification

Resistances conveyed by eating: poison

A black naga hatchling has the body of a serpent. It has no limbs. It has a thick hide. It is acidic if eaten.

Name: naga, golden

Base level: 10

Speed: 14

Base AC: 2

Base MR: 70

Alignment: 5

Frequency: Very rare
 Genocidable: Yes
 ATTACK(S):
 Bite: 2d6
 Random magic spell with nominal damage of
 (level/3+4)d6
 Weight: 2600
 Nutritional value: 400
 Size: 4
 Resistances: poison
 Resistances conveyed by eating: poison

A golden naga has the body of a serpent. It has no limbs. It has a thick hide. It is able to lay eggs.

Name: **golden naga hatchling**
 Base level: 3
 Speed: 10
 Base AC: 6
 Base MR: 0
 Alignment: 0
 Frequency: Extremely rare(0)
 Genocidable: Yes
 ATTACK(S):
 Bite: 1d4
 Weight: 500
 Nutritional value: 100
 Size: 3
 Resistances: poison
 Resistances conveyed by eating: poison

A golden naga hatchling has the body of a serpent. It has no limbs. It has a thick hide.

Name: **naga, guardian**
 Base level: 12
 Speed: 16
 Base AC: 0
 Base MR: 50
 Alignment: 7
 Frequency: Very rare
 Genocidable: Yes
 ATTACK(S):
 Paralyses
 Spits blinding venom
 Bearhug: 2d4
 Weight: 2600
 Nutritional value: 400
 Size: 4
 Resistances: poison
 Resistances conveyed by eating: poison

A guardian naga has the body of a serpent. It has no limbs. It has a thick hide. It is able to lay eggs. A guardian naga is poisonous if eaten.

Name: **guardian naga hatchling**
 Base level: 3
 Speed: 10
 Base AC: 6
 Base MR: 0
 Alignment: 0
 Frequency: Extremely rare(0)

Genocidable: Yes
 ATTACK(S):
 Bite: 1d4
 Weight: 500
 Nutritional value: 100
 Size: 3
 Resistances: poison
 Resistances conveyed by eating: poison

A guardian naga hatchling has the body of a serpent. It has no limbs. It has a thick hide.

Name: **naga, red**
 Base level: 6
 Speed: 12
 Base AC: 4
 Base MR: 0
 Alignment: -4
 Frequency: Very rare
 Genocidable: Yes
 ATTACK(S):
 Bite: 2d4
 Breaths fire: 2d6
 Weight: 2600
 Nutritional value: 400
 Size: 4
 Resistances: fire, poison
 Resistances conveyed by eating: fire, poison

A red naga has the body of a serpent. It has no limbs. It has a thick hide. It is able to lay eggs.

Name: **red naga hatchling**
 Base level: 3
 Speed: 10
 Base AC: 6
 Base MR: 0
 Alignment: 0
 Frequency: Extremely rare(0)
 Genocidable: Yes
 ATTACK(S):
 Bite: 1d4
 Weight: 500
 Nutritional value: 100
 Size: 3
 Resistances: fire, poison
 Resistances conveyed by eating: fire, poison

A red naga hatchling has the body of a serpent. It has no limbs. It has a thick hide.

Name: **nalfeshnee**
 Base level: 11
 Speed: 9
 Base AC: -1
 Base MR: 65
 Alignment: -11
 Frequency: Very rare, only in Gehennom
 Genocidable: No
 ATTACK(S):
 Claw: 1d4
 Claw: 1d4
 Bite: 2d4

Random magic spell with nominal damage of (level/3+1)d6

Weight: 1450

Nutritional value: 400 (but leaves no corpse)

Size: 3

Resistances: fire, poison

Resistances conveyed by eating: None

A nalfeshnee is humanoid. It is poisonous if eaten.

Not only do these demons, which are of type IV, do physical damage with their claws and bite, but they are capable of using magic as well.

Name: **Nalzok**

Base level: 16

Speed: 10

Base AC: -2

Base MR: 85

Alignment: -127

Frequency: unique, no random generation

Genocidable: No

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 8d4

Projectile as weapon, or if in range, uses melee weapon for 4d6

Random magic spell with nominal damage of (level/3+1)d6

Steals the amulet etc.

Weight: 1450

Nutritional value: 400 (but leaves no corpse)

Size: 3

Resistances: fire, poison

Resistances conveyed by eating: None

Nalzok can fly/float. It can see invisible creatures. It is poisonous if eaten.

Nalzok is Moloch's cunning and unfailingly loyal battle lieutenant, to whom he trusts the command of warfare when he does not wish to exercise it himself. Nalzok is a major demon, known to command the undead. He is hungry for power, and secretly covets Moloch's position. Moloch doesn't trust him, but, trusting his own power enough, chooses to take no action for now.

Name: **neanderthal**

Base level: 5

Speed: 10

Base AC: 10

Base MR: 10

Alignment: 1

Frequency: no random generation

Genocidable: No

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 2d4

Weight: 1450

Nutritional value: 400

Size: 2

Resistances: None

Resistances conveyed by eating: None

A neanderthal is humanoid. It is an omnivore.

Neanderthal. 1. Valley between Duesseldorf and Elberfeld in Germany, where an ancient skull of a prehistoric race was found. 2. Human(oid) of the race mentioned above.

Name: **newt**

Base level: 0

Speed: 6

Base AC: 8

Base MR: 0

Alignment: 0

Frequency: Common

Genocidable: Yes

ATTACK(S):

Bite: 1d2

Weight: 10

Nutritional value: 20

Size: 0

Resistances: None

Resistances conveyed by eating: None

A newt can traverse water. It is amphibious. It has an animal body. It has no hands. A newt is a carnivore.

(kinds of) small animal, like a lizard, which spends most of its time in the water.

Oxford's Student's Dictionary of Current English

Name: **Norn**

Base level: 20

Speed: 15

Base AC: 0

Base MR: 80

Alignment: 0

Frequency: unique, no random generation

Genocidable: No

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 1d8

Weight: 1450

Nutritional value: 400

Size: 2

Resistances: cold

Resistances conveyed by eating: None

Norn is humanoid. She is an omnivore.

The Norns were the three Norse Fates, or the goddesses of fate. Female giants, they brought the wonderful Golden Age to an end. They cast lots over the cradle of every child that was born, and placed gifts in the cradle. Their names were Urda, Verdandi, and Skuld, representing the past, the present and the future. Urda and Verdandi were kindly disposed, but Skuld was cruel and savage. Their tasks were to sew the web of fate, to water the sacred ash, Yggdrasil, and to keep it in good condition by placing fresh earth around it daily. In her fury, Skuld often spoiled the work of her sisters by tearing the web to shreds.

The Encyclopaedia of Myths and Legends of All Nations, by Herbert Spencer Robinson and Knox Wilson

NYMPH

A female creature from Roman and Greek mythology, the nymph occupied rivers, forests, ponds, etc. A nymph's beauty is beyond words: an ever-young woman with sleek figure and long, thick hair, radiant skin and perfect teeth, full lips and gentle eyes. A nymph's scent is delightful, and her long robe glows, hemmed with golden threads and embroidered with rainbow hues of unearthly magnificence. A nymph's demeanour is graceful and charming, her mind quick and witty.

Name: **nymph, mountain**

Base level: 3

Speed: 12

Base AC: 9

Base MR: 20

Alignment: 0

Frequency: Quite rare

Genocidable: Yes

ATTACK(S):

Steals a random item

Steals a random item

Weight: 600

Nutritional value: 300

Size: 2

Resistances: None

Resistances conveyed by eating: None

A mountain nymph is humanoid. She is able to teleport at will.

Name: **nymph, water**

Base level: 3

Speed: 12

Base AC: 9

Base MR: 20

Alignment: 0

Frequency: Quite rare

Genocidable: Yes

ATTACK(S):

Steals a random item

Steals a random item

Weight: 600

Nutritional value: 300

Size: 2

Resistances: None

Resistances conveyed by eating: None

A water nymph can traverse water. She is humanoid. She is able to teleport at will.

Name: **nymph, wood**

Base level: 3

Speed: 12

Base AC: 9

Base MR: 20

Alignment: 0

Frequency: Quite rare

Genocidable: Yes

ATTACK(S):

Steals a random item

Steals a random item

Weight: 600

Nutritional value: 300

Size: 2

Resistances: None

Resistances conveyed by eating: None

A wood nymph is humanoid. She is able to teleport at will.

OGRE

Any one who has once met a gluttonous, nude, angry ogre, will not easily forget this encounter—if he survives it at all. Both male and female ogres can easily grow as tall as three metres. Build and facial expression would remind one of a Neanderthal.

Its small, pointy, keen teeth are striking. Since ogres avoid direct sunlight, their ragged, unfurry skin is as white as a sheet. They enjoy coating their body with lard and usually wear nothing but a loin-cloth. An elf would smell its rancid stench at ten metres distance.

Ogres are solitary creatures: very rarely one may encounter a female with two or three young. They are the only real carnivores among the humanoids, and its favourite meal is—not surprisingly—human flesh. They sometimes ally with orcs or goblins, but only when they anticipate a good meaty meal.

het Boek van de Regels; Het Oog des Meesters

Name: **ogre**

Base level: 5

Speed: 10

Base AC: 5

Base MR: 0

Alignment: -3

Frequency: Very rare, normally appears in small groups

Genocidable: Yes

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 2d5

Weight: 1600

Nutritional value: 500

Size: 3

Resistances: None

Resistances conveyed by eating: None

An ogre is humanoid. It is a carnivore.

Name: **ogre king**

Base level: 7

Speed: 14

Base AC: 4

Base MR: 60

Alignment: -7

Frequency: Quite rare

Genocidable: Yes

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 3d5

Weight: 1700

Nutritional value: 750

Size: 3

Resistances: None

Resistances conveyed by eating: None

An ogre king is humanoid. He is a carnivore.

Name: **ogre lord**

Base level: 7

Speed: 12
 Base AC: 3
 Base MR: 30
 Alignment: -5
 Frequency: Quite rare
 Genocidable: Yes
 ATTACK(S):
 Projectile as weapon, or if in range, uses melee
 weapon for 2d6
 Weight: 1700
 Nutritional value: 700
 Size: 3
 Resistances: None
 Resistances conveyed by eating: None

An ogre lord is humanoid. He is a carnivore.

Name: **Olog-hai**
 Base level: 13
 Speed: 12
 Base AC: -4
 Base MR: 0
 Alignment: -7
 Frequency: Very rare
 Genocidable: Yes
 ATTACK(S):
 Claw: 2d8
 Projectile as weapon, or if in range, uses melee
 weapon for 3d6
 Bite: 2d6
 Weight: 1500
 Nutritional value: 400
 Size: 3
 Resistances: None
 Resistances conveyed by eating: None

An Olog-hai is humanoid. It can regenerate itself. It is a carnivore.

Name: **Oracle**
 Base level: 12
 Speed: 0
 Base AC: 0
 Base MR: 50
 Alignment: 0
 Frequency: unique, no random generation
 Genocidable: No
 ATTACK(S):
 Passive only
 Weight: 1450
 Nutritional value: 400
 Size: 2
 Resistances: None
 Resistances conveyed by eating: None

Oracle is humanoid. She is an omnivore.

ORC

Orcs, bipeds with a humanoid appearance, are related to the goblins, but much bigger and more dangerous. The average orc is only moderately intelligent, has broad, muscled shoulders, a short neck, a sloping forehead and a thick, dark, fur. Their lower eye—teeth are pointing forward, like a boar's ones. Female orcs are more lightly built and bare-chested. Not needing any clothing, they do like to dress in variegated apparels.

Suspicious by nature, orcs live in tribes or hordes. They tend to live underground as well as above ground (but they dislike sunlight). Orcs can use all weapons, tools and armours that are used by men. Since they don't have the talent to fashion these themselves, they are constantly hunting for them. There is nothing a horde of orcs cannot use.

het Boek van de Regels; Het Oog des Meesters

Name: **orc, hill**
 Base level: 2
 Speed: 9
 Base AC: 10
 Base MR: 0
 Alignment: -4
 Frequency: Quite rare, normally appears in large groups
 Genocidable: Yes
 ATTACK(S):
 Projectile as weapon, or if in range, uses melee
 weapon for 1d6
 Weight: 1000
 Nutritional value: 200
 Size: 2
 Resistances: None
 Resistances conveyed by eating: None

A hill orc is humanoid. It is an omnivore.

Name: **orc, Mordor**
 Base level: 3
 Speed: 5
 Base AC: 10
 Base MR: 0
 Alignment: -5
 Frequency: Very rare, normally appears in large groups
 Genocidable: Yes
 ATTACK(S):
 Projectile as weapon, or if in range, uses melee
 weapon for 1d6
 Weight: 1200
 Nutritional value: 200
 Size: 2
 Resistances: None
 Resistances conveyed by eating: None

A Mordor orc is humanoid. It is an omnivore.

Name: **orc**
 Base level: 1
 Speed: 9
 Base AC: 10
 Base MR: 0
 Alignment: -3
 Frequency: no random generation, normally appears in large groups
 Genocidable: Yes
 ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 1d8

Weight: 850

Nutritional value: 150

Size: 2

Resistances: None

Resistances conveyed by eating: None

An orc is humanoid. It is an omnivore.

Name: **orc shaman**

Base level: 3

Speed: 9

Base AC: 5

Base MR: 10

Alignment: -5

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Random magic spell with nominal damage of (level/3+1)d6

Weight: 1000

Nutritional value: 300

Size: 2

Resistances: None

Resistances conveyed by eating: None

An orc shaman is humanoid. It is an omnivore.

Name: **orc zombie**

Base level: 2

Speed: 6

Base AC: 9

Base MR: 0

Alignment: -3

Frequency: Very rare, normally appears in small groups

Genocidable: Yes

ATTACK(S):

Claw: 1d6

Weight: 850

Nutritional value: 75 (but leaves no corpse)

Size: 2

Resistances: cold, sleep, poison

Resistances conveyed by eating: None

Due to its unusual body chemistry, An orc zombie has no need to breathe. It is humanoid. It has no mind, and is therefore not detectable via telepathy. It is poisonous if eaten.

Name: **orc-captain**

Base level: 5

Speed: 5

Base AC: 10

Base MR: 0

Alignment: -5

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 2d4

Projectile as weapon, or if in range, uses melee weapon for 2d4

Weight: 1350

Nutritional value: 350

Size: 2

Resistances: None

Resistances conveyed by eating: None

An orc-captain is humanoid. It is an omnivore.

Name: **Uruk-hai**

Base level: 3

Speed: 7

Base AC: 10

Base MR: 0

Alignment: -4

Frequency: Very rare, normally appears in large groups

Genocidable: Yes

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 1d8

Weight: 1300

Nutritional value: 300

Size: 2

Resistances: None

Resistances conveyed by eating: None

An Uruk-hai is humanoid. It is an omnivore.

Name: **Orcus**

Base level: 66

Speed: 9

Base AC: -6

Base MR: 85

Alignment: -20

Frequency: unique, only in Gehennom, no random generation

Genocidable: No

ATTACK(S):

Random magic spell with nominal damage of (level/3+8)d6

Projectile as weapon, or if in range, uses melee weapon for 3d6

Claw: 3d4

Claw: 3d4

Sting: Strength draining poison

Weight: 1500

Nutritional value: 500 (but leaves no corpse)

Size: 4

Resistances: fire, poison

Resistances conveyed by eating: None

Orcus can fly/float. He can see invisible creatures. He is poisonous if eaten.

Orcus, Prince of the Undead, has a rams head and a poison stinger. He is most feared, though, for his powerful magic abilities. His wand causes death to those he chooses.

Name: **owlbear**

Base level: 5

Speed: 12

Base AC: 5

Base MR: 0

Alignment: 0

Frequency: Rare

Genocidable: Yes

ATTACK(S):

Claw: 1d6

Claw: 1d6

Bearhug: 2d8

Weight: 1700

Nutritional value: 700

Size: 3

Resistances: None

Resistances conveyed by eating: None

An owlbear has an animal body with a humanoid shape. It is a carnivore.

Owlbears are probably the crossbred creation of a demented wizard; given the lethality of this creation, it is quite likely that the wizard who created them is no longer alive. As the name might already suggest, owlbears are a cross between a giant owl and a bear. They are covered with fur and feathers.

Name: **Pelias**

Base level: 20

Speed: 12

Base AC: 0

Base MR: 30

Alignment: 0

Frequency: unique, no random generation

Genocidable: No

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 1d6

Weight: 1450

Nutritional value: 400

Size: 2

Resistances: poison

Resistances conveyed by eating: None

Pelias is humanoid. He is an omnivore.

Pelias is a compassionate man, proficient in the ways of magic, seeking to fight the ways of evil. To this cause, he has recently joined the Duali Tribe.

Name: **piercer, iron**

Base level: 5

Speed: 1

Base AC: 0

Base MR: 0

Alignment: 0

Frequency: Quite rare

Genocidable: Yes

ATTACK(S):

Bite: 3d6

Weight: 400

Nutritional value: 300

Size: 2

Resistances: None

Resistances conveyed by eating: None

An iron piercer can cling to ceilings. It is able to hide itself, either by blending into the scenery, or by mimicking a dungeon feature, such as a pile of coins etc. It has an animal body. It has no eyes, and is therefore impervious to gaze and blindness attacks. An iron piercer has no limbs. It is a carnivore.

Name: **piercer, rock**

Base level: 3

Speed: 1

Base AC: 3

Base MR: 0

Alignment: 0

Frequency: Uncommon

Genocidable: Yes

ATTACK(S):

Bite: 2d6

Weight: 200

Nutritional value: 200

Size: 1

Resistances: None

Resistances conveyed by eating: None

A rock piercer can cling to ceilings. It is able to hide itself, either by blending into the scenery, or by mimicking a dungeon feature, such as a pile of coins etc. It has an animal body. It has no eyes, and is therefore impervious to gaze and blindness attacks. A rock piercer has no limbs. It is a carnivore.

Name: **pit fiend**

Base level: 13

Speed: 6

Base AC: -3

Base MR: 65

Alignment: -13

Frequency: Quite rare, only in Gehennom

Genocidable: No

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 4d2

Projectile as weapon, or if in range, uses melee weapon for 4d2

Bearhug: 2d4

Weight: 1450

Nutritional value: 400 (but leaves no corpse)

Size: 3

Resistances: fire, poison

Resistances conveyed by eating: None

A pit fiend can see invisible creatures. It is poisonous if eaten.

Pit fiends are among the more powerful of devils, capable of attacking twice with weapons as well as grabbing and crushing the life out of those unwary enough to enter their domains.

Name: **baby purple worm**

Base level: 8

Speed: 3

Base AC: 5

Base MR: 0

Alignment: 0

Frequency: Extremely rare(0)

Genocidable: Yes

ATTACK(S):

Bite: 1d6

Weight: 600

Nutritional value: 250

Size: 3

Resistances: None

Resistances conveyed by eating: None

A baby purple worm is part of the large family of serpents. It has no limbs. It is a carnivore.

Name: **purple worm**

Base level: 15

Speed: 9

Base AC: 6

Base MR: 20

Alignment: 0

Frequency: Quite rare

Genocidable: Yes

ATTACK(S):

Bite: 2d8

Engulfs and digests: 1d10

Weight: 2700

Nutritional value: 700

Size: 7

Resistances: None

Resistances conveyed by eating: None

A purple worm is part of the large family of serpents. It has no limbs. It is able to lay eggs. It is a carnivore.

Name: **quantum mechanic**

Base level: 7

Speed: 12

Base AC: 3

Base MR: 10

Alignment: 0

Frequency: Rare

Genocidable: Yes

ATTACK(S):

Teleports victim away

Weight: 1450

Nutritional value: 20

Size: 2

Resistances: poison

Resistances conveyed by eating: None

A quantum mechanic is humanoid. It is able to teleport at will. It is poisonous if eaten. It is an omnivore.

These creatures are not native to this universe; they seem to have strangely derived powers, and unknown motives.

Name: **quasit**

Base level: 3

Speed: 15

Base AC: 2

Base MR: 20

Alignment: -7

Frequency: Quite rare

Genocidable: Yes

ATTACK(S):

Claw: Dexterity draining poison

Claw: Dexterity draining poison

Bite: 1d4

Weight: 200

Nutritional value: 200

Size: 1

Resistances: poison

Resistances conveyed by eating: poison

A quasit can regenerate itself.

Quasits are the chaotic counterparts to imps. Like imps, they are diminutive creatures of an evil nature who roam the world and act as familiars for evil wizards and priests. The average quasit is a 2-inch high humanoid with leathery, bat-like wings, a barbed tail, and sharp, twisted horns. Its skin is a dark red, and its horns and jagged teeth are a gleaming white. They are rumoured to be able to assume the forms of animals, and to have a toxic venom on their claws.

2nd ed. Monstrous Compendium, by TSR, Inc.

RAT

Rats are long-tailed rodents. They are aggressive, omnivorous, and adaptable, often carrying diseases.

Name: **rat, giant**

Base level: 1

Speed: 10

Base AC: 7

Base MR: 0

Alignment: 0

Frequency: Quite rare, normally appears in small groups

Genocidable: Yes

ATTACK(S):

Bite: 1d3

Weight: 30

Nutritional value: 30

Size: 0

Resistances: None

Resistances conveyed by eating: None

A giant rat has an animal body. It has no hands. It is a carnivore.

Name: **rat, rabid**

Base level: 2

Speed: 12

Base AC: 6

Base MR: 0

Alignment: 0

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Bite: Constitution draining poison

Weight: 30

Nutritional value: 5

Size: 0

Resistances: poison

Resistances conveyed by eating: None

A rabid rat has an animal body. It has no hands. It is poisonous if eaten. It is a carnivore.

Name: **rat, sewer**

Base level: 0

Speed: 12

Base AC: 7

Base MR: 0

Alignment: 0

Frequency: Very rare, normally appears in small groups

Genocidable: Yes
 ATTACK(S):
 Bite: 1d3
 Weight: 20
 Nutritional value: 12
 Size: 0
 Resistances: None
 Resistances conveyed by eating: None

A sewer rat has an animal body. It has no hands. It is a carnivore.

Name: **rock mole**
 Base level: 3
 Speed: 3
 Base AC: 0
 Base MR: 20
 Alignment: 0
 Frequency: Quite rare
 Genocidable: Yes
 ATTACK(S):
 Bite: 1d6
 Weight: 30
 Nutritional value: 30
 Size: 1
 Resistances: None
 Resistances conveyed by eating: None

A rock mole can dig straight through solid rock. It has an animal body. It has no hands. It eats metal.

The rock mole is the size of a small dog. It is a rodent, distantly related to beavers; it is hairless, with a huge head and large spadelike teeth. Most specimens have six legs, but some have eight and a few rare creatures have ten. The creature's hide is a very light yellow—almost colourless—and resembles very pliable leather. Its brown eyes are very small and set close together, each being heavily protected by surrounding ridges of bone. Its jaws are unusually large, allowing it to eat through rock and hard metal with ease, including the equipment which unwary adventurers have left about the dungeon floor. Often, a single rock mole will be able to leave a dungeon a maze of chewed-out corridors by the time it is located and slain.

2nd ed. Monstrous Compendium, by TSR, Inc.

Name: **roshi**
 Base level: 5
 Speed: 10
 Base AC: 10
 Base MR: 10
 Alignment: 3
 Frequency: no random generation
 Genocidable: No
 ATTACK(S):
 Projectile as weapon, or if in range, uses melee
 weapon for 1d8
 Weight: 1450
 Nutritional value: 400
 Size: 2
 Resistances: None
 Resistances conveyed by eating: None

A roshi is humanoid. It is an omnivore.

Name: **rothe**
 Base level: 2
 Speed: 9
 Base AC: 7
 Base MR: 0
 Alignment: 0
 Frequency: Uncommon, normally appears in small groups
 Genocidable: Yes
 ATTACK(S):
 Claw: 1d3
 Bite: 1d3
 Bite: 1d8
 Weight: 400
 Nutritional value: 100
 Size: 3
 Resistances: None
 Resistances conveyed by eating: None

A rothe has an animal body. It has no hands. It is an omnivore.

The rothe (pronounced roth-AY) is a musk ox-like creature with an aversion to light. It prefers to live underground near lichen and moss.

Name: **rust monster**
 Base level: 5
 Speed: 18
 Base AC: 2
 Base MR: 0
 Alignment: 0
 Frequency: Quite rare
 Genocidable: Yes
 ATTACK(S):
 Rusts for 0d0
 Rusts for 0d0
 Weight: 1000
 Nutritional value: 250
 Size: 2
 Resistances: None
 Resistances conveyed by eating: None

A rust monster can traverse water. It has an animal body. It has no hands. It eats metal.

These strange creatures live on a diet of metals. They will turn a suit of armour into so much useless rusted scrap in no time at all.

Name: **salamander**
 Base level: 8
 Speed: 12
 Base AC: -1
 Base MR: 0
 Alignment: -9
 Frequency: Very rare, only in Gehennom
 Genocidable: No
 ATTACK(S):
 Projectile as weapon, or if in range, uses melee
 weapon for 2d8
 Burns with fire for 1d6
 Bearhug: 2d6

Roasted: 3d6 (scrolls, potions and spellbooks may also be affected)

Weight: 1500

Nutritional value: 400

Size: 2

Resistances: fire, sleep

Resistances conveyed by eating: fire

A salamander has the torso of a man atop the body of a great snake. It has a thick hide. It is poisonous if eaten.

Name: **sasquatch**

Base level: 7

Speed: 15

Base AC: 6

Base MR: 0

Alignment: 2

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Claw: 1d6

Claw: 1d6

Kick: 1d8

Weight: 1550

Nutritional value: 750

Size: 3

Resistances: None

Resistances conveyed by eating: None

A sasquatch has an animal body with a humanoid shape. It can see invisible creatures. It is an omnivore.

An ape-like humanoid native to densely forested mountains, the sasquatch is also known as "bigfoot". Normally benign and rarely seen, this creature is reputed to be a relative of the ferocious yeti.

Name: **scorpion**

Base level: 5

Speed: 15

Base AC: 3

Base MR: 0

Alignment: 0

Frequency: Quite rare

Genocidable: Yes

ATTACK(S):

Claw: 1d2

Claw: 1d2

Sting: Strength draining poison

Weight: 50

Nutritional value: 100

Size: 1

Resistances: poison

Resistances conveyed by eating: poison

If it can find a nearby object, a scorpion will hide under it, surprising any victim who passes by. It has an animal body. It has no hands. A scorpion is able to lay eggs. It is poisonous if eaten. It is a carnivore.

A sub-species of the spider (*Scorpionidae*), the scorpion distinguishes itself from them by having a lower body that ends in a long, jointed tail tapering to a poisonous sting. They have eight legs and pincers.

Van Dale's Groot Woordenboek der Nederlandse Taal

SERPENT

Now the serpent was more subtil than any beast of the field which the Lord God had made. And he said unto the woman, Yea, hath God said, Ye shall not eat of every tree of the garden? And the woman said unto the serpent, We may eat of the fruit of the trees of the garden: But of the fruit of the tree which is in the midst of the garden, God hath said, Ye shall not eat of it, neither shall ye touch it, lest ye die. And the serpent said unto the woman, Ye shall not surely die: For God doth know that in the day ye eat thereof, then your eyes shall be opened, and ye shall be as gods, knowing good and evil. And when the woman saw that the tree was good for food, and that it was pleasant to the eyes, and a tree to be desired to make one wise, she took of the fruit thereof, and did eat, and gave also unto her husband with her; and he did eat.

And the Lord God said unto the woman, What is this that thou hast done? And the woman said, The serpent beguiled me, and I did eat. And the Lord God said unto the serpent, Because thou hast done this, thou art cursed above all cattle, and above every beast of the field; upon thy belly shalt thou go, and dust shalt thou eat all the days of thy life: And I will put enmity between thee and the woman, and between thy seed and her seed; it shall bruise thy head, and thou shalt bruise his heel.

Genesis, 3:1–6,13–15

Name: **cobra**

Base level: 6

Speed: 18

Base AC: 2

Base MR: 0

Alignment: 0

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Bite: Strength draining poison

Spits blinding venom

Weight: 250

Nutritional value: 100

Size: 2

Resistances: poison

Resistances conveyed by eating: poison

A cobra can traverse water. If it can find a nearby object, a cobra will hide under it, surprising any victim who passes by. It is part of the large family of serpents. It has no limbs. A cobra is able to lay eggs. It is poisonous if eaten. It is a carnivore.

Name: **garter snake**

Base level: 1

Speed: 8

Base AC: 8

Base MR: 0

Alignment: 0

Frequency: Very rare, normally appears in large groups

Genocidable: Yes

ATTACK(S):

Bite: 1d2

Weight: 50

Nutritional value: 60

Size: 0
Resistances: None
Resistances conveyed by eating: None

A garter snake can traverse water. If It can find a nearby object, A garter snake will hide under it, surprising any victim who passes by. It is part of the large family of serpents. It has no limbs. A garter snake is able to lay eggs. It is a carnivore.

Name: **pit viper**

Base level: 6
Speed: 15
Base AC: 2
Base MR: 0
Alignment: 0
Frequency: Very rare
Genocidable: Yes
ATTACK(S):
 Bite: Strength draining poison
 Bite: Strength draining poison
Weight: 100
Nutritional value: 60
Size: 2
Resistances: poison
Resistances conveyed by eating: poison

A pit viper can traverse water. If It can find a nearby object, A pit viper will hide under it, surprising any victim who passes by. It is part of the large family of serpents. It has no limbs. A pit viper is able to lay eggs. It is poisonous if eaten. It is a carnivore.

Name: **python**

Base level: 6
Speed: 3
Base AC: 5
Base MR: 0
Alignment: 0
Frequency: Very rare
Genocidable: Yes
ATTACK(S):
 Bite: 1d4
 Touch: 0d0
 Crushes: 1d4
 Bearhug: 2d4
Weight: 250
Nutritional value: 100
Size: 3
Resistances: None
Resistances conveyed by eating: None

A python can traverse water. It is part of the large family of serpents. It has no limbs. It is able to lay eggs. A python is a carnivore.

Name: **snake**

Base level: 4
Speed: 15
Base AC: 3
Base MR: 0
Alignment: 0
Frequency: Quite rare
Genocidable: Yes

ATTACK(S):
 Bite: Strength draining poison
Weight: 100
Nutritional value: 80
Size: 1
Resistances: poison
Resistances conveyed by eating: poison

A snake can traverse water. If It can find a nearby object, A snake will hide under it, surprising any victim who passes by. It is part of the large family of serpents. It has no limbs. A snake is able to lay eggs. It is poisonous if eaten. It is a carnivore.

Name: **water moccasin**

Base level: 4
Speed: 15
Base AC: 3
Base MR: 0
Alignment: 0
Frequency: no random generation, normally appears in large groups
Genocidable: Yes
ATTACK(S):
 Bite: Strength draining poison
Weight: 150
Nutritional value: 80
Size: 1
Resistances: poison
Resistances conveyed by eating: poison

A water moccasin can traverse water. If It can find a nearby object, A water moccasin will hide under it, surprising any victim who passes by. It is part of the large family of serpents. It has no limbs. A water moccasin is able to lay eggs. It is poisonous if eaten. It is a carnivore.

Name: **shade**

Base level: 12
Speed: 10
Base AC: 10
Base MR: 0
Alignment: 0
Frequency: no random generation
Genocidable: No
ATTACK(S):
 Paralyses
 Touch: Drains victim's uninherent speed
Weight: 1450
Nutritional value: 0 (but leaves no corpse)
Size: 2
Resistances: cold, sleep, disintegration, poison, petrification
Resistances conveyed by eating: None

A shade can fly/float, and phase through solid rock. Due to its unusual body chemistry, It has no need to breathe. It is humanoid. It has an insubstantial body. A shade can see invisible creatures.

Shades are shadowy, undead creatures, with a chilling touch. According to most knowledgeable sages, shadows appear to have been magically created, perhaps as part of some ancient curse laid upon some long-dead enemy. The curse affects only humanoids, so it would seem that it affects the soul or spirit. When a shade's victim is slain, the majority of his essence is shifted to the Negative Material plane. Only a shadow of their former self remains on the Prime Material plane, and the transformation always renders the victim both terribly insane and undeniable evil.

Monstrous Manual, by TSR, Inc.

Name: **Shaman Karnov**

Base level: 20

Speed: 12

Base AC: 0

Base MR: 30

Alignment: 20

Frequency: unique, no random generation

Genocidable: No

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 2d4

Weight: 1450

Nutritional value: 400

Size: 2

Resistances: None

Resistances conveyed by eating: None

Shaman Karnov is humanoid. He is an omnivore.

Making his quarters in the Caves of the Ancestors, Shaman Karnov unceasingly tries to shield his neanderthal people from Tiamat's minions' harassments.

Name: **skeleton**

Base level: 12

Speed: 8

Base AC: 4

Base MR: 0

Alignment: 0

Frequency: no random generation

Genocidable: No

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 2d6

Touch: Drains victim's uninherent speed

Weight: 300

Nutritional value: 5 (but leaves no corpse)

Size: 2

Resistances: cold, sleep, poison, petrification

Resistances conveyed by eating: None

Due to its unusual body chemistry, A skeleton has no need to breathe. It is humanoid. It has no mind, and is therefore not detectable via telepathy. It has a thick hide.

Skeletons are magically operated undead monsters, created as guardians or warriors by powerful evil magic users. They appear to have no ligaments or musculature which would allow movement. Instead, the (usually humanoid) bones are magically joined together when the skeleton is created. They have no eyes, nor internal organs, and one can usually see right through them.

SOLDIER

The soldiers of Yendor are well-trained in the art of war, many trained by the Wizard himself. Some say the soldiers are explorers who were unfortunate enough to be captured, and put under the Wizard's spell. Those who have survived encounters with soldiers say they travel together in platoons, and are fierce fighters. Because of the load of their combat gear, however, one can usually run away from them, and doing so is considered a wise thing.

Name: **captain**

Base level: 12

Speed: 4

Base AC: 10

Base MR: 15

Alignment: -5

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 4d4

Projectile as weapon, or if in range, uses melee weapon for 4d4

Weight: 1450

Nutritional value: 400

Size: 2

Resistances: None

Resistances conveyed by eating: None

A captain is humanoid. It is an omnivore.

Name: **lieutenant**

Base level: 10

Speed: 4

Base AC: 10

Base MR: 15

Alignment: -4

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 3d4

Projectile as weapon, or if in range, uses melee weapon for 3d4

Weight: 1450

Nutritional value: 400

Size: 2

Resistances: None

Resistances conveyed by eating: None

A lieutenant is humanoid. It is an omnivore.

Name: **sergeant**

Base level: 8

Speed: 4

Base AC: 10

Base MR: 5

Alignment: -3

Frequency: Very rare, normally appears in small groups

Genocidable: Yes

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 2d6

Weight: 1450

Nutritional value: 400

Size: 2

Resistances: None

Resistances conveyed by eating: None

A sergeant is humanoid. It is an omnivore.

Name: **soldier**

Base level: 6

Speed: 4

Base AC: 10

Base MR: 0

Alignment: -2

Frequency: Very rare, normally appears in small groups

Genocidable: Yes

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 1d8

Weight: 1450

Nutritional value: 400

Size: 2

Resistances: None

Resistances conveyed by eating: None

A soldier is humanoid. It is an omnivore.

Name: **spider, cave**

Base level: 1

Speed: 12

Base AC: 3

Base MR: 0

Alignment: 0

Frequency: Quite rare, normally appears in small groups

Genocidable: Yes

ATTACK(S):

Bite: 1d2

Weight: 50

Nutritional value: 50

Size: 0

Resistances: poison

Resistances conveyed by eating: poison

If it can find a nearby object, a cave spider will hide under it, surprising any victim who passes by. It has an animal body. It has no hands. A cave spider is able to lay eggs. It is a carnivore.

Name: **spider, giant**

Base level: 5

Speed: 15

Base AC: 4

Base MR: 0

Alignment: 0

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Bite: Strength draining poison

Weight: 100

Nutritional value: 100

Size: 3

Resistances: poison

Resistances conveyed by eating: poison

A giant spider has an animal body. It has no hands. It is able to lay eggs. It is poisonous if eaten. A giant spider is a carnivore.

Name: **stalker**

Base level: 8

Speed: 12

Base AC: 3

Base MR: 0

Alignment: 0

Frequency: Rare

Genocidable: Yes

ATTACK(S):

Claw: 4d4

Weight: 900

Nutritional value: 400

Size: 3

Resistances: None

Resistances conveyed by eating: None

A stalker can fly/float. It has an animal body. It can see invisible creatures.

The invisible stalker is a creature from the elemental plane of Air. For the benefit of the reader, a detailed ASCII drawing of this creature is provided below:

Name: **tengu**

Base level: 6

Speed: 13

Base AC: 5

Base MR: 30

Alignment: 7

Frequency: Rare

Genocidable: Yes

ATTACK(S):

Bite: 1d7

Weight: 300

Nutritional value: 200

Size: 1

Resistances: poison

Resistances conveyed by eating: poison

A tengu is able to teleport at will, under its own control.

The tengu was the most troublesome creature of Japanese legend. Part bird and part man, with red beak for a nose and flashing eyes, the tengu was notorious for stirring up feuds and prolonging enmity between families. Indeed, the belligerent tengus were supposed to have been man's first instructors in the use of arms.

Mythical Beasts, by Deirdre Headon (The Leprechaun Library)

Name: **Thoth Amon**

Base level: 16

Speed: 10

Base AC: 0

Base MR: 10

Alignment: -14

Frequency: unique, no random generation

Genocidable: No

ATTACK(S):

Random magic spell with nominal damage of (level/3+1)d6

Random magic spell with nominal damage of (level/3+1)d6

Projectile as weapon, or if in range, uses melee weapon for 1d6

Steals the amulet etc.

Weight: 1450

Nutritional value: 400

Size: 2

Resistances: poison

Resistances conveyed by eating: None

Thoth Amon is humanoid. He is an omnivore.

Thoth Amon is an evil wizard from Robert E. Howard's Conan series. He was one of the far eastern wizards that had it out for Conan.

Name: **tiger**

Base level: 6

Speed: 12

Base AC: 6

Base MR: 0

Alignment: 0

Frequency: Quite rare

Genocidable: Yes

ATTACK(S):

Claw: 2d4

Claw: 2d4

Bite: 1d10

Weight: 600

Nutritional value: 300

Size: 3

Resistances: None

Resistances conveyed by eating: None

A tiger has an animal body. It has no hands. It is a carnivore.

1. A well-known tropical predator (*Felis tigris*): a feline. It has a yellowish skin with darker spots or stripes. 2. Figurative: *a paper tiger*, something that is meant to scare, but has no really scaring effect whatsoever (after a statement by Mao Ze Dong, August 1946).

Van Dale's Groot Woordenboek der Nederlandse Taal

Name: **titan**

Base level: 16

Speed: 18

Base AC: -3

Base MR: 70

Alignment: 9

Frequency: Very rare

Genocidable: No

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 2d8

Random magic spell with nominal damage of (level/3+1)d6

Weight: 2300

Nutritional value: 900

Size: 4

Resistances: None

Resistances conveyed by eating: None

A titan can fly/float. It is humanoid. It is an omnivore.

Gaea, mother earth, arose from the Chaos and gave birth to Uranus, heaven, who became her consort. Uranus hated all their children, because he feared they might challenge his own authority. Those children, the Titans, the Gigantes and the Cyclopes, were banished to the nether world. Their enraged mother eventually released the youngest titan, Chronos (time), and encouraged him to castrate his father and rule in his place. Later, he too was challenged by his own son, Zeus, and he and his fellow titans were ousted from mount Olympus.

Greek Mythology, by Richard Patrick

Name: **titanother**

Base level: 12

Speed: 12

Base AC: 6

Base MR: 0

Alignment: 0

Frequency: Quite rare

Genocidable: Yes

ATTACK(S):

Claw: 2d8

Weight: 2650

Nutritional value: 650

Size: 3

Resistances: None

Resistances conveyed by eating: None

A titanother has an animal body. It has no hands. It has a thick hide. It is a herbivore.

Name: **tourist**

Base level: 10

Speed: 10

Base AC: 10

Base MR: 1

Alignment: 0

Frequency: no random generation

Genocidable: No

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 1d6

Weight: 1450

Nutritional value: 400

Size: 2

Resistances: None

Resistances conveyed by eating: None

A tourist is humanoid. It is an omnivore.

The road from Ankh-Morpork to Chrim is high, white and winding, a thirty-league stretch of potholes and half-buried rocks that spirals around mountains and dips into cool green valleys of citrus trees, crosses liana-webbed gorges on creaking rope bridges and is generally more picturesque than useful.

Picturesque. That was a new word to Rincewind the wizard (BMgc, Unseen University **failed**). It was one of a number he had picked up since leaving the charred ruins of Ankh-Morpork. Quaint was another one. Picturesque meant—he decided after careful observation of the scenery that inspired Twoflower to use the word—that the landscape was horribly precipitous. Quaint, when used to describe the occasional village through which they passed, meant fever-ridden and tumbledown.

Twoflower was a tourist, the first ever seen on the discworld. Tourist, Rincewind had decided, meant “idiot”.

The Colour of Magic, by Terry Pratchett

Name: **trapper**

Base level: 12

Speed: 3

Base AC: 3

Base MR: 0

Alignment: 0

Frequency: Quite rare

Genocidable: Yes

ATTACK(S):

Engulfs and digests: 1d10

Weight: 800

Nutritional value: 350

Size: 4

Resistances: None

Resistances conveyed by eating: None

A trapper is able to hide itself, either by blending into the scenery, or by mimicing a dungeon feature, such as a pile of coins etc. It has an animal body. It has no eyes, and is therefore impervious to gaze and blindness attacks. It has no limbs and no head. A trapper is a carnivore.

The trapper is found only in caves and other dark places. It can alter its shape to be almost undetectable. When prey wanders upon a trapper, its edges rise up and wrap around the victim.

Monstrous Manual, by TSR, Inc.

TROLL

Trolls may be classified somewhere between humans and giants. They can grow as tall as 4 metres and are very raggedly built. As they age, their grey-brownish, leathery skin can become very thick, almost like bark. Trolls like to dress up in animal furs; their grey, felt-like hairs of the head and beard often reach far below the shoulders. They prefer living in holes, but are also encountered in forests and under bridges. They lead a solitary life, are often out of temper, and have a tendency to melancholy. It is rumoured that when they grow older (somewhere between their 170—est and 230—est year), they develop a certain sense of humour and may be entertained by crude jokes. None the less, even a benignant troll should be approached with care. To a troll, “pity” is a four-letter-word.

het Boek van de Regels; Het Oog des Meesters

Name: **troll, ice**

Base level: 9

Speed: 10

Base AC: 2

Base MR: 20

Alignment: -3

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Claw: 2d6

Freezes with cold for 2d6

Bite: 2d6

Weight: 1000

Nutritional value: 300

Size: 3

Resistances: cold

Resistances conveyed by eating: cold

An ice troll is humanoid. It can regenerate itself. It is a carnivore.

Name: **troll, rock**

Base level: 9

Speed: 12

Base AC: 0

Base MR: 0

Alignment: -3

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Claw: 2d8

Projectile as weapon, or if in range, uses melee weapon for 3d6

Bite: 2d6

Weight: 1200

Nutritional value: 300

Size: 3

Resistances: None

Resistances conveyed by eating: None

A rock troll is humanoid. It can regenerate itself. It is a carnivore.

Name: **troll**

Base level: 7

Speed: 12

Base AC: 4

Base MR: 0

Alignment: -3

Frequency: Quite rare

Genocidable: Yes

ATTACK(S):

Claw: 4d2

Claw: 4d2

Bite: 2d6

Weight: 800

Nutritional value: 350

Size: 3

Resistances: None

Resistances conveyed by eating: None

A troll is humanoid. It can regenerate itself. It is a carnivore.

Name: **troll, water**

Base level: 11

Speed: 14

Base AC: 4

Base MR: 40

Alignment: -3
 Frequency: no random generation
 Genocidable: Yes
 ATTACK(S):
 Claw: 2d8
 Claw: 2d8
 Bite: 2d6
 Weight: 1200
 Nutritional value: 350
 Size: 3
 Resistances: None
 Resistances conveyed by eating: None

A water troll can traverse water. It is humanoid. It can regenerate itself. It is a carnivore.

Name: **guide**
 Base level: 5
 Speed: 10
 Base AC: 10
 Base MR: 20
 Alignment: 0
 Frequency: no random generation
 Genocidable: No
 ATTACK(S):
 Projectile as weapon, or if in range, uses melee
 weapon for 1d6
 Random magic spell with nominal damage of
 (level/3+1)d6
 Weight: 1450
 Nutritional value: 400
 Size: 2
 Resistances: None
 Resistances conveyed by eating: None

A guide is humanoid. It is an omnivore.

Name: **Twoflower**
 Base level: 20
 Speed: 10
 Base AC: 10
 Base MR: 20
 Alignment: 0
 Frequency: unique, no random generation
 Genocidable: No
 ATTACK(S):
 Projectile as weapon, or if in range, uses melee
 weapon for 1d6
 Weight: 1450
 Nutritional value: 400
 Size: 2
 Resistances: None
 Resistances conveyed by eating: None

Twoflower is humanoid. He is an omnivore.

Name: **umber hulk**
 Base level: 9
 Speed: 6
 Base AC: 2
 Base MR: 25
 Alignment: 0
 Frequency: Quite rare

Genocidable: Yes
 ATTACK(S):
 Claw: 3d4
 Claw: 3d4
 Bite: 2d5
 Gaze confuses
 Weight: 1200
 Nutritional value: 500
 Size: 3
 Resistances: None
 Resistances conveyed by eating: None

An umber hulk can dig straight through solid rock. It is a carnivore.

Umbur hulks are powerful subterranean predators whose iron-like claws allow them to burrow through solid stone in search of prey. They are tremendously strong; muscles bulge beneath their thick, scaly hides and their powerful arms and legs all carry great claws.

UNICORN

Men have always sought the elusive unicorn, for the single twisted horn which projected from its forehead was thought to be a powerful talisman. It was said that the unicorn had simply to dip the tip of its horn in a muddy pool for the water to become pure. Men also believed that to drink from this horn was a protection against all sickness, and that if the horn was ground to a powder it would act as an antidote to all poisons. Less than 200 years ago in France, the horn of a unicorn was used in a ceremony to test the royal food for poison.

Although only the size of a small horse, the unicorn is a very fierce beast, capable of killing an elephant with a single thrust from its horn. Its fleetness of foot also makes this solitary creature difficult to capture. However, it can be tamed and captured by a maiden. Made gentle by the sight of a virgin, the unicorn can be lured to lay its head in her lap, and in this docile mood, the maiden may secure it with a golden rope.

Mythical Beasts, by Deirdre Headon (The Leprechaun Library)

Name: **unicorn, black**
 Base level: 4
 Speed: 24
 Base AC: 2
 Base MR: 70
 Alignment: -7
 Frequency: Very rare
 Genocidable: Yes
 ATTACK(S):
 Butt: 1d12
 Kick: 1d6
 Weight: 1300
 Nutritional value: 300
 Size: 3
 Resistances: poison
 Resistances conveyed by eating: poison

A black unicorn has no hands. It is a herbivore.

Name: **unicorn, gray**
 Base level: 4

Speed: 24
 Base AC: 2
 Base MR: 70
 Alignment: 0
 Frequency: Very rare
 Genocidable: Yes
 ATTACK(S):
 Butt: 1d12
 Kick: 1d6
 Weight: 1300
 Nutritional value: 300
 Size: 3
 Resistances: poison
 Resistances conveyed by eating: poison

A gray unicorn has no hands. It is a herbivore.

Name: **unicorn, white**
 Base level: 4
 Speed: 24
 Base AC: 2
 Base MR: 70
 Alignment: 7
 Frequency: Quite rare
 Genocidable: Yes
 ATTACK(S):
 Butt: 1d12
 Kick: 1d6
 Weight: 1300
 Nutritional value: 300
 Size: 3
 Resistances: poison
 Resistances conveyed by eating: poison

A white unicorn has no hands. It is a herbivore.

Name: **valkyrie**
 Base level: 10
 Speed: 10
 Base AC: 10
 Base MR: 1
 Alignment: -1
 Frequency: no random generation
 Genocidable: No
 ATTACK(S):
 Projectile as weapon, or if in range, uses melee
 weapon for 1d8
 Weight: 1450
 Nutritional value: 400
 Size: 2
 Resistances: cold
 Resistances conveyed by eating: None

A valkyrie is humanoid. She is an omnivore.

The Valkyries were the thirteen choosers of the slain, the beautiful warrior-maids of Odin who rode through the air and over the sea. They watched the progress of the battle and selected the heroes who were to fall fighting. After they were dead, the maidens rewarded the heroes by kissing them and then led their souls to Valhalla, where the warriors lived happily in an ideal existence, drinking and eating without restraint and fighting over again the battles in which they died and in which they had won their deathless fame.

The Encyclopaedia of Myths and Legends of All Nations, by Herbert Spencer Robinson and Knox Wilson

VAMPIRE

The Oxford English Dictionary is quite unequivocal: *vampire*—"a preternatural being of a malignant nature (in the original and usual form of the belief, a reanimated corpse), supposed to seek nourishment, or do harm, by sucking the blood of sleeping persons. . . ."

Name: **vampire**
 Base level: 10
 Speed: 12
 Base AC: 1
 Base MR: 25
 Alignment: -8
 Frequency: Very rare
 Genocidable: Yes
 ATTACK(S):
 Claw: 1d6
 Bite: Drains an experience level
 Weight: 1450
 Nutritional value: 400
 Size: 2
 Resistances: sleep, poison
 Resistances conveyed by eating: None

A vampire can fly/float. Due to its unusual body chemistry, It has no need to breathe. It is humanoid. It can regenerate itself. A vampire is poisonous if eaten.

Name: **vampire lord**
 Base level: 12
 Speed: 14
 Base AC: 0
 Base MR: 50
 Alignment: -9
 Frequency: Very rare
 Genocidable: Yes
 ATTACK(S):
 Claw: 1d8
 Bite: Drains an experience level
 Weight: 1450
 Nutritional value: 400
 Size: 2
 Resistances: sleep, poison
 Resistances conveyed by eating: None

A vampire lord can fly/float. Due to his unusual body chemistry, He has no need to breathe. He is humanoid. He can regenerate itself. A vampire lord is poisonous if eaten.

Name: **Vlad the Impaler**
 Base level: 14
 Speed: 18
 Base AC: -3
 Base MR: 80
 Alignment: -10
 Frequency: unique, no random generation
 Genocidable: No
 ATTACK(S):
 Projectile as weapon, or if in range, uses melee
 weapon for 1d10

Bite: Drains an experience level
 Weight: 1450
 Nutritional value: 400 (but leaves no corpse)
 Size: 2
 Resistances: sleep, poison
 Resistances conveyed by eating: None

Vlad the Impaler can fly/float. Due to his unusual body chemistry, He has no need to breathe. He is humanoid. He can regenerate itself. Vlad the Impaler is poisonous if eaten.

Name: vampire bat

Base level: 5
 Speed: 20
 Base AC: 6
 Base MR: 0
 Alignment: 0
 Frequency: Quite rare
 Genocidable: Yes
 ATTACK(S):
 Bite: 1d6
 Bite: Strength draining poison
 Weight: 30
 Nutritional value: 20
 Size: 0
 Resistances: sleep, poison
 Resistances conveyed by eating: None

A vampire bat can fly/float. Due to its unusual body chemistry, It has no need to breathe. It has an animal body. It has no hands. A vampire bat can regenerate itself. It is poisonous if eaten.

Where normal bats (and even their giant counterparts) usually are nothing but annoying pests, the vampire bat can pose a dangerous threat to the unsuspecting adventurer. As its name implies, it is quite fond of uncovered necks and loves to pet them.

VORTEX

Swirling clouds of pure elemental energies, the vortices are thought to be related to the larger elementals. Though the vortices do no damage when touched, they are noted for being able to envelop unwary travellers. The hapless fool thus swallowed by a vortex will soon perish from exposure to the element the vortex is composed of.

Name: vortex, dust

Base level: 4
 Speed: 20
 Base AC: 2
 Base MR: 30
 Alignment: 0
 Frequency: Quite rare
 Genocidable: Yes
 ATTACK(S):
 Engulfs and blinds for 2d8 turns
 Weight: 0
 Nutritional value: 0 (but leaves no corpse)
 Size: 4
 Resistances: sleep, poison, petrification
 Resistances conveyed by eating: None

A dust vortex can fly/float. Due to its unusual body chemistry, It has no need to breathe. It has no eyes, and is therefore impervious to gaze and blindness attacks. It has no mind, and is therefore not detectable via telepathy. A dust vortex has no limbs and no head.

Name: vortex, energy

Base level: 6
 Speed: 20
 Base AC: 2
 Base MR: 30
 Alignment: 0
 Frequency: Very rare
 Genocidable: Yes
 ATTACK(S):
 Engulfs and electricutes: 1d6
 Engulfs and does no damage
 : 0d0
 Weight: 0
 Nutritional value: 0 (but leaves no corpse)
 Size: 4
 Resistances: sleep, disintegration, electricity, poison, petrification
 Resistances conveyed by eating: None

An energy vortex can fly/float. Due to its unusual body chemistry, It has no need to breathe. It has an insubstantial body. It has no eyes, and is therefore impervious to gaze and blindness attacks. An energy vortex has no mind, and is therefore not detectable via telepathy. It has no limbs and no head.

Name: vortex, fire

Base level: 8
 Speed: 22
 Base AC: 2
 Base MR: 30
 Alignment: 0
 Frequency: Very rare, only in Gehennom
 Genocidable: Yes
 ATTACK(S):
 Engulfs and burns: 1d10
 Weight: 0
 Nutritional value: 0 (but leaves no corpse)
 Size: 4
 Resistances: fire, sleep, poison, petrification
 Resistances conveyed by eating: None

A fire vortex can fly/float. Due to its unusual body chemistry, It has no need to breathe. It has an insubstantial body. It has no eyes, and is therefore impervious to gaze and blindness attacks. A fire vortex has no mind, and is therefore not detectable via telepathy. It has no limbs and no head.

Name: vortex, ice

Base level: 5
 Speed: 20
 Base AC: 2
 Base MR: 30
 Alignment: 0
 Frequency: Very rare
 Genocidable: Yes
 ATTACK(S):
 Engulfs and freezes: 1d6
 Weight: 0

Nutritional value: 0 (but leaves no corpse)
 Size: 4
 Resistances: cold, sleep, poison, petrification
 Resistances conveyed by eating: None

An ice vortex can fly/float. Due to its unusual body chemistry, it has no need to breathe. It has no eyes, and is therefore impervious to gaze and blindness attacks. It has no mind, and is therefore not detectable via telepathy. An ice vortex has no limbs and no head.

Name: **vortex, steam**

Base level: 7
 Speed: 22
 Base AC: 2
 Base MR: 30
 Alignment: 0
 Frequency: Quite rare, only in Gehennom
 Genocidable: Yes
 ATTACK(S):

Engulfs and burns: 1d8

Weight: 0
 Nutritional value: 0 (but leaves no corpse)
 Size: 4
 Resistances: fire, sleep, poison, petrification
 Resistances conveyed by eating: None

A steam vortex can fly/float. Due to its unusual body chemistry, it has no need to breathe. It has an insubstantial body. It has no eyes, and is therefore impervious to gaze and blindness attacks. A steam vortex has no mind, and is therefore not detectable via telepathy. It has no limbs and no head.

Name: **vrock**

Base level: 8
 Speed: 12
 Base AC: 0
 Base MR: 50
 Alignment: -9
 Frequency: Quite rare, only in Gehennom, normally appears in small groups
 Genocidable: No

ATTACK(S):

Claw: 1d4

Claw: 1d4

Claw: 1d8

Claw: 1d8

Bite: 1d6

Weight: 1450
 Nutritional value: 400 (but leaves no corpse)
 Size: 3
 Resistances: fire, poison
 Resistances conveyed by eating: None

A vrock is poisonous if eaten.

The vrock is one of the weaker forms of demon, being only a type I. It resembles a cross between a human being and a vulture and does physical damage by biting and by using the claws on both its arms and feet.

Name: **warg**

Base level: 7
 Speed: 12

Base AC: 4
 Base MR: 0
 Alignment: -5
 Frequency: Quite rare, normally appears in small groups
 Genocidable: Yes

ATTACK(S):

Bite: 2d6

Weight: 850
 Nutritional value: 350
 Size: 2
 Resistances: None
 Resistances conveyed by eating: None

A warg has an animal body. It has no hands. It is a carnivore.

Suddenly Aragorn leapt to his feet. "How the wind howls!" he cried. "It is howling with wolf-voices. The Wargs have come west of the Mountains!"

"Need we wait until morning then?" said Gandalf. "It is as I said. The hunt is up! Even if we live to see the dawn, who now will wish to journey south by night with the wild wolves on his trail?"

"How far is Moria?" asked Boromir.

"There was a door south-west of Caradhras, some fifteen miles as the crow flies, and maybe twenty as the wolf runs," answered Gandalf grimly.

"Then let us start as soon as it is light tomorrow, if we can," said Boromir. "The wolf that one hears is worse than the orc that one fears."

"True!" said Aragorn, loosening his sword in its sheath. "But where the warg howls, there also the orc prowls."

The Fellowship of the Ring, by J.R.R. Tolkien

Wargs are an offspring of dire wolf stock that have attained a degree of intelligence and a tendency toward evil. Wargs have a primitive language and often serve as mounts of goblins.

Monstrous Manual, by TSR, Inc.

Name: **water demon**

Base level: 8
 Speed: 12
 Base AC: -4
 Base MR: 30
 Alignment: -7
 Frequency: no random generation
 Genocidable: No
 ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 1d3

Claw: 1d3

Bite: 1d3

Weight: 1450
 Nutritional value: 400 (but leaves no corpse)
 Size: 2
 Resistances: fire, poison
 Resistances conveyed by eating: None

A water demon can traverse water. It is humanoid. It is poisonous if eaten.

Although their brethren are usually found elsewhere, a few demons prefer the cold waters of the Dungeon of Doom above life in Hell...

Name: **winged gargoyle**

Base level: 9
 Speed: 15
 Base AC: -2
 Base MR: 0
 Alignment: -12
 Frequency: Very rare
 Genocidable: Yes
 ATTACK(S):
 Claw: 3d6
 Claw: 3d6
 Bite: 3d4
 Weight: 1200
 Nutritional value: 300
 Size: 2
 Resistances: petrification
 Resistances conveyed by eating: None

A winged gargoyle can fly/float. Due to its unusual body chemistry, it has no need to breathe. It is humanoid. It has a thick hide. A winged gargoyle is able to lay eggs.

Name: **winter wolf**

Base level: 7
 Speed: 12
 Base AC: 4
 Base MR: 0
 Alignment: 0
 Frequency: Very rare
 Genocidable: Yes
 ATTACK(S):
 Bite: 2d6
 Breaths cold: 2d6
 Weight: 700
 Nutritional value: 300
 Size: 3
 Resistances: cold
 Resistances conveyed by eating: cold

A winter wolf has an animal body. It has no hands. It is a carnivore.

The most dangerous member of the species, the winter wolf is known for its great size and foul disposition. Living only in chill regions, they can unleash a stream of frost from their lungs. The winter wolf is beautiful, with glistening white or silver fur and eyes of pale blue or silver.

Monstrous Manual, by TSR, Inc.

Name: **Wizard of Balance**

Base level: 20
 Speed: 12
 Base AC: 0
 Base MR: 60
 Alignment: 0
 Frequency: unique, no random generation
 Genocidable: No
 ATTACK(S):
 Projectile as weapon, or if in range, uses melee
 weapon for 1d6
 Weight: 1450
 Nutritional value: 400
 Size: 2
 Resistances: None
 Resistances conveyed by eating: None

Wizard of Balance is humanoid. It is an omnivore.

The Wizard of Balance holds office in his hidden tower, only reachable by magical means, where he teaches his apprentices the enigmatic skills of occultism. He considers himself a guardian of the equilibrium of the universe, and goes out of his way to promote stability.

Name: **Wizard of Yendor**

Base level: 30
 Speed: 12
 Base AC: -8
 Base MR: 100
 Alignment: -128
 Frequency: unique, no random generation
 Genocidable: No
 ATTACK(S):
 Steals the amulet etc.
 Random magic spell with nominal damage of
 (level/3+1)d6
 Weight: 1450
 Nutritional value: 400
 Size: 2
 Resistances: fire, poison
 Resistances conveyed by eating: fire, poison

Wizard of Yendor can fly/float. Due to his unusual body chemistry, he has no need to breathe. He is humanoid. He can regenerate itself. Wizard of Yendor can see invisible creatures, and is able to teleport at will, under his own control. He is an omnivore.

No one knows how old this mighty wizard is, or from whence he came. It is known that, having lived a span far greater than any normal man's, he grew weary of lesser mortals; and so, spurning all human company, he forsook the dwellings of men and went to live in the depths of the Earth. He took with him a dreadful artifact, the Book of the Dead, which is said to hold great power indeed. Many have sought to find the wizard and his treasure, but none have found him and lived to tell the tale. Woe be to the incautious adventurer who disturbs this mighty sorcerer!

Name: **wolf**

Base level: 5
 Speed: 12
 Base AC: 4
 Base MR: 0
 Alignment: 0
 Frequency: Quite rare, normally appears in small groups
 Genocidable: Yes
 ATTACK(S):
 Bite: 2d4
 Weight: 500
 Nutritional value: 250
 Size: 1
 Resistances: None
 Resistances conveyed by eating: None

A wolf has an animal body. It has no hands. It is a carnivore.

The wolf is a very active, cunning carnivore, capable of surviving in nearly every climate. Shrouded in mystery and suspicion, they are viewed as vicious killers that slaughter men and animals alike for the lack of better things to do.

Monstrous Manual, by TSR, Inc.**Name: Nazgul**

Base level: 13

Speed: 12

Base AC: 0

Base MR: 25

Alignment: -17

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Projectile as weapon, or if in range, uses melee weapon for 1d4

Breaths sleep: 2d25 turns

Weight: 1450

Nutritional value: 0 (but leaves no corpse)

Size: 2

Resistances: cold, sleep, poison

Resistances conveyed by eating: None

Due to his unusual body chemistry, A Nazgul has no need to breathe. He is humanoid.

Name: wraith

Base level: 6

Speed: 12

Base AC: 4

Base MR: 15

Alignment: -6

Frequency: Quite rare

Genocidable: Yes

ATTACK(S):

Touch: Drains an experience level

Weight: 0

Nutritional value: 0

Size: 2

Resistances: cold, sleep, poison, petrification

Resistances conveyed by eating: None

A wraith can fly/float. Due to its unusual body chemistry, It has no need to breathe. It is humanoid. It has an insubstantial body.

Name: wumpus

Base level: 8

Speed: 3

Base AC: 2

Base MR: 10

Alignment: 0

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Bite: 3d6

Weight: 2500

Nutritional value: 500

Size: 3

Resistances: None

Resistances conveyed by eating: None

A wumpus can cling to ceilings. It has an animal body. It has no hands. It is an omnivore.

Name: xan

Base level: 7

Speed: 18

Base AC: -4

Base MR: 0

Alignment: 0

Frequency: Rare

Genocidable: Yes

ATTACK(S):

Sting: 1d4 and pricks victim's legs

Weight: 300

Nutritional value: 300

Size: 0

Resistances: poison

Resistances conveyed by eating: poison

A xan can fly/float. It has an animal body. It has no hands. It is poisonous if eaten.

They sent their friend the mosquito **xan** ahead of them to find out what lay ahead. "Since you are the one who sucks the blood of men walking along paths," they told the mosquito, "go and sting the men of Xibalba." The mosquito flew down the dark road to the Underworld. Entering the house of the Lords of Death, he stung the first person that he saw...

The mosquito stung this man as well, and when he yelled, the man next to him asked, "Gathered Blood, what's wrong?" So he flew along the row stinging all the seated men until he knew the names of all twelve.

Popul Vuh, as translated by Ralph Nelson

Name: xorn

Base level: 8

Speed: 9

Base AC: -2

Base MR: 20

Alignment: 0

Frequency: Very rare

Genocidable: Yes

ATTACK(S):

Claw: 1d3

Claw: 1d3

Claw: 1d3

Bite: 4d6

Weight: 1200

Nutritional value: 700

Size: 2

Resistances: fire, cold, petrification

Resistances conveyed by eating: None

A xorn can phase through solid rock. Due to its unusual body chemistry, It has no need to breathe. It has a thick hide. It eats metal.

The xorn are natives to the elemental plane of Earth. The xorn's body is made of a pebbly, stone-like material. It has a large, powerful mouth on top of its head with three long arms, tipped with sharp talons, symmetrically positioned every 120 degrees around it. Between the arms are large, stone-lidded eyes that see in all directions. At its base are three thick, short legs, each directly beneath an eye. The whole body is designed for burrowing, mouth first.

Monstrous Manual, by TSR, Inc.

Name: Yeenoghu

W.B. Seabrook

Base level: 56
 Speed: 18
 Base AC: -5
 Base MR: 80
 Alignment: -15
 Frequency: unique, only in Gehennom, no random generation
 Genocidable: No
 ATTACK(S):
 Projectile as weapon, or if in range, uses melee weapon for 3d6
 Projectile as weapon, or if in range, uses melee weapon for 2d8
 Projectile as weapon, or if in range, uses melee weapon for 1d6
 Magical missiles: 2d6 if at a distance, else (level/2+1)d6
 Weight: 900
 Nutritional value: 500 (but leaves no corpse)
 Size: 3
 Resistances: fire, poison
 Resistances conveyed by eating: None

Yeenoghu can fly/float. He can see invisible creatures. He is poisonous if eaten.

Yeenoghu, the demon lord of gnolls, still exists although all his followers have been wiped off the face of the earth. He casts magic projectiles at those close to him, and a mere gaze into his piercing eyes may hopelessly confuse the battle-weary adventurer.

Name: **yeti**
 Base level: 5
 Speed: 15
 Base AC: 6
 Base MR: 0
 Alignment: 0
 Frequency: Quite rare
 Genocidable: Yes
 ATTACK(S):
 Claw: 1d6
 Claw: 1d6
 Bite: 1d4
 Weight: 1600
 Nutritional value: 700
 Size: 3
 Resistances: cold
 Resistances conveyed by eating: cold

A yeti has an animal body with a humanoid shape. It is a carnivore.

An ape-like humanoid native to inaccessible mountain tops, the yeti is also known as "the abominable snowman". Whether or not the title "man" is appropriate remains unknown.

ZOMBIE

The zombi... is a soulless human corpse, still dead, but taken from the grave and endowed by sorcery with a mechanical semblance of life,—it is a dead body which is made to walk and act and move as if it were alive.

Name: **zombie, ettin**
 Base level: 6
 Speed: 8
 Base AC: 6
 Base MR: 0
 Alignment: -4
 Frequency: Very rare
 Genocidable: Yes
 ATTACK(S):
 Claw: 1d10
 Claw: 1d10
 Weight: 1700
 Nutritional value: 250 (but leaves no corpse)
 Size: 4
 Resistances: cold, sleep, poison
 Resistances conveyed by eating: None

Due to its unusual body chemistry, An ettin zombie has no need to breathe. It is humanoid. It has no mind, and is therefore not detectable via telepathy.

Name: **zombie, giant**
 Base level: 8
 Speed: 8
 Base AC: 6
 Base MR: 0
 Alignment: -4
 Frequency: Very rare
 Genocidable: Yes
 ATTACK(S):
 Claw: 2d8
 Claw: 2d8
 Weight: 2050
 Nutritional value: 375 (but leaves no corpse)
 Size: 4
 Resistances: cold, sleep, poison
 Resistances conveyed by eating: None

Due to its unusual body chemistry, A giant zombie has no need to breathe. It is humanoid. It has no mind, and is therefore not detectable via telepathy.

Name: **zombie, human**
 Base level: 4
 Speed: 6
 Base AC: 8
 Base MR: 0
 Alignment: -3
 Frequency: Very rare, normally appears in small groups
 Genocidable: Yes
 ATTACK(S):
 Claw: 1d8
 Weight: 1450
 Nutritional value: 200 (but leaves no corpse)
 Size: 2
 Resistances: cold, sleep, poison
 Resistances conveyed by eating: None

Due to its unusual body chemistry, A human zombie has no need to breathe. It is humanoid. It has no mind, and is therefore not detectable via telepathy.

Name: **zruty**
Base level: 9
Speed: 8
Base AC: 3
Base MR: 0
Alignment: 0
Frequency: Quite rare
Genocidable: Yes
ATTACK(S):
 Claw: 3d4
 Claw: 3d4
 Bite: 3d6
Weight: 1200
Nutritional value: 600
Size: 3
Resistances: None
Resistances conveyed by eating: None

A zruty has an animal body with a humanoid shape. It is a carnivore.

The zruty are wild and gigantic beings, living in the wildernesses of the Tatra mountains.
