

# **The Vernon Spoilers**

## **Monster Manual**

**Version 1.2.2 for NetHack 3.3.1**

**August 2000**

**J. Ali Harlow**



# Contents

<b>1 Explanatory notes</b>	<b>1</b>
1.1 Difficulty	1
1.2 Base level	1
1.3 Base experience	1
1.4 Speed	1
1.5 Base AC	1
1.6 Base MR	1
1.7 Alignment	1
1.8 Frequency	1
1.9 Genocidable	1
1.10 Attacks	1
1.11 Weight	2
1.12 Nutritional value	2
1.13 Size	2
1.14 Resistances	2
1.15 Resistances conveyed by eating	2
<b>2 Monster Compendium</b>	<b>3</b>
abbot	3
Aleax	3
AMOEBOID	3
acid blob	3
black pudding	3
brown pudding	4
gelatinous cube	4
gray ooze	4
green slime	4
quivering blob	4
Angel	5
ANT	5
fire ant	5
giant ant	5
soldier ant	5
APE	5
ape	6
carnivorous ape	6
APOCALYPTIC HORSEMEN	6
Death	6
Famine	6
Pestilence	6
Archon	7
Ashikaga Takauji	7
Asmodeus	7
Baalzebub	7
balrog	8
barbarian	8
barbed devil	8
barrow wight	8
BAT	9
bat	9
giant bat	9
vampire bat	9
BEE	9
killer bee	9
queen bee	9
blue jelly	10
bone devil	10
bugbear	10

CAT . . . . .	10
housecat . . . . .	10
kitten . . . . .	10
large cat . . . . .	11
CENTAUR . . . . .	11
forest centaur . . . . .	11
mountain centaur . . . . .	11
plains centaur . . . . .	11
centipede . . . . .	11
chameleon . . . . .	12
Chromatic Dragon . . . . .	12
cobra . . . . .	12
COCKATRICE . . . . .	13
chickatrice . . . . .	13
cockatrice . . . . .	13
couatl . . . . .	13
coyote . . . . .	13
CROCODILE . . . . .	14
baby crocodile . . . . .	14
crocodile . . . . .	14
Croesus . . . . .	14
Cyclops . . . . .	14
Dark One . . . . .	15
Demogorgon . . . . .	15
dingo . . . . .	15
disenchanter . . . . .	15
Dispater . . . . .	16
djinni . . . . .	16
DOG . . . . .	16
dog . . . . .	16
large dog . . . . .	16
little dog . . . . .	16
doppelganger . . . . .	17
DRAGON . . . . .	17
baby black dragon . . . . .	17
baby blue dragon . . . . .	17
baby gray dragon . . . . .	17
baby green dragon . . . . .	17
baby orange dragon . . . . .	18
baby red dragon . . . . .	18
baby silver dragon . . . . .	18
baby white dragon . . . . .	18
baby yellow dragon . . . . .	18
black dragon . . . . .	18
blue dragon . . . . .	19
gray dragon . . . . .	19
green dragon . . . . .	19
Ixoth . . . . .	19
orange dragon . . . . .	19
red dragon . . . . .	20
silver dragon . . . . .	20
white dragon . . . . .	20
yellow dragon . . . . .	20
DWARF . . . . .	20
dwarf . . . . .	21
dwarf king . . . . .	21
dwarf lord . . . . .	21
dwarf mummy . . . . .	21
dwarf zombie . . . . .	21
electric eel . . . . .	22

ELEMENTAL . . . . .	22
air elemental . . . . .	22
earth elemental . . . . .	22
fire elemental . . . . .	22
water elemental . . . . .	22
ELF . . . . .	23
elf . . . . .	23
elf mummy . . . . .	23
elf zombie . . . . .	23
elf-lord . . . . .	23
Elvenking . . . . .	23
Green-elf . . . . .	24
Grey-elf . . . . .	24
Woodland-elf . . . . .	24
erinyes . . . . .	24
ettin . . . . .	24
flesh golem . . . . .	25
floating eye . . . . .	25
fog cloud . . . . .	25
fox . . . . .	25
GARGOYLE . . . . .	26
gargoyle . . . . .	26
winged gargoyle . . . . .	26
Geryon . . . . .	26
ghost . . . . .	26
ghoul . . . . .	27
GIANT . . . . .	27
fire giant . . . . .	27
frost giant . . . . .	27
giant . . . . .	27
hill giant . . . . .	28
stone giant . . . . .	28
storm giant . . . . .	28
giant beetle . . . . .	28
giant eel . . . . .	28
GNOME . . . . .	28
gnome . . . . .	29
gnome king . . . . .	29
gnome lord . . . . .	29
gnome mummy . . . . .	29
gnome zombie . . . . .	29
gnomish wizard . . . . .	29
goblin . . . . .	30
gold golem . . . . .	30
GOLEM . . . . .	30
clay golem . . . . .	30
glass golem . . . . .	30
iron golem . . . . .	31
leather golem . . . . .	31
paper golem . . . . .	31
rope golem . . . . .	31
stone golem . . . . .	31
straw golem . . . . .	32
wood golem . . . . .	32
Grand Master . . . . .	32
gremlin . . . . .	32
grid bug . . . . .	32
HELL HOUND . . . . .	33
hell hound . . . . .	33
hell hound pup . . . . .	33

hezrou . . . . .	33
Hippocrates . . . . .	33
hobbit . . . . .	34
hobgoblin . . . . .	34
homunculus . . . . .	34
horned devil . . . . .	34
HORSE . . . . .	35
horse . . . . .	35
warhorse . . . . .	35
HUMAN . . . . .	35
acolyte . . . . .	35
aligned priest . . . . .	35
apprentice . . . . .	36
Arch Priest . . . . .	36
archeologist . . . . .	36
attendant . . . . .	36
caveman . . . . .	36
cavewoman . . . . .	36
chieftain . . . . .	37
guard . . . . .	37
healer . . . . .	37
high priest . . . . .	37
human . . . . .	37
monk . . . . .	37
ninja . . . . .	38
nurse . . . . .	38
page . . . . .	38
priest . . . . .	38
priestess . . . . .	38
samurai . . . . .	38
shopkeeper . . . . .	39
student . . . . .	39
thug . . . . .	39
warrior . . . . .	39
watch captain . . . . .	39
watchman . . . . .	39
wizard . . . . .	40
hunter . . . . .	40
ice devil . . . . .	40
imp . . . . .	40
INCUBUS & SUCCUBUS . . . . .	40
incubus . . . . .	41
succubus . . . . .	41
jabberwock . . . . .	41
jackal . . . . .	41
jaguar . . . . .	42
jellyfish . . . . .	42
Juiblex . . . . .	42
KAMIKAZE . . . . .	42
black light . . . . .	42
yellow light . . . . .	42
ki-rin . . . . .	43
King Arthur . . . . .	43
knight . . . . .	43
KOBOLD . . . . .	43
kobold . . . . .	44
kobold lord . . . . .	44
kobold mummy . . . . .	44
kobold shaman . . . . .	44
kobold zombie . . . . .	44

large kobold . . . . .	44
KOP . . . . .	45
Keystone Kop . . . . .	45
Kop Kaptain . . . . .	45
Kop Lieutenant . . . . .	45
Kop Sergeant . . . . .	45
kraken . . . . .	45
lemure . . . . .	46
leocrotta . . . . .	46
leprechaun . . . . .	46
LICH . . . . .	46
arch-lich . . . . .	47
demilich . . . . .	47
lich . . . . .	47
master lich . . . . .	47
lichen . . . . .	47
LIVING MINES . . . . .	48
flaming sphere . . . . .	48
freezing sphere . . . . .	48
gas spore . . . . .	48
shocking sphere . . . . .	48
LONG WORM . . . . .	48
baby long worm . . . . .	48
long worm . . . . .	49
long worm tail . . . . .	49
Lord Carnarvon . . . . .	49
Lord Sato . . . . .	49
Lord Surtur . . . . .	49
lurker above . . . . .	50
LYCANTHROPE . . . . .	50
werejackal . . . . .	50
werejackal . . . . .	50
wererat . . . . .	50
wererat . . . . .	51
werewolf . . . . .	51
werewolf . . . . .	51
lynx . . . . .	51
manes . . . . .	51
marilith . . . . .	52
Master Assassin . . . . .	52
Master Kaen . . . . .	52
Master of Thieves . . . . .	52
mastodon . . . . .	53
Medusa . . . . .	53
MIMIC . . . . .	53
giant mimic . . . . .	53
large mimic . . . . .	54
small mimic . . . . .	54
MIND FLAYER . . . . .	54
master mind flayer . . . . .	54
mind flayer . . . . .	54
Minion of Huhetotl . . . . .	54
minotaur . . . . .	55
MOLDS . . . . .	55
brown mold . . . . .	55
green mold . . . . .	55
red mold . . . . .	55
yellow mold . . . . .	56
monkey . . . . .	56
mumak . . . . .	56

MUMMY . . . . .	56
ettin mummy . . . . .	57
giant mummy . . . . .	57
human mummy . . . . .	57
orc mummy . . . . .	57
NAGA . . . . .	57
black naga . . . . .	57
black naga hatchling . . . . .	57
golden naga . . . . .	58
golden naga hatchling . . . . .	58
guardian naga . . . . .	58
guardian naga hatchling . . . . .	58
red naga . . . . .	58
red naga hatchling . . . . .	59
nalfeshnee . . . . .	59
Nalzok . . . . .	59
neanderthal . . . . .	59
newt . . . . .	59
Norn . . . . .	60
NYMPH . . . . .	60
mountain nymph . . . . .	60
water nymph . . . . .	60
wood nymph . . . . .	60
ochre jelly . . . . .	61
OGRE . . . . .	61
ogre . . . . .	61
ogre king . . . . .	61
ogre lord . . . . .	61
Olog-hai . . . . .	61
Oracle . . . . .	62
ORC . . . . .	62
hill orc . . . . .	62
Mordor orc . . . . .	62
orc . . . . .	62
orc shaman . . . . .	63
orc zombie . . . . .	63
orc-captain . . . . .	63
Uruk-hai . . . . .	63
Orcus . . . . .	63
Orion . . . . .	64
owlbear . . . . .	64
panther . . . . .	64
Pelias . . . . .	64
PIERCER . . . . .	65
glass piercer . . . . .	65
iron piercer . . . . .	65
rock piercer . . . . .	65
piranha . . . . .	65
pit fiend . . . . .	66
pony . . . . .	66
prisoner . . . . .	66
PURPLE WORM . . . . .	66
baby purple worm . . . . .	66
purple worm . . . . .	67
pyrolisk . . . . .	67
quantum mechanic . . . . .	67
quasit . . . . .	67
ranger . . . . .	67
RAT . . . . .	68
giant rat . . . . .	68

rabid rat . . . . .	68
sewer rat . . . . .	68
raven . . . . .	68
<b>RHINOS</b> . . . . .	68
baluchitherium . . . . .	69
titanothera . . . . .	69
rock mole . . . . .	69
rogue . . . . .	69
roshi . . . . .	69
rothe . . . . .	70
rust monster . . . . .	70
salamander . . . . .	70
sandestin . . . . .	70
sasquatch . . . . .	71
scorpion . . . . .	71
Scorpius . . . . .	71
<b>SERPENT</b> . . . . .	71
garter snake . . . . .	72
pit viper . . . . .	72
python . . . . .	72
snake . . . . .	72
water moccasin . . . . .	72
shade . . . . .	73
Shaman Karnov . . . . .	73
shark . . . . .	73
shrieker . . . . .	73
skeleton . . . . .	73
<b>SOLDIER</b> . . . . .	74
captain . . . . .	74
lieutenant . . . . .	74
sergeant . . . . .	74
soldier . . . . .	74
<b>SPIDER</b> . . . . .	74
cave spider . . . . .	75
giant spider . . . . .	75
spotted jelly . . . . .	75
<b>SQUAMATA</b> . . . . .	75
gecko . . . . .	75
iguana . . . . .	75
lizard . . . . .	76
stalker . . . . .	76
tengu . . . . .	76
Thoth Amon . . . . .	76
tiger . . . . .	76
titan . . . . .	77
tourist . . . . .	77
<b>TOURIST</b> . . . . .	77
guide . . . . .	77
Twoflower . . . . .	78
trapper . . . . .	78
<b>TROLL</b> . . . . .	78
ice troll . . . . .	78
rock troll . . . . .	78
troll . . . . .	79
water troll . . . . .	79
umber hulk . . . . .	79
<b>UNICORN</b> . . . . .	79
black unicorn . . . . .	79
gray unicorn . . . . .	80
white unicorn . . . . .	80

valkyrie . . . . .	80
VAMPIRE . . . . .	80
vampire . . . . .	80
vampire lord . . . . .	80
violet fungus . . . . .	81
Vlad the Impaler . . . . .	81
VORTEX . . . . .	81
dust vortex . . . . .	81
energy vortex . . . . .	81
fire vortex . . . . .	82
ice vortex . . . . .	82
steam vortex . . . . .	82
vrock . . . . .	82
warg . . . . .	82
water demon . . . . .	83
Wizard of Balance . . . . .	83
Wizard of Yendor . . . . .	83
WOLF . . . . .	83
winter wolf . . . . .	83
winter wolf cub . . . . .	84
wolf . . . . .	84
woodchuck . . . . .	84
WRAITH . . . . .	84
Nazgul . . . . .	84
wraith . . . . .	85
wumpus . . . . .	85
xan . . . . .	85
xorn . . . . .	85
Yeenoghu . . . . .	85
yeti . . . . .	86
ZOMBIE . . . . .	86
ettin zombie . . . . .	86
giant zombie . . . . .	86
human zombie . . . . .	87
zruty . . . . .	87

# 1 Explanatory notes

## 1.1 Difficulty

This is an integer value which represents an approximation of how difficult an opponent a monster is. This quantity is often referred to as monster strength, but should not be confused with the strength attribute that players enjoy.

## 1.2 Base level

This is the base monster experience level (also known as hit-dice). The actual experience level of monsters generated depends on a number of factors, in particular how deep into the dungeons the hero is and what *his* experience level is. It is also possible for a monster's experience level to change after it has been generated.

## 1.3 Base experience

This is the base number of experience points the hero will receive for killing this monster. The actual number of points awarded depends on the experience level and armour class of the monster (both assumed to be at their base levels, here). In addition, it is assumed that the hero will qualify for the 1000 XP bonus for killing eels. This will not apply if the hero is amphibious when the deed is done.

## 1.4 Speed

This is the movement rate of the monster. These are characterised as follows:

Very slow	3
Slow	9
Normal	12
Fast	15
Very fast	24

## 1.5 Base AC

This is the armour class of the monster when naked.

## 1.6 Base MR

This is the magic resistance of the monster. Zero indicates no resistance, a value of 100 indicates complete resistance. This is modified by the relative experience level of the attacker and the defender.

## 1.7 Alignment

The alignment of the monster. A value zero means neutral. Positive values indicate lawful alignments and negative values chaotic values. The special value of -128 means no alignment. For the most part, the level of alignment (how large the number is) has very little effect. However, it does affect the probability of monster generation in aligned dungeons.

## 1.8 Frequency

The frequency of a monster affects how likely that type of monster is to be generated. All other things being equal a prolific monster is seven times more likely to be generated than a very rare monster.

## 1.9 Genocidable

Whether the hero is allowed to genocide these monsters will be the scroll of the same name.

## 1.10 Attacks

In each turn the monster has to move, it may make each and every attack listed here. Note that for game balance, some attacks are limited in frequency to give the hero a chance.

### **1.11 Weight**

The weight of the monster's corpse.

### **1.12 Nutritional value**

How much nutrition can be gained by eating a corpse. Many monsters don't leave corpses when they die (although there may be other means of generating them). This is indicated in brackets if it applies.

### **1.13 Size**

The physical size of the monster.

### **1.14 Resistances**

A list of the intrinsic resistances that the monster has.

### **1.15 Resistances conveyed by eating**

Some, but not all, intrinsic resistances may be gained by the hero by eating the corpse of dead monsters. This lists those that are possible to gain in this way from the corpse of this type of monster.

## 2 Monster Compendium

Name: **abbot**

Difficulty: 8

Base level: 5

Base experience: 69

Speed: 12

Base AC: 10

Base MR: 20

Alignment: 0

Frequency: no random generation

Genocidable: No

ATTACKS:

Claw: 8d2

Kick: (3d2)/2 plus stuns for (3d2)/2 turns

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

Weight: 1450

Nutritional value: 400

Size: medium

Resistances: None

Resistances conveyed by eating: None

An abbot is humanoid. It is a herbivore.

For it had been long apparent to Count Landulf that nothing could be done with his seventh son Thomas, except to make him an Abbot or something of that kind. Born in 1226, he had from childhood a mysterious objection to becoming a predatory eagle, or even to taking an ordinary interest in falconry or tilting or any other gentlemanly pursuits. He was a large and heavy and quiet boy, and phenomenally silent, scarcely opening his mouth except to say suddenly to his schoolmaster in an explosive manner, "What is God?" The answer is not recorded but it is probable that the asker went on worrying out answers for himself. **The Runaway Abbot, by G. K. Chesterton**

Name: **Aleax**

Difficulty: 12

Base level: 10

Base experience: 292

Speed: 8

Base AC: 0

Base MR: 30

Alignment: 7

Frequency: Very rare, never in Gehennom

Genocidable: No

ATTACKS:

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: medium

Resistances: cold, sleep, electricity, poison

Resistances conveyed by eating: None

An Aleax is humanoid. It can see invisible creatures.

Said to be a doppelganger sent to inflict divine punishment for alignment violations.

---

## 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.

But we were not on a station platform. We were on the track ahead as the nightmare, plastic column of fetid black iridescence oozed tightly onward through its fifteen-foot sinus, gathering unholy speed and driving before it a spiral, re-thickening cloud of the pallid abyss vapor. It was a terrible, indescribable thing vaster than any subway train—a shapeless congeries of protoplasmic bubbles, faintly self-luminous, and with myriads of temporary eyes forming and unforming as pustules of greenish light all over the tunnel-filling front that bore down upon us, crushing the frantic penguins and slithering over the glistening floor that it and its kind had swept so evilly free of all litter.

**At the Mountains of Madness, by H.P. Lovecraft**

Name: **acid blob**

Difficulty: 2

Base level: 1

Base experience: 9

Speed: 3

Base AC: 8

Base MR: 0

Alignment: 0

Frequency: Quite rare

Genocidable: Yes

ATTACK:

Passive only

Weight: 30

Nutritional value: 10

Size: tiny

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**

Difficulty: 12

Base level: 10

Base experience: 221

Speed: 6

Base AC: 6

Base MR: 0

Alignment: 0

Frequency: Very rare

Genocidable: Yes

ATTACK:

Bite: No damage

Weight: 900

Nutritional value: 250

Size: large

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: **brown pudding**

Difficulty: 6

Base level: 5

Base experience: 56

Speed: 3

Base AC: 8

Base MR: 0

Alignment: 0

Frequency: Very rare

Genocidable: Yes

ATTACK:

Decays for 0d0

Weight: 500

Nutritional value: 250

Size: medium

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**

Difficulty: 8

Base level: 6

Base experience: 76

Speed: 6

Base AC: 8

Base MR: 0

Alignment: 0

Frequency: Quite rare

Genocidable: Yes

ATTACK:

Paralyses

Weight: 600

Nutritional value: 150

Size: large

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**

Difficulty: 4

Base level: 3

Base experience: 28

Speed: 1

Base AC: 8

Base MR: 0

Alignment: 0

Frequency: Quite rare

Genocidable: Yes

ATTACK:

Rusts for 2d8

Weight: 500

Nutritional value: 250

Size: medium

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: **green slime**

Difficulty: 8

Base level: 6

Base experience: 164

Speed: 6

Base AC: 6

Base MR: 0

Alignment: 0

Frequency: Very rare, only in Gehennom

Genocidable: Yes

ATTACK:

Touch: Turns you into green slime

Weight: 400

Nutritional value: 150

Size: large

Resistances: cold, electricity, poison, acid, petrification

Resistances conveyed by eating: None

A green slime 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 green slime has no limbs and no head. It is acidic and poisonous if eaten. It is an omnivore.

---

Name: **quivering blob**

Difficulty: 6

Base level: 5

Base experience: 59

Speed: 1

Base AC: 8

Base MR: 0

Alignment: 0

Frequency: Quite rare

Genocidable: Yes

ATTACK:

Touch: 1d8

Weight: 200

Nutritional value: 100

Size: small

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: Angel**

Difficulty: 19

Base level: 14

Base experience: 465

Speed: 10

Base AC: -4

Base MR: 55

Alignment: 12

Frequency: Very rare, never in Gehennom

Genocidable: No

**ATTACKS:**

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: medium

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, and the good seed are the children of the kingdom; but the weeds 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 weeds are gathered and burned in the fire; so shall it be in the end of this world. . . . 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 According to 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 their relentless persecution of their victims.

**Name: fire ant**

Difficulty: 6

Base level: 3

Base experience: 36

Speed: 18

Base AC: 3

Base MR: 10

Alignment: 0

Frequency: Very rare, normally appears in small groups

Genocidable: Yes

**ATTACKS:**

Bite: 2d4

Burns with fire for 2d4

Weight: 30

Nutritional value: 10

Size: tiny

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: giant ant**

Difficulty: 4

Base level: 2

Base experience: 22

Speed: 18

Base AC: 3

Base MR: 0

Alignment: 0

Frequency: Rare, normally appears in small groups

Genocidable: Yes

**ATTACK:**

Bite: 1d4

Weight: 10

Nutritional value: 10

Size: tiny

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: soldier ant**

Difficulty: 6

Base level: 3

Base experience: 39

Speed: 18

Base AC: 3

Base MR: 0

Alignment: 0

Frequency: Quite rare, normally appears in small groups

Genocidable: Yes

**ATTACKS:**

Bite: 2d4

Sting: Strength draining poison

Weight: 20

Nutritional value: 5

Size: tiny

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.

**APE**

The most highly evolved of all the primates, as shown by all their anatomical characters and particularly the development of the brain. Both arboreal and terrestrial, the apes have the forelimbs much better developed than the hind limbs. Tail entirely absent. Growth is slow and sexual maturity reached at quite an advanced age. **A Field Guide to the Larger Mammals of Africa by Dorst**

Aldo the gorilla had a plan. It was a good plan. It was right. He knew it. He smacked his lips in anticipation as he thought of it. Yes. Apes should be strong. Apes should be masters. Apes should be proud. Apes should make the Earth shake when they walked. Apes should *rule* the Earth. **Battle for the Planet of the Apes, by David Gerrold**

Name: **ape**  
 Difficulty: 6  
 Base level: 4  
 Base experience: 44  
 Speed: 12  
 Base AC: 6  
 Base MR: 0  
 Alignment: 0  
 Frequency: Quite rare, normally appears in small groups  
 Genocidable: Yes  
 ATTACKS:  
     Claw: 1d3  
     Claw: 1d3  
     Bite: 1d6  
 Weight: 1100  
 Nutritional value: 500  
 Size: large  
 Resistances: None  
 Resistances conveyed by eating: None

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

---

Name: **carnivorous ape**  
 Difficulty: 8  
 Base level: 6  
 Base experience: 79  
 Speed: 12  
 Base AC: 6  
 Base MR: 0  
 Alignment: 0  
 Frequency: Very rare  
 Genocidable: Yes  
 ATTACKS:  
     Claw: 1d4  
     Claw: 1d4  
     Bearhug: 1d8  
 Weight: 1250  
 Nutritional value: 550  
 Size: large  
 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**  
 Difficulty: 34  
 Base level: 30  
 Base experience: 1412  
 Speed: 12  
 Base AC: -5  
 Base MR: 100  
 Alignment: 0  
 Frequency: unique, no random generation  
 Genocidable: No  
 ATTACKS:

    Touch of death for 8d8

    Touch of death for 8d8

Weight: 1450  
 Nutritional value: 1  
 Size: medium  
 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**  
 Difficulty: 34  
 Base level: 30  
 Base experience: 1412  
 Speed: 12  
 Base AC: -5  
 Base MR: 100  
 Alignment: 0  
 Frequency: unique, no random generation  
 Genocidable: No  
 ATTACKS:

    Touch: 8d8 plus induces hunger

    Touch: 8d8 plus induces hunger

Weight: 1450  
 Nutritional value: 1  
 Size: medium  
 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**  
 Difficulty: 34  
 Base level: 30  
 Base experience: 1412  
 Speed: 12  
 Base AC: -5  
 Base MR: 100  
 Alignment: 0  
 Frequency: unique, no random generation  
 Genocidable: No  
 ATTACKS:

Touch: 8d8 plus transmits disease

Touch: 8d8 plus transmits disease

Weight: 1450

Nutritional value: 1

Size: medium

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**

Difficulty: 26

Base level: 19

Base experience: 706

Speed: 16

Base AC: -6

Base MR: 80

Alignment: 15

Frequency: Very rare, never in Gehennom

Genocidable: No

ATTACKS:

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: large

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 predominant inhabitants of the heavens. However unusual their appearance, they are not generally evil. They are beings at peace with themselves and their surroundings.

Name: **Ashikaga Takauji**

Difficulty: 19

Base level: 15

Base experience: 485

Speed: 12

Base AC: 0

Base MR: 40

Alignment: -13

Frequency: unique, no random generation

Genocidable: No

ATTACKS:

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 (but leaves no corpse)

Size: medium

Resistances: None

Resistances conveyed by eating: None

Ashikaga Takauji is humanoid. He is an omnivore.

Ashikaga Takauji was a daimyo of the Minamoto clan who joined forces with the Go-Daigo to defeat the Hojo armies. Later when Go-Daigo attempted to reduce the powers of the samurai clans he rebelled against him. He defeated Go-Daigo and established the emperor Komyo on the throne. Go-Daigo eventually escaped and established another government in the town of Yoshino. This period of dual governments was known as the Nambokucho.

**Samurai—The Story of a Warrior Tradition, by Cook**

Name: **Asmodeus**

Difficulty: 53

Base level: 49

Base experience: 3202

Speed: 12

Base AC: -7

Base MR: 90

Alignment: 20

Frequency: unique, only in Gehennom, no random generation

Genocidable: No

ATTACKS:

Claw: 4d4

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

Weight: 1500

Nutritional value: 500 (but leaves no corpse)

Size: huge

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: **Baalzebub**

Difficulty: 45

Base level: 41

Base experience: 2311

Speed: 9

Base AC: -5

Base MR: 85

Alignment: 20

Frequency: unique, only in Gehennom, no random generation

Genocidable: No

ATTACKS:

Bite: Strength draining poison

Gaze stuns

Weight: 1500

Nutritional value: 500 (but leaves no corpse)

Size: large

Resistances: fire, poison

Resistances conveyed by eating: None

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

The “lord of the flies” is a translation of the Hebrew Ba’alzevuv (Beelzebub in Greek). It has been suggested that it was a mistranslation of a mistransliterated word which gave us this pungent and suggestive name of the Devil, a devil whose name suggests that he is devoted to decay, destruction, demoralization, hysteria and panic... **Notes on *Lord of the Flies*, by E. L. Epstein**

---

Name: **balrog**  
 Difficulty: 20  
 Base level: 16  
 Base experience: 559  
 Speed: 5  
 Base AC: -2  
 Base MR: 75  
 Alignment: -14  
 Frequency: Very rare, only in Gehennom  
 Genocidable: No  
 ATTACKS:  
     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: large  
 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 wretched 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: **barbarian**  
 Difficulty: 12  
 Base level: 10  
 Base experience: 219  
 Speed: 12  
 Base AC: 10  
 Base MR: 1  
 Alignment: 0  
 Frequency: no random generation  
 Genocidable: No  
 ATTACK:  
     Projectile as weapon, or if in range, uses melee  
     weapon for 1d6  
 Weight: 1450  
 Nutritional value: 400  
 Size: medium  
 Resistances: poison  
 Resistances conveyed by eating: None

A barbarian is humanoid. It is an omnivore.

They dressed alike—in buckskin boots, leathern breeks and deerskin shirts, with broad girdles that held axes and short swords; and they were all gaunt and scarred and hard-eyed; sinewy and taciturn.

They were wild men, of a sort, yet there was still a wide gulf between them and the Cimmerian. They were sons of civilization, reverted to a semi-barbarism. He was a barbarian of a thousand generations of barbarians. They had acquired stealth and craft, but he had been born to these things. He excelled them even in lithe economy of motion. They were wolves, but he was a tiger.

**Conan—The Warrior, by Robert E. Howard**

---

Name: **barbed devil**  
 Difficulty: 10  
 Base level: 8  
 Base experience: 176  
 Speed: 12  
 Base AC: 0  
 Base MR: 35  
 Alignment: 8  
 Frequency: Quite rare, only in Gehennom, normally appears  
     in small groups  
 Genocidable: No  
 ATTACKS:  
     Claw: 2d4  
     Claw: 2d4  
     Sting: 3d4  
 Weight: 1450  
 Nutritional value: 400 (but leaves no corpse)  
 Size: medium  
 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**  
 Difficulty: 7  
 Base level: 3  
 Base experience: 93  
 Speed: 12  
 Base AC: 5  
 Base MR: 5  
 Alignment: -3  
 Frequency: Very rare  
 Genocidable: Yes  
 ATTACKS:  
     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: medium  
 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.

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**

## BAT

A bat, flitting in the darkness outside, took the wrong turn as it made its nightly rounds and came in through the window which had been left healthfully open. It then proceeded to circle the room in the aimless fat-headed fashion habitual with bats, who are notoriously among the less intellectually gifted of God's creatures. Show me a bat, says the old proverb, and I will show you something that ought to be in some kind of a home.

**A Pelican at Blandings, by P. G. Wodehouse**

Name: **bat**  
 Difficulty: 2  
 Base level: 0  
 Base experience: 6  
 Speed: 22  
 Base AC: 8  
 Base MR: 0  
 Alignment: 0  
 Frequency: Very rare, normally appears in small groups  
 Genocidable: Yes  
 ATTACK:  
     Bite: 1d4  
 Weight: 20  
 Nutritional value: 20  
 Size: tiny  
 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: **giant bat**  
 Difficulty: 3  
 Base level: 2  
 Base experience: 22  
 Speed: 22  
 Base AC: 7  
 Base MR: 0  
 Alignment: 0  
 Frequency: Quite rare  
 Genocidable: Yes  
 ATTACK:  
     Bite: 1d6  
 Weight: 30  
 Nutritional value: 30  
 Size: small  
 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: **vampire bat**  
 Difficulty: 7  
 Base level: 5  
 Base experience: 66  
 Speed: 20  
 Base AC: 6  
 Base MR: 0  
 Alignment: 0  
 Frequency: Quite rare  
 Genocidable: Yes  
 ATTACKS:  
     Bite: 1d6  
     Bite: Strength draining poison  
 Weight: 30  
 Nutritional value: 20  
 Size: small  
 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.

## BEE

This giant variety of its useful normal cousin normally appears in small groups, looking for raw material to produce the royal jelly needed to feed their queen. On rare occasions, one may stumble upon a bee-hive, in which the queen bee is being well provided for, and guarded against intruders.

Name: **killer bee**  
 Difficulty: 5  
 Base level: 1  
 Base experience: 19  
 Speed: 18  
 Base AC: -1  
 Base MR: 0  
 Alignment: 0  
 Frequency: Quite rare, normally appears in large groups  
 Genocidable: Yes  
 ATTACK:  
     Sting: Strength draining poison  
 Weight: 1  
 Nutritional value: 5  
 Size: tiny  
 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: **queen bee**  
 Difficulty: 12  
 Base level: 9  
 Base experience: 205  
 Speed: 24  
 Base AC: -4  
 Base MR: 0  
 Alignment: 0

Frequency: no random generation  
 Genocidable: Yes  
 ATTACK:  
     Sting: Strength draining poison  
 Weight: 1  
 Nutritional value: 5  
 Size: tiny  
 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: **blue jelly**  
 Difficulty: 5  
 Base level: 4  
 Base experience: 45  
 Speed: 0  
 Base AC: 8  
 Base MR: 10  
 Alignment: 0  
 Frequency: Quite rare  
 Genocidable: Yes  
 ATTACK:

    Passive only  
 Weight: 50  
 Nutritional value: 20  
 Size: medium  
 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. It cannot pick up objects.

Name: **bone devil**  
 Difficulty: 13  
 Base level: 9  
 Base experience: 271  
 Speed: 15  
 Base AC: -1  
 Base MR: 40  
 Alignment: -9  
 Frequency: Quite rare, only in Gehennom, normally appears in small groups  
 Genocidable: No  
 ATTACKS:  
     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: large  
 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**  
 Difficulty: 5  
 Base level: 3  
 Base experience: 33  
 Speed: 9  
 Base AC: 5  
 Base MR: 0  
 Alignment: -6  
 Frequency: Very rare  
 Genocidable: Yes  
 ATTACK:

    Projectile as weapon, or if in range, uses melee weapon for 2d4  
 Weight: 1250  
 Nutritional value: 250  
 Size: large  
 Resistances: None  
 Resistances conveyed by eating: None

A bugbear is humanoid. It is an omnivore.

Bugbears are relatives of goblins, although they tend to be larger and more hairy. They are aggressive carnivores and sometimes kill just for the treasure their victims may be carrying.

## 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. Various folklores have the cat associated with magic and the gods of ancient Egypt. So Ulthar went to sleep in vain anger; and when the people awakened at dawn—behold! Every cat was back at his accustomed hearth! Large and small, black, grey, striped, yellow and white, none was missing. Very sleek and fat did the cats appear, and sonorous with purring content. **The Cats of Ulthar, by H.P. Lovecraft**

Name: **housecat**  
 Difficulty: 5  
 Base level: 4  
 Base experience: 44  
 Speed: 16  
 Base AC: 5  
 Base MR: 0  
 Alignment: 0  
 Frequency: Very rare  
 Genocidable: Yes  
 ATTACK:  
     Bite: 1d6  
 Weight: 200  
 Nutritional value: 200  
 Size: small  
 Resistances: None  
 Resistances conveyed by eating: None

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

Name: **kitten**  
 Difficulty: 3  
 Base level: 2

Base experience: 22  
 Speed: 18  
 Base AC: 6  
 Base MR: 0  
 Alignment: 0  
 Frequency: Very rare  
 Genocidable: Yes  
 ATTACK:  
     Bite: 1d6  
 Weight: 150  
 Nutritional value: 150  
 Size: small  
 Resistances: None  
 Resistances conveyed by eating: None

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

---

Name: **large cat**  
 Difficulty: 7  
 Base level: 6  
 Base experience: 76  
 Speed: 15  
 Base AC: 4  
 Base MR: 0  
 Alignment: 0  
 Frequency: Very rare  
 Genocidable: Yes  
 ATTACK:  
     Bite: 2d4  
 Weight: 250  
 Nutritional value: 250  
 Size: small  
 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: **forest centaur**  
 Difficulty: 8  
 Base level: 5  
 Base experience: 66  
 Speed: 18

Base AC: 3  
 Base MR: 10  
 Alignment: -1  
 Frequency: Very rare  
 Genocidable: Yes  
 ATTACKS:  
     Projectile as weapon, or if in range, uses melee  
     weapon for 1d8  
     Kick: 1d6  
 Weight: 2550  
 Nutritional value: 600  
 Size: large  
 Resistances: None  
 Resistances conveyed by eating: None

A forest centaur is humanoid. It is an omnivore.

---

Name: **mountain centaur**  
 Difficulty: 9  
 Base level: 6  
 Base experience: 84  
 Speed: 20  
 Base AC: 2  
 Base MR: 10  
 Alignment: -3  
 Frequency: Very rare  
 Genocidable: Yes  
 ATTACKS:  
     Projectile as weapon, or if in range, uses melee  
     weapon for 1d10  
     Kick: 1d6  
     Kick: 1d6  
 Weight: 2550  
 Nutritional value: 500  
 Size: large  
 Resistances: None  
 Resistances conveyed by eating: None

A mountain centaur is humanoid. It is an omnivore.

---

Name: **plains centaur**  
 Difficulty: 6  
 Base level: 4  
 Base experience: 51  
 Speed: 18  
 Base AC: 4  
 Base MR: 0  
 Alignment: 0  
 Frequency: Very rare  
 Genocidable: Yes  
 ATTACKS:  
     Projectile as weapon, or if in range, uses melee  
     weapon for 1d6  
     Kick: 1d6  
 Weight: 2500  
 Nutritional value: 500  
 Size: large  
 Resistances: None  
 Resistances conveyed by eating: None

A plains centaur is humanoid. It is an omnivore.

---

Name: **centipede**

Difficulty: 4  
 Base level: 2  
 Base experience: 19  
 Speed: 4  
 Base AC: 3  
 Base MR: 0  
 Alignment: 0  
 Frequency: Very rare  
 Genocidable: Yes  
 ATTACK:

Bite: Strength draining poison

Weight: 50  
 Nutritional value: 50  
 Size: tiny  
 Resistances: poison  
 Resistances conveyed by eating: poison

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

I observed here, what I had often seen before, that certain districts abound in centipedes. Here they have light reddish bodies and blue legs; great myriapedes are seen crawling every where. Although they do no harm, they excite in man a feeling of loathing. Perhaps our appearance produces a similar feeling in the elephant and other large animals. Where they have been much disturbed, they certainly look upon us with great distrust, as the horrid biped that ruins their peace.

**Travels and Researches in South Africa,**  
**by Dr. David Livingstone**

---

Name: **chameleon**

Difficulty: 7  
 Base level: 6  
 Base experience: 73  
 Speed: 5  
 Base AC: 6  
 Base MR: 10  
 Alignment: 0  
 Frequency: Quite rare  
 Genocidable: Yes  
 ATTACK:

Bite: 4d2

Weight: 100  
 Nutritional value: 100  
 Size: tiny  
 Resistances: None  
 Resistances conveyed by eating: None

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

Name of a family (*Chameleonidae*) and race (*Chameleo*) of scaly lizards, especially the *Chameleo vulgaris* species, with a short neck, claws, a grasping tail, a long, extendible 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 gradually changes color until it is a spotted red. The final color depends on the background color as well, hence the (figurative) implication of unreliability. **Capitalized:** a constellation of the southern hemisphere (Chameleo). **Van Dale's Groot Woordenboek der Nederlandse Taal**

---

Name: **Chromatic Dragon**

Difficulty: 23  
 Base level: 16  
 Base experience: 583  
 Speed: 12  
 Base AC: 0  
 Base MR: 30  
 Alignment: -14  
 Frequency: unique, no random generation  
 Genocidable: No  
 ATTACKS:

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: gigantic

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.

Tiamat is said to be the mother of evil dragonkind. She is extremely vain.

---

Name: **cobra**

Difficulty: 10  
 Base level: 6  
 Base experience: 88  
 Speed: 18  
 Base AC: 2  
 Base MR: 0  
 Alignment: 0  
 Frequency: Very rare  
 Genocidable: Yes  
 ATTACKS:

Bite: Strength draining poison

Spits blinding venom

Weight: 250

Nutritional value: 100

Size: medium

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 cannot pick up objects. It is able to lay eggs. It is poisonous if eaten. It is a carnivore.

Darzee and his wife only cowered down in the nest without answering, for from the thick grass at the foot of the bush there came a low hiss—a horrid cold sound that made Rikki-tikki jump back two clear feet. Then inch by inch out of the grass rose up the head and spread hood of Nag, the big black cobra, and he was five feet long from tongue to tail. When he had lifted one-third of himself clear of the ground, he stayed balancing to and fro exactly as a dandelion-tuft balances in the wind, and he looked at Rikki-tikki with the wicked snake's eyes that never change their expression, whatever the snake may be thinking of.

'Who is Nag?' said he. 'I am Nag. The great God Brahm put his mark upon all our people, when the first cobra spread his hood to keep the sun off Brahm as he slept. Look, and be afraid!'

**Rikki-tikki-tavi, by Rudyard Kipling**

---

## COCKATRICE

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: **chickatrice**

Difficulty: 7

Base level: 4

Base experience: 136

Speed: 4

Base AC: 8

Base MR: 30

Alignment: 0

Frequency: Very rare, normally appears in small groups

Genocidable: Yes

ATTACKS:

Bite: 1d2

Touch: Turns to stone

Weight: 10

Nutritional value: 10

Size: tiny

Resistances: poison, petrification

Resistances conveyed by eating: poison

A chickatrice has an animal body. It has no hands.

---

Name: **cockatrice**

Difficulty: 8

Base level: 5

Base experience: 149

Speed: 6

Base AC: 6

Base MR: 30

Alignment: 0

Frequency: Common

Genocidable: Yes

ATTACKS:

Bite: 1d3

Touch: Turns to stone

Weight: 30

Nutritional value: 30

Size: small

Resistances: poison, petrification

Resistances conveyed by eating: poison

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

---

Name: **couatl**

Difficulty: 11

Base level: 8

Base experience: 180

Speed: 10

Base AC: 5

Base MR: 30

Alignment: 7

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

Genocidable: No

ATTACKS:

Bite: Strength draining poison

Bite: 1d3

Crushes: 2d4

Weight: 900

Nutritional value: 400 (but leaves no corpse)

Size: large

Resistances: poison

Resistances conveyed by eating: None

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

A mythical feathered serpent. The couatl are very rare.

---

Name: **coyote**

Difficulty: 2

Base level: 1

Base experience: 11

Speed: 12

Base AC: 7

Base MR: 0

Alignment: 0

Frequency: Very rare, normally appears in small groups

Genocidable: Yes

ATTACK:

Bite: 1d4

Weight: 300

Nutritional value: 250

Size: small

Resistances: None

Resistances conveyed by eating: None

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

This carnivore is known for its voracious appetite and inflated view of its own intelligence.

---

## CROCODILE

A big animal with the appearance of a lizard, constituting an order of the reptiles (*Loricata* or *Crocodylia*), the crocodile is a large, dangerous predator native to tropical and subtropical climes. It spends most of its time in large bodies of water.

Name: **baby crocodile**

Difficulty: 4

Base level: 3

Base experience: 28

Speed: 6

Base AC: 7

Base MR: 0

Alignment: 0

Frequency: Extremely rare(0)

Genocidable: Yes

ATTACK:

Bite: 1d4

Weight: 200

Nutritional value: 200

Size: medium

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**

Difficulty: 7

Base level: 6

Base experience: 73

Speed: 9

Base AC: 5

Base MR: 0

Alignment: 0

Frequency: Very rare

Genocidable: Yes

ATTACKS:

Bite: 4d2

Claw: 1d12

Weight: 1450

Nutritional value: 400

Size: large

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**

Difficulty: 22

Base level: 20

Base experience: 740

Speed: 15

Base AC: 0

Base MR: 40

Alignment: 15

Frequency: unique, no random generation

Genocidable: No

ATTACK:

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

Weight: 1450

Nutritional value: 400

Size: medium

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**

Difficulty: 23

Base level: 18

Base experience: 659

Speed: 12

Base AC: 0

Base MR: 0

Alignment: -15

Frequency: unique, no random generation

Genocidable: No

ATTACKS:

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: huge

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". . . . 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 slid into the dust;  
the red wine squirted from his throat;  
the drunk vomited lumps of human flesh.

**The Odyssey, (chapter Epsilon), by Homer**

---

Name: **Dark One**

Difficulty: 20

Base level: 15

Base experience: 495

Speed: 12

Base AC: 0

Base MR: 80

Alignment: -10

Frequency: unique, no random generation

Genocidable: No

ATTACKS:

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 (but leaves no corpse)

Size: medium

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**

Difficulty: 57

Base level: 50

Base experience: 3269

Speed: 15

Base AC: -8

Base MR: 95

Alignment: -20

Frequency: unique, only in Gehennom, no random  
generation

Genocidable: No

ATTACKS:

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: huge

Resistances: fire, poison

Resistances conveyed by eating: None

Demogorgon can fly/float. He has no hands. He can see in-  
visible 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: **dingo**

Difficulty: 5

Base level: 4

Base experience: 44

Speed: 16

Base AC: 5

Base MR: 0

Alignment: 0

Frequency: Very rare

Genocidable: Yes

ATTACK:

Bite: 1d6

Weight: 400

Nutritional value: 200

Size: medium

Resistances: None

Resistances conveyed by eating: None

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

A wolflike wild dog, *Canis dingo*, of Australia, having a  
reddish—or yellowish-brown coat, believed to have been in-  
troduced by the aborigines.

**Webster’s Encyclopedic Unabridged Dictionary of the  
English Language**

---

Name: **disenchanter**

Difficulty: 14

Base level: 12

Base experience: 272

Speed: 12

Base AC: -10

Base MR: 0

Alignment: -3

Frequency: Quite rare, only in Gehennom

Genocidable: Yes

ATTACK:

Claw: Removes enchantment from some armour

Weight: 750

Nutritional value: 200

Size: large

Resistances: None

Resistances conveyed by eating: None

A disenchanter has an animal body. It is a carnivore.

---

Name: **Dispater**

Difficulty: 40

Base level: 36

Base experience: 1907

Speed: 15

Base AC: -2

Base MR: 80

Alignment: 15

Frequency: unique, only in Gehennom, no random generation

Genocidable: No

ATTACKS:

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: medium

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.

Dispater is an arch-devil who rules the city of Dis. He is a powerful mage.

---

Name: **djinni**

Difficulty: 8

Base level: 7

Base experience: 100

Speed: 12

Base AC: 4

Base MR: 30

Alignment: 0

Frequency: no random generation

Genocidable: No

ATTACK:

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

Weight: 1500

Nutritional value: 400 (but leaves no corpse)

Size: medium

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. The wizards 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 breeds exist. The male is called a dog, while the female is called a bitch. Because of its known loyalty to man and gentleness with children, it is the world's most popular domestic animal. It can easily be trained to perform various tasks.

Name: **dog**

Difficulty: 5

Base level: 4

Base experience: 44

Speed: 16

Base AC: 5

Base MR: 0

Alignment: 0

Frequency: Very rare

Genocidable: Yes

ATTACK:

Bite: 1d6

Weight: 400

Nutritional value: 200

Size: medium

Resistances: None

Resistances conveyed by eating: None

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

---

Name: **large dog**

Difficulty: 7

Base level: 6

Base experience: 76

Speed: 15

Base AC: 4

Base MR: 0

Alignment: 0

Frequency: Very rare

Genocidable: Yes

ATTACK:

Bite: 2d4

Weight: 800

Nutritional value: 250

Size: medium

Resistances: None

Resistances conveyed by eating: None

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

---

Name: **little dog**

Difficulty: 3

Base level: 2

Base experience: 22

Speed: 18

Base AC: 6

Base MR: 0

Alignment: 0

Frequency: Very rare

Genocidable: Yes

ATTACK:

Bite: 1d6

Weight: 150

Nutritional value: 150

Size: small

Resistances: None  
Resistances conveyed by eating: None

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

---

Name: **doppelganger**

Difficulty: 11  
Base level: 9  
Base experience: 194  
Speed: 12  
Base AC: 5  
Base MR: 20  
Alignment: 0  
Frequency: Very rare  
Genocidable: Yes  
ATTACK:  
    Projectile as weapon, or if in range, uses melee  
    weapon for 1d12  
Weight: 1450  
Nutritional value: 400  
Size: medium  
Resistances: sleep  
Resistances conveyed by eating: None

A doppelganger is humanoid. It is an omnivore.

---

## 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)

"One whom the dragons will speak with," he said, "that is a dragonlord, or at least that is the center of the matter. It's not a trick of mastering the dragons, as most people think. Dragons have no masters. The question is always the same, with a dragon: will he talk to you or will he eat you? If you can count upon his doing the former, and not doing the latter, why then you're a dragonlord."

### The Tombs of Atuan, by Ursula K. Le Guin

Name: **baby black dragon**

Difficulty: 13  
Base level: 12  
Base experience: 268  
Speed: 9  
Base AC: 2  
Base MR: 10  
Alignment: 0  
Frequency: Extremely rare(0)  
Genocidable: Yes  
ATTACK:  
    Bite: 2d6  
Weight: 1500  
Nutritional value: 500  
Size: huge

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: **baby blue dragon**

Difficulty: 13  
Base level: 12  
Base experience: 268  
Speed: 9  
Base AC: 2  
Base MR: 10  
Alignment: 0  
Frequency: Extremely rare(0)  
Genocidable: Yes  
ATTACK:  
    Bite: 2d6  
Weight: 1500  
Nutritional value: 500  
Size: huge  
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: **baby gray dragon**

Difficulty: 13  
Base level: 12  
Base experience: 268  
Speed: 9  
Base AC: 2  
Base MR: 10  
Alignment: 0  
Frequency: Extremely rare(0)  
Genocidable: Yes  
ATTACK:  
    Bite: 2d6  
Weight: 1500  
Nutritional value: 500  
Size: huge  
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: **baby green dragon**

Difficulty: 13  
Base level: 12  
Base experience: 268  
Speed: 9  
Base AC: 2  
Base MR: 10  
Alignment: 0  
Frequency: Extremely rare(0)  
Genocidable: Yes  
ATTACK:  
    Bite: 2d6  
Weight: 1500  
Nutritional value: 500  
Size: huge

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: **baby orange dragon**

Difficulty: 13  
Base level: 12  
Base experience: 268  
Speed: 9  
Base AC: 2  
Base MR: 10  
Alignment: 0  
Frequency: Extremely rare(0)  
Genocidable: Yes  
ATTACK:  
    Bite: 2d6  
Weight: 1500  
Nutritional value: 500  
Size: huge  
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: **baby red dragon**

Difficulty: 13  
Base level: 12  
Base experience: 268  
Speed: 9  
Base AC: 2  
Base MR: 10  
Alignment: 0  
Frequency: Extremely rare(0)  
Genocidable: Yes  
ATTACK:  
    Bite: 2d6  
Weight: 1500  
Nutritional value: 500  
Size: huge  
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: **baby silver dragon**

Difficulty: 13  
Base level: 12  
Base experience: 268  
Speed: 9  
Base AC: 2  
Base MR: 10  
Alignment: 0  
Frequency: Extremely rare(0)  
Genocidable: Yes  
ATTACK:  
    Bite: 2d6  
Weight: 1500  
Nutritional value: 500

Size: huge  
Resistances: None  
Resistances conveyed by eating: None

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

---

Name: **baby white dragon**

Difficulty: 13  
Base level: 12  
Base experience: 268  
Speed: 9  
Base AC: 2  
Base MR: 10  
Alignment: 0  
Frequency: Extremely rare(0)  
Genocidable: Yes  
ATTACK:  
    Bite: 2d6  
Weight: 1500  
Nutritional value: 500  
Size: huge  
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: **baby yellow dragon**

Difficulty: 13  
Base level: 12  
Base experience: 268  
Speed: 9  
Base AC: 2  
Base MR: 10  
Alignment: 0  
Frequency: Extremely rare(0)  
Genocidable: Yes  
ATTACK:  
    Bite: 2d6  
Weight: 1500  
Nutritional value: 500  
Size: huge  
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: **black dragon**

Difficulty: 20  
Base level: 15  
Base experience: 521  
Speed: 9  
Base AC: -1  
Base MR: 20  
Alignment: -6  
Frequency: Very rare  
Genocidable: Yes  
ATTACKS:  
    Breaths death  
    Bite: 3d8

Claw: 1d4  
 Claw: 1d4  
 Weight: 4500  
 Nutritional value: 1500  
 Size: gigantic  
 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: **blue dragon**

Difficulty: 20  
 Base level: 15  
 Base experience: 521  
 Speed: 9  
 Base AC: -1  
 Base MR: 20  
 Alignment: -7  
 Frequency: Very rare  
 Genocidable: Yes

ATTACKS:

Breaths lightning: 4d6  
 Bite: 3d8  
 Claw: 1d4  
 Claw: 1d4

Weight: 4500  
 Nutritional value: 1500  
 Size: gigantic  
 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: **gray dragon**

Difficulty: 20  
 Base level: 15  
 Base experience: 521  
 Speed: 9  
 Base AC: -1  
 Base MR: 20  
 Alignment: 4  
 Frequency: Very rare  
 Genocidable: Yes

ATTACKS:

Breaths magic missiles: 4d6  
 Bite: 3d8  
 Claw: 1d4  
 Claw: 1d4

Weight: 4500  
 Nutritional value: 1500  
 Size: gigantic  
 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: **green dragon**

Difficulty: 20

Base level: 15  
 Base experience: 521  
 Speed: 9  
 Base AC: -1  
 Base MR: 20  
 Alignment: 6  
 Frequency: Very rare  
 Genocidable: Yes

ATTACKS:

Breaths dexterity draining poison  
 Bite: 3d8  
 Claw: 1d4  
 Claw: 1d4

Weight: 4500  
 Nutritional value: 1500  
 Size: gigantic  
 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**

Difficulty: 22  
 Base level: 15  
 Base experience: 534  
 Speed: 12  
 Base AC: -1  
 Base MR: 20  
 Alignment: -14  
 Frequency: unique, no random generation  
 Genocidable: No

ATTACKS:

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: gigantic  
 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: **orange dragon**

Difficulty: 20  
 Base level: 15  
 Base experience: 521  
 Speed: 9  
 Base AC: -1  
 Base MR: 20  
 Alignment: 5  
 Frequency: Very rare  
 Genocidable: Yes

ATTACKS:

Breaths sleep: 4d25 turns  
 Bite: 3d8  
 Claw: 1d4  
 Claw: 1d4

Weight: 4500  
 Nutritional value: 1500  
 Size: gigantic  
 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: **red dragon**  
 Difficulty: 20  
 Base level: 15  
 Base experience: 521  
 Speed: 9  
 Base AC: -1  
 Base MR: 20  
 Alignment: -4  
 Frequency: Very rare  
 Genocidable: Yes  
 ATTACKS:

Breaths fire: 6d6  
 Bite: 3d8  
 Claw: 1d4  
 Claw: 1d4

Weight: 4500  
 Nutritional value: 1500  
 Size: gigantic  
 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: **silver dragon**  
 Difficulty: 20  
 Base level: 15  
 Base experience: 521  
 Speed: 9  
 Base AC: -1  
 Base MR: 20  
 Alignment: 4  
 Frequency: Very rare  
 Genocidable: Yes  
 ATTACKS:

Breaths cold: 4d6  
 Bite: 3d8  
 Claw: 1d4  
 Claw: 1d4

Weight: 4500  
 Nutritional value: 1500  
 Size: gigantic  
 Resistances: cold  
 Resistances conveyed by eating: None

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

---

Name: **white dragon**  
 Difficulty: 20  
 Base level: 15

Base experience: 521  
 Speed: 9  
 Base AC: -1  
 Base MR: 20  
 Alignment: -5  
 Frequency: Very rare  
 Genocidable: Yes  
 ATTACKS:

Breaths cold: 4d6  
 Bite: 3d8  
 Claw: 1d4  
 Claw: 1d4

Weight: 4500  
 Nutritional value: 1500  
 Size: gigantic  
 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: **yellow dragon**  
 Difficulty: 20  
 Base level: 15  
 Base experience: 521  
 Speed: 9  
 Base AC: -1  
 Base MR: 20  
 Alignment: 7  
 Frequency: Very rare  
 Genocidable: Yes  
 ATTACKS:

Breaths acid: 4d6  
 Bite: 3d8  
 Claw: 1d4  
 Claw: 1d4

Weight: 4500  
 Nutritional value: 1500  
 Size: gigantic  
 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 others 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 dwarvish 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**

Difficulty: 4

Base level: 2

Base experience: 22

Speed: 6

Base AC: 10

Base MR: 10

Alignment: 4

Frequency: Rare

Genocidable: Yes

ATTACK:

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

Weight: 900

Nutritional value: 300

Size: medium

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**

Difficulty: 8

Base level: 6

Base experience: 83

Speed: 6

Base AC: 10

Base MR: 20

Alignment: 6

Frequency: Very rare

Genocidable: Yes

ATTACKS:

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: medium

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**

Difficulty: 6

Base level: 4

Base experience: 51

Speed: 6

Base AC: 10

Base MR: 10

Alignment: 5

Frequency: Quite rare

Genocidable: Yes

ATTACKS:

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: medium

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: dwarf mummy**

Difficulty: 6

Base level: 5

Base experience: 56

Speed: 10

Base AC: 5

Base MR: 20

Alignment: -4

Frequency: Very rare

Genocidable: Yes

ATTACK:

Claw: 1d6

Weight: 900

Nutritional value: 150 (but leaves no corpse)

Size: medium

Resistances: cold, sleep, poison

Resistances conveyed by eating: None

Due to its unusual body chemistry, A dwarf 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: dwarf zombie**

Difficulty: 3

Base level: 2

Base experience: 17

Speed: 6

Base AC: 9

Base MR: 0

Alignment: -3

Frequency: Very rare, normally appears in small groups

Genocidable: Yes

ATTACK:

Claw: 1d6

Weight: 900

Nutritional value: 150 (but leaves no corpse)

Size: medium

Resistances: cold, sleep, poison

Resistances conveyed by eating: None

Due to its unusual body chemistry, A dwarf 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: electric eel**

Difficulty: 10

Base level: 7

Base experience: 1111

Speed: 10

Base AC: -3

Base MR: 0

Alignment: 0

Frequency: no random generation

Genocidable: Yes

ATTACKS:

Zaps with electricity for 4d6

Wraps around the victim (can cause drowning)

Weight: 200

Nutritional value: 250

Size: huge

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 cannot pick up objects. It 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: air elemental**

Difficulty: 10

Base level: 8

Base experience: 122

Speed: 36

Base AC: 2

Base MR: 30

Alignment: 0

Frequency: Very rare

Genocidable: No

ATTACK:

Engulfs and pummels with debris: 2d10

Weight: 0

Nutritional value: 0 (but leaves no corpse)

Size: huge

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: earth elemental**

Difficulty: 10

Base level: 8

Base experience: 122

Speed: 6

Base AC: 2

Base MR: 30

Alignment: 0

Frequency: Very rare

Genocidable: No

ATTACK:

Claw: 4d6

Weight: 2500

Nutritional value: 0 (but leaves no corpse)

Size: huge

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: fire elemental**

Difficulty: 10

Base level: 8

Base experience: 133

Speed: 12

Base AC: 2

Base MR: 30

Alignment: 0

Frequency: Very rare

Genocidable: No

ATTACK:

Burns with fire for 3d6

Weight: 0

Nutritional value: 0 (but leaves no corpse)

Size: huge

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. It cannot pick up objects.

**Name: water elemental**

Difficulty: 10

Base level: 8

Base experience: 122

Speed: 6

Base AC: 2

Base MR: 30

Alignment: 0

Frequency: Very rare

Genocidable: No

ATTACK:

Claw: 5d6

Weight: 2500

Nutritional value: 0 (but leaves no corpse)

Size: huge

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**

Difficulty: 12

Base level: 10

Base experience: 219

Speed: 12

Base AC: 10

Base MR: 2

Alignment: -3

Frequency: no random generation

Genocidable: No

ATTACK:

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

Weight: 800

Nutritional value: 350

Size: medium

Resistances: sleep

Resistances conveyed by eating: sleep

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

---

Name: **elf mummy**

Difficulty: 7

Base level: 6

Base experience: 76

Speed: 12

Base AC: 4

Base MR: 30

Alignment: -5

Frequency: Very rare

Genocidable: Yes

ATTACK:

Claw: 2d4

Weight: 800

Nutritional value: 175 (but leaves no corpse)

Size: medium

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**

Difficulty: 4

Base level: 3

Base experience: 28

Speed: 6

Base AC: 9

Base MR: 0

Alignment: -3

Frequency: Very rare, normally appears in small groups

Genocidable: Yes

ATTACK:

Claw: 1d7

Weight: 800

Nutritional value: 175 (but leaves no corpse)

Size: medium

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**

Difficulty: 11

Base level: 8

Base experience: 126

Speed: 12

Base AC: 10

Base MR: 20

Alignment: -9

Frequency: Quite rare, normally appears in small groups

Genocidable: Yes

ATTACKS:

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: medium

Resistances: sleep

Resistances conveyed by eating: sleep

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

---

Name: **Elvenking**

Difficulty: 11

Base level: 9

Base experience: 199

Speed: 12

Base AC: 10

Base MR: 25

Alignment: -10

Frequency: Very rare

Genocidable: Yes

**ATTACKS:**

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: medium

Resistances: sleep

Resistances conveyed by eating: sleep

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

---

Name: **Green-elf**

Difficulty: 7

Base level: 5

Base experience: 64

Speed: 12

Base AC: 10

Base MR: 10

Alignment: -6

Frequency: Quite rare, normally appears in small groups

Genocidable: Yes

**ATTACK:**

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

Weight: 800

Nutritional value: 350

Size: medium

Resistances: sleep

Resistances conveyed by eating: sleep

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

---

Name: **Grey-elf**

Difficulty: 8

Base level: 6

Base experience: 81

Speed: 12

Base AC: 10

Base MR: 10

Alignment: -7

Frequency: Quite rare, normally appears in small groups

Genocidable: Yes

**ATTACK:**

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

Weight: 800

Nutritional value: 350

Size: medium

Resistances: sleep

Resistances conveyed by eating: sleep

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

---

Name: **Woodland-elf**

Difficulty: 6

Base level: 4

Base experience: 49

Speed: 12

Base AC: 10

Base MR: 10

Alignment: -5

Frequency: Quite rare, normally appears in small groups

Genocidable: Yes

**ATTACK:**

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

Weight: 800

Nutritional value: 350

Size: medium

Resistances: sleep

Resistances conveyed by eating: sleep

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

---

Name: **erinyes**

Difficulty: 10

Base level: 7

Base experience: 157

Speed: 12

Base AC: 2

Base MR: 30

Alignment: 10

Frequency: Quite rare, only in Gehennom, normally appears in small groups

Genocidable: No

**ATTACK:**

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

Weight: 1450

Nutritional value: 400 (but leaves no corpse)

Size: medium

Resistances: fire, poison

Resistances conveyed by eating: None

An erinyes is humanoid. She is poisonous if eaten.

These female-seeming devils named after the Furies of mythology attack hand to hand and poison their unwary victims as well.

---

Name: **ettin**

Difficulty: 13

Base level: 10

Base experience: 294

Speed: 12

Base AC: 3

Base MR: 0

Alignment: 0

Frequency: Very rare

Genocidable: Yes

**ATTACKS:**

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: huge

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: **flesh golem**

Difficulty: 10  
 Base level: 9  
 Base experience: 186  
 Speed: 8  
 Base AC: 9  
 Base MR: 30  
 Alignment: 0  
 Frequency: Very rare  
 Genocidable: No  
 ATTACKS:

Claw: 2d8  
 Claw: 2d8

Weight: 1400  
 Nutritional value: 600  
 Size: large  
 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.

With an anxiety that almost amounted to agony, I collected the instruments of life around me, that I might infuse a spark of being into the lifeless thing that lay at my feet. It was already one in the morning; the rain pattered dismally against the panes, and my candle was nearly burnt out, when, by the glimmer of the half-extinguished light, I saw the dull yellow eye of the creature open; it breathed hard, and a convulsive motion agitated its limbs.

How can I describe my emotions at this catastrophe, or how delineate the wretch whom with such infinite pains and care I had endeavoured to form? His limbs were in proportion, and I had selected his features as beautiful. Beautiful!—Great God! His yellow skin scarcely covered the work of muscles and arteries beneath; his hair was of a lustrous black, and flowing; his teeth of a pearly whiteness; but these luxuriations only formed a more horrid contrast with his watery eyes, that seemed almost of the same colour as the dun white sockets in which they were set, his shrivelled complexion and straight black lips.

**Frankenstein, by Mary Wollstonecraft Shelley**

---

Name: **floating eye**

Difficulty: 3  
 Base level: 2  
 Base experience: 17  
 Speed: 1  
 Base AC: 9  
 Base MR: 10  
 Alignment: 0  
 Frequency: Common  
 Genocidable: Yes  
 ATTACK:  
 Passive only  
 Weight: 10

Nutritional value: 10  
 Size: small  
 Resistances: None  
 Resistances conveyed by eating: None

A floating eye can fly/float. It is amphibious. It has no limbs and no head. It cannot pick up objects.

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

---

Name: **fog cloud**

Difficulty: 4  
 Base level: 3  
 Base experience: 32  
 Speed: 1  
 Base AC: 0  
 Base MR: 0  
 Alignment: 0  
 Frequency: Quite rare  
 Genocidable: Yes  
 ATTACK:

Engulfs and pummles with debris: 1d6

Weight: 0  
 Nutritional value: 0 (but leaves no corpse)  
 Size: huge  
 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**

---

Name: **fox**

Difficulty: 1  
 Base level: 0  
 Base experience: 4  
 Speed: 15  
 Base AC: 7  
 Base MR: 0  
 Alignment: 0  
 Frequency: Very rare  
 Genocidable: Yes  
 ATTACK:  
 Bite: 1d3  
 Weight: 300  
 Nutritional value: 250  
 Size: small

Resistances: None  
Resistances conveyed by eating: None

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

One hot summer's day a Fox was strolling through an orchard till he came to a bunch of Grapes just ripening on a vine which had been trained over a lofty branch. "Just the thing to quench my thirst," quoth he. Drawing back a few paces, he took a run and a jump, and just missed the bunch. Turning round again with a One, Two, Three, he jumped up, but with no greater success. Again and again he tried after the tempting morsel, but at last had to give it up, and walked away with his nose in the air, saying: "I am sure they are sour."

**Aesop's Fables**

---

## GARGOYLE

And so it came to pass that while Man ruled on Earth, the gargoyles waited, lurking, hidden from the light. Reborn every 600 years in Man's reckoning of time, the gargoyles joined battle against Man to gain dominion over the Earth.

In each coming, the gargoyles were nearly destroyed by Men who flourished in greater numbers. Now it has been so many hundreds of years that it seems the ancient statues and paintings of gargoyles are just products of Man's imagination. In this year, with Man's thoughts turned toward the many ills he has brought among himself, Man has forgotten his most ancient adversary, the gargoyles.

**Excerpt from the opening narration to the movie *Gargoyles*, written by Stephen and Elinor Karpf**

Name: **gargoyle**  
Difficulty: 8  
Base level: 6  
Base experience: 75  
Speed: 10  
Base AC: -4  
Base MR: 0  
Alignment: -9  
Frequency: Quite rare  
Genocidable: Yes  
ATTACKS:

Claw: 2d6  
Claw: 2d6  
Bite: 2d4

Weight: 1000  
Nutritional value: 200  
Size: medium  
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: **winged gargoyle**  
Difficulty: 11  
Base level: 9  
Base experience: 191  
Speed: 15  
Base AC: -2  
Base MR: 0  
Alignment: -12

Frequency: Very rare  
Genocidable: Yes  
ATTACKS:

Claw: 3d6  
Claw: 3d6  
Bite: 3d4

Weight: 1200  
Nutritional value: 300  
Size: medium  
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: **Geryon**

Difficulty: 36  
Base level: 33  
Base experience: 1607  
Speed: 3  
Base AC: -3  
Base MR: 75  
Alignment: 15  
Frequency: unique, only in Gehennom, no random generation  
Genocidable: No  
ATTACKS:

Claw: 3d6  
Claw: 3d6  
Sting: Strength draining poison

Weight: 1500  
Nutritional value: 500 (but leaves no corpse)  
Size: huge  
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 rumored to be quite low.

---

Name: **ghost**

Difficulty: 12  
Base level: 10  
Base experience: 216  
Speed: 3  
Base AC: -5  
Base MR: 50  
Alignment: -5  
Frequency: no random generation  
Genocidable: No  
ATTACK:

Touch: 1d1

Weight: 1450  
Nutritional value: 0 (but leaves no corpse)  
Size: medium  
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.

And now the souls of the dead who had gone below came swarming up from Erebus—fresh brides, unmarried youths, old men with life's long suffering behind them, tender young girls still nursing this first anguish in their hearts, and a great throng of warriors killed in battle, their spear-wounds gaping yet and all their armour stained with blood. From this multitude of souls, as they fluttered to and fro by the trench, there came a moaning that was horrible to hear. Panic drained the blood from my cheeks.

**The Odyssey, (chapter Lambda), by Homer**

---

Name: **ghoul**

Difficulty: 5

Base level: 3

Base experience: 28

Speed: 6

Base AC: 10

Base MR: 0

Alignment: -2

Frequency: Very rare

Genocidable: Yes

ATTACKS:

Paralyses

Claw: 1d3

Weight: 400

Nutritional value: 50 (but leaves no corpse)

Size: small

Resistances: cold, sleep, poison

Resistances conveyed by eating: None

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

The forces of the gloom know each other, and are strangely balanced by each other. Teeth and claws fear what they cannot grasp. Blood-drinking bestiality, voracious appetites, hunger in search of prey, the armed instincts of nails and jaws which have for source and aim the belly, glare and smell out uneasily the impassive spectral forms straying beneath a shroud, erect in its vague and shuddering robe, and which seem to them to live with a dead and terrible life. These brutalities, which are only matter, entertain a confused fear of having to deal with the immense obscurity condensed into an unknown being. A black figure barring the way stops the wild beast short. That which emerges from the cemetery intimidates and disconcerts that which emerges from the cave; the ferocious fear the sinister; wolves recoil when they encounter a ghoul.

**Les Miserables, by Victor Hugo**

---

## 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: **fire giant**

Difficulty: 11

Base level: 9

Base experience: 257

Speed: 12

Base AC: 4

Base MR: 5

Alignment: 2

Frequency: Very rare, normally appears in small groups

Genocidable: Yes

ATTACK:

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

Weight: 2250

Nutritional value: 750

Size: huge

Resistances: fire

Resistances conveyed by eating: fire

A fire giant is humanoid. It is a carnivore.

---

Name: **frost giant**

Difficulty: 13

Base level: 10

Base experience: 299

Speed: 12

Base AC: 3

Base MR: 10

Alignment: -3

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

Genocidable: Yes

ATTACK:

Projectile as weapon, or if in range, uses melee weapon for 2d12

Weight: 2250

Nutritional value: 750

Size: huge

Resistances: cold

Resistances conveyed by eating: cold

A frost giant is humanoid. It is a carnivore.

---

Name: **giant**

Difficulty: 8

Base level: 6

Base experience: 121

Speed: 6

Base AC: 0

Base MR: 0

Alignment: 2

Frequency: Very rare, no random generation

Genocidable: Yes

ATTACK:

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

Weight: 2250

Nutritional value: 750

Size: huge

Resistances: None

Resistances conveyed by eating: None

A giant is humanoid. It is a carnivore.

---

Name: **hill giant**

Difficulty: 10

Base level: 8

Base experience: 174

Speed: 10

Base AC: 6

Base MR: 0

Alignment: -2

Frequency: Very rare, normally appears in small groups

Genocidable: Yes

ATTACK:

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

Weight: 2200

Nutritional value: 700

Size: huge

Resistances: None

Resistances conveyed by eating: None

A hill giant is humanoid. It is a carnivore.

Name: **stone giant**

Difficulty: 8

Base level: 6

Base experience: 121

Speed: 6

Base AC: 0

Base MR: 0

Alignment: 2

Frequency: Very rare, normally appears in small groups

Genocidable: Yes

ATTACK:

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

Weight: 2250

Nutritional value: 750

Size: huge

Resistances: None

Resistances conveyed by eating: None

A stone giant is humanoid. It is a carnivore.

Name: **storm giant**

Difficulty: 19

Base level: 16

Base experience: 539

Speed: 12

Base AC: 3

Base MR: 10

Alignment: -3

Frequency: Very rare, normally appears in small groups

Genocidable: Yes

ATTACK:

Projectile as weapon, or if in range, uses melee weapon for 2d12

Weight: 2250

Nutritional value: 750

Size: huge

Resistances: electricity

Resistances conveyed by eating: electricity

A storm giant is humanoid. It is a carnivore.

Name: **giant beetle**

Difficulty: 6

Base level: 5

Base experience: 56

Speed: 6

Base AC: 4

Base MR: 0

Alignment: 0

Frequency: Rare

Genocidable: Yes

ATTACK:

Bite: 3d6

Weight: 10

Nutritional value: 10

Size: large

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.

**The Creator** has an inordinate fondness for beetles. **attributed to biologist J.B.S. Haldane**

The common name for the insects with wings shaped like shields (*Coleoptera*), one of the ten sub-species into which the insects are divided. They are 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**

Difficulty: 7

Base level: 5

Base experience: 1061

Speed: 9

Base AC: -1

Base MR: 0

Alignment: 0

Frequency: no random generation

Genocidable: Yes

ATTACKS:

Bite: 3d6

Wraps around the victim (can cause drowning)

Weight: 200

Nutritional value: 250

Size: huge

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 cannot pick up objects. It is able to lay eggs. It is a carnivore.

The behaviour of eels in fresh water extends the air of mystery surrounding them. They move freely into muddy, silty bottoms of lakes, lying buried in the daylight hours in summer. ... Eels are voracious carnivores, feeding mainly at night and consuming a wide variety of fishes and invertebrate creatures. Contrary to earlier thinking, eels seek living rather than dead creatures and are not habitual eaters of carrion.

**Freshwater Fishes of Canada, by Scott and Crossman**

... 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**

Difficulty: 3

Base level: 1

Base experience: 13

Speed: 6

Base AC: 10

Base MR: 4

Alignment: 0

Frequency: Very rare, normally appears in small groups

Genocidable: Yes

ATTACK:

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

Weight: 650

Nutritional value: 100

Size: small

Resistances: None

Resistances conveyed by eating: None

A gnome is humanoid. It is an omnivore.

Name: **gnome king**

Difficulty: 6

Base level: 5

Base experience: 61

Speed: 10

Base AC: 10

Base MR: 20

Alignment: 0

Frequency: Very rare

Genocidable: Yes

ATTACK:

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

Weight: 750

Nutritional value: 150

Size: small

Resistances: None

Resistances conveyed by eating: None

A gnome king is humanoid. He is an omnivore.

Name: **gnome lord**

Difficulty: 4

Base level: 3

Base experience: 33

Speed: 8

Base AC: 10

Base MR: 4

Alignment: 0

Frequency: Quite rare

Genocidable: Yes

ATTACK:

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

Weight: 700

Nutritional value: 120

Size: small

Resistances: None

Resistances conveyed by eating: None

A gnome lord is humanoid. He is an omnivore.

Name: **gnome mummy**

Difficulty: 5

Base level: 4

Base experience: 41

Speed: 10

Base AC: 6

Base MR: 20

Alignment: -3

Frequency: Very rare

Genocidable: Yes

ATTACK:

Claw: 1d6

Weight: 650

Nutritional value: 50 (but leaves no corpse)

Size: small

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**

Difficulty: 2

Base level: 1

Base experience: 8

Speed: 6

Base AC: 10

Base MR: 0

Alignment: -2

Frequency: Very rare

Genocidable: Yes

ATTACK:

Claw: 1d5

Weight: 650

Nutritional value: 50 (but leaves no corpse)

Size: small

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**

Difficulty: 5

Base level: 3

Base experience: 38

Speed: 10

Base AC: 4

Base MR: 10  
 Alignment: 0  
 Frequency: Very rare  
 Genocidable: Yes  
 ATTACK:  
     Random magic spell with nominal damage of  
     (level/3+1)d6  
 Weight: 700  
 Nutritional value: 120  
 Size: small  
 Resistances: None  
 Resistances conveyed by eating: None

A gnomish wizard is humanoid. It is an omnivore.

Name: **goblin**  
 Difficulty: 1  
 Base level: 0  
 Base experience: 6  
 Speed: 6  
 Base AC: 10  
 Base MR: 0  
 Alignment: -3  
 Frequency: Quite rare  
 Genocidable: Yes  
 ATTACK:  
     Projectile as weapon, or if in range, uses melee  
     weapon for 1d4  
 Weight: 400  
 Nutritional value: 100  
 Size: small  
 Resistances: None  
 Resistances conveyed by eating: None

A goblin is humanoid. It is an omnivore.

Now goblins are cruel, wicked, and bad-hearted. They make no beautiful things, but they make many clever ones. They can tunnel and mine as well as any but the most skilled dwarves, when they take the trouble, though they are usually untidy and dirty. Hammers, axes, swords, daggers, pickaxes, tongs, and also instruments of torture, they make very well, or get other people to make to their design, prisoners and slaves that have to work till they die for want of air and light.

**The Hobbit, by J.R.R. Tolkien**

Name: **gold golem**  
 Difficulty: 6  
 Base level: 5  
 Base experience: 56  
 Speed: 9  
 Base AC: 6  
 Base MR: 0  
 Alignment: 0  
 Frequency: Very rare  
 Genocidable: No  
 ATTACKS:  
     Claw: 2d3  
     Claw: 2d3  
 Weight: 450  
 Nutritional value: 0 (but leaves no corpse)  
 Size: large  
 Resistances: sleep, poison, acid  
 Resistances conveyed by eating: None

Due to its unusual body chemistry, A gold 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.

The bellows he set away from the fire, and gathered all the tools wherewith he wrought into a silver chest; and with a sponge wiped he his face and his two hands withal, and his mighty neck and shaggy breast, and put upon him a tunic, and grasped a stout staff, and went forth halting; but there moved swiftly to support their lord handmaidens wrought of gold in the semblance of living maids. In them is understanding in their hearts, and in them speech and strength, and they know cunning handiwork by gift of the immortal gods.

**The Iliad, by Homer**

## GOLEM

“The original story harks back, so they say, to the sixteenth century. Using long-lost formulas from the Kabbala, a rabbi is said to have made an artificial man—the so-called Golem—to help ring the bells in the Synagogue and for all kinds of other menial work.

”But he hadn’t made a full man, and it was animated by some sort of vegetable half-life. What life it had, too, so the story runs, was only derived from the magic charm placed behind its teeth each day, that drew down to itself what was known as the ‘free sidereal strength of the universe.’

“One evening, before evening prayers, the rabbi forgot to take the charm out of the Golem’s mouth, and it fell into a frenzy. It raged through the dark streets, smashing everything in its path, until the rabbi caught up with it, removed the charm, and destroyed it. Then the Golem collapsed, lifeless. All that was left of it was a small clay image, which you can still see in the Old Synagogue.” ...

**The Golem, by Gustav Meyrink**

Name: **clay golem**  
 Difficulty: 12  
 Base level: 11  
 Base experience: 249  
 Speed: 7  
 Base AC: 7  
 Base MR: 40  
 Alignment: 0  
 Frequency: Very rare  
 Genocidable: No  
 ATTACK:  
     Claw: 3d10  
 Weight: 1550  
 Nutritional value: 0 (but leaves no corpse)  
 Size: large  
 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: **glass golem**  
 Difficulty: 18  
 Base level: 16  
 Base experience: 404  
 Speed: 6

Base AC: 1  
 Base MR: 50  
 Alignment: 0  
 Frequency: Very rare  
 Genocidable: No

## ATTACKS:

Claw: 2d8

Claw: 2d8

Weight: 1800

Nutritional value: 0 (but leaves no corpse)

Size: large

Resistances: sleep, poison, acid

Resistances conveyed by eating: None

Due to its unusual body chemistry, A glass 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: **iron golem**

Difficulty: 22

Base level: 18

Base experience: 545

Speed: 6

Base AC: 3

Base MR: 60

Alignment: 0

Frequency: Very rare

Genocidable: No

## ATTACKS:

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

Breaths dexterity draining poison

Weight: 2000

Nutritional value: 0 (but leaves no corpse)

Size: large

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: **leather golem**

Difficulty: 7

Base level: 6

Base experience: 73

Speed: 6

Base AC: 6

Base MR: 0

Alignment: 0

Frequency: Very rare

Genocidable: No

## ATTACKS:

Claw: 1d6

Claw: 1d6

Weight: 800

Nutritional value: 0 (but leaves no corpse)

Size: large

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: **paper golem**

Difficulty: 4

Base level: 3

Base experience: 31

Speed: 12

Base AC: 10

Base MR: 0

Alignment: 0

Frequency: Very rare

Genocidable: No

## ATTACK:

Claw: 1d3

Weight: 400

Nutritional value: 0 (but leaves no corpse)

Size: large

Resistances: sleep, poison

Resistances conveyed by eating: None

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

Name: **rope golem**

Difficulty: 6

Base level: 4

Base experience: 44

Speed: 9

Base AC: 8

Base MR: 0

Alignment: 0

Frequency: Very rare

Genocidable: No

## ATTACKS:

Claw: 1d4

Claw: 1d4

Bearhug: 6d1

Weight: 450

Nutritional value: 0 (but leaves no corpse)

Size: large

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: **stone golem**

Difficulty: 15

Base level: 14

Base experience: 345

Speed: 6

Base AC: 5

Base MR: 50

Alignment: 0

Frequency: Very rare

Genocidable: No

## ATTACK:

Claw: 3d8

Weight: 1900

Nutritional value: 0 (but leaves no corpse)  
 Size: large  
 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: **straw golem**

Difficulty: 4  
 Base level: 3  
 Base experience: 31  
 Speed: 12  
 Base AC: 10  
 Base MR: 0  
 Alignment: 0  
 Frequency: Very rare  
 Genocidable: No  
 ATTACKS:

Claw: 1d2  
 Claw: 1d2

Weight: 400  
 Nutritional value: 0 (but leaves no corpse)  
 Size: large  
 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: **wood golem**

Difficulty: 8  
 Base level: 7  
 Base experience: 92  
 Speed: 3  
 Base AC: 4  
 Base MR: 0  
 Alignment: 0  
 Frequency: Very rare  
 Genocidable: No  
 ATTACK:

Claw: 3d4

Weight: 900  
 Nutritional value: 0 (but leaves no corpse)  
 Size: large  
 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: **Grand Master**

Difficulty: 30  
 Base level: 25  
 Base experience: 1050  
 Speed: 12  
 Base AC: 0  
 Base MR: 70  
 Alignment: 0  
 Frequency: unique, no random generation

Genocidable: No

ATTACKS:

Claw: 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: medium

Resistances: fire, sleep, electricity, poison

Resistances conveyed by eating: None

Grand Master is humanoid. It can see invisible creatures. It is a herbivore.

Name: **gremlin**

Difficulty: 8  
 Base level: 5  
 Base experience: 60  
 Speed: 12  
 Base AC: 2  
 Base MR: 25  
 Alignment: -9  
 Frequency: Quite rare  
 Genocidable: Yes  
 ATTACKS:

Claw: 1d6

Claw: 1d6

Bite: 1d4

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

Weight: 100

Nutritional value: 20

Size: small

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.

Suddenly, Wilson thought about war, about the newspaper stories which recounted the alleged existence of creatures in the sky who plagued the Allied pilots in their duties. They called them gremlins, he remembered. Were there, actually, such beings? Did they, truly, exist up here, never falling, riding on the wind, apparently of bulk and weight, yet impervious to gravity?

He was thinking that when the man appeared again.

**Nightmare at 20,000 Feet, by Richard Matheson**

Name: **grid bug**

Difficulty: 1  
 Base level: 0  
 Base experience: 4  
 Speed: 12  
 Base AC: 9  
 Base MR: 0  
 Alignment: 0  
 Frequency: Rare, normally appears in small groups  
 Genocidable: Yes

**ATTACK:**

Zaps with electricity for 1d1

Weight: 15

Nutritional value: 10 (but leaves no corpse)

Size: tiny

Resistances: electricity, poison

Resistances conveyed by eating: None

A grid bug has an animal body.

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

Tron looked to his mate and pilot. "I'm going to check on the beam connection, Yori. You two can keep a watch out for grid bugs." Tron paced forward along the slender catwalk that still seemed awfully insubstantial to Flynn, though he knew it to be amazingly sturdy. He gazed after Tron, asking himself what in the world a grid bug was, and hoping that the beam connection—to which he'd given no thought whatsoever until this moment—was healthy and sound."

**Tron, novel by Brian Daley, story by Steven Lisberger**

**HELL HOUND**

Hell hounds are fire-breathing canines from another plane of existence brought here in the service of evil beings. A hell hound resembles a large hound with rust-red or red-brown fur, and red, glowing eyes. The markings, teeth, and tongue are soot black. It stands two to three feet high at the shoulder and has a distinct odour of smoke and sulphur. The baying sounds it makes have an eerie, hollow tone that sends a shiver through any who hear them.

Name: **hell hound**

Difficulty: 14

Base level: 12

Base experience: 286

Speed: 14

Base AC: 2

Base MR: 20

Alignment: 0

Frequency: Very rare, only in Gehennom

Genocidable: Yes

**ATTACKS:**

Bite: 3d6

Breaths fire: 3d6

Weight: 600

Nutritional value: 300

Size: medium

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**

Difficulty: 9

Base level: 7

Base experience: 105

Speed: 12

Base AC: 4

Base MR: 20

Alignment: -5

Frequency: Very rare, only in Gehennom, normally appears in small groups

Genocidable: Yes

**ATTACKS:**

Bite: 2d6

Breaths fire: 2d6

Weight: 200

Nutritional value: 200

Size: small

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**

Difficulty: 12

Base level: 9

Base experience: 251

Speed: 6

Base AC: -2

Base MR: 55

Alignment: -10

Frequency: Quite rare, only in Gehennom, normally appears in small groups

Genocidable: No

**ATTACKS:**

Claw: 1d3

Claw: 1d3

Bite: 4d4

Weight: 1450

Nutritional value: 400 (but leaves no corpse)

Size: large

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**

Difficulty: 22

Base level: 20

Base experience: 580

Speed: 12

Base AC: 0

Base MR: 40

Alignment: 0

Frequency: unique, no random generation

Genocidable: No

**ATTACK:**

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

Weight: 1450

Nutritional value: 400

Size: medium

Resistances: poison

Resistances conveyed by eating: None

Hippocrates is humanoid. He is an omnivore.

Greek physician, recognized as the father of medicine. He is believed to have been born on the island of Cos, to have studied under his father, a physician, to have traveled for some time, perhaps studying in Athens, and to have then returned to practice, teach, and write at Cos. The Hippocratic or Coan school that formed around him was of enormous importance in separating medicine from superstition and philosophic speculation, placing it on a strictly scientific plane based on objective observation and critical deductive reasoning.

---

**The Columbia Encyclopedia, Sixth Edition**

---

Name: **hobbit**

Difficulty: 2

Base level: 1

Base experience: 13

Speed: 9

Base AC: 10

Base MR: 0

Alignment: 6

Frequency: Quite rare

Genocidable: Yes

ATTACK:

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

Weight: 500

Nutritional value: 200

Size: small

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 skillful 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**

Difficulty: 3

Base level: 1

Base experience: 13

Speed: 9

Base AC: 10

Base MR: 0

Alignment: -4

Frequency: Quite rare

Genocidable: Yes

ATTACK:

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

Weight: 1000

Nutritional value: 200

Size: medium

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**

Difficulty: 3

Base level: 2

Base experience: 22

Speed: 12

Base AC: 6

Base MR: 10

Alignment: -7

Frequency: Quite rare

Genocidable: Yes

ATTACK:

Puts victim to sleep

Weight: 60

Nutritional value: 100

Size: tiny

Resistances: sleep, poison

Resistances conveyed by eating: sleep, poison

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

A homunculus is a creature summoned by a mage to perform some particular task. They are particularly good at spying. They are smallish creatures, but very agile. They can put their victims to sleep with a venomous bite, but due to their size, the effect does not last long on humans.

"Tothapis cut him off. 'Be still and hearken. You will travel aboard the sacred wingboat. Of it you may not have heard; but it will bear you thither in a night and a day and a night. With you will go a homunculus that can relay your words to me, and mine to you, across the leagues between at the speed of thought.'"

**Conan the Rebel, by Poul Anderson**

---

Name: **horned devil**

Difficulty: 9

Base level: 6

Base experience: 125

Speed: 9

Base AC: -5

Base MR: 50

Alignment: 11  
 Frequency: Quite rare, only in Gehennom  
 Genocidable: No

## ATTACKS:

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: medium  
 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.

---

**HORSE**

King Richard III: A horse! a horse! my kingdom for a horse!  
 Catesby: Withdraw, my lord; I'll help you to a horse. King  
 Richard III: Slave, I have set my life upon a cast, And I will  
 stand the hazard of the die: I think there be six Richmonds in  
 the field; Five have I slain to-day instead of him. A  
 horse! a horse! my kingdom for a horse! **King Richard III,**  
**by William Shakespeare**

Name: **horse**  
 Difficulty: 7  
 Base level: 5  
 Base experience: 61  
 Speed: 20  
 Base AC: 5  
 Base MR: 0  
 Alignment: 0  
 Frequency: Quite rare  
 Genocidable: Yes

## ATTACKS:

Kick: 1d8  
 Bite: 1d3

Weight: 1500  
 Nutritional value: 300  
 Size: large  
 Resistances: None  
 Resistances conveyed by eating: None

A horse has an animal body. It has no hands. It is a herbivore.

---

Name: **warhorse**

Difficulty: 9  
 Base level: 7  
 Base experience: 97  
 Speed: 24  
 Base AC: 4  
 Base MR: 0  
 Alignment: 0  
 Frequency: Quite rare  
 Genocidable: Yes

## ATTACKS:

Kick: 1d10

Bite: 1d4  
 Weight: 1800  
 Nutritional value: 350  
 Size: large  
 Resistances: None  
 Resistances conveyed by eating: None

A warhorse has an animal body. It has no hands. It is a herbivore.

---

**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 rumored that the Wizard of Yendor is a member of this species.

Name: **acolyte**

Difficulty: 8  
 Base level: 5  
 Base experience: 74  
 Speed: 12  
 Base AC: 10  
 Base MR: 20  
 Alignment: 0  
 Frequency: no random generation  
 Genocidable: No

## ATTACKS:

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: medium  
 Resistances: None  
 Resistances conveyed by eating: None

An acolyte is humanoid. It is an omnivore.

---

Name: **aligned priest**

Difficulty: 15  
 Base level: 12  
 Base experience: 297  
 Speed: 12  
 Base AC: 10  
 Base MR: 50  
 Alignment: 0  
 Frequency: no random generation  
 Genocidable: No

## ATTACKS:

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: medium  
 Resistances: electricity

Resistances conveyed by eating: None

An aligned priest is humanoid. It is an omnivore.

---

Name: **apprentice**

Difficulty: 8

Base level: 5

Base experience: 74

Speed: 12

Base AC: 10

Base MR: 30

Alignment: 0

Frequency: no random generation

Genocidable: No

ATTACKS:

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: medium

Resistances: None

Resistances conveyed by eating: None

An apprentice is humanoid. It is an omnivore.

---

Name: **Arch Priest**

Difficulty: 30

Base level: 25

Base experience: 879

Speed: 12

Base AC: 7

Base MR: 70

Alignment: 0

Frequency: unique, no random generation

Genocidable: No

ATTACKS:

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: medium

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**

Difficulty: 12

Base level: 10

Base experience: 219

Speed: 12

Base AC: 10

Base MR: 1

Alignment: 3

Frequency: no random generation

Genocidable: No

ATTACK:

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

Weight: 1450

Nutritional value: 400

Size: medium

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**

Difficulty: 7

Base level: 5

Base experience: 64

Speed: 12

Base AC: 10

Base MR: 10

Alignment: 3

Frequency: no random generation

Genocidable: No

ATTACK:

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

Weight: 1450

Nutritional value: 400

Size: medium

Resistances: poison

Resistances conveyed by eating: None

An attendant is humanoid. It is an omnivore.

---

Name: **caveman**

Difficulty: 12

Base level: 10

Base experience: 219

Speed: 12

Base AC: 10

Base MR: 0

Alignment: 1

Frequency: no random generation

Genocidable: No

ATTACK:

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

Weight: 1450

Nutritional value: 400

Size: medium

Resistances: None

Resistances conveyed by eating: None

A caveman is humanoid. He is an omnivore.

---

Name: **cavewoman**

Difficulty: 12

Base level: 10

Base experience: 219

Speed: 12

Base AC: 10

Base MR: 0

Alignment: 1

Frequency: no random generation

Genocidable: No

ATTACK:

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

Weight: 1450

Nutritional value: 400

Size: medium

Resistances: None

Resistances conveyed by eating: None

A cavewoman is humanoid. She is an omnivore.

---

Name: **chieftain**

Difficulty: 7

Base level: 5

Base experience: 64

Speed: 12

Base AC: 10

Base MR: 10

Alignment: 0

Frequency: no random generation

Genocidable: No

ATTACK:

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

Weight: 1450

Nutritional value: 400

Size: medium

Resistances: poison

Resistances conveyed by eating: None

A chieftain is humanoid. It is an omnivore.

---

Name: **guard**

Difficulty: 14

Base level: 12

Base experience: 287

Speed: 12

Base AC: 10

Base MR: 40

Alignment: 10

Frequency: no random generation

Genocidable: No

ATTACK:

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

Weight: 1450

Nutritional value: 400

Size: medium

Resistances: None

Resistances conveyed by eating: None

A guard is humanoid. It is an omnivore.

---

Name: **healer**

Difficulty: 12

Base level: 10

Base experience: 219

Speed: 12

Base AC: 10

Base MR: 1

Alignment: 0

Frequency: no random generation

Genocidable: No

ATTACK:

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

Weight: 1450

Nutritional value: 400

Size: medium

Resistances: poison

Resistances conveyed by eating: None

A healer is humanoid. It is an omnivore.

---

Name: **high priest**

Difficulty: 30

Base level: 25

Base experience: 1054

Speed: 15

Base AC: 7

Base MR: 70

Alignment: 0

Frequency: unique, no random generation

Genocidable: No

ATTACKS:

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: medium

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**

Difficulty: 2

Base level: 0

Base experience: 9

Speed: 12

Base AC: 10

Base MR: 0

Alignment: 0

Frequency: no random generation

Genocidable: No

ATTACK:

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

Weight: 1450

Nutritional value: 400

Size: medium

Resistances: None

Resistances conveyed by eating: None

A human is humanoid. It is an omnivore.

---

Name: **monk**

Difficulty: 11

Base level: 10

Base experience: 214  
 Speed: 12  
 Base AC: 10  
 Base MR: 2  
 Alignment: 0  
 Frequency: no random generation  
 Genocidable: No  
 ATTACK:  
     Kick: 1d8  
 Weight: 1450  
 Nutritional value: 400  
 Size: medium  
 Resistances: None  
 Resistances conveyed by eating: None

A monk is humanoid. He is a herbivore.

---

Name: **ninja**  
 Difficulty: 7  
 Base level: 5  
 Base experience: 64  
 Speed: 12  
 Base AC: 10  
 Base MR: 10  
 Alignment: 3  
 Frequency: no random generation  
 Genocidable: No  
 ATTACK:  
     Projectile as weapon, or if in range, uses melee  
     weapon for 1d8  
 Weight: 1450  
 Nutritional value: 400  
 Size: medium  
 Resistances: None  
 Resistances conveyed by eating: None

A ninja is humanoid. It is an omnivore.

---

Name: **nurse**  
 Difficulty: 13  
 Base level: 11  
 Base experience: 239  
 Speed: 6  
 Base AC: 0  
 Base MR: 0  
 Alignment: 0  
 Frequency: Rare  
 Genocidable: Yes  
 ATTACK:  
     Heals victim if unarmed, else Claw: 2d6  
 Weight: 1450  
 Nutritional value: 400  
 Size: medium  
 Resistances: poison  
 Resistances conveyed by eating: poison

A nurse is humanoid. It is an omnivore.

---

Name: **page**  
 Difficulty: 7  
 Base level: 5  
 Base experience: 64  
 Speed: 12  
 Base AC: 10

Base MR: 10  
 Alignment: 3  
 Frequency: no random generation  
 Genocidable: No  
 ATTACK:  
     Projectile as weapon, or if in range, uses melee  
     weapon for 1d6  
 Weight: 1450  
 Nutritional value: 400  
 Size: medium  
 Resistances: None  
 Resistances conveyed by eating: None

A page is humanoid. It is an omnivore.

---

Name: **priest**  
 Difficulty: 12  
 Base level: 10  
 Base experience: 219  
 Speed: 12  
 Base AC: 10  
 Base MR: 2  
 Alignment: 0  
 Frequency: no random generation  
 Genocidable: No  
 ATTACK:  
     Projectile as weapon, or if in range, uses melee  
     weapon for 1d6  
 Weight: 1450  
 Nutritional value: 400  
 Size: medium  
 Resistances: None  
 Resistances conveyed by eating: None

A priest is humanoid. He is an omnivore.

---

Name: **priestess**  
 Difficulty: 12  
 Base level: 10  
 Base experience: 219  
 Speed: 12  
 Base AC: 10  
 Base MR: 2  
 Alignment: 0  
 Frequency: no random generation  
 Genocidable: No  
 ATTACK:  
     Projectile as weapon, or if in range, uses melee  
     weapon for 1d6  
 Weight: 1450  
 Nutritional value: 400  
 Size: medium  
 Resistances: None  
 Resistances conveyed by eating: None

A priestess is humanoid. She is an omnivore.

---

Name: **samurai**  
 Difficulty: 12  
 Base level: 10  
 Base experience: 219  
 Speed: 12  
 Base AC: 10

Base MR: 1  
 Alignment: 3  
 Frequency: no random generation  
 Genocidable: No  
 ATTACK:  
     Projectile as weapon, or if in range, uses melee  
     weapon for 1d8  
 Weight: 1450  
 Nutritional value: 400  
 Size: medium  
 Resistances: None  
 Resistances conveyed by eating: None

A samurai is humanoid. It is an omnivore.

---

Name: **shopkeeper**  
 Difficulty: 15  
 Base level: 12  
 Base experience: 283  
 Speed: 18  
 Base AC: 0  
 Base MR: 50  
 Alignment: 0  
 Frequency: no random generation  
 Genocidable: No  
 ATTACKS:  
     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: medium  
 Resistances: None  
 Resistances conveyed by eating: None

A shopkeeper is humanoid. It is an omnivore.

---

Name: **student**  
 Difficulty: 7  
 Base level: 5  
 Base experience: 64  
 Speed: 12  
 Base AC: 10  
 Base MR: 10  
 Alignment: 3  
 Frequency: no random generation  
 Genocidable: No  
 ATTACK:  
     Projectile as weapon, or if in range, uses melee  
     weapon for 1d6  
 Weight: 1450  
 Nutritional value: 400  
 Size: medium  
 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**  
 Difficulty: 7  
 Base level: 5

Base experience: 64  
 Speed: 12  
 Base AC: 10  
 Base MR: 10  
 Alignment: -3  
 Frequency: no random generation  
 Genocidable: No  
 ATTACK:  
     Projectile as weapon, or if in range, uses melee  
     weapon for 1d6  
 Weight: 1450  
 Nutritional value: 400  
 Size: medium  
 Resistances: None  
 Resistances conveyed by eating: None

A thug is humanoid. It is an omnivore.

---

Name: **warrior**  
 Difficulty: 7  
 Base level: 5  
 Base experience: 64  
 Speed: 12  
 Base AC: 10  
 Base MR: 10  
 Alignment: -1  
 Frequency: no random generation  
 Genocidable: No  
 ATTACK:  
     Projectile as weapon, or if in range, uses melee  
     weapon for 1d8  
 Weight: 1450  
 Nutritional value: 400  
 Size: medium  
 Resistances: None  
 Resistances conveyed by eating: None

A warrior is humanoid. It is an omnivore.

---

Name: **watch captain**  
 Difficulty: 12  
 Base level: 10  
 Base experience: 221  
 Speed: 10  
 Base AC: 10  
 Base MR: 15  
 Alignment: -4  
 Frequency: Very rare, no random generation  
 Genocidable: Yes  
 ATTACKS:  
     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: medium  
 Resistances: None  
 Resistances conveyed by eating: None

A watch captain is humanoid. It is an omnivore.

---

Name: **watchman**  
 Difficulty: 8

Base level: 6  
 Base experience: 78  
 Speed: 10  
 Base AC: 10  
 Base MR: 0  
 Alignment: -2  
 Frequency: Very rare, no random generation, normally appears in small groups  
 Genocidable: Yes  
 ATTACK:  
     Projectile as weapon, or if in range, uses melee weapon for 1d8  
 Weight: 1450  
 Nutritional value: 400  
 Size: medium  
 Resistances: None  
 Resistances conveyed by eating: None

A watchman is humanoid. It is an omnivore.

---

Name: **wizard**  
 Difficulty: 12  
 Base level: 10  
 Base experience: 219  
 Speed: 12  
 Base AC: 10  
 Base MR: 3  
 Alignment: 0  
 Frequency: no random generation  
 Genocidable: No  
 ATTACK:  
     Projectile as weapon, or if in range, uses melee weapon for 1d6  
 Weight: 1450  
 Nutritional value: 400  
 Size: medium  
 Resistances: None  
 Resistances conveyed by eating: None

A wizard is humanoid. It is an omnivore.

---

Name: **hunter**  
 Difficulty: 7  
 Base level: 5  
 Base experience: 64  
 Speed: 12  
 Base AC: 10  
 Base MR: 10  
 Alignment: -7  
 Frequency: no random generation  
 Genocidable: No  
 ATTACK:  
     Projectile as weapon, or if in range, uses melee weapon for 1d4  
 Weight: 1450  
 Nutritional value: 400  
 Size: medium  
 Resistances: None  
 Resistances conveyed by eating: None

A hunter is humanoid. It can see invisible creatures. It is an omnivore.

---

Name: **ice devil**  
 Difficulty: 14  
 Base level: 11  
 Base experience: 331  
 Speed: 6  
 Base AC: -4  
 Base MR: 55  
 Alignment: -12  
 Frequency: Quite rare, only in Gehennom  
 Genocidable: No  
 ATTACKS:  
     Claw: 1d4  
     Claw: 1d4  
     Bite: 2d4  
     Freezes with cold for 3d4  
 Weight: 1450  
 Nutritional value: 400 (but leaves no corpse)  
 Size: large  
 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: **imp**  
 Difficulty: 4  
 Base level: 3  
 Base experience: 32  
 Speed: 12  
 Base AC: 2  
 Base MR: 20  
 Alignment: -7  
 Frequency: Very rare  
 Genocidable: Yes  
 ATTACK:  
     Claw: 1d4  
 Weight: 20  
 Nutritional value: 10  
 Size: tiny  
 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**

---

The incubus and succubus are male and female versions of the same demon, one who lies with a human for its own purposes, usually to the detriment of the mortals who are unwise in their dealings with them.

Name: **incubus**

Difficulty: 8  
Base level: 6  
Base experience: 119  
Speed: 12  
Base AC: 0  
Base MR: 70  
Alignment: -9  
Frequency: Very rare  
Genocidable: No  
ATTACKS:

Seduces victim  
Claw: 1d3  
Claw: 1d3

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

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

---

Name: **succubus**

Difficulty: 8  
Base level: 6  
Base experience: 119  
Speed: 12  
Base AC: 0  
Base MR: 70  
Alignment: -9  
Frequency: Very rare  
Genocidable: No  
ATTACKS:

Seduces victim  
Claw: 1d3  
Claw: 1d3

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

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

---

Name: **jabberwock**

Difficulty: 18  
Base level: 15  
Base experience: 476  
Speed: 12  
Base AC: -2  
Base MR: 50  
Alignment: 0  
Frequency: Very rare  
Genocidable: Yes  
ATTACKS:

Bite: 2d10  
Bite: 2d10  
Claw: 2d10  
Claw: 2d10

Weight: 1300  
Nutritional value: 600  
Size: large  
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 whiffing through the tulgey wood,  
And burred 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**

Difficulty: 1  
Base level: 0  
Base experience: 4  
Speed: 12  
Base AC: 7  
Base MR: 0  
Alignment: 0  
Frequency: Rare, normally appears in small groups  
Genocidable: Yes  
ATTACK:

Bite: 1d2

Weight: 300  
Nutritional value: 250  
Size: small  
Resistances: None  
Resistances conveyed by eating: None

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

In Asiatic folktale, jackal provides for the lion; he scares up game, which the lion kills and eats, and receives what is left as reward. In stories from northern India he is sometimes termed “minister to the king,” i.e. to the lion. From the legend that he does not kill his own food has arisen the legend of his cowardice. Jackal’s heart must never be eaten, for instance, in the belief of peoples indigenous to the regions where the jackal abounds. . . . In Hausa Negro folktale Jackal plays the role of sagacious judge and is called “O Learned One of the Forest.” The Bushmen say that Jackal goes around behaving the way he does “because he is Jackal”.

**Funk & Wagnalls Standard Dictionary of Folklore**

---

Name: **jaguar**  
 Difficulty: 6  
 Base level: 4  
 Base experience: 44  
 Speed: 15  
 Base AC: 6  
 Base MR: 0  
 Alignment: 0  
 Frequency: Quite rare  
 Genocidable: Yes  
 ATTACKS:  
     Claw: 1d4  
     Claw: 1d4  
     Bite: 1d8  
 Weight: 600  
 Nutritional value: 300  
 Size: large  
 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 incorrectly called a panther.

**Van Dale's Groot Woordenboek der Nederlandse Taal**

Name: **jellyfish**  
 Difficulty: 5  
 Base level: 3  
 Base experience: 34  
 Speed: 3  
 Base AC: 6  
 Base MR: 0  
 Alignment: 0  
 Frequency: no random generation  
 Genocidable: Yes  
 ATTACK:  
     Sting: Strength draining poison  
 Weight: 80  
 Nutritional value: 20  
 Size: small  
 Resistances: poison  
 Resistances conveyed by eating: poison

A jellyfish can traverse water. It is amphibious. It has the body of a serpent. It has no limbs. A jellyfish cannot pick up objects. It is poisonous if eaten.

I do not care to share the seas  
 With jellyfishes such as these;  
 Particularly Portuguese.

**Lines on Meeting a Portuguese Man-o'-war while  
 Bathing, by Michael Flanders**

Name: **Juiblex**  
 Difficulty: 26  
 Base level: 22  
 Base experience: 873  
 Speed: 3  
 Base AC: -7  
 Base MR: 65  
 Alignment: -15

Frequency: unique, only in Gehennom, no random generation

Genocidable: No

ATTACKS:

Engulfs and infects with disease: 4d10  
 Spits acid venom

Weight: 1500

Nutritional value: 0 (but leaves no corpse)

Size: large

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.

---

## KAMIKAZE

Strange creatures formed from energy rather than matter, lights are given to self-destructive behavior when battling foes.

Name: **black light**  
 Difficulty: 7  
 Base level: 5  
 Base experience: 68  
 Speed: 15  
 Base AC: 0  
 Base MR: 0  
 Alignment: 0  
 Frequency: Quite rare  
 Genocidable: Yes  
 ATTACK:

Explodes in a blast of kaleidoscopic light,  
 hallucinating for 10d12 (extra) turns

Weight: 0

Nutritional value: 0 (but leaves no corpse)

Size: small

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 cannot pick up objects. It can see invisible creatures.

---

Name: **yellow light**  
 Difficulty: 5  
 Base level: 3  
 Base experience: 38  
 Speed: 15  
 Base AC: 0

Base MR: 0  
 Alignment: 0  
 Frequency: Uncommon  
 Genocidable: Yes  
 ATTACK:

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

Weight: 0  
 Nutritional value: 0 (but leaves no corpse)  
 Size: small  
 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. It cannot pick up objects.

---

Name: **ki-rin**

Difficulty: 21  
 Base level: 16  
 Base experience: 532  
 Speed: 18  
 Base AC: -5  
 Base MR: 90  
 Alignment: 15  
 Frequency: Very rare, never in Gehennom  
 Genocidable: No  
 ATTACKS:

Kick: 2d4  
 Kick: 2d4  
 Butt: 3d6  
 Random magic spell with nominal damage of (level/3+2)d6

Weight: 1450  
 Nutritional value: 400 (but leaves no corpse)  
 Size: large  
 Resistances: None  
 Resistances conveyed by eating: None

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

The ki-rin is a strange-looking flying creature. It has scales, a mane like a lion, a tail, hooves, and a horn. It is brightly colored, and can usually be found flying in the sky looking for good deeds to reward.

---

Name: **King Arthur**

Difficulty: 22  
 Base level: 20  
 Base experience: 580  
 Speed: 12  
 Base AC: 0  
 Base MR: 40  
 Alignment: 20  
 Frequency: unique, no random generation  
 Genocidable: No  
 ATTACK:

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

Weight: 1450

Nutritional value: 400  
 Size: medium  
 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 before 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 baptized, 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 arch—bishop to impart to him what had passed.

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

---

Name: **knight**

Difficulty: 12  
 Base level: 10  
 Base experience: 219  
 Speed: 12  
 Base AC: 10  
 Base MR: 1  
 Alignment: 3  
 Frequency: no random generation  
 Genocidable: No  
 ATTACK:

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

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

A knight is humanoid. It is an omnivore.

Here lies the noble fearless knight,  
 Whose valour rose to such a height;  
 When Death at last had struck him down,  
 His was the victory and renown.  
 He reck'd the world of little prize,  
 And was a bugbear in men's eyes;  
 But had the fortune in his age  
 To live a fool and die a sage.

**Don Quixote of La Mancha by Miquel de Cervantes Saavedra**

---

**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**

Difficulty: 1

Base level: 0

Base experience: 6

Speed: 6

Base AC: 10

Base MR: 0

Alignment: -2

Frequency: Very rare

Genocidable: Yes

ATTACK:

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

Weight: 400

Nutritional value: 100

Size: small

Resistances: poison

Resistances conveyed by eating: None

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

**Name: kobold lord**

Difficulty: 3

Base level: 2

Base experience: 22

Speed: 6

Base AC: 10

Base MR: 0

Alignment: -4

Frequency: Very rare

Genocidable: Yes

ATTACK:

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

Weight: 500

Nutritional value: 200

Size: small

Resistances: poison

Resistances conveyed by eating: None

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

**Name: kobold mummy**

Difficulty: 4

Base level: 3

Base experience: 28

Speed: 8

Base AC: 6

Base MR: 20

Alignment: -2

Frequency: Very rare

Genocidable: Yes

ATTACK:

Claw: 1d4

Weight: 400

Nutritional value: 50 (but leaves no corpse)

Size: small

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**

Difficulty: 4

Base level: 2

Base experience: 27

Speed: 6

Base AC: 6

Base MR: 10

Alignment: -4

Frequency: Very rare

Genocidable: Yes

ATTACK:

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

Weight: 450

Nutritional value: 150

Size: small

Resistances: poison

Resistances conveyed by eating: None

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

**Name: kobold zombie**

Difficulty: 1

Base level: 0

Base experience: 1

Speed: 6

Base AC: 10

Base MR: 0

Alignment: -2

Frequency: Very rare

Genocidable: Yes

ATTACK:

Claw: 1d4

Weight: 400

Nutritional value: 50 (but leaves no corpse)

Size: small

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: large kobold**

Difficulty: 2

Base level: 1

Base experience: 13

Speed: 6

Base AC: 10

Base MR: 0

Alignment: -3

Frequency: Very rare

Genocidable: Yes

**ATTACK:**

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

Weight: 450

Nutritional value: 150

Size: small

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**

Difficulty: 3

Base level: 1

Base experience: 13

Speed: 6

Base AC: 10

Base MR: 10

Alignment: 9

Frequency: no random generation, normally appears in large groups

Genocidable: Yes

**ATTACK:**

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

Weight: 1450

Nutritional value: 200

Size: medium

Resistances: None

Resistances conveyed by eating: None

A Keystone Kop is humanoid.

Name: **Kop Kaptain**

Difficulty: 6

Base level: 4

Base experience: 49

Speed: 12

Base AC: 10

Base MR: 20

Alignment: 12

Frequency: no random generation

Genocidable: Yes

**ATTACK:**

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

Weight: 1450

Nutritional value: 200

Size: medium

Resistances: None

Resistances conveyed by eating: None

A Kop Kaptain is humanoid.

Name: **Kop Lieutenant**

Difficulty: 5

Base level: 3

Base experience: 33

Speed: 10

Base AC: 10

Base MR: 20

Alignment: 11

Frequency: no random generation

Genocidable: Yes

**ATTACK:**

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

Weight: 1450

Nutritional value: 200

Size: medium

Resistances: None

Resistances conveyed by eating: None

A Kop Lieutenant is humanoid.

Name: **Kop Sergeant**

Difficulty: 4

Base level: 2

Base experience: 22

Speed: 8

Base AC: 10

Base MR: 10

Alignment: 10

Frequency: no random generation, normally appears in small groups

Genocidable: Yes

**ATTACK:**

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

Weight: 1450

Nutritional value: 200

Size: medium

Resistances: None

Resistances conveyed by eating: None

A Kop Sergeant is humanoid.

Name: **kraken**

Difficulty: 22

Base level: 20

Base experience: 1574

Speed: 3

Base AC: 6

Base MR: 0

Alignment: -3

Frequency: no random generation

Genocidable: Yes

**ATTACKS:**

Claw: 2d4

Claw: 2d4

Crushes: 2d6

Bite: 5d4

Weight: 1800

Nutritional value: 1000

Size: huge

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 other 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**  
Difficulty: 5  
Base level: 3  
Base experience: 28  
Speed: 3  
Base AC: 7  
Base MR: 0  
Alignment: -7  
Frequency: Very rare, only in Gehennom, normally appears in large groups  
Genocidable: Yes  
ATTACK:  
Claw: 1d3  
Weight: 150  
Nutritional value: 100 (but leaves no corpse)  
Size: medium  
Resistances: sleep, poison  
Resistances conveyed by eating: sleep

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

The lowliest of the inhabitants of hell.

---

Name: **leocrotta**  
Difficulty: 8  
Base level: 6  
Base experience: 78  
Speed: 18  
Base AC: 4  
Base MR: 10  
Alignment: 0  
Frequency: Quite rare  
Genocidable: Yes  
ATTACKS:  
Claw: 2d6  
Bite: 2d6  
Claw: 2d6  
Weight: 1200  
Nutritional value: 500  
Size: large  
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**  
Difficulty: 4  
Base level: 5  
Base experience: 59  
Speed: 15  
Base AC: 8  
Base MR: 20  
Alignment: 0  
Frequency: Uncommon  
Genocidable: Yes  
ATTACK:  
Claw: 1d2 and steals gold from victim  
Weight: 60  
Nutritional value: 30  
Size: tiny  
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 & George Moore**

---

**LICH**

But on its heels ere the sunset faded, there came a second apparition, striding with incredible strides and halting when it loomed almost upon me in the red twilight—the monstrous mummy of some ancient king still crowned with untarnished gold but turning to my gaze a visage that more than time or the worm had wasted. Broken swathings flapped about the skeleton legs, and above the crown that was set with sapphires and orange rubies, a black something swayed and nodded horribly; but, for an instant, I did not dream what it was. Then, in its middle, two oblique and scarlet eyes opened and glowed like hellish coals, and two ophidian fangs glittered in an ape-like mouth. A squat, furless, shapeless head on a neck of disproportionate extent leaned unspeakably down and whispered in the mummy's ear. Then, with one stride, the titanic lich took half the distance between us, and from out the folds of the tattered sere-cloth a gaunt arm arose, and fleshless, taloned fingers laden with glowering gems, reached out and fumbled for my throat . . .

**The Abominations of Yondo, Clark Ashton Smith, 1926**

Name: **arch-lich**

Difficulty: 29

Base level: 25

Base experience: 891

Speed: 9

Base AC: -6

Base MR: 90

Alignment: -15

Frequency: Very rare, only in Gehennom

Genocidable: Yes

ATTACKS:

Freezes with cold for 5d6

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

Weight: 1200

Nutritional value: 100 (but leaves no corpse)

Size: medium

Resistances: fire, cold, sleep, electricity, poison

Resistances conveyed by eating: fire, cold

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

Name: **demilich**

Difficulty: 18

Base level: 14

Base experience: 360

Speed: 9

Base AC: -2

Base MR: 60

Alignment: -12

Frequency: Very rare

Genocidable: Yes

ATTACKS:

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: medium

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**

Difficulty: 14

Base level: 11

Base experience: 263

Speed: 6

Base AC: 0

Base MR: 30

Alignment: -9

Frequency: Very rare

Genocidable: Yes

ATTACKS:

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: medium

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: **master lich**

Difficulty: 21

Base level: 17

Base experience: 474

Speed: 9

Base AC: -4

Base MR: 90

Alignment: -15

Frequency: Very rare, only in Gehennom

Genocidable: Yes

ATTACKS:

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: medium

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: **lichen**

Difficulty: 1

Base level: 0

Base experience: 4

Speed: 1

Base AC: 9

Base MR: 0

Alignment: 0

Frequency: Uncommon

Genocidable: Yes

ATTACK:

Sticks to you  
 Weight: 20  
 Nutritional value: 200  
 Size: small  
 Resistances: None  
 Resistances conveyed by eating: None

Due to its unusual body chemistry, A lichen 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 lichen cannot pick up objects.

The chamber was of unhewn rock, round, as near as might be, eighteen or twenty feet across, and gay with rich variety of fern and moss and lichen. The fern was in its winter still, or coiling for the spring-tide; but moss was in abundant life, some feathering, and some gobleted, and some with fringe of red to it.

**Lorna Doone, by R.D. Blackmore**

---

## LIVING MINES

The attack by those who want to die——this is the attack against which you cannot prepare a perfect defense. ——  
 Human aphorism

**The Dosadi Experiment, by Frank Herbert**

Name: **flaming sphere**

Difficulty: 8  
 Base level: 6  
 Base experience: 91  
 Speed: 13  
 Base AC: 4  
 Base MR: 0  
 Alignment: 0  
 Frequency: Quite rare  
 Genocidable: Yes  
 ATTACK:

Explodes in a blast of fire: 4d6

Weight: 10  
 Nutritional value: 10 (but leaves no corpse)  
 Size: small  
 Resistances: fire  
 Resistances conveyed by eating: fire

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

---

Name: **freezing sphere**

Difficulty: 8  
 Base level: 6  
 Base experience: 91  
 Speed: 13  
 Base AC: 4  
 Base MR: 0  
 Alignment: 0  
 Frequency: Quite rare, never in Gehennom  
 Genocidable: Yes  
 ATTACK:

Explodes in a blast of cold: 4d6

Weight: 10  
 Nutritional value: 10 (but leaves no corpse)

Size: small  
 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. It cannot pick up objects.

---

Name: **gas spore**

Difficulty: 2  
 Base level: 1  
 Base experience: 12  
 Speed: 3  
 Base AC: 10  
 Base MR: 0  
 Alignment: 0  
 Frequency: Very rare  
 Genocidable: Yes  
 ATTACK:

Explodes when killed: 4d6

Weight: 10  
 Nutritional value: 10 (but leaves no corpse)  
 Size: small  
 Resistances: None  
 Resistances conveyed by eating: None

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

---

Name: **shocking sphere**

Difficulty: 8  
 Base level: 6  
 Base experience: 91  
 Speed: 13  
 Base AC: 4  
 Base MR: 0  
 Alignment: 0  
 Frequency: Quite rare  
 Genocidable: Yes  
 ATTACK:

Explodes in a blast of electricity: 4d6

Weight: 10  
 Nutritional value: 10 (but leaves no corpse)  
 Size: small  
 Resistances: electricity  
 Resistances conveyed by eating: electricity

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

---

## LONG WORM

**The crysknife** is manufactured in two forms from teeth taken from dead sandworms. The two forms are “fixed” and “unfixed”. An unfixed knife requires proximity to a human body’s electrical field to prevent disintegration. Fixed knives are treated for storage. All are about 20 centimeters long.  
**Dune, by Frank Herbert**

Name: **baby long worm**

Difficulty: 9  
 Base level: 8

Base experience: 113  
 Speed: 3  
 Base AC: 5  
 Base MR: 0  
 Alignment: 0  
 Frequency: Extremely rare(0)  
 Genocidable: Yes  
 ATTACK:  
     Bite: 1d6  
 Weight: 600  
 Nutritional value: 250  
 Size: large  
 Resistances: None  
 Resistances conveyed by eating: None

A baby long worm is part of the large family of serpents. It has no limbs. It cannot pick up objects. It is a carnivore.

---

Name: **long worm**  
 Difficulty: 9  
 Base level: 8  
 Base experience: 169  
 Speed: 3  
 Base AC: 5  
 Base MR: 10  
 Alignment: 0  
 Frequency: Quite rare  
 Genocidable: Yes  
 ATTACK:  
     Bite: 1d4  
 Weight: 1500  
 Nutritional value: 500  
 Size: gigantic  
 Resistances: None  
 Resistances conveyed by eating: None

A long worm is part of the large family of serpents. It has no limbs. It cannot pick up objects. It is able to lay eggs. A long worm is a carnivore.

---

Name: **long worm tail**  
 Difficulty: 1  
 Base level: 0  
 Base experience: 2  
 Speed: 0  
 Base AC: 0  
 Base MR: 0  
 Alignment: 0  
 Frequency: unique, no random generation  
 Genocidable: No  
 ATTACK:  
     Passive only  
 Weight: 0  
 Nutritional value: 0 (but leaves no corpse)  
 Size: tiny  
 Resistances: None  
 Resistances conveyed by eating: None

---

Name: **Lord Carnarvon**  
 Difficulty: 22  
 Base level: 20  
 Base experience: 580

Speed: 12  
 Base AC: 0  
 Base MR: 30  
 Alignment: 20  
 Frequency: unique, no random generation  
 Genocidable: No  
 ATTACK:  
     Projectile as weapon, or if in range, uses melee  
     weapon for 1d6  
 Weight: 1450  
 Nutritional value: 400  
 Size: medium  
 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 a personality who could have been produced nowhere but in England, a mixture of sportsman and collector, gentleman and world traveler, a realist in action and a romantic in feeling. . . . In 1903 he went for the first time to Egypt in search of a mild climate and while there visited the excavation sites of several archaeological expeditions. . . . In 1906 he began his own excavations.  
**Gods, Graves, and Scholars, by C. W. Ceram**

---

Name: **Lord Sato**  
 Difficulty: 22  
 Base level: 20  
 Base experience: 580  
 Speed: 12  
 Base AC: 0  
 Base MR: 30  
 Alignment: 20  
 Frequency: unique, no random generation  
 Genocidable: No  
 ATTACK:  
     Projectile as weapon, or if in range, uses melee  
     weapon for 1d8  
 Weight: 1450  
 Nutritional value: 400  
 Size: medium  
 Resistances: None  
 Resistances conveyed by eating: None

Lord Sato is humanoid. He is an omnivore.

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

---

Name: **Lord Surtur**  
 Difficulty: 19  
 Base level: 15  
 Base experience: 485  
 Speed: 12  
 Base AC: 2  
 Base MR: 50  
 Alignment: 12  
 Frequency: unique, no random generation  
 Genocidable: No  
 ATTACKS:

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: huge

Resistances: fire

Resistances conveyed by eating: fire

Lord Surtur is humanoid. He is an omnivore.

Yet first was the world in the southern region, which was named Muspell; it is light and hot; that region is glowing and burning, and impassable to such as are outlanders and have not their holdings there. He who sits there at the land's-end, to defend the land, is called Surtr; he brandishes a flaming sword, and at the end of the world he shall go forth and harry, and overcome all the gods, and burn all the world with fire.

**The Prose Edda, by Snorri Sturluson**

---

Name: **lurker above**

Difficulty: 12

Base level: 10

Base experience: 214

Speed: 3

Base AC: 3

Base MR: 0

Alignment: 0

Frequency: Quite rare

Genocidable: Yes

ATTACK:

Engulfs and digests: 1d8

Weight: 800

Nutritional value: 350

Size: huge

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.

These dungeon scavengers are very adept at blending into the surrounding walls and ceilings of the dungeon due to the stone-like coloring of their skin.

---

## LYCANTHROPE

In 1573, the Parliament of Dole published a decree, permitting the inhabitants of the Franche-Comte to pursue and kill a were-wolf or loup-garou, which infested that province, "notwithstanding the existing laws concerning the chase." The people were empowered to "assemble with javelins, halberds, pikes, arquebuses and clubs, to hunt and pursue the said were-wolf in all places where they could find it, and to take, burn, and kill it, without incurring any fine or other penalty." The hunt seems to have been successful, if we may judge from the fact that the same tribunal in the following year condemned to be burned a man named Giles Garnier, who ran on all fours in the forest and fields and devoured little children, "even on Friday." The poor lycanthrope, it appears, had as slight respect for ecclesiastical feasts as the French pig, which was not restrained by any feeling of piety from eating infants on a fast day.

**The History of Vampires, by Dudley Wright**

Name: **werejackal**

Difficulty: 4

Base level: 2

Base experience: 20

Speed: 12

Base AC: 7

Base MR: 10

Alignment: -7

Frequency: no random generation

Genocidable: No

ATTACK:

Turns victim into a lycanthrope

Weight: 300

Nutritional value: 250 (but leaves no corpse)

Size: small

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**

Difficulty: 3

Base level: 2

Base experience: 25

Speed: 12

Base AC: 10

Base MR: 10

Alignment: -7

Frequency: Very rare

Genocidable: No

ATTACK:

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

Weight: 1450

Nutritional value: 400

Size: medium

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**

Difficulty: 4

Base level: 2  
 Base experience: 20  
 Speed: 12  
 Base AC: 6  
 Base MR: 10  
 Alignment: -7  
 Frequency: no random generation  
 Genocidable: No  
 ATTACK:  
     Turns victim into a lycanthrope  
 Weight: 40  
 Nutritional value: 30 (but leaves no corpse)  
 Size: tiny  
 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**

Difficulty: 3  
 Base level: 2  
 Base experience: 25  
 Speed: 12  
 Base AC: 10  
 Base MR: 10  
 Alignment: -7  
 Frequency: Very rare  
 Genocidable: No  
 ATTACK:  
     Projectile as weapon, or if in range, uses melee  
     weapon for 2d4  
 Weight: 1450  
 Nutritional value: 400  
 Size: medium  
 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**

Difficulty: 7  
 Base level: 5  
 Base experience: 59  
 Speed: 12  
 Base AC: 4  
 Base MR: 20  
 Alignment: -7  
 Frequency: no random generation  
 Genocidable: No  
 ATTACK:  
     Turns victim into a lycanthrope  
 Weight: 500  
 Nutritional value: 250 (but leaves no corpse)  
 Size: medium  
 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**

Difficulty: 6

Base level: 5  
 Base experience: 64  
 Speed: 12  
 Base AC: 10  
 Base MR: 20  
 Alignment: -7  
 Frequency: Very rare  
 Genocidable: No  
 ATTACK:  
     Projectile as weapon, or if in range, uses melee  
     weapon for 2d4  
 Weight: 1450  
 Nutritional value: 400  
 Size: medium  
 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: **lynx**

Difficulty: 7  
 Base level: 5  
 Base experience: 59  
 Speed: 15  
 Base AC: 6  
 Base MR: 0  
 Alignment: 0  
 Frequency: Very rare  
 Genocidable: Yes  
 ATTACKS:  
     Claw: 1d4  
     Claw: 1d4  
     Bite: 1d10  
 Weight: 600  
 Nutritional value: 300  
 Size: large  
 Resistances: None  
 Resistances conveyed by eating: None

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

To dream of seeing a lynx, enemies are undermining your business and disrupting your home affairs. For a woman, this dream indicates that she has a wary woman rivaling her in the affections of her lover. If she kills the lynx, she will overcome her rival.

**10,000 Dreams Interpreted, by Gustavus Hindman Miller**

---

Name: **manes**

Difficulty: 3  
 Base level: 1  
 Base experience: 8  
 Speed: 3  
 Base AC: 7  
 Base MR: 0  
 Alignment: -7  
 Frequency: Very rare, normally appears in large groups  
 Genocidable: Yes  
 ATTACKS:  
     Claw: 1d3  
     Claw: 1d3  
     Bite: 1d4  
 Weight: 100

Nutritional value: 100 (but leaves no corpse)  
 Size: small  
 Resistances: sleep, poison  
 Resistances conveyed by eating: None

A manes is poisonous if eaten.

The gnats of the dungeon, these swarming monsters are rarely seen alone.

Name: **marilith**

Difficulty: 11  
 Base level: 7  
 Base experience: 176  
 Speed: 12  
 Base AC: -6  
 Base MR: 80  
 Alignment: -12  
 Frequency: Very rare, only in Gehennom  
 Genocidable: No  
 ATTACKS:

- 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: large  
 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 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**

Difficulty: 20  
 Base level: 15  
 Base experience: 500  
 Speed: 12  
 Base AC: 0  
 Base MR: 30  
 Alignment: 18  
 Frequency: unique, no random generation  
 Genocidable: No  
 ATTACKS:

- 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: medium  
 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." . . .

"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 proffered 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 Kaen**

Difficulty: 31  
 Base level: 25  
 Base experience: 1066  
 Speed: 12  
 Base AC: -10  
 Base MR: 10  
 Alignment: -20  
 Frequency: unique, no random generation  
 Genocidable: No  
 ATTACKS:

- Claw: 16d2
- Claw: 16d2
- Random clerical spell with nominal damage of (level/3+1)d6
- Steals the amulet etc.

Weight: 1450  
 Nutritional value: 400  
 Size: medium  
 Resistances: poison  
 Resistances conveyed by eating: poison

Master Kaen is humanoid. It can see invisible creatures. It is a herbivore.

Name: **Master of Thieves**

Difficulty: 24  
 Base level: 20  
 Base experience: 585  
 Speed: 12  
 Base AC: 0  
 Base MR: 30  
 Alignment: -20  
 Frequency: unique, no random generation  
 Genocidable: No  
 ATTACKS:

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: medium

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: **mastodon**

Difficulty: 22

Base level: 20

Base experience: 614

Speed: 12

Base AC: 5

Base MR: 0

Alignment: 0

Frequency: Very rare

Genocidable: Yes

ATTACKS:

Butt: 4d8

Butt: 4d8

Weight: 3800

Nutritional value: 800

Size: large

Resistances: None

Resistances conveyed by eating: None

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

Any large, elephantlike mammal of the genera Mammut, Mastodon, etc., from the Oligocene and Pleistocene epochs, having conical projections on the molar teeth.

**Webster's Encyclopedic Unabridged Dictionary of the English Language**

Name: **Medusa**

Difficulty: 25

Base level: 20

Base experience: 633

Speed: 12

Base AC: 2

Base MR: 50

Alignment: -15

Frequency: unique, no random generation

Genocidable: No

ATTACKS:

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: large

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.

Medusa, one of the three Gorgons or Graeae, is the only one of her sisters to have assumed mortal form and inhabited the dungeon world.

When Perseus was grown up Polydectes sent him to attempt the conquest of Medusa, a terrible monster who had laid waste the country. She was once a beautiful maiden whose hair was her chief glory, but as she dared to vie in beauty with Minerva, the goddess deprived her of her charms and changed her beautiful ringlets into hissing serpents. She became a cruel monster of so frightful an aspect that no living thing could behold her without being turned into stone. All around the cavern where she dwelt might be seen the stony figures of men and animals which had chanced to catch a glimpse of her and had been petrified with the sight. Perseus, favoured by Minerva and Mercury, the former of whom lent him her shield and the latter his winged shoes, approached Medusa while she slept and taking care not to look directly at her, but guided by her image reflected in the bright shield which he bore, he cut off her head and gave it to Minerva, who fixed it in the middle of her Aegis.

**Bulfinch's Mythology, by Thomas Bulfinch**

## MIMIC

The ancestors of the modern day chameleon, these creatures can assume the form of anything in their surroundings. They may assume the shape of objects or dungeon features. Unlike the chameleon though, which assumes the shape of another creature and goes in hunt of food, the mimic waits patiently for its meals to come in search of it.

Name: **giant mimic**

Difficulty: 11

Base level: 9

Base experience: 186

Speed: 3

Base AC: 7

Base MR: 20

Alignment: 0

Frequency: Very rare

Genocidable: Yes

ATTACKS:

Sticks to you

Sticks to you

Weight: 800

Nutritional value: 500

Size: large

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: **large mimic**  
 Difficulty: 9  
 Base level: 8  
 Base experience: 113  
 Speed: 3  
 Base AC: 7  
 Base MR: 10  
 Alignment: 0  
 Frequency: Very rare  
 Genocidable: Yes  
 ATTACK:

Sticks to you  
 Weight: 600  
 Nutritional value: 400  
 Size: large  
 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: **small mimic**  
 Difficulty: 8  
 Base level: 7  
 Base experience: 92  
 Speed: 3  
 Base AC: 7  
 Base MR: 0  
 Alignment: 0  
 Frequency: Quite rare  
 Genocidable: Yes  
 ATTACK:

Claw: 3d4  
 Weight: 300  
 Nutritional value: 200  
 Size: medium  
 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.

---

## MIND FLAYER

This creature has a humanoid body, tentacles around its covered mouth, and 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 its victim.

Name: **master mind flayer**

Difficulty: 18  
 Base level: 13  
 Base experience: 410  
 Speed: 12  
 Base AC: 0  
 Base MR: 90  
 Alignment: -8  
 Frequency: Very rare  
 Genocidable: Yes  
 ATTACKS:

Projectile as weapon, or if in range, uses melee weapon for 1d8  
 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: medium  
 Resistances: None  
 Resistances conveyed by eating: None

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

---

Name: **mind flayer**

Difficulty: 14  
 Base level: 9  
 Base experience: 269  
 Speed: 12  
 Base AC: 5  
 Base MR: 90  
 Alignment: -8  
 Frequency: Very rare  
 Genocidable: Yes  
 ATTACKS:

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: medium  
 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.

---

Name: **Minion of Huhetotl**

Difficulty: 23  
 Base level: 16

Base experience: 572  
 Speed: 12  
 Base AC: -2  
 Base MR: 75  
 Alignment: -14  
 Frequency: unique, no random generation  
 Genocidable: No  
 ATTACKS:

- 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: large  
 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. He is known to send his minions to wreak havoc upon ordinary humans.

**after the Encyclopedia of Gods, by Michael Jordan**

---

Name: **minotaur**  
 Difficulty: 17  
 Base level: 15  
 Base experience: 504  
 Speed: 15  
 Base AC: 6  
 Base MR: 0  
 Alignment: 0  
 Frequency: no random generation  
 Genocidable: Yes  
 ATTACKS:

- Claw: 3d10
- Claw: 3d10
- Butt: 2d8

Weight: 1500  
 Nutritional value: 700  
 Size: large  
 Resistances: None  
 Resistances conveyed by eating: None

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

The Minotaur was a monster, half bull, half human, the offspring of Minos' wife Pasiphae and a wonderfully beautiful bull. . . . When the Minotaur was born Minos did not kill him. He had Daedalus, a great architect and inventor, construct a place of confinement for him from which escape was impossible. Daedalus built the Labyrinth, famous throughout the world. Once inside, one would go endlessly along its twisting paths without ever finding the exit.

**Mythology, by Edith Hamilton**

---

## MOLDS

Mold, multicellular organism of the division Fungi, typified by plant bodies composed of a network of cottony filaments. The colors of molds are due to spores borne on the filaments. Most molds are saprophytes. Some species (e.g., penicillium) are used in making cheese and antibiotics.

### The Concise Columbia Encyclopedia

Name: **brown mold**  
 Difficulty: 2  
 Base level: 1  
 Base experience: 9  
 Speed: 0  
 Base AC: 9  
 Base MR: 0  
 Alignment: 0  
 Frequency: Very rare  
 Genocidable: Yes  
 ATTACK:

Passive only

Weight: 50  
 Nutritional value: 30  
 Size: small  
 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. A brown mold cannot pick up objects.

---

Name: **green mold**  
 Difficulty: 2  
 Base level: 1  
 Base experience: 9  
 Speed: 0  
 Base AC: 9  
 Base MR: 0  
 Alignment: 0  
 Frequency: Very rare  
 Genocidable: Yes  
 ATTACK:

Passive only

Weight: 50  
 Nutritional value: 30  
 Size: small  
 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 cannot pick up objects. It is acidic if eaten.

---

Name: **red mold**  
 Difficulty: 2  
 Base level: 1  
 Base experience: 9  
 Speed: 0  
 Base AC: 9

Base MR: 0  
 Alignment: 0  
 Frequency: Very rare  
 Genocidable: Yes  
 ATTACK:  
     Passive only  
 Weight: 50  
 Nutritional value: 30  
 Size: small  
 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. A red mold cannot pick up objects.

---

Name: **yellow mold**  
 Difficulty: 2  
 Base level: 1  
 Base experience: 8  
 Speed: 0  
 Base AC: 9  
 Base MR: 0  
 Alignment: 0  
 Frequency: Quite rare  
 Genocidable: Yes  
 ATTACK:  
     Passive only  
 Weight: 50  
 Nutritional value: 30  
 Size: small  
 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 cannot pick up objects. It is poisonous if eaten.

---

Name: **monkey**  
 Difficulty: 4  
 Base level: 2  
 Base experience: 20  
 Speed: 12  
 Base AC: 6  
 Base MR: 0  
 Alignment: 0  
 Frequency: Very rare  
 Genocidable: Yes  
 ATTACKS:  
     Steals a random item  
     Bite: 1d3  
 Weight: 100  
 Nutritional value: 50  
 Size: small  
 Resistances: None  
 Resistances conveyed by eating: None

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

“Listen, man-cub,” said the Bear, and his voice rumbled like thunder on a hot night. “I have taught thee all the Law of the Jungle for all the peoples of the jungle—except the Monkey-Folk who live in the trees. They have no law. They are outcasts. They have no speech of their own, but use the stolen words which they overhear when they listen, and peep, and wait up above in the branches. Their way is not our way. They are without leaders. They have no remembrance. They boast and chatter and pretend that they are a great people about to do great affairs in the jungle, but the falling of a nut turns their minds to laughter and all is forgotten. We of the jungle have no dealings with them. We do not drink where the monkeys drink; we do not go where the monkeys go; we do not hunt where they hunt; we do not die where they die. . . .”  
**The Jungle Book, by Rudyard Kipling**

---

Name: **mumak**  
 Difficulty: 7  
 Base level: 5  
 Base experience: 62  
 Speed: 9  
 Base AC: 0  
 Base MR: 0  
 Alignment: -2  
 Frequency: Very rare  
 Genocidable: Yes  
 ATTACKS:  
     Butt: 4d12  
     Bite: 2d6  
 Weight: 2500  
 Nutritional value: 500  
 Size: large  
 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

But for an account of the manner in which the body was banded, and a list of the unguents and other materials employed in the process, and the words of power which were spoken as each bandage was laid in its place, we must have recourse to a very interesting papyrus which has been edited and translated by M. Maspero under the title of *Le Rituel de l'Embaumement*. . . .

Everything that could be done to preserve the body was now done, and every member of it was, by means of the words of power which changed perishable substances into imperishable, protected to all eternity; when the final covering of purple or white linen had been fastened upon it, the body was ready for the tomb.

**Egyptian Magic, by E.A. Wallis Budge**

Name: **ettin mummy**

Difficulty: 8

Base level: 7

Base experience: 95

Speed: 12

Base AC: 4

Base MR: 30

Alignment: -6

Frequency: Very rare

Genocidable: Yes

ATTACKS:

Claw: 2d6

Claw: 2d6

Weight: 1700

Nutritional value: 250 (but leaves no corpse)

Size: huge

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: **giant mummy**

Difficulty: 10

Base level: 8

Base experience: 116

Speed: 14

Base AC: 3

Base MR: 30

Alignment: -7

Frequency: Very rare

Genocidable: Yes

ATTACKS:

Claw: 3d4

Claw: 3d4

Weight: 2050

Nutritional value: 375 (but leaves no corpse)

Size: huge

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: **human mummy**

Difficulty: 7

Base level: 6

Base experience: 76

Speed: 12

Base AC: 4

Base MR: 30

Alignment: -5

Frequency: Very rare

Genocidable: Yes

ATTACKS:

Claw: 2d4

Claw: 2d4

Weight: 1450

Nutritional value: 200 (but leaves no corpse)

Size: medium

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: **orc mummy**

Difficulty: 6

Base level: 5

Base experience: 56

Speed: 10

Base AC: 5

Base MR: 20

Alignment: -4

Frequency: Very rare

Genocidable: Yes

ATTACK:

Claw: 1d6

Weight: 850

Nutritional value: 75 (but leaves no corpse)

Size: medium

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 guardians by a spellcaster of great power.

Name: **black naga**

Difficulty: 10

Base level: 8

Base experience: 128

Speed: 14

Base AC: 2

Base MR: 10

Alignment: 4

Frequency: Very rare

Genocidable: Yes

ATTACKS:

Bite: 2d6

Spits acid venom

Weight: 2600

Nutritional value: 400

Size: huge

Resistances: poison, acid, petrification

Resistances conveyed by eating: poison

A black naga has the body of a serpent. It has no limbs. It cannot pick up objects. It has a thick hide. A black naga is able to lay eggs. It is acidic if eaten.

Name: **black naga hatchling**

Difficulty: 4

Base level: 3

Base experience: 28

Speed: 10

Base AC: 6

Base MR: 0  
 Alignment: 0  
 Frequency: Extremely rare(0)  
 Genocidable: Yes  
 ATTACK:  
     Bite: 1d4  
 Weight: 500  
 Nutritional value: 100  
 Size: large  
 Resistances: poison, acid, petrification  
 Resistances conveyed by eating: poison

A black naga hatchling has the body of a serpent. It has no limbs. It cannot pick up objects. It has a thick hide. A black naga hatchling is acidic if eaten.

---

Name: **golden naga**

Difficulty: 13  
 Base level: 10  
 Base experience: 235  
 Speed: 14  
 Base AC: 2  
 Base MR: 70  
 Alignment: 5  
 Frequency: Very rare  
 Genocidable: Yes

ATTACKS:

    Bite: 2d6  
     Random magic spell with nominal damage of  
     (level/3+4)d6

Weight: 2600  
 Nutritional value: 400  
 Size: huge  
 Resistances: poison  
 Resistances conveyed by eating: poison

A golden naga has the body of a serpent. It has no limbs. It cannot pick up objects. It has a thick hide. A golden naga is able to lay eggs.

---

Name: **golden naga hatchling**

Difficulty: 4  
 Base level: 3  
 Base experience: 28  
 Speed: 10  
 Base AC: 6  
 Base MR: 0  
 Alignment: 0  
 Frequency: Extremely rare(0)  
 Genocidable: Yes

ATTACK:

    Bite: 1d4  
 Weight: 500  
 Nutritional value: 100  
 Size: large  
 Resistances: poison  
 Resistances conveyed by eating: poison

A golden naga hatchling has the body of a serpent. It has no limbs. It cannot pick up objects. It has a thick hide.

---

Name: **guardian naga**

Difficulty: 16

Base level: 12  
 Base experience: 289  
 Speed: 16  
 Base AC: 0  
 Base MR: 50  
 Alignment: 7  
 Frequency: Very rare  
 Genocidable: Yes

ATTACKS:

    Paralyses  
     Spits blinding venom  
     Bearhug: 2d4

Weight: 2600  
 Nutritional value: 400  
 Size: huge  
 Resistances: poison  
 Resistances conveyed by eating: poison

A guardian naga has the body of a serpent. It has no limbs. It cannot pick up objects. It has a thick hide. A guardian naga is able to lay eggs. It is poisonous if eaten.

---

Name: **guardian naga hatchling**

Difficulty: 4  
 Base level: 3  
 Base experience: 28  
 Speed: 10  
 Base AC: 6  
 Base MR: 0  
 Alignment: 0  
 Frequency: Extremely rare(0)  
 Genocidable: Yes

ATTACK:

    Bite: 1d4  
 Weight: 500  
 Nutritional value: 100  
 Size: large  
 Resistances: poison  
 Resistances conveyed by eating: poison

A guardian naga hatchling has the body of a serpent. It has no limbs. It cannot pick up objects. It has a thick hide.

---

Name: **red naga**

Difficulty: 8  
 Base level: 6  
 Base experience: 85  
 Speed: 12  
 Base AC: 4  
 Base MR: 0  
 Alignment: -4  
 Frequency: Very rare  
 Genocidable: Yes

ATTACKS:

    Bite: 2d4  
     Breaths fire: 2d6

Weight: 2600  
 Nutritional value: 400  
 Size: huge  
 Resistances: fire, poison  
 Resistances conveyed by eating: fire, poison

A red naga has the body of a serpent. It has no limbs. It cannot pick up objects. It has a thick hide. A red naga is able to lay eggs.

---

Name: **red naga hatchling**

Difficulty: 4

Base level: 3

Base experience: 28

Speed: 10

Base AC: 6

Base MR: 0

Alignment: 0

Frequency: Extremely rare(0)

Genocidable: Yes

ATTACK:

Bite: 1d4

Weight: 500

Nutritional value: 100

Size: large

Resistances: fire, poison

Resistances conveyed by eating: fire, poison

A red naga hatchling has the body of a serpent. It has no limbs. It cannot pick up objects. It has a thick hide.

---

Name: **nalfeshnee**

Difficulty: 15

Base level: 11

Base experience: 327

Speed: 9

Base AC: -1

Base MR: 65

Alignment: -11

Frequency: Very rare, only in Gehennom

Genocidable: No

ATTACKS:

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: large

Resistances: fire, poison

Resistances conveyed by eating: None

A nalfeshnee is humanoid. It is poisonous if eaten.

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

---

Name: **Nalzok**

Difficulty: 23

Base level: 16

Base experience: 572

Speed: 12

Base AC: -2

Base MR: 85

Alignment: -127

Frequency: unique, no random generation

Genocidable: No

ATTACKS:

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: large

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 allow Nalzok his position because he is useful.

---

Name: **neanderthal**

Difficulty: 7

Base level: 5

Base experience: 64

Speed: 12

Base AC: 10

Base MR: 10

Alignment: 1

Frequency: no random generation

Genocidable: No

ATTACK:

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

Weight: 1450

Nutritional value: 400

Size: medium

Resistances: None

Resistances conveyed by eating: None

A neanderthal is humanoid. It is an omnivore.

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

---

Name: **newt**

Difficulty: 1

Base level: 0

Base experience: 1

Speed: 6

Base AC: 8

Base MR: 0

Alignment: 0

Frequency: Common

Genocidable: Yes

ATTACK:

Bite: 1d2

Weight: 10

Nutritional value: 20

Size: tiny

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**

"Fillet of a fenny snake,  
In the cauldron boil and bake;  
Eye of newt and toe of frog,  
Wool of bat and tongue of dog,  
Adder's fork and blind-worm's sting,  
Lizard's leg and howlet's wing,  
For a charm of powerful trouble,  
Like a hell-broth boil and bubble."

**Macbeth, by William Shakespeare**

Name: **Norn**

Difficulty: 22

Base level: 20

Base experience: 580

Speed: 12

Base AC: 0

Base MR: 80

Alignment: 0

Frequency: unique, no random generation

Genocidable: No

ATTACK:

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

Weight: 1450

Nutritional value: 400

Size: medium

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 Encyclopedia 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.

"Theseus felt her voice pulling him down into fathoms of sleep. The song was the skeleton of his dream, and the dream was full of terror. Demon girls were after him, and a bull—man was goring him. Everywhere there was blood. There was pain. There was fear. But his head was in the nymph's lap and her musk was about him, her voice weaving the dream. He knew then that she had been sent to tell him of something dreadful that was to happen to him later. Her song was a warning. But she had brought him a new kind of joy, one that made him see everything differently. The boy, who was to become a hero, suddenly knew then what most heroes learn later—and some too late—that joy blots suffering and that the road to nymphs is beset by monsters."

**The Minotaur by Bernard Evslin**

Name: **mountain nymph**

Difficulty: 5

Base level: 3

Base experience: 31

Speed: 12

Base AC: 9

Base MR: 20

Alignment: 0

Frequency: Quite rare

Genocidable: Yes

ATTACKS:

Steals a random item

Steals a random item

Weight: 600

Nutritional value: 300

Size: medium

Resistances: None

Resistances conveyed by eating: None

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

Name: **water nymph**

Difficulty: 5

Base level: 3

Base experience: 31

Speed: 12

Base AC: 9

Base MR: 20

Alignment: 0

Frequency: Quite rare

Genocidable: Yes

ATTACKS:

Steals a random item

Steals a random item

Weight: 600

Nutritional value: 300

Size: medium

Resistances: None

Resistances conveyed by eating: None

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

Name: **wood nymph**

Difficulty: 5

Base level: 3

Base experience: 31

Speed: 12  
 Base AC: 9  
 Base MR: 20  
 Alignment: 0  
 Frequency: Quite rare  
 Genocidable: Yes  
**ATTACKS:**  
     Steals a random item  
     Steals a random item  
 Weight: 600  
 Nutritional value: 300  
 Size: medium  
 Resistances: None  
 Resistances conveyed by eating: None

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

---

**Name: ochre jelly**

Difficulty: 8  
 Base level: 6  
 Base experience: 88  
 Speed: 3  
 Base AC: 8  
 Base MR: 20  
 Alignment: 0  
 Frequency: Quite rare  
 Genocidable: Yes  
**ATTACK:**  
     Engulfs and covers with acidic slime: 3d6  
 Weight: 50  
 Nutritional value: 20  
 Size: medium  
 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 cannot pick up objects. It is acidic if eaten.

---

**OGRE**

Anyone who has 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 expressions 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**  
 Difficulty: 7  
 Base level: 5

Base experience: 61  
 Speed: 10  
 Base AC: 5  
 Base MR: 0  
 Alignment: -3  
 Frequency: Very rare, normally appears in small groups  
 Genocidable: Yes  
**ATTACK:**  
     Projectile as weapon, or if in range, uses melee weapon for 2d5  
 Weight: 1600  
 Nutritional value: 500  
 Size: large  
 Resistances: None  
 Resistances conveyed by eating: None

An ogre is humanoid. It is a carnivore.

---

**Name: ogre king**

Difficulty: 11  
 Base level: 9  
 Base experience: 194  
 Speed: 14  
 Base AC: 4  
 Base MR: 60  
 Alignment: -7  
 Frequency: Quite rare  
 Genocidable: Yes  
**ATTACK:**  
     Projectile as weapon, or if in range, uses melee weapon for 3d5  
 Weight: 1700  
 Nutritional value: 750  
 Size: large  
 Resistances: None  
 Resistances conveyed by eating: None

An ogre king is humanoid. He is a carnivore.

---

**Name: ogre lord**

Difficulty: 9  
 Base level: 7  
 Base experience: 100  
 Speed: 12  
 Base AC: 3  
 Base MR: 30  
 Alignment: -5  
 Frequency: Quite rare  
 Genocidable: Yes  
**ATTACK:**  
     Projectile as weapon, or if in range, uses melee weapon for 2d6  
 Weight: 1700  
 Nutritional value: 700  
 Size: large  
 Resistances: None  
 Resistances conveyed by eating: None

An ogre lord is humanoid. He is a carnivore.

---

**Name: Olog-hai**

Difficulty: 16  
 Base level: 13

Base experience: 308

Speed: 12

Base AC: -4

Base MR: 0

Alignment: -7

Frequency: Very rare

Genocidable: Yes

ATTACKS:

Claw: 2d8

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

Bite: 2d6

Weight: 1500

Nutritional value: 400

Size: large

Resistances: None

Resistances conveyed by eating: None

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

But at the end of the Third Age a troll-race not before seen appeared in southern Mirkwood and in the mountain borders of Mordor. Olog-hai they were called in the Black Speech. That Sauron bred them none doubted, though from what stock was not known. Some held that they were not Trolls but giant Orcs; but the Olog-hai were in fashion of body and mind quite unlike even the largest of Orc-kind, whom they far surpassed in size and power. Trolls they were, but filled with the evil will of their master: a fell race, strong, agile, fierce and cunning, but harder than stone. Unlike the older race of the Twilight they could endure the Sun. . . They spoke little, and the only tongue they knew was the Black Speech of Barad-dur.

**The Return of the King, by J.R.R. Tolkien**

---

Name: **Oracle**

Difficulty: 13

Base level: 12

Base experience: 280

Speed: 0

Base AC: 0

Base MR: 50

Alignment: 0

Frequency: unique, no random generation

Genocidable: No

ATTACK:

Passive only

Weight: 1450

Nutritional value: 400

Size: medium

Resistances: None

Resistances conveyed by eating: None

Oracle is humanoid. She is an omnivore.

Delphi under towering Parnassus, where Apollo's oracle was, plays an important part in mythology. Castalia was its sacred spring; Cephissus its river. It was held to be the center of the world, so many pilgrims came to it, from foreign countries as well as Greece. No other shrine rivaled it. The answers to the questions asked by the anxious seekers for Truth were delivered by a priestess who went into a trance before she spoke.

**Mythology, by Edith Hamilton**

---

## 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. 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: **hill orc**

Difficulty: 4

Base level: 2

Base experience: 22

Speed: 9

Base AC: 10

Base MR: 0

Alignment: -4

Frequency: Quite rare, normally appears in large groups

Genocidable: Yes

ATTACK:

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

Weight: 1000

Nutritional value: 200

Size: medium

Resistances: None

Resistances conveyed by eating: None

A hill orc is humanoid. It is an omnivore.

---

Name: **Mordor orc**

Difficulty: 5

Base level: 3

Base experience: 33

Speed: 5

Base AC: 10

Base MR: 0

Alignment: -5

Frequency: Very rare, normally appears in large groups

Genocidable: Yes

ATTACK:

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

Weight: 1200

Nutritional value: 200

Size: medium

Resistances: None

Resistances conveyed by eating: None

A Mordor orc is humanoid. It is an omnivore.

---

Name: **orc**

Difficulty: 3

Base level: 1  
 Base experience: 13  
 Speed: 9  
 Base AC: 10  
 Base MR: 0  
 Alignment: -3  
 Frequency: no random generation, normally appears in large groups  
 Genocidable: Yes  
 ATTACK:  
     Projectile as weapon, or if in range, uses melee weapon for 1d8  
 Weight: 850  
 Nutritional value: 150  
 Size: medium  
 Resistances: None  
 Resistances conveyed by eating: None

An orc is humanoid. It is an omnivore.

---

Name: **orc shaman**  
 Difficulty: 5  
 Base level: 3  
 Base experience: 38  
 Speed: 9  
 Base AC: 5  
 Base MR: 10  
 Alignment: -5  
 Frequency: Very rare  
 Genocidable: Yes  
 ATTACK:  
     Random magic spell with nominal damage of (level/3+1)d6  
 Weight: 1000  
 Nutritional value: 300  
 Size: medium  
 Resistances: None  
 Resistances conveyed by eating: None

An orc shaman is humanoid. It is an omnivore.

---

Name: **orc zombie**  
 Difficulty: 3  
 Base level: 2  
 Base experience: 17  
 Speed: 6  
 Base AC: 9  
 Base MR: 0  
 Alignment: -3  
 Frequency: Very rare, normally appears in small groups  
 Genocidable: Yes  
 ATTACK:  
     Claw: 1d6  
 Weight: 850  
 Nutritional value: 75 (but leaves no corpse)  
 Size: medium  
 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**  
 Difficulty: 7  
 Base level: 5  
 Base experience: 66  
 Speed: 5  
 Base AC: 10  
 Base MR: 0  
 Alignment: -5  
 Frequency: Very rare  
 Genocidable: Yes  
 ATTACKS:  
     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: medium  
 Resistances: None  
 Resistances conveyed by eating: None

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

---

Name: **Uruk-hai**  
 Difficulty: 5  
 Base level: 3  
 Base experience: 33  
 Speed: 7  
 Base AC: 10  
 Base MR: 0  
 Alignment: -4  
 Frequency: Very rare, normally appears in large groups  
 Genocidable: Yes  
 ATTACK:  
     Projectile as weapon, or if in range, uses melee weapon for 1d8  
 Weight: 1300  
 Nutritional value: 300  
 Size: medium  
 Resistances: None  
 Resistances conveyed by eating: None

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

---

Name: **Orcus**  
 Difficulty: 36  
 Base level: 30  
 Base experience: 1421  
 Speed: 9  
 Base AC: -6  
 Base MR: 85  
 Alignment: -20  
 Frequency: unique, only in Gehennom, no random generation  
 Genocidable: No  
 ATTACKS:  
     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: huge  
 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 ram's head and a poison stinger. He is most feared, though, for his powerful magic abilities. His wand causes death to those he chooses.

---

Name: **Orion**

Difficulty: 22  
 Base level: 20  
 Base experience: 580  
 Speed: 12  
 Base AC: 0  
 Base MR: 30  
 Alignment: 0  
 Frequency: unique, no random generation  
 Genocidable: No  
 ATTACK:

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

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

Orion can traverse water. He is amphibious. He is humanoid. He can see invisible creatures. Orion is an omnivore.

Orion was the son of Neptune. He was a handsome giant and a mighty hunter. His father gave him the power of wading through the depths of the sea, or, as others say, of walking on its surface.

He dwelt as a hunter with Diana (Artemis), with whom he was a favourite, and it is even said she was about to marry him. Her brother was highly displeased and often chided her, but to no purpose. One day, observing Orion wading through the sea with his head just above the water, Apollo pointed it out to his sister and maintained that she could not hit that black thing on the sea. The archer-goddess discharged a shaft with fatal aim. The waves rolled the dead body of Orion to the land, and bewailing her fatal error with many tears, Diana placed him among the stars, where he appears as a giant, with a girdle, sword, lion's skin, and club. Sirius, his dog, follows him, and the Pleiads fly before him.

**Bulfinch's Mythology, by Thomas Bulfinch**

---

Name: **owlbear**

Difficulty: 7  
 Base level: 5  
 Base experience: 97  
 Speed: 12  
 Base AC: 5  
 Base MR: 0  
 Alignment: 0  
 Frequency: Rare  
 Genocidable: Yes  
 ATTACKS:  
 Claw: 1d6

Claw: 1d6  
 Bearhug: 2d8

Weight: 1700  
 Nutritional value: 700  
 Size: large  
 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 crossbreed creation of a demented wizard; given the lethal nature of this creation, it is quite likely 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: **panther**

Difficulty: 7  
 Base level: 5  
 Base experience: 59  
 Speed: 15  
 Base AC: 6  
 Base MR: 0  
 Alignment: 0  
 Frequency: Very rare  
 Genocidable: Yes  
 ATTACKS:

Claw: 1d6  
 Claw: 1d6  
 Bite: 1d10

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

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

And lo! almost where the ascent began,  
 A panther light and swift exceedingly,  
 Which with a spotted skin was covered o'er!  
 And never moved she from before my face,  
 Nay, rather did impede so much my way,  
 That many times I to return had turned.

**Dante's Inferno, as translated  
 by Henry Wadsworth Longfellow**

---

Name: **Pelias**

Difficulty: 22  
 Base level: 20  
 Base experience: 580  
 Speed: 12  
 Base AC: 0  
 Base MR: 30  
 Alignment: 0  
 Frequency: unique, no random generation  
 Genocidable: No  
 ATTACK:

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

Weight: 1450  
 Nutritional value: 400

Size: medium  
 Resistances: poison  
 Resistances conveyed by eating: None

Pelias is humanoid. He is an omnivore.

Conan cried out sharply and recoiled, thrusting his companion back. Before them rose the great shimmering white form of Satha, an ageless hate in its eyes. Conan tensed himself for one mad berserker onslaught—to thrust the glowing faggot into that fiendish countenance and throw his life into the ripping sword—stroke. But the snake was not looking at him. It was glaring over his shoulder at the man called Pelias, who stood with his arms folded, smiling. And in the great, cold, yellow eyes slowly the hate died out in a glitter of pure fear—the only time Conan ever saw such an expression in a reptile's eyes. With a swirling rush like the sweep of a strong wind, the great snake was gone.

“What did he see to frighten him?” asked Conan, eyeing his companion uneasily.

“The scaled people see what escapes the mortal eye,” answered Pelias cryptically. “You see my fleshy guise, he saw my naked soul.”

**Conan the Usurper, by Robert E. Howard and L. Sprague de Camp**

---

## PIERCER

Ye Piercer doth look like unto a stalactyte, and hangeth from the roofs of caves and caverns. Unto the height of a man, and thicker than a man's thigh do they grow, and in groups do they hang. If a creature doth pass beneath them, they will by its heat and noise perceive it, and fall upon it to kill and devour it, though in any other way they move but exceeding slow.

### the Bestiary of Xygag

Name: **glass piercer**  
 Difficulty: 9  
 Base level: 7  
 Base experience: 100  
 Speed: 1  
 Base AC: 0  
 Base MR: 0  
 Alignment: 0  
 Frequency: Very rare  
 Genocidable: Yes  
 ATTACK:

Bite: 4d6  
 Weight: 400  
 Nutritional value: 300  
 Size: medium  
 Resistances: acid  
 Resistances conveyed by eating: None

A glass piercer can 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. It has an animal body. It has no eyes, and is therefore impervious to gaze and blindness attacks. A glass piercer has no limbs. It cannot pick up objects. It is a carnivore.

---

Name: **iron piercer**  
 Difficulty: 6  
 Base level: 5  
 Base experience: 57  
 Speed: 1  
 Base AC: 0  
 Base MR: 0  
 Alignment: 0  
 Frequency: Quite rare  
 Genocidable: Yes  
 ATTACK:  
 Bite: 3d6  
 Weight: 400  
 Nutritional value: 300  
 Size: medium  
 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 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. An iron piercer has no limbs. It cannot pick up objects. It is a carnivore.

---

Name: **rock piercer**  
 Difficulty: 4  
 Base level: 3  
 Base experience: 28  
 Speed: 1  
 Base AC: 3  
 Base MR: 0  
 Alignment: 0  
 Frequency: Uncommon  
 Genocidable: Yes  
 ATTACK:  
 Bite: 2d6  
 Weight: 200  
 Nutritional value: 200  
 Size: small  
 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 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 rock piercer has no limbs. It cannot pick up objects. It is a carnivore.

---

Name: **piranha**  
 Difficulty: 6  
 Base level: 5  
 Base experience: 59  
 Speed: 12  
 Base AC: 4  
 Base MR: 0  
 Alignment: 0  
 Frequency: no random generation, normally appears in small groups  
 Genocidable: Yes  
 ATTACK:  
 Bite: 2d6  
 Weight: 60

Nutritional value: 30  
 Size: small  
 Resistances: None  
 Resistances conveyed by eating: None

A piranha can traverse water. It is amphibious. It is part of the large family of serpents. It has no limbs. A piranha cannot pick up objects. It is able to lay eggs. It is a carnivore.

---

Name: **pit fiend**

Difficulty: 16  
 Base level: 13  
 Base experience: 404  
 Speed: 6  
 Base AC: -3  
 Base MR: 65  
 Alignment: -13  
 Frequency: Quite rare, only in Gehennom  
 Genocidable: No

ATTACKS:

- 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: large  
 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: **pony**

Difficulty: 4  
 Base level: 3  
 Base experience: 31  
 Speed: 16  
 Base AC: 6  
 Base MR: 0  
 Alignment: 0  
 Frequency: Quite rare  
 Genocidable: Yes

ATTACKS:

- Kick: 1d6
- Bite: 1d2

Weight: 1300  
 Nutritional value: 250  
 Size: medium  
 Resistances: None  
 Resistances conveyed by eating: None

A pony has an animal body. It has no hands. It is a herbivore.

Hey! now! Come hoy now! Whither do you wander?  
 Up, down, near or far, here, there or yonder?  
 Sharp-ears, Wise-nose, Swish-tail and Bumpkin,  
 White-socks my little lad, and old Fatty Lumpkin!  
 ...

Tom called them one by one and they climbed over the brow and stood in a line. Then Tom bowed to the hobbits.

“Here are your ponies, now!” he said. “They’ve more sense (in some ways) than you wandering hobbits have—more sense in their noses. For they sniff danger ahead which you walk right into; and if they run to save themselves, then they run the right way.” **The Fellowship of the Ring, by J.R.R. Tolkien**

---

Name: **prisoner**

Difficulty: 14  
 Base level: 12  
 Base experience: 275  
 Speed: 12  
 Base AC: 10  
 Base MR: 0  
 Alignment: 0  
 Frequency: no random generation  
 Genocidable: No

ATTACK:

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

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

A prisoner is humanoid. It is an omnivore.

Where am I?  
 In the Village.  
 What do you want?  
 Information.  
 Whose side are you on?  
 That would be telling. We want information . . .  
 information . . .  
 You won't get it.  
 By hook or by crook, we will.  
 Who are you?  
 The new Number 2.  
 Who is Number 1?  
 You are Number 6.  
 I am not a number! I am a free man!  
**The Prisoner, by Patrick McGoohan**

---

**PURPLE WORM**

A gargantuan version of the harmless rain-worm, the purple worm poses a huge threat to the ordinary adventurer. It is known to swallow whole and digest its victims within only a few minutes. These worms are always on guard, sensitive to the most minute vibrations in the earth, but may also be awakened by a remote shriek.

Name: **baby purple worm**

Difficulty: 9  
 Base level: 8  
 Base experience: 113  
 Speed: 3  
 Base AC: 5  
 Base MR: 0  
 Alignment: 0

Frequency: Extremely rare(0)  
 Genocidable: Yes  
 ATTACK:  
     Bite: 1d6  
 Weight: 600  
 Nutritional value: 250  
 Size: large  
 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**

Difficulty: 17  
 Base level: 15  
 Base experience: 474  
 Speed: 9  
 Base AC: 6  
 Base MR: 20  
 Alignment: 0  
 Frequency: Quite rare  
 Genocidable: Yes  
 ATTACKS:  
     Bite: 2d8  
     Engulfs and digests: 1d10  
 Weight: 2700  
 Nutritional value: 700  
 Size: gigantic  
 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: **pyrolisk**

Difficulty: 8  
 Base level: 6  
 Base experience: 82  
 Speed: 6  
 Base AC: 6  
 Base MR: 30  
 Alignment: 0  
 Frequency: Very rare  
 Genocidable: Yes  
 ATTACK:  
     Fiery gaze: 2d6 (scrolls, potions and spellbooks may also be affected)  
 Weight: 30  
 Nutritional value: 30  
 Size: small  
 Resistances: fire, poison  
 Resistances conveyed by eating: fire, poison

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

---

Name: **quantum mechanic**

Difficulty: 9  
 Base level: 7  
 Base experience: 95  
 Speed: 12  
 Base AC: 3

Base MR: 10  
 Alignment: 0  
 Frequency: Rare  
 Genocidable: Yes  
 ATTACK:  
     Teleports victim away  
 Weight: 1450  
 Nutritional value: 20  
 Size: medium  
 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**

Difficulty: 7  
 Base level: 3  
 Base experience: 32  
 Speed: 15  
 Base AC: 2  
 Base MR: 20  
 Alignment: -7  
 Frequency: Quite rare  
 Genocidable: Yes  
 ATTACKS:  
     Claw: Dexterity draining poison  
     Claw: Dexterity draining poison  
     Bite: 1d4  
 Weight: 200  
 Nutritional value: 200  
 Size: small  
 Resistances: poison  
 Resistances conveyed by eating: poison

A quasit can regenerate itself.

Quasits are small, evil creatures, related to imps. Their talons release a very toxic poison when used in an attack.

---

Name: **ranger**

Difficulty: 12  
 Base level: 10  
 Base experience: 219  
 Speed: 12  
 Base AC: 10  
 Base MR: 2  
 Alignment: -3  
 Frequency: no random generation  
 Genocidable: No  
 ATTACK:  
     Projectile as weapon, or if in range, uses melee weapon for 1d4  
 Weight: 1450  
 Nutritional value: 400  
 Size: medium  
 Resistances: None  
 Resistances conveyed by eating: None

A ranger is humanoid. It is an omnivore.

“Lonely men are we, Rangers of the wild, hunters—but hunters ever of the servants of the Enemy; for they are found in many places, not in Mordor only.

If Gondor, Boromir, has been a stalwart tower, we have played another part. Many evil things there are that your strong walls and bright swords do not stay. You know little of the lands beyond your bounds. Peace and freedom, do you say? The North would have known them little but for us. Fear would have destroyed them. But when dark things come from the houseless hills, or creep from sunless woods, they fly from us. What roads would any dare to tread, what safety would there be in quiet lands, or in the homes of simple men at night, if the Dunedain were asleep, or were all gone into the grave?” **The Fellowship of the Ring, by J.R.R. Tolkien**

## RAT

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

“The rat,” said O’Brien, still addressing his invisible audience, “although a rodent, is carnivorous. You are aware of that. You will have heard of the things that happen in the poor quarters of this town. In some streets a woman dare not leave her baby alone in the house, even for five minutes. The rats are certain to attack it. Within quite a small time they will strip it to the bones. They also attack sick or dying people. They show astonishing intelligence in knowing when a human being is helpless.”

**1984, by George Orwell**

Name: **giant rat**

Difficulty: 2

Base level: 1

Base experience: 8

Speed: 10

Base AC: 7

Base MR: 0

Alignment: 0

Frequency: Quite rare, normally appears in small groups

Genocidable: Yes

ATTACK:

Bite: 1d3

Weight: 30

Nutritional value: 30

Size: tiny

Resistances: None

Resistances conveyed by eating: None

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

Name: **rabid rat**

Difficulty: 4

Base level: 2

Base experience: 20

Speed: 12

Base AC: 6

Base MR: 0

Alignment: 0

Frequency: Very rare

Genocidable: Yes

ATTACK:

Bite: Constitution draining poison

Weight: 30

Nutritional value: 5

Size: tiny

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: **sewer rat**

Difficulty: 1

Base level: 0

Base experience: 4

Speed: 12

Base AC: 7

Base MR: 0

Alignment: 0

Frequency: Very rare, normally appears in small groups

Genocidable: Yes

ATTACK:

Bite: 1d3

Weight: 20

Nutritional value: 12

Size: tiny

Resistances: None

Resistances conveyed by eating: None

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

Name: **raven**

Difficulty: 6

Base level: 4

Base experience: 46

Speed: 20

Base AC: 6

Base MR: 0

Alignment: 0

Frequency: Quite rare

Genocidable: Yes

ATTACKS:

Bite: 1d6

Blinds for 1d6 turns

Weight: 40

Nutritional value: 20

Size: small

Resistances: None

Resistances conveyed by eating: None

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

But the raven, sitting lonely on the placid bust, spoke only That one word, as if his soul in that one word he did out-pour. Nothing further then he uttered—not a feather then he fluttered— Till I scarcely more than muttered, ‘other friends have flown before— On the morrow *he* will leave me, as my hopes have flown before.’ Then the bird said, ‘Nevermore.’

**The Raven—Edgar Allan Poe**

## RHINOS

Extinct rhinos include a variety of forms, the most spectacular being *Baluchitherium* from the Oligocene of Asia, which is the largest known land mammal. Its body, 18 feet high at the shoulder and carried on massive limbs, allowed the 4-foot-long head to browse on the higher branches of trees. Though not as enormous, the titanotheres of the early Tertiary were also large perissodactyls, *Brontotherium* of the Oligocene being 8 feet high at the shoulder. **Prehistoric Animals, by Barry Cox**

Name: **baluchitherium**

Difficulty: 15

Base level: 14

Base experience: 334

Speed: 12

Base AC: 5

Base MR: 0

Alignment: 0

Frequency: Quite rare

Genocidable: Yes

ATTACKS:

Claw: 5d4

Claw: 5d4

Weight: 3800

Nutritional value: 800

Size: large

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: **titanother**

Difficulty: 13

Base level: 12

Base experience: 270

Speed: 12

Base AC: 6

Base MR: 0

Alignment: 0

Frequency: Quite rare

Genocidable: Yes

ATTACK:

Claw: 2d8

Weight: 2650

Nutritional value: 650

Size: large

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: **rock mole**

Difficulty: 4

Base level: 3

Base experience: 29

Speed: 3

Base AC: 0

Base MR: 20

Alignment: 0

Frequency: Quite rare

Genocidable: Yes

ATTACK:

Bite: 1d6

Weight: 30

Nutritional value: 30

Size: small

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.

A rock mole is a member of the rodent family. They get their name from their ability to tunnel through rock in the same fashion that a mole tunnels through earth. They are known to eat anything they come across in their diggings, although it is still unknown how they convert some of these things into something of nutritional value.

Name: **rogue**

Difficulty: 12

Base level: 10

Base experience: 219

Speed: 12

Base AC: 10

Base MR: 1

Alignment: -3

Frequency: no random generation

Genocidable: No

ATTACK:

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

Weight: 1450

Nutritional value: 400

Size: medium

Resistances: None

Resistances conveyed by eating: None

A rogue is humanoid. It is an omnivore.

I understand the business, I hear it: to have an open ear, a quick eye, and a nimble hand, is necessary for a cut-purse; a good nose is requisite also, to smell out work for the other senses. I see this is the time that the unjust man doth thrive. <...> The prince himself is about a piece of iniquity, stealing away from his father with his clog at his heels: if I thought it were a piece of honesty to acquaint the king withal, I would not do't: I hold it the more knavery to conceal it; and therein am I constant to my profession. **Autolycus the Rogue, from The Winter's Tale by William Shakespeare**

Name: **roshi**

Difficulty: 7

Base level: 5

Base experience: 64

Speed: 12

Base AC: 10

Base MR: 10

Alignment: 3

Frequency: no random generation

Genocidable: No

ATTACK:

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

Weight: 1450

Nutritional value: 400

Size: medium

Resistances: None

Resistances conveyed by eating: None

A roshi is humanoid. It is an omnivore.

Name: **rothe**

Difficulty: 4

Base level: 2

Base experience: 17

Speed: 9

Base AC: 7

Base MR: 0

Alignment: 0

Frequency: Uncommon, normally appears in small groups

Genocidable: Yes

ATTACKS:

Claw: 1d3

Bite: 1d3

Bite: 1d8

Weight: 400

Nutritional value: 100

Size: large

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**

Difficulty: 8

Base level: 5

Base experience: 68

Speed: 18

Base AC: 2

Base MR: 0

Alignment: 0

Frequency: Quite rare

Genocidable: Yes

ATTACKS:

Rusts for 0d0

Rusts for 0d0

Weight: 1000

Nutritional value: 250

Size: medium

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 can turn a suit of armour into so much useless rusted scrap in no time at all.

Name: **salamander**

Difficulty: 12

Base level: 8

Base experience: 148

Speed: 12

Base AC: -1

Base MR: 0

Alignment: -9

Frequency: Very rare, only in Gehennom

Genocidable: No

ATTACKS:

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: medium

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.

For hundreds of years, many people believed that salamanders were magical. In England in the Middle Ages, people thought that fire created salamanders. When they set fire to damp logs, dozens of the slimy creatures scurried out. The word salamander, in fact, comes from a Greek word meaning "fire animal".

**Salamanders, by Cherie Winner**

Name: **sandestin**

Difficulty: 15

Base level: 13

Base experience: 311

Speed: 12

Base AC: 4

Base MR: 60

Alignment: -5

Frequency: Very rare, only in Gehennom

Genocidable: No

ATTACKS:

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: 1500

Nutritional value: 400 (but leaves no corpse)

Size: medium

Resistances: petrification

Resistances conveyed by eating: None

A sandestin is humanoid.

Ildefonse left the terrace and almost immediately sounds of contention came from the direction of the work-room. Ildefonse presently returned to the terrace, followed by Osherl and a second sandestin using the guise of a gaunt blue bird-like creature, some six feet in height.

Ildefonse spoke in scathing tones: “Behold these two creatures! They can roam the chronoplex as easily as you or I can walk around the table; yet neither has the wit to announce his presence upon arrival. I found Osherl asleep in his fulgurite and Sarsem perched in the rafters.” ...

“No matter,” said Rhialto. “He has brought Sarsem, and this was his requirement. In the main, Osherl, you have done well!”

“And my indenture point?”

“Much depends upon Sarsem’s testimony. Sarsem, will you sit?”

“In this guise, I find it more convenient to stand.”

“Then why not alter to human form and join us in comfort at the table?”

“That is a good idea.” Sarsem became a naked young epicene in an integument of lavender scales with puffs of purple hair like pom-poms growing down his back. He seated himself at the table but declined refreshment. “This human semblance, though typical, is after all, only a guise. If I were to put such things inside myself, I might well become uneasy.” **Rhialto the Marvellous, by Jack Vance**

---

Name: **sasquatch**

Difficulty: 9

Base level: 7

Base experience: 95

Speed: 15

Base AC: 6

Base MR: 0

Alignment: 2

Frequency: Very rare

Genocidable: Yes

ATTACKS:

Claw: 1d6

Claw: 1d6

Kick: 1d8

Weight: 1550

Nutritional value: 750

Size: large

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.

The name *Sasquatch* doesn’t really become important in Canada until the 1930s, when it appeared in the works of J. W. Burns, a British Columbian writer who used a great deal of Indian lore in his stories. Burn’s Sasquatch was a giant Indian who lived in the wilderness. He was hairy only in the sense that he had long hair on his head, and while this Sasquatch lived a wild and primitive life, he was fully human.

Burns’s character proved to be quite popular. There was a Sasquatch Inn near the town of Harrison, British Columbia, and Harrison even had a local celebration called “Sasquatch Days.” The celebration which had been dormant for years was revived as part of British Columbia’s centennial, and one of the events was to be a Sasquatch hunt. The hunt never took place, perhaps it was never supposed to, but the publicity about it did bring out a number of people who said they had encountered a Sasquatch—not Burns’s giant Indian, but the hairy apelike creature that we have all come to know.

**The Encyclopedia of Monsters, by Daniel Cohen**

Name: **scorpion**

Difficulty: 8

Base level: 5

Base experience: 67

Speed: 15

Base AC: 3

Base MR: 0

Alignment: 0

Frequency: Quite rare

Genocidable: Yes

ATTACKS:

Claw: 1d2

Claw: 1d2

Sting: Strength draining poison

Weight: 50

Nutritional value: 100

Size: small

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 stinger. They have eight legs and pincers.

**Van Dale’s Groot Woordenboek der Nederlandse Taal**

---

Name: **Scorpius**

Difficulty: 17

Base level: 15

Base experience: 477

Speed: 12

Base AC: 10

Base MR: 0

Alignment: -15

Frequency: unique, no random generation

Genocidable: No

ATTACKS:

Claw: 2d6

Steals the amulet etc.

Sting: 1d4 plus transmits disease

Weight: 750

Nutritional value: 350

Size: medium

Resistances: poison

Resistances conveyed by eating: poison

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

Since early times, the Scorpion has represented death, darkness, and evil. Scorpius is the reputed slayer of Orion the Hunter. ... The gods put both scorpion and hunter among the stars, but on opposite sides of the sky so they would never fight again. As Scorpius rises in the east, Orion sets in the west. **365 Starry Nights, by Chet Raymo**

---

**SERPENT**

Now the serpent was more subtle 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: **garter snake**

Difficulty: 3  
 Base level: 1  
 Base experience: 8  
 Speed: 8  
 Base AC: 8  
 Base MR: 0  
 Alignment: 0  
 Frequency: Very rare, normally appears in large groups  
 Genocidable: Yes  
 ATTACK:  
     Bite: 1d2  
 Weight: 50  
 Nutritional value: 60  
 Size: tiny  
 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 cannot pick up objects. It is able to lay eggs. It is a carnivore.

---

Name: **pit viper**

Difficulty: 9  
 Base level: 6  
 Base experience: 89  
 Speed: 15  
 Base AC: 2  
 Base MR: 0  
 Alignment: 0  
 Frequency: Very rare  
 Genocidable: Yes  
 ATTACKS:

    Bite: Strength draining poison  
     Bite: Strength draining poison

Weight: 100  
 Nutritional value: 60

Size: medium  
 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 cannot pick up objects. It is able to lay eggs. It is poisonous if eaten. It is a carnivore.

---

Name: **python**

Difficulty: 8  
 Base level: 6  
 Base experience: 82  
 Speed: 3  
 Base AC: 5  
 Base MR: 0  
 Alignment: 0  
 Frequency: Very rare  
 Genocidable: Yes  
 ATTACKS:  
     Bite: 1d4  
     Touch: 0d0  
     Crushes: 1d4  
     Bearhug: 2d4

Weight: 250  
 Nutritional value: 100  
 Size: large  
 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 cannot pick up objects. A python is able to lay eggs. It is a carnivore.

---

Name: **snake**

Difficulty: 6  
 Base level: 4  
 Base experience: 48  
 Speed: 15  
 Base AC: 3  
 Base MR: 0  
 Alignment: 0  
 Frequency: Quite rare  
 Genocidable: Yes  
 ATTACK:

    Bite: Strength draining poison

Weight: 100  
 Nutritional value: 80  
 Size: small  
 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 cannot pick up objects. It is able to lay eggs. It is poisonous if eaten. It is a carnivore.

---

Name: **water moccasin**

Difficulty: 7  
 Base level: 4  
 Base experience: 48

Speed: 15  
 Base AC: 3  
 Base MR: 0  
 Alignment: 0  
 Frequency: no random generation, normally appears in large groups  
 Genocidable: Yes  
 ATTACK:  
   Bite: Strength draining poison  
 Weight: 150  
 Nutritional value: 80  
 Size: small  
 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 cannot pick up objects. It is able to lay eggs. It is poisonous if eaten. It is a carnivore.

---

Name: **shade**

Difficulty: 14  
 Base level: 12  
 Base experience: 357  
 Speed: 10  
 Base AC: 10  
 Base MR: 0  
 Alignment: 0  
 Frequency: no random generation  
 Genocidable: No  
 ATTACKS:

  Paralyses

  Touch: Drains victim's uninherent speed

Weight: 1450  
 Nutritional value: 0 (but leaves no corpse)  
 Size: medium  
 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 undead creatures. They differ from zombies in that a zombie is an undead animation of a corpse, while a shade is an undead creature magically created by the use of black magic.

---

Name: **Shaman Karnov**

Difficulty: 22  
 Base level: 20  
 Base experience: 580  
 Speed: 12  
 Base AC: 0  
 Base MR: 30  
 Alignment: 20  
 Frequency: unique, no random generation  
 Genocidable: No  
 ATTACK:  
   Projectile as weapon, or if in range, uses melee weapon for 2d4  
 Weight: 1450

Nutritional value: 400  
 Size: medium  
 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: **shark**

Difficulty: 9  
 Base level: 7  
 Base experience: 103  
 Speed: 12  
 Base AC: 2  
 Base MR: 0  
 Alignment: 0  
 Frequency: no random generation  
 Genocidable: Yes  
 ATTACK:

  Bite: 5d6

Weight: 500  
 Nutritional value: 350  
 Size: large  
 Resistances: None  
 Resistances conveyed by eating: None

A shark can traverse water. It is amphibious. It is part of the large family of serpents. It has no limbs. A shark cannot pick up objects. It is able to lay eggs. It is a carnivore.

---

Name: **shrieker**

Difficulty: 2  
 Base level: 3  
 Base experience: 28  
 Speed: 1  
 Base AC: 7  
 Base MR: 0  
 Alignment: 0  
 Frequency: Very rare  
 Genocidable: Yes  
 ATTACK:

  Passive only

Weight: 100  
 Nutritional value: 100  
 Size: small  
 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. A shrieker cannot pick up objects.

---

Name: **skeleton**

Difficulty: 14  
 Base level: 12  
 Base experience: 359  
 Speed: 8  
 Base AC: 4

Base MR: 0  
 Alignment: 0  
 Frequency: no random generation  
 Genocidable: No  
 ATTACKS:

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: medium  
 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.

A skeleton is a magically animated undead creature. Unlike shades, only a humanoid creature can be used to create a skeleton. No one knows why this is true, but it has become an accepted fact amongst the practitioners of the black arts.

---

## 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**  
 Difficulty: 14  
 Base level: 12  
 Base experience: 277  
 Speed: 10  
 Base AC: 10  
 Base MR: 15  
 Alignment: -5  
 Frequency: Very rare  
 Genocidable: Yes  
 ATTACKS:

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: medium  
 Resistances: None  
 Resistances conveyed by eating: None

A captain is humanoid. It is an omnivore.

---

Name: **lieutenant**  
 Difficulty: 12  
 Base level: 10  
 Base experience: 221  
 Speed: 10  
 Base AC: 10

Base MR: 15  
 Alignment: -4  
 Frequency: Very rare  
 Genocidable: Yes  
 ATTACKS:

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: medium  
 Resistances: None  
 Resistances conveyed by eating: None

A lieutenant is humanoid. It is an omnivore.

---

Name: **sergeant**  
 Difficulty: 10  
 Base level: 8  
 Base experience: 118  
 Speed: 10  
 Base AC: 10  
 Base MR: 5  
 Alignment: -3  
 Frequency: Very rare, normally appears in small groups  
 Genocidable: Yes  
 ATTACK:

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

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

A sergeant is humanoid. It is an omnivore.

---

Name: **soldier**  
 Difficulty: 8  
 Base level: 6  
 Base experience: 78  
 Speed: 10  
 Base AC: 10  
 Base MR: 0  
 Alignment: -2  
 Frequency: Very rare, normally appears in small groups  
 Genocidable: Yes  
 ATTACK:

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

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

A soldier is humanoid. It is an omnivore.

---

## SPIDER

Eight legged creature capable of spinning webs to trap prey. "You mean you eat flies?" gasped Wilbur.

“Certainly. Flies, bugs, grasshoppers, choice beetles, moths, butterflies, tasty cockroaches, gnats, midges, daddy longlegs, centipedes, mosquitoes, crickets—anything that is careless enough to get caught in my web. I have to live, don’t I?”

“Why, yes, of course,” said Wilbur.

**Charlotte’s Web, by E.B. White**

Name: **cave spider**

Difficulty: 3

Base level: 1

Base experience: 11

Speed: 12

Base AC: 3

Base MR: 0

Alignment: 0

Frequency: Quite rare, normally appears in small groups

Genocidable: Yes

ATTACK:

Bite: 1d2

Weight: 50

Nutritional value: 50

Size: tiny

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: **giant spider**

Difficulty: 7

Base level: 5

Base experience: 64

Speed: 15

Base AC: 4

Base MR: 0

Alignment: 0

Frequency: Very rare

Genocidable: Yes

ATTACK:

Bite: Strength draining poison

Weight: 100

Nutritional value: 100

Size: large

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: **spotted jelly**

Difficulty: 6

Base level: 5

Base experience: 61

Speed: 0

Base AC: 8

Base MR: 10

Alignment: 0

Frequency: Very rare

Genocidable: Yes

ATTACK:

Passive only

Weight: 50

Nutritional value: 20

Size: medium

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 cannot pick up objects. It is acidic if eaten.

---

## SQUAMATA

Lizards, snakes and the burrowing amphisbaenids make up the order Squamata, meaning the scaly ones. The elongate, slim, long-tailed bodies of lizards have become modified to enable them to live in a wide range of habitats. Lizards can be expert burrowers, runners, swimmers and climbers, and a few can manage crude, short-distance gliding on rib-supported “wings”. Most are carnivores, feeding on invertebrate and small vertebrate prey, but others feed on vegetation.

**Macmillan Illustrated Animal Encyclopedia**

Name: **gecko**

Difficulty: 2

Base level: 1

Base experience: 8

Speed: 6

Base AC: 8

Base MR: 0

Alignment: 0

Frequency: Common

Genocidable: Yes

ATTACK:

Bite: 1d3

Weight: 10

Nutritional value: 20

Size: tiny

Resistances: None

Resistances conveyed by eating: None

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

Name: **iguana**

Difficulty: 3

Base level: 2

Base experience: 17

Speed: 6

Base AC: 7

Base MR: 0

Alignment: 0

Frequency: Common

Genocidable: Yes

ATTACK:

Bite: 1d4

Weight: 30

Nutritional value: 30

Size: tiny

Resistances: None

Resistances conveyed by eating: None

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

Name: **lizard**

Difficulty: 6

Base level: 5

Base experience: 56

Speed: 6

Base AC: 6

Base MR: 10

Alignment: 0

Frequency: Common

Genocidable: Yes

ATTACK:

Bite: 1d6

Weight: 10

Nutritional value: 40

Size: tiny

Resistances: petrification

Resistances conveyed by eating: None

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

Name: **stalker**

Difficulty: 9

Base level: 8

Base experience: 116

Speed: 12

Base AC: 3

Base MR: 0

Alignment: 0

Frequency: Rare

Genocidable: Yes

ATTACK:

Claw: 4d4

Weight: 900

Nutritional value: 400

Size: large

Resistances: None

Resistances conveyed by eating: None

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

Name: **tengu**

Difficulty: 7

Base level: 6

Base experience: 76

Speed: 13

Base AC: 5

Base MR: 30

Alignment: 7

Frequency: Rare

Genocidable: Yes

ATTACK:

Bite: 1d7

Weight: 300

Nutritional value: 200

Size: small

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**

Difficulty: 22

Base level: 16

Base experience: 544

Speed: 12

Base AC: 0

Base MR: 10

Alignment: -14

Frequency: unique, no random generation

Genocidable: No

ATTACKS:

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 (but leaves no corpse)

Size: medium

Resistances: poison

Resistances conveyed by eating: None

Thoth Amon is humanoid. He is an omnivore.

Men say that he **Thutothmes** has opposed Thoth-Amon, who is master of all priests of Set, and dwells in Luxor, and that Thutothmes seeks hidden power **The Heart of Ahriman** to overthrow the Great One.

**Conan the Conqueror, by Robert E. Howard**

Name: **tiger**

Difficulty: 8

Base level: 6

Base experience: 76

Speed: 12

Base AC: 6

Base MR: 0

Alignment: 0

Frequency: Quite rare

Genocidable: Yes

ATTACKS:

Claw: 2d4

Claw: 2d4

Bite: 1d10

Weight: 600

Nutritional value: 300

Size: large

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**

Tyger! Tyger! burning bright  
In the forests of the night,  
What immortal hand or eye  
Could frame thy fearful symmetry?

**The Tyger, by William Blake**

Name: **titan**

Difficulty: 20

Base level: 16

Base experience: 537

Speed: 18

Base AC: -3

Base MR: 70

Alignment: 9

Frequency: Very rare

Genocidable: No

ATTACKS:

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: huge

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 Cyclops, 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: **tourist**

Difficulty: 12

Base level: 10

Base experience: 219

Speed: 12

Base AC: 10

Base MR: 1

Alignment: 0

Frequency: no random generation

Genocidable: No

ATTACK:

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

Weight: 1450

Nutritional value: 400

Size: medium

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**

**TOURIST**

“Rincewind!”

Twoflower sprang off the bed. The wizard jumped back, wrenching his features into a smile.

“My dear chap, right on time! We’ll just have lunch, and then I’m sure you’ve got a wonderful programme lined up for this afternoon!”

“Er——”

“That’s great!”

Rincewind took a deep breath. “Look,” he said desperately, “let’s eat somewhere else. There’s been a bit of a fight down below.”

“A tavern brawl? Why didn’t you wake me up?”

“Well, you see, I—*what?*”

“I thought I made myself clear this morning, Rincewind. I want to see genuine Morporkian life—the slave market, the Whore Pits, the Temple of Small Gods, the Beggar’s Guild... and a genuine tavern brawl.” A faint note of suspicion entered Twoflower’s voice. “You *do* have them, don’t you? You know, people swinging on chandeliers, sword-fights over the table, the sort of thing Hrun the Barbarian and the Weasel are always getting involved in. You know—*excitement.*”

**The Colour of Magic, by Terry Pratchett**

Name: **guide**

Difficulty: 8

Base level: 5

Base experience: 74

Speed: 12

Base AC: 10

Base MR: 20

Alignment: 0

Frequency: no random generation

Genocidable: No

ATTACKS:

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: medium  
 Resistances: None  
 Resistances conveyed by eating: None

A guide is humanoid. It is an omnivore.

---

Name: **Twoflower**

Difficulty: 22  
 Base level: 20  
 Base experience: 579  
 Speed: 12  
 Base AC: 10  
 Base MR: 20  
 Alignment: 0  
 Frequency: unique, no random generation  
 Genocidable: No  
 ATTACK:

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

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

Twoflower is humanoid. He is an omnivore.

---

Name: **trapper**

Difficulty: 14  
 Base level: 12  
 Base experience: 270  
 Speed: 3  
 Base AC: 3  
 Base MR: 0  
 Alignment: 0  
 Frequency: Quite rare  
 Genocidable: Yes  
 ATTACK:

Engulfs and digests: 1d10

Weight: 800  
 Nutritional value: 350  
 Size: huge  
 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 a creature which has evolved a chameleon-like ability to blend into the dungeon surroundings. It captures its prey by remaining very still and blending into the surrounding dungeon features, until an unsuspecting creature passes by. It wraps itself around its prey and digests it.

---

## TROLL

The troll shambled closer. He was perhaps eight feet tall, perhaps more. His forward stoop, with arms dangling past thick claw-footed legs to the ground, made it hard to tell. The hairless green skin moved upon his body. His head was a gash of a mouth, a yard-long nose, and two eyes which drank the feeble torchlight and never gave back a gleam. ...

Like a huge green spider, the troll's severed hand ran on its fingers. Across the mounded floor, up onto a log with one taloned forefinger to hook it over the bark, down again it scrambled, until it found the cut wrist. And there it grew fast. The troll's smashed head seethed and knit together. He clambered back on his feet and grinned at them. The waning faggot cast red light over his fangs.

### Three Hearts and Three Lions, by Poul Anderson

Name: **ice troll**

Difficulty: 12  
 Base level: 9  
 Base experience: 201  
 Speed: 10  
 Base AC: 2  
 Base MR: 20  
 Alignment: -3  
 Frequency: Very rare, never in Gehennom  
 Genocidable: Yes  
 ATTACKS:

Freezes with cold for 2d6

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

Bite: 2d6

Weight: 1000  
 Nutritional value: 300  
 Size: large  
 Resistances: cold  
 Resistances conveyed by eating: cold

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

---

Name: **rock troll**

Difficulty: 12  
 Base level: 9  
 Base experience: 195  
 Speed: 12  
 Base AC: 0  
 Base MR: 0  
 Alignment: -3  
 Frequency: Very rare  
 Genocidable: Yes  
 ATTACKS:

Claw: 2d8

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

Bite: 2d6

Weight: 1200  
 Nutritional value: 300  
 Size: large  
 Resistances: None  
 Resistances conveyed by eating: None

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

---

Name: **troll**  
 Difficulty: 9  
 Base level: 7  
 Base experience: 100  
 Speed: 12  
 Base AC: 4  
 Base MR: 0  
 Alignment: -3  
 Frequency: Quite rare  
 Genocidable: Yes  
 ATTACKS:  
     Claw: 4d2  
     Projectile as weapon, or if in range, uses melee  
     weapon for 4d2  
     Bite: 2d6  
 Weight: 800  
 Nutritional value: 350  
 Size: large  
 Resistances: None  
 Resistances conveyed by eating: None

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

Name: **water troll**  
 Difficulty: 13  
 Base level: 11  
 Base experience: 246  
 Speed: 14  
 Base AC: 4  
 Base MR: 40  
 Alignment: -3  
 Frequency: no random generation  
 Genocidable: Yes  
 ATTACKS:  
     Claw: 2d8  
     Projectile as weapon, or if in range, uses melee  
     weapon for 2d8  
     Bite: 2d6  
 Weight: 1200  
 Nutritional value: 350  
 Size: large  
 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: **umber hulk**  
 Difficulty: 12  
 Base level: 9  
 Base experience: 190  
 Speed: 6  
 Base AC: 2  
 Base MR: 25  
 Alignment: 0  
 Frequency: Quite rare  
 Genocidable: Yes  
 ATTACKS:  
     Claw: 3d4  
     Claw: 3d4  
     Bite: 2d5  
     Gaze confuses  
 Weight: 1200  
 Nutritional value: 500

Size: large  
 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 end in 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)**

Martin took a small sip of beer. "Almost ready," he said. "You hold your beer awfully well."

Tlingel laughed. "A unicorn's horn is a detoxicant. Its possession is a universal remedy. I wait until I reach the warm glow stage, then I use my horn to burn off any excess and keep me right there."

### Unicorn Variations, by Roger Zelazny

Name: **black unicorn**  
 Difficulty: 6  
 Base level: 4  
 Base experience: 47  
 Speed: 24  
 Base AC: 2  
 Base MR: 70  
 Alignment: -7  
 Frequency: Very rare  
 Genocidable: Yes

ATTACKS:  
     Butt: 1d12  
     Kick: 1d6  
 Weight: 1300  
 Nutritional value: 300  
 Size: large  
 Resistances: poison

Resistances conveyed by eating: poison

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

---

**Name: gray unicorn**

Difficulty: 6

Base level: 4

Base experience: 47

Speed: 24

Base AC: 2

Base MR: 70

Alignment: 0

Frequency: Very rare

Genocidable: Yes

ATTACKS:

Butt: 1d12

Kick: 1d6

Weight: 1300

Nutritional value: 300

Size: large

Resistances: poison

Resistances conveyed by eating: poison

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

---

**Name: white unicorn**

Difficulty: 6

Base level: 4

Base experience: 47

Speed: 24

Base AC: 2

Base MR: 70

Alignment: 7

Frequency: Quite rare

Genocidable: Yes

ATTACKS:

Butt: 1d12

Kick: 1d6

Weight: 1300

Nutritional value: 300

Size: large

Resistances: poison

Resistances conveyed by eating: poison

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

---

**Name: valkyrie**

Difficulty: 12

Base level: 10

Base experience: 219

Speed: 12

Base AC: 10

Base MR: 1

Alignment: -1

Frequency: no random generation

Genocidable: No

ATTACK:

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

Weight: 1450

Nutritional value: 400

Size: medium

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 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**

Difficulty: 12

Base level: 10

Base experience: 325

Speed: 12

Base AC: 1

Base MR: 25

Alignment: -8

Frequency: Very rare

Genocidable: Yes

ATTACKS:

Claw: 1d6

Bite: Drains an experience level

Weight: 1450

Nutritional value: 400

Size: medium

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**

Difficulty: 14

Base level: 12

Base experience: 393

Speed: 14

Base AC: 0

Base MR: 50

Alignment: -9

Frequency: Very rare

Genocidable: Yes

ATTACKS:

Claw: 1d8

Bite: Drains an experience level

Weight: 1450

Nutritional value: 400

Size: medium

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: **violet fungus**

Difficulty: 5

Base level: 3

Base experience: 34

Speed: 1

Base AC: 7

Base MR: 0

Alignment: 0

Frequency: Quite rare

Genocidable: Yes

ATTACKS:

Touch: 1d4

Sticks to you

Weight: 100

Nutritional value: 100

Size: small

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. A violet fungus cannot pick up objects.

Fungi, division of simple plants that lack chlorophyll, true stems, roots, and leaves. Unlike algae, fungi cannot photosynthesize, and live as parasites or saprophytes. The division comprises the slime molds and true fungi. True fungi are multicellular (with the exception of yeasts); the body of most true fungi consists of slender cottony filaments, or hyphae. All fungi are capable of asexual reproduction by cell division, budding, fragmentation, or spores. Those that reproduce sexually alternate a sexual generation (gametophyte) with a spore-producing one. The four classes of true fungi are the algaelike fungi (e.g., black bread mold and downy mildew), sac fungi (e.g., yeasts, powdery mildews, truffles, and blue and green molds such as *Penicillium*), basidium fungi (e.g., mushrooms and puffballs) and imperfect fungi (e.g., species that cause athlete's foot and ringworm). Fungi help decompose organic matter (important in soil renewal); are valuable as a source of antibiotics, vitamins, and various chemicals; and for their role in fermentation, e.g., in bread and alcoholic beverage production.

**The Concise Columbia Encyclopedia**

---

Name: **Vlad the Impaler**

Difficulty: 18

Base level: 14

Base experience: 477

Speed: 18

Base AC: -3

Base MR: 80

Alignment: -10

Frequency: unique, no random generation

Genocidable: No

ATTACKS:

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: medium

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.

Vlad Dracula the Impaler was a 15th-Century monarch of the Birgau region of the Carpathian Mountains, in what is now Romania. In Romanian history he is best known for two things. One was his skilled handling of the Ottoman Turks, which kept them from making further inroads into Christian Europe. The other was the ruthless manner in which he ran his fiefdom. He dealt with perceived challengers to his rule by impaling them upright on wooden stakes. Visiting dignitaries who failed to doff their hats had them nailed to their head.

---

**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: **dust vortex**

Difficulty: 6

Base level: 4

Base experience: 50

Speed: 20

Base AC: 2

Base MR: 30

Alignment: 0

Frequency: Quite rare

Genocidable: Yes

ATTACK:

Engulfs and blinds for 2d8 turns

Weight: 0

Nutritional value: 0 (but leaves no corpse)

Size: huge

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: **energy vortex**

Difficulty: 9

Base level: 6

Base experience: 97

Speed: 20

Base AC: 2

Base MR: 30

Alignment: 0

Frequency: Very rare

Genocidable: Yes

**ATTACKS:**

Engulfs and electricutes: 1d6

Engulfs and does no damage

: 0d0

Weight: 0

Nutritional value: 0 (but leaves no corpse)

Size: huge

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: **fire vortex**

Difficulty: 10

Base level: 8

Base experience: 138

Speed: 22

Base AC: 2

Base MR: 30

Alignment: 0

Frequency: Very rare, only in Gehennom

Genocidable: Yes

**ATTACK:**

Engulfs and burns: 1d10

Weight: 0

Nutritional value: 0 (but leaves no corpse)

Size: huge

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: **ice vortex**

Difficulty: 7

Base level: 5

Base experience: 70

Speed: 20

Base AC: 2

Base MR: 30

Alignment: 0

Frequency: Very rare, never in Gehennom

Genocidable: Yes

**ATTACK:**

Engulfs and freezes: 1d6

Weight: 0

Nutritional value: 0 (but leaves no corpse)

Size: huge

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: **steam vortex**

Difficulty: 9

Base level: 7

Base experience: 108

Speed: 22

Base AC: 2

Base MR: 30

Alignment: 0

Frequency: Quite rare, only in Gehennom

Genocidable: Yes

**ATTACK:**

Engulfs and burns: 1d8

Weight: 0

Nutritional value: 0 (but leaves no corpse)

Size: huge

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**

Difficulty: 11

Base level: 8

Base experience: 173

Speed: 12

Base AC: 0

Base MR: 50

Alignment: -9

Frequency: Quite rare, only in Gehennom, normally appears in small groups

Genocidable: No

**ATTACKS:**

Claw: 1d4

Claw: 1d4

Claw: 1d8

Claw: 1d8

Bite: 1d6

Weight: 1450

Nutritional value: 400 (but leaves no corpse)

Size: large

Resistances: fire, poison

Resistances conveyed by eating: None

A vrock is poisonous if eaten.

The vrock is one of the weaker forms of demon. 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**

Difficulty: 8

Base level: 7

Base experience: 95

Speed: 12

Base AC: 4

Base MR: 0

Alignment: -5

Frequency: Quite rare, normally appears in small groups  
 Genocidable: Yes  
 ATTACK:  
     Bite: 2d6  
 Weight: 850  
 Nutritional value: 350  
 Size: medium  
 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**

Name: **water demon**

Difficulty: 11  
 Base level: 8  
 Base experience: 179  
 Speed: 12  
 Base AC: -4  
 Base MR: 30  
 Alignment: -7  
 Frequency: no random generation  
 Genocidable: No

ATTACKS:

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: medium  
 Resistances: fire, poison  
 Resistances conveyed by eating: None

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

Name: **Wizard of Balance**

Difficulty: 22  
 Base level: 20  
 Base experience: 580  
 Speed: 12  
 Base AC: 0  
 Base MR: 60  
 Alignment: 0  
 Frequency: unique, no random generation  
 Genocidable: No

ATTACK:

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

Weight: 1450

Nutritional value: 400

Size: medium

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**

Difficulty: 34

Base level: 30

Base experience: 1386

Speed: 12

Base AC: -8

Base MR: 100

Alignment: -128

Frequency: unique, no random generation

Genocidable: No

ATTACKS:

Steals the amulet etc.

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

Weight: 1450

Nutritional value: 400

Size: medium

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!

## WOLF

The ancestors of the modern day domestic dog, wolves are powerful muscular animals with bushy tails. Intelligent, social animals, wolves live in family groups or packs made up of multiple family units. These packs cooperate in hunting down prey.

Name: **winter wolf**

Difficulty: 9

Base level: 7  
 Base experience: 105  
 Speed: 12  
 Base AC: 4  
 Base MR: 20  
 Alignment: 0  
 Frequency: Very rare, never in Gehennom  
 Genocidable: Yes  
 ATTACKS:  
     Bite: 2d6  
     Breaths cold: 2d6  
 Weight: 700  
 Nutritional value: 300  
 Size: large  
 Resistances: cold  
 Resistances conveyed by eating: cold

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

---

Name: **winter wolf cub**  
 Difficulty: 7  
 Base level: 5  
 Base experience: 67  
 Speed: 12  
 Base AC: 4  
 Base MR: 0  
 Alignment: -5  
 Frequency: Quite rare, never in Gehennom, normally appears in small groups  
 Genocidable: Yes  
 ATTACKS:  
     Bite: 1d8  
     Breaths cold: 1d6  
 Weight: 250  
 Nutritional value: 200  
 Size: small  
 Resistances: cold  
 Resistances conveyed by eating: cold

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

---

Name: **wolf**  
 Difficulty: 6  
 Base level: 5  
 Base experience: 59  
 Speed: 12  
 Base AC: 4  
 Base MR: 0  
 Alignment: 0  
 Frequency: Quite rare, normally appears in small groups  
 Genocidable: Yes  
 ATTACK:  
     Bite: 2d4  
 Weight: 500  
 Nutritional value: 250  
 Size: small  
 Resistances: None  
 Resistances conveyed by eating: None

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

---

Name: **woodchuck**  
 Difficulty: 4  
 Base level: 3  
 Base experience: 29  
 Speed: 3  
 Base AC: 0  
 Base MR: 20  
 Alignment: 0  
 Frequency: no random generation  
 Genocidable: Yes  
 ATTACK:  
     Bite: 1d6  
 Weight: 30  
 Nutritional value: 30  
 Size: small  
 Resistances: None  
 Resistances conveyed by eating: None

A woodchuck can traverse water, and dig straight through solid rock. It has an animal body. It has no hands.

The Usenet Oracle requires an answer to this question!  
 > How much wood could a woodchuck chuck if a woodchuck could > chuck wood?  
 “Oh, heck! I’ll handle *this* one!” The Oracle spun the terminal back toward himself, unlocked the ZOT-guard lock, and slid the glass guard away from the ZOT key. “Ummmm. . . could you turn around for a minute? ZOTs are too graphic for the uninitiated. Even *I* get a little squeamish sometimes. . .” The neophyte turned around, and heard the Oracle slam his finger on a computer key, followed by a loud ZZZZOTTTTT and the smell of ozone.

**Excerpted from Internet Oracularity 576.6**

---

## WRAITH

Immediately, though everything else remained as before, dim and dark, the shapes became terribly clear. He was able to see beneath their black wrappings. There were five tall figures: two standing on the lip of the dell, three advancing. In their white faces burned keen and merciless eyes; under their mantles were long grey robes; upon their grey hairs were helms of silver; in their haggard hands were swords of steel. Their eyes fell on him and pierced him, as they rushed towards him. Desperate, he drew his own sword, and it seemed to him that it flickered red, as if it was a firebrand. Two of the figures halted. The third was taller than the others: his hair was long and gleaming and on his helm was a crown. In one hand he held a long sword, and in the other a knife; both the knife and the hand that held it glowed with a pale light. He sprang forward and bore down on Frodo.

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

Name: **Nazgul**  
 Difficulty: 17  
 Base level: 13  
 Base experience: 373  
 Speed: 12  
 Base AC: 0  
 Base MR: 25  
 Alignment: -17  
 Frequency: Very rare  
 Genocidable: Yes

**ATTACKS:**

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: medium

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**

Difficulty: 8

Base level: 6

Base experience: 123

Speed: 12

Base AC: 4

Base MR: 15

Alignment: -6

Frequency: Quite rare

Genocidable: Yes

**ATTACK:**

Touch: Drains an experience level

Weight: 0

Nutritional value: 0

Size: medium

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**

Difficulty: 9

Base level: 8

Base experience: 114

Speed: 3

Base AC: 2

Base MR: 10

Alignment: 0

Frequency: Very rare

Genocidable: Yes

**ATTACK:**

Bite: 3d6

Weight: 2500

Nutritional value: 500

Size: large

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.

The Wumpus, by the way, is not bothered by the hazards since he has sucker feet and is too big for a bat to lift. If you try to shoot him and miss, there's also a chance that he'll up and move himself into another cave, though by nature the Wumpus is a sedentary creature.

**wump (6)——“*Hunt the Wumpus*”**

Name: **xan**

Difficulty: 9

Base level: 7

Base experience: 102

Speed: 18

Base AC: -4

Base MR: 0

Alignment: 0

Frequency: Rare

Genocidable: Yes

**ATTACK:**

Sting: 1d4 and pricks victim's legs

Weight: 300

Nutritional value: 300

Size: tiny

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**

Difficulty: 11

Base level: 8

Base experience: 123

Speed: 9

Base AC: -2

Base MR: 20

Alignment: 0

Frequency: Very rare

Genocidable: Yes

**ATTACKS:**

Claw: 1d3

Claw: 1d3

Claw: 1d3

Bite: 4d6

Weight: 1200

Nutritional value: 700

Size: medium

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.

A distant cousin of the earth elemental, the xorn has the ability to shift the cells of its body around in such a way that it becomes porous to inert material. This gives it the ability to pass through any obstacle that might be between it and its next meal.

Name: **Yeenoghu**

Difficulty: 31  
 Base level: 25  
 Base experience: 1058  
 Speed: 18  
 Base AC: -5  
 Base MR: 80  
 Alignment: -15  
 Frequency: unique, only in Gehennom, no random generation

Genocidable: No

**ATTACKS:**

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: large

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**

Difficulty: 7

Base level: 5

Base experience: 59

Speed: 15

Base AC: 6

Base MR: 0

Alignment: 0

Frequency: Quite rare

Genocidable: Yes

**ATTACKS:**

Claw: 1d6

Claw: 1d6

Bite: 1d4

Weight: 1600

Nutritional value: 700

Size: large

Resistances: cold

Resistances conveyed by eating: cold

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

The Abominable Snowman, or yeti, is one of the truly great unknown animals of the twentieth century. It is a large hairy biped that lives in the Himalayan region of Asia . . . The story of the Abominable Snowman is filled with mysteries great and small, and one of the most difficult of all is how it got that awful name. The creature is neither particularly abominable, nor does it necessarily live in the snows. *Yeti* is a Tibetan word which may apply either to a real, but unknown animal of the Himalayas, or to a mountain spirit or demon—no one is quite sure which. And after nearly half a century in which Westerners have trampled around looking for the yeti, and asking all sorts of questions, the original native traditions concerning the creature have become even more muddled and confused.

**The Encyclopedia of Monsters, by Daniel Cohen**

## 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. **W. B. Seabrook**

Name: **ettin zombie**

Difficulty: 7

Base level: 6

Base experience: 73

Speed: 8

Base AC: 6

Base MR: 0

Alignment: -4

Frequency: Very rare

Genocidable: Yes

**ATTACKS:**

Claw: 1d10

Claw: 1d10

Weight: 1700

Nutritional value: 250 (but leaves no corpse)

Size: huge

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: **giant zombie**

Difficulty: 9

Base level: 8

Base experience: 113

Speed: 8

Base AC: 6

Base MR: 0

Alignment: -4

Frequency: Very rare

Genocidable: Yes

**ATTACKS:**

Claw: 2d8

Claw: 2d8

Weight: 2050

Nutritional value: 375 (but leaves no corpse)

Size: huge

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: **human zombie**

Difficulty: 5

Base level: 4

Base experience: 41

Speed: 6

Base AC: 8

Base MR: 0

Alignment: -3

Frequency: Very rare, normally appears in small groups

Genocidable: Yes

ATTACK:

Claw: 1d8

Weight: 1450

Nutritional value: 200 (but leaves no corpse)

Size: medium

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**

Difficulty: 11

Base level: 9

Base experience: 186

Speed: 8

Base AC: 3

Base MR: 0

Alignment: 0

Frequency: Quite rare

Genocidable: Yes

ATTACKS:

Claw: 3d4

Claw: 3d4

Bite: 3d6

Weight: 1200

Nutritional value: 600

Size: large

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.

---

### 3 Index

- abbot, 3
- acid blob, 3
- acolyte, 35
- air elemental, 22
- Aleax, 3
- aligned priest, 35
- Angel, 5
- ant
  - fire, 5
  - giant, 5
  - soldier, 5
- ape, 6
  - carnivorous, 6
- apprentice, 36
- Arch Priest, 36
- arch-lich, 47
- archeologist, 36
- Archon, 7
- Ashikaga Takauji, 7
- Asmodeus, 7
- attendant, 36
  
- Baalzebub, 7
- baby black dragon, 17
- baby blue dragon, 17
- baby crocodile, 14
- baby gray dragon, 17
- baby green dragon, 17
- baby long worm, 48
- baby orange dragon, 18
- baby purple worm, 66
- baby red dragon, 18
- baby silver dragon, 18
- baby white dragon, 18
- baby yellow dragon, 18
- balrog, 8
- baluchitherium, 69
- barbarian, 8
- barbed devil, 8
- barrow wight, 8
- bat, 9
  - giant, 9
  - vampire, 9
- bee
  - killer, 9
  - queen, 9
- black dragon, 18
- black light, 42
- black naga, 57
- black naga hatchling, 57
- black pudding, 3
- black unicorn, 79
- blue dragon, 19
- blue jelly, 10
- bone devil, 10
- brown mold, 55
- brown pudding, 4
- bugbear, 10
  
- captain, 74
- carnivorous ape, 6
- cat
  - large, 11
- cave spider, 75
- caveman, 36
- cavewoman, 36
- centaur
  - forest, 11
  - mountain, 11
  - plains, 11
- centipede, 11
- chameleon, 12
- chickatrice, 13
- chieftain, 37
- Chromatic Dragon, 12
- clay golem, 30
- cobra, 12
- cockatrice, 13
- couatl, 13
- coyote, 13
- crocodile, 14
  - baby, 14
- Croesus, 14
- Cyclops, 14
  
- Dark One, 15
- Death, 6
- demilich, 47
- Demogorgon, 15
- dingo, 15
- disenchanter, 15
- Dispater, 16
- djinni, 16
- dog, 16
  - large, 16
  - little, 16
- doppelganger, 17
- dragon
  - baby black, 17
  - baby blue, 17
  - baby gray, 17
  - baby green, 17
  - baby orange, 18
  - baby red, 18
  - baby silver, 18
  - baby white, 18
  - baby yellow, 18
  - black, 18
  - blue, 19
  - gray, 19
  - green, 19
  - orange, 19
  - red, 20
  - silver, 20
  - white, 20
  - yellow, 20
- dust vortex, 81
- dwarf, 21
- dwarf king, 21
- dwarf lord, 21
- dwarf mummy, 21
- dwarf zombie, 21
  
- earth elemental, 22
- electric eel, 22
- elemental
  - air, 22

earth, 22  
 fire, 22  
 water, 22  
 elf, 23  
 elf mummy, 23  
 elf zombie, 23  
 elf-lord, 23  
 Elvenking, 23  
 energy vortex, 81  
 erinys, 24  
 ettin, 24  
 ettin mummy, 57  
 ettin zombie, 86  
  
 Famine, 6  
 fire ant, 5  
 fire elemental, 22  
 fire giant, 27  
 fire vortex, 82  
 flaming sphere, 48  
 flesh golem, 25  
 floating eye, 25  
 fog cloud, 25  
 forest centaur, 11  
 fox, 25  
 freezing sphere, 48  
 frost giant, 27  
  
 gargoyle, 26  
     winged, 26  
 garter snake, 72  
 gas spore, 48  
 gecko, 75  
 gelatinous cube, 4  
 Geryon, 26  
 ghost, 26  
 ghoul, 27  
 giant, 27  
     fire, 27  
     frost, 27  
     hill, 28  
     stone, 28  
     storm, 28  
 giant ant, 5  
 giant bat, 9  
 giant beetle, 28  
 giant eel, 28  
 giant mimic, 53  
 giant mummy, 57  
 giant rat, 68  
 giant spider, 75  
 giant zombie, 86  
 glass golem, 30  
 glass piercer, 65  
 gnome, 29  
 gnome king, 29  
 gnome lord, 29  
 gnome mummy, 29  
 gnome zombie, 29  
 gnomish wizard, 29  
 goblin, 30  
 gold golem, 30  
 golden naga, 58  
 golden naga hatchling, 58  
 golem

clay, 30  
 glass, 30  
 iron, 31  
 leather, 31  
 paper, 31  
 rope, 31  
 stone, 31  
 straw, 32  
 wood, 32  
 Grand Master, 32  
 gray dragon, 19  
 gray ooze, 4  
 gray unicorn, 80  
 green dragon, 19  
 green mold, 55  
 green slime, 4  
 Green-elf, 24  
 gremlin, 32  
 Grey-elf, 24  
 grid bug, 32  
 guard, 37  
 guardian naga, 58  
 guardian naga hatchling, 58  
 guide, 77  
  
 healer, 37  
 hell hound, 33  
 hell hound pup, 33  
 hezrou, 33  
 high priest, 37  
 hill giant, 28  
 hill orc, 62  
 Hippocrates, 33  
 hobbit, 34  
 hobgoblin, 34  
 homunculus, 34  
 horned devil, 34  
 horse, 35  
 housecat, 10  
 human, 37  
 human mummy, 57  
 human zombie, 87  
 hunter, 40  
  
 ice devil, 40  
 ice troll, 78  
 ice vortex, 82  
 iguana, 75  
 imp, 40  
 incubus, 41  
 iron golem, 31  
 iron piercer, 65  
 Ixoth, 19  
  
 jabberwock, 41  
 jackal, 41  
 jaguar, 42  
 jellyfish, 42  
 Juiblex, 42  
  
 Keystone Kop, 45  
 ki-rin, 43  
 killer bee, 9  
 King Arthur, 43  
 kitten, 10  
 knight, 43

kobold, 44  
     large, 44  
 kobold lord, 44  
 kobold mummy, 44  
 kobold shaman, 44  
 kobold zombie, 44  
 Kop Kaptain, 45  
 Kop Lieutenant, 45  
 Kop Sergeant, 45  
 kraken, 45  
  
 large cat, 11  
 large dog, 16  
 large kobold, 44  
 large mimic, 54  
 leather golem, 31  
 lemure, 46  
 leocrotta, 46  
 leprechaun, 46  
 lich, 47  
     master, 47  
 lichen, 47  
 lieutenant, 74  
 little dog, 16  
 lizard, 76  
 long worm, 49  
 long worm tail, 49  
 Lord Carnarvon, 49  
 Lord Sato, 49  
 Lord Surtur, 49  
 lurker above, 50  
 lynx, 51  
  
 manes, 51  
 marilith, 52  
 Master Assassin, 52  
 Master Kaen, 52  
 master lich, 47  
 master mind flayer, 54  
 Master of Thieves, 52  
 mastodon, 53  
 Medusa, 53  
 mimic  
     giant, 53  
     large, 54  
     small, 54  
 mind flayer, 54  
 Minion of Huhetotl, 54  
 minotaur, 55  
 monk, 37  
 monkey, 56  
 Mordor orc, 62  
 mountain centaur, 11  
 mountain nymph, 60  
 mumak, 56  
 mummy  
     ettin, 57  
     giant, 57  
     human, 57  
     orc, 57  
  
 naga  
     black, 57  
     golden, 58  
     guardian, 58  
     red, 58  
 nalfeshnee, 59  
 Nalzok, 59  
 Nazgul, 84  
 neanderthal, 59  
 newt, 59  
 ninja, 38  
 Norn, 60  
 nurse, 38  
 nymph  
     mountain, 60  
     water, 60  
     wood, 60  
  
 ochre jelly, 61  
 ogre, 61  
 ogre king, 61  
 ogre lord, 61  
 Olog-hai, 61  
 Oracle, 62  
 orange dragon, 19  
 orc, 62  
     hill, 62  
     Mordor, 62  
 orc mummy, 57  
 orc shaman, 63  
 orc zombie, 63  
 orc-captain, 63  
 Orcus, 63  
 Orion, 64  
 owlbear, 64  
  
 page, 38  
 panther, 64  
 paper golem, 31  
 Pelias, 64  
 Pestilence, 6  
 piercer  
     glass, 65  
     iron, 65  
     rock, 65  
 piranha, 65  
 pit fiend, 66  
 pit viper, 72  
 plains centaur, 11  
 pony, 66  
 priest, 38  
 priestess, 38  
 prisoner, 66  
 purple worm, 67  
 pyrolisk, 67  
 python, 72  
  
 quantum mechanic, 67  
 quasit, 67  
 queen bee, 9  
 quivering blob, 4  
  
 rabid rat, 68  
 ranger, 67  
 rat  
     giant, 68  
     rabid, 68  
     sewer, 68  
 raven, 68  
 red dragon, 20

red mold, 55  
 red naga, 58  
 red naga hatchling, 59  
 rock mole, 69  
 rock piercer, 65  
 rock troll, 78  
 rogue, 69  
 rope golem, 31  
 roshi, 69  
 rothe, 70  
 rust monster, 70  
  
 salamander, 70  
 samurai, 38  
 sandestin, 70  
 sasquatch, 71  
 scorpion, 71  
 Scorpius, 71  
 sergeant, 74  
 sewer rat, 68  
 shade, 73  
 Shaman Karnov, 73  
 shark, 73  
 shocking sphere, 48  
 shopkeeper, 39  
 shrieker, 73  
 silver dragon, 20  
 skeleton, 73  
 small mimic, 54  
 snake, 72  
 soldier, 74  
 soldier ant, 5  
 spider  
     cave, 75  
     giant, 75  
 spotted jelly, 75  
 stalker, 76  
 steam vortex, 82  
 stone giant, 28  
 stone golem, 31  
 storm giant, 28  
 straw golem, 32  
 student, 39  
 succubus, 41  
  
 tengu, 76  
 Thoth Amon, 76  
 thug, 39  
 tiger, 76  
 titan, 77  
 titanothera, 69  
 tourist, 77  
 trapper, 78  
 troll, 79  
     ice, 78  
     rock, 78  
     water, 79  
 Twoflower, 78  
  
 umber hulk, 79  
 unicorn  
     black, 79  
     gray, 80  
     white, 80  
 Uruk-hai, 63

valkyrie, 80  
 vampire, 80  
 vampire bat, 9  
 vampire lord, 80  
 violet fungus, 81  
 Vlad the Impaler, 81  
 vortex  
     dust, 81  
     energy, 81  
     fire, 82  
     ice, 82  
     steam, 82  
 vrock, 82  
  
 warg, 82  
 warhorse, 35  
 warrior, 39  
 watch captain, 39  
 watchman, 39  
 water demon, 83  
 water elemental, 22  
 water moccasin, 72  
 water nymph, 60  
 water troll, 79  
 werejackal, 50  
 wererat, 50, 51  
 werewolf, 51  
 white dragon, 20  
 white unicorn, 80  
 winged gargoyle, 26  
 winter wolf, 83  
 winter wolf cub, 84  
 wizard, 40  
 Wizard of Balance, 83  
 Wizard of Yendor, 83  
 wolf, 84  
     winter, 83  
 wood golem, 32  
 wood nymph, 60  
 woodchuck, 84  
 Woodland-elf, 24  
 wraith, 85  
 wumpus, 85  
  
 xan, 85  
 xorn, 85  
  
 Yeenoghu, 85  
 yellow dragon, 20  
 yellow light, 42  
 yellow mold, 56  
 yeti, 86  
  
 zombie  
     ettin, 86  
     giant, 86  
     human, 87  
 zruty, 87