

# ALL THE WORLDS' MONSTERS III

Now! The long-wanted 3rd volume of the *All the Worlds' Monsters* series is here—112 pages packed with monsters and play-aids. Included are 238 new monsters, an all-series index, a *RuneQuest* stats conversion essay by Steve Perrin, and grouping lists by monster type, level, and appearance. The stats were created by dungeon masters from across the United States and Canada. Each monster is rated for hit dice, armor class, movement, whether and how well it swims and flies, its intelligence range, dexterity, alignment, normal habitat, the probability of it being present in its lair, by a die roll for number present, the probability of the presence of treasure and its type, how it attacks, and a description of general appearance and special characteristics. Here's a part-description of a very tough Light Demon:

A formless, glowing, gold ball of light. It casts blindness and heat in a twenty foot radius from its body; the saving throw vs. blindness is a flat 10 on a D20, regardless of rings of protection, etc. Any living being within five feet will take 20 points of heat damage per melee round; any weapon of +4 or less will melt on contact. Due to its brightness, all physical attacks against it are -5. The demon can be up to fifteen feet tall and has double Cloud Giant strength. It can also teleport itself at will.

.....

The demon can absorb 50% of the energy thrown at it from magic or technological weapons. It is immune to paralysis, heat, fire, and fear. Cold does double damage to it but it has been known to carry items to protect it from that. At its death it vanishes, but all items it carried will be left behind. It will be carrying a minimum of three magical items....

A standard fantasy role-playing reference, *ALL THE WORLDS' MONSTERS III* has two companion volumes, *ATWM I* and *II*, published in similar format and available now at most hobby stores. The *ATWM* books are incompatible with *RuneQuest* without conversion.

Editors Steve Perrin and Jeff Pimper are well-known to San Francisco Bay area gamers. Mr. Perrin is a co-author of *RuneQuest*, also published by Chaosium.



## CHAOSIUM

BOX 6302 ALBANY CA 94706

The Chaosium publishes many different games and game play-aids. The well-known *RuneQuest* series includes *RuneQuest*, *Cults of Prax*, *Apple Lane*, *Snakepipe Hollow*, *Balastor's Barracks*, *Trolls & Trollkin*, *Militia & Mercenaries*, and *Scorpion Men & Broods*. *Authentic Thaumaturgy* brings a fresh look at FRP magic. *Perilous Encounters* offers quick FRP massed battles. Many board games are also available. Write for free, illustrated catalog.



# all the worlds' MONSTERS III

*Edited by Steve Perrin & Jeff Pimper*

*238 Nasties for Use in Fantasy Role-Playing Games and Campaigns*

Copyright © 1980 The Chaosium  
Box 6302, Alameda CA 94706

First Edition

Printed in the USA - All Rights Reserved

Welcome to the long-delayed third volume of the endless book. There has been much time between volumes, and many factors influenced the delay.

One major factor was the creation and publication (and re-creation and re-publishing) of RuneQuest, Chaosium's own role-playing game. One aspect of the new game is a different system of monster generation, and this volume of ATWM includes an article on how to convert ATWM monsters to RuneQuest monsters. The article is written by ATWM editor and RuneQuest author Steve Perrin.

Though Chaosium is publishing RuneQuest, there will still be more volumes of ATWM. As long as you want them, the Chaosium will publish ATWMs. The fourth volume may see additional delay as the editors cope with changes in the computer printing facilities being used for these books, but there will be a fourth in the series if you want it.

We already have many monsters on file which we could not print this issue because of computer printing facility changes. These included submissions from some of the best-known names in fantasy gaming. However, we are still interested in submissions from everyone. Please follow the entries format used in this book when submitting your creatures. There is no submission form but, if you follow the format exactly, we will have no problem putting your monsters on the computer.

As before, we recompense for submissions. All accepted contributors will get a postcard from Jeff Pimper, detailing the payoff to which you are entitled.

[As a side note, Jeff never got replies from some of the contributors to ATWM 2. Did you get his postcards?]

Please send all submissions and belated responses to Jeff at his address below.

This volume introduces many new names to the list of monster creators, and there are more contributions from old favorites like Dave Hargrave and Charlie Luce. We also took critters from both Dave's Arduin series (Grimoire Games, 2428 Ellsworth, 102, Berkeley CA 94704), thanks to his kind permission, and from the early issues of The Dungeoneer when it was the creation of Paul Jacquays (now available from Judge's Guild, P.O. Box 773, Decatur IL 62525). We even have some beasties from Alarums and Excursions, the premier fantasy role-playing amateur press association (APA), obtainable from Lee Gold (3965 Alla Road, Los Angeles CA 90066). But this is the last time we will do this. We have such a flood of contributions from people who have specifically taken the trouble to submit monsters that there is no need to excerpt monsters from other publications.

Luise Perrene (otherwise known as RuneQuest's Luise Perrin) has replaced the usual mob of interior artists. Those following her work through the years will agree that she has outdone herself this time.

Out cover artist, Don Simpson, is well-known for his science fiction artwork. He also creates small, exotic gadgets which go beep, turn lights on and off, and look like arcane futuristic implements. His creations have won numerous awards and we are very glad to have him as cover artist.

We hope the enclosed monsters enhance your FRP campaign. Until ATWM 4, remember: ...the way to a monster's heart is with a halberd.

Steve Perrin  
372 Adams St.  
Oakland CA 94610

Jeff Pimper  
347 Michell St.  
Livermore CA 94550

## CONTENTS

### Introduction

### How to Convert ATWM Brutes into RuneQuest Nasties

### Index to the Monsters

### The Monsters—Pages 1-96

### Monsters by Type

### Monster Level Table

### Monster Level Chart

### Monster Appearances by Locale

### Cumulative Index, ATWM I/II/III

## CREATOR CREDITS

A. Arocho & P. Jaquays (1), Rob Anslow (4), Carl Bathgate & Greg Jones (1), Allen Barwick (1), Carl Bathgate (8), Clint Bigglestone (5), Glenn Blacow (1), Pavel Curtis & Chris Rolls (5), Chuck Cady (5), R. Clifford (2), Pavel Curtis (10), Skip Davis (1), Steve Davies (3), Mike Dawson (1), Scott Fordyce (1), Lee Gold (1), Mike Gunderloy (8), Dave Hargrave (17), Eclari Hannifen (3), Steve Henderson (1), Richard Harvey (2), W. Ives (1), Paul Jaquays (1), Terry Jackson (1), Kay Shapero (11), Tom Johnson (1), Hugh Kernohan (1), Duncan Kuhns (1), Charlie Luce & Kay Shapero (1), Charlie Luce (9), Jeff Martis (3), Steve Marsh (21), Jeff Matthews (1), Scott McCartney (1), Thomas R. Metcalf (2), Ken Murphy (2), Roger M. W. Musson (4), Rob Narberes (4), Mark Norton (1), Dennis O'Brien (3), Jim Parker (7), Mike Pacheco (1), Anthony Perrottet (8), C. Pettus (3), Steve Perrin (3), Dan Pierson (2), Jeff Pimper (1), S. Rose & K. Pick (1), Chris Rolls (12), Carol Rode (5), Karl Sander (1), Paul Schneider (4), Rick Schwall (3), Nicolai Shapero (4), Wayne Shaw (7), John Skaggs (3), R. P. Smith (2), Stewart Spada (1), Mark Swanson (1), Paul Taylor (4), Virginia Taylor (3), Jon Tindel (6), Geoffrey Tolle (2), C. Ulrich (1), Andy Von Gottfried (3)—238 entries with 66 cross-references.

## HOW TO INTERPRET THE MONSTER ENTRIES

The first line of each entry tells what the monster is and under what encounter table it is found. This is followed by the name of the person who submitted the monster. The name given is the person who actually developed the specifications for the monster, not necessarily the person who invented it. The original source is credited in the narrative description of the monster.

Ranges of number are, wherever possible, expressed as die rolls. The notation used for die rolls: (number of dice) "D" (type of dice) (+ or -) (adds), where "number of dice" can be a single number or a range of numbers in parentheses. An example of this is the BUBBLE MAN. He can have from 2 to 3 eight-sided hit dice and after the dice are rolled 2 is added to the total.

Armor class is expressed as a single number, a single number with additions or a range of armor classes. For example CHAKARA has 2+3 armor class, which means that his armor class is -1, but weapons get armor class 2 strike bonuses. The movement speeds are in units which depend on the map and time scale you use. The IQ and dexterity ranges are given as die rolls.

"Found in" tells where the monster typically is found. Due to limitations on the system we used, we had to compress some of the locations. So "Cities" include ruins, "Dungeons" and "Mountains" include caverns, "Rivers" and "Seas" mean 'found along' as well as 'in', so non-aquatic monsters may be encountered in these areas.

"Lair" tells what per cent of the time the monster is found in its lair, how many are found (as a die range), the probability that it has treasure and what type of treasure. The same information is then given for wandering monsters. If a monster always wanders, then there is no lair entry and vice versa.

Next follows the monster's attacks. The damage done is given as a die roll range and is the amount done per attack so the ABSORBER has 2 claw attacks which do 1D10 each. In some cases the monster has several attacks. Exactly which ones it uses and how many it uses per turn is up to the Dungeon Master. In some cases there are further explanations of the attacks in the narrative description of the monster. Often the number of attacks and the damage they do is variable, depending on the size or number of hit dice the monster has.

Finally there follows a description of the monster—what it looks like, what its habits are, and any special immunities or vulnerabilities it may have. Also included will be any other names it may be known by, and in some cases what book or film suggested it.

There is an index of all the monsters in the front of this book including cross-references to aid you in finding things. There is a comprehensive index of the three volumes presently comprising the *All the Worlds' Monsters* series on the last pages of this book.



## HOW TO CONVERT ATWM BRUTES INTO RUNEQUEST NASTIES

Though *RuneQuest* has some things in common with *Dungeons & Dragons*, the *RuneQuest* monster generation system (among other mechanics) is quite different. It uses individualizing rolls for each monster's characteristics, rather than depending on a similarity in all monsters of the same type, as mandated in a Hit Dice system of monster generation.

This article gives guidelines for converting ATWM entries into new and different creatures to surprise adventurers who are tired of Dark Trolls. The individual referee (quest master, as they are called in some campaigns) will need a firm grip on his or her imagination and sense of game balance. Many of the ATWM monsters, if translated literally, would be far too powerful for normal *RuneQuest* games.

The succeeding notes follow the ATWM entry format, and show how to use each entry for constructing *RuneQuest* equivalents to the ATWM monster.

### A. HIT DICE.

In *Arduin*, *D&D*, and other games in which a character or monster gains in hit points as it gets better, the Hit Dice tell three things—the number of Hit Dice tells how much damage the creature can take, how well the creature can attack, and how resistant to magic the creature is. Each factor will be examined individually.

1. *how much damage the monster takes.* A monster described as large and strong can be given its Hit Dice as SIZ and STRENGTH rolls. The Frost Horror, with 13D10 as Hit Dice, can be allowed STR and SIZ of 13D10 each under *RuneQuest*, giving an average of 71 points in each characteristic. This will definitely influence its Hit Points under the *RuneQuest* system.

But what of the Fire Lion, which is described as large lion-sized, or about the size of a *RuneQuest* manticores—4D6+12? Its Hit Dice of 15D8 could still be used as a roll for STR, but that has no influence on hit points.

In that case we use the Hit Dice as a basis for Defense, instead. For each 3 Hit Dice, add 5% to the Defense ability, giving a total Defense of 25% for the 15D8 Fire Lion. Note that the high INT and DEX of the creature gives a further bonus of 20%, which is offset by the assumed SIZ given above (an average of 26, or -15% Defense), but still allows a 5% defense as "natural." The Fire Lion has a 30% Defense (25+5).

2. *attack ability.* The Hit Dice can be translated easily into an attack chance. First assume that every monster with one or less Hit Dice has an attack chance of 25%. For every Hit Die over one, add 5% to the chance of hitting. Thus a Froth, with Hit Dice of 6D10, would have an Attack of 25% + (5x5%), or 50%. The Fire Lion would have 25% + (14x5%) or a 95% chance, and the Frost Horror would have an 85% chance. These Attack chances can be adjusted for DEX and INT at the whim of the referee, but keep in mind that the monsters were originally given the high Hit Dice because they were tough, and the DEX and INT can be considered to be already incorporated in the number of Hit Dice, with no need for additional modification.

However, the quest master should also watch for Description statements such as that for the Eagle Lord, which has only 2D8+10 but is described as a "10th Level Fighter." Again, that first level should be 25%, and 5% added per level, so that the Eagle Lord has an Attack chance of 25% + (9x5%), or 70%.

3. *magic resistance.* In *D&D*, a creature with high Hit Dice has a better chance against magic than a creature with low Hit Dice. In *RuneQuest*, the creature with high POW has the better chance to resist magic. Therefore, use the number of Hit Dice of the creature as a basis for the basic POW of the creature and add a roll of D6 to the result to lend variety. Thus, a Frost Horror has a POW of 13 + D6, the Fire Lion a POW of 15 + D6, and the Froth a POW of 6 + 2D6.

Why 2D6 for the Froth? Because the creature should have a chance of reaching 18 with the roll. Creatures with incredible numbers of Hit Dice should be considered to have a POW of 20 unless, like the Horned God, they are gods or demons and can believably have a POW equal to the number of Hit Dice. For some of the major ones, the POW could probably better be found using a Hit Dice roll, rather than simply the number of Hit Dice.

### B. ARMOR CLASS.

In most cases, the armor class of the ATWM monster can be converted to *RuneQuest* armor value by subtracting the Armor Class from 9 (10 for AD&D monsters). Thus the Fire Lion, with a 7+9 Armor Class, would have a 9-7=2+9=11 point skin under the *RuneQuest* system. The Frost Horror has a 9-(-2) armor, or an 11-point skin.

However, the DEX of the monster must be checked before a straight conversion is made, because DEX affects armor class in *D&D*. Another look at the Fire Lion, for instance, shows us that it has a DEX of 1D3+5, or at least 2 and (possibly) 4 points added to its armor class. If we subtract the average of 3 armor points from the calculation above, this leaves the armor class at 7+6, or a total of 8 points of armor. The Defense given by the DEX has already been accounted for under the Hit Dice discussion above.

### C. MOVE, FLY SWIM, IQ, DEXT RANGE.

These quantities can be transcribed directly to *RuneQuest*.

### D. ALIGNMENT, FOUND IN.

These can be used for *RuneQuest* as well as for any other game.

### E. LAIR, WANDERING.

The numbers and probabilities can be used by the quest master as he desires. The Treasure Type can either be retained and translated into *RuneQuest* treasure types, or a *RuneQuest*-type Treasure Factor can be assigned as under the *RuneQuest* system.

### F. ATTACKS (Damage).

In many cases, this can be taken directly from the ATWM monster description. The claw attacks of the Fire Lion, for instance, are not unreasonable. However, the fire attack for the claws should be done like a Salamander's attack, with the number rolled applied against the CON of the victim.

The fire breath of the Fire Lion or the Frost Horror should be changed to work like similar *RuneQuest* monster attacks. That is, the number of points equal the CON of the monster, and it attacks against the CON or hit points of the victim, like a Salamander's attack.

Creatures which drain energy will drain POW as does the ghost or vampire in *RuneQuest*.

In cases where the SIZ or STR of the monster are determined by the Hit Dice, as described above, the claw attack of the monster might well do far more damage than shown for the ATWM entry. The Frost Horror, with an average of 71 points, has a damage bonus of 8D6, making it a formidable foe indeed.

### G. DESCRIPTION.

The description gives many hints on how to play the monster. Particular attention must be paid to the special attributes described in this section, for the referee will have to determine how to adapt them into *RuneQuest*. Each one will be a special case.

### NEEDED RUNEQUEST DATA

The *RuneQuest* quest master also needs some guidelines not readily transferable from the ATWM description, particularly in the matter of monster characteristics.

### A. CONStitution.

The CON of a creature can usually be found by assuming a roll of 2D6+6, with perhaps 1D6+12 for the dumbest (survival of the fittest ensuring that only the healthiest of the dumb will survive).

### B. SIZE.

Determine SIZ either as Hit Dice, as stated above, or the SIZ of an equivalent *RuneQuest* monster can be used if the Hit Dice give an irrelevant result.

### C. STRENGTH.

For creatures with high Hit Dice but no claim to STR commensurate with the Hit Dice, the STR should be taken from an equivalent monster in the *RuneQuest* monster chapter. Thus the Bantok Bird, with a 12D8 Hit Dice, would be unlikely to have STR or SIZ of 12D8. It is described as huge, so a Griffin STR and SIZ might be appropriate.

### D. POWER.

The discussion of Hit Dice shows one way that POW can be determined. However, there are monsters which are said to be "only 5% vulnerable to magic," or given some other such description. Assume that this means that they are only 5% vulnerable to an attack with a POW of 10. This means that their POW must be at least 19 (19-10=9x5=45+50=95). Use this rationale to find the POW for such creatures. If the description says that a certain level of magician (such as 12th level) has only a certain chance, use the level given as the attacking POW for determining the POW of the creature.

### E. Hit Locations.

Hit locations for most of these monsters can be found by using similarly-shaped monsters from *RuneQuest*.

By now the perceptive reader knows that there must be a lot of "winging it" in these conversions. Though I think I have covered all the necessary guidelines, I am purposely leaving a lot to the imagination and creativity of the referees who will bring these creatures into their campaigns. I can only assure you that these guidelines have been used successfully. The adventurers who ran into the Skorpion (vol. 1), Mekhar (vol. 1), Doom Guard (vol. 1), and Electrogyle (vol. 3) are still talking about it.

—Steve Perrin



# INDEX TO THE MONSTERS

MONSTER	PAGE	MONSTER	PAGE	MONSTER	PAGE
ABSORBER	1	DEMON, BASIC 5TH LEVEL	18	GOLEM, CLOTH	35
AIR BREATHING CLAM (SEE UNDER CLAM)	1	DEMON, BASIC 6TH LEVEL	18	GOLEM, DUST	35
AMAZON, SEA	1	DEMON, BASIC 7TH LEVEL	19	GOLEM, MUD	36
AMBER DRAGON (SEE UNDER DRAGON)	2	DEMON, BASIC 8TH LEVEL	19	GOLEM, STEEL	36
AMPHISBAENA	2	DEMON, BASIC 9TH LEVEL	19	GÖRLANG	36
APE, ENERGY (SEE KHIRRA)	2	DEMON, BASIC 10TH LEVEL	20	GREASED LIGHTNING	37
ARKLE	2	DEMON, BASIC 11TH LEVEL	20	GREEN EEL	37
BAGGOL	3	DEMON, BASIC 12TH LEVEL	20	GREEN HORROR	37
BAHAMUT	3	DEMON, LIGHT	21	GREMLIN, FIRE	38
BALITORR, LORD OF THE EARTH	4	DEMON, RAINBOW	21	GREY SUMMONER	38
BANDER SNATCH	4	DINGO	22	GRIFFIN, WERE (SEE UNDER WERE)	39
BANSHEE	5	DIVING BEETLE (SEE UNDER BEETLE)	22	HAGGORRYM	39
BANTOK BIRD	5	DRAGON, AMBER/TOPAZ	22	HARPOONER	39
BASIC DEMON (SEE UNDER DEMON)	5	DRAGON, CHESTNUT/PEARL	23	HAZEL DRAGON (SEE UNDER DRAGON)	40
BASILCOCK	5	DRAGON, HAZEL/JADE	23	HELL SPRITE	40
BEETLE, DIVING	6	DRAGON, TAN/TURQUOISE	23	HELL WORM	40
BEETLE, ICE	6	DREAD	24	HENDERSON HORROR	41
BIAKALD	6	DREAM BEAST	24	HERE-THERE MENACE	41
BLACK SCORPION (SEE UNDER SCORPION)	7	DUKHAV	24	HOG, GIANT	41
BLACK WIDOW SPIDER (SEE UNDER SPIDER)	7	DUOCANTH	25	HOOP SNAKE (SEE UNDER SNAKE)	41
BLINK BLOB (SEE UNDER BLOB)	7	DURGA	26	HOPPER	42
BLOB, BLINK	7	DUST GOLEM (SEE UNDER GOLEM)	26	HORNED TIGER (SEE UNDER TIGER)	42
BORADDIS	7	EAGLE LORD	26	HOUND, WISH	42
BUBBLE MAN	7	EEL BIRD	26	HUSH PUPPY	42
BUG, LIGHTNING	8	EEL, GREEN (SEE GREEN EEL)	27	ICE BEETLE (SEE UNDER BEETLE)	43
BUG, STINK	8	ELECTROGOYLE	27	ICE MOUSE (SEE UNDER MOUSE)	43
BUTCHERBIRD	8	ELEMENTAL, LIGHTNING	27	ISHRAL, DEMON LORD (SEE UNDER DEMON)	43
CHAKARA, LORD OF FIRE	9	ELEPHANT, PINK	28	IXTL (SEE SCARLET STALKER)	43
CHANDELIER BEAST	9	ELF, DARK	28	JADE DRAGON (SEE UNDER DRAGON)	43
CHESTNUT DRAGON (SEE UNDER DRAGON)	9	ENERGY APE (SEE KHIRRA)	28	JUSHKAPARIK	43
CLAM, GIANT AIR BREATHING	10	ENERGY SINK	28	KAILA	43
CLOTH GOLEM (SEE UNDER GOLEM)	10	ETERNITY STALKER	29	KARKADEN	44
CORPSE-CANDLE	10	ETHERAN, LORD OF THE AIR	29	KENBAZI	44
COUGAR	11	EYE OF FIRE AND FLAME	29	KENDRY'S NIGHT DEMON	44
COUGARALA	11	FACHAN	30	KHIRRA	45
CRAB, SHOCKER	11	FANG, RED (SEE RED RUNNER)	30	KLITHGOR, THE DESTROYER	45
CRYSTAL CREATURE	12	FANGMONSTER	31	LAMAGRIFF	46
CUDDLE	12	FIDDLE SPIDER (SEE UNDER SPIDER)	31	LAVOID	46
CURL UP	12	FIR DARRIG	31	LEICHT GEISTE I	47
DARK ELF (SEE UNDER ELF)	13	FIRE FLY	31	LEICHT GEISTE II	47
DAVIS BABY	14	FIRE GREMLIN (SEE UNDER GREMLIN)	31	LEICHT GEISTE III	48
DEATH SEED	14	FIRE LION	32	LEOPARD, FLYING	48
DEATH SPRITE	14	FIRE WORM (SEE UNDER WORM)	32	LIFESUCKER	48
DEMON OF LOVE AND MADNESS	14	FLAME CHILD	32	LIGHT DEMON (SEE UNDER DEMON)	48
DEMON SNAKE, SIMPLISTIC	15	FLAME DEVIL	32	LIGHTNING BUG (SEE UNDER BUG)	49
DEMON SPIDER	15	FLAMEFIEND	32	LIGHTNING ELEMENTAL (SEE ELEMENTAL)	49
DEMON SPIDER LORD, ISHRAL	15	FLYING LEOPARD (SEE UNDER LEOPARD)	33	LIGHTNING MOUND	49
DEMON SUCCUBUS, SIMPLISTIC	16	FLYING TIGER (SEE UNDER TIGER)	33	LION	49
DEMON, BASIC 0TH LEVEL	16	FLYING TURTLE (SEE UNDER TURTLE)	34	LORD OF FIRE (SEE CHAKARA)	49
DEMON, BASIC 1ST LEVEL	17	FOUR-EYED HIG	34	LORD OF THE AIR (SEE ETHERAN)	49
DEMON, BASIC 2ND LEVEL	17	FROST HORROR	34	LORD OF THE EARTH (SEE BALITORR)	49
DEMON, BASIC 3RD LEVEL	17	GLAMDAR	34		
DEMON, BASIC 4TH LEVEL	18	GNOME OF YIPUURI	34		

# INDEX TO THE MONSTERS

MONSTER	PAGE	MONSTER	PAGE	MONSTER	PAGE
LORD OF WATER (SEE NUNORIA)		SACNOTH	66	TOPAZ DRAGON (SEE UNDER DRAGON)	
MAGGOTH	50	SCARLET STALKER	66	TRAP DOOR SPIDER (SEE UNDER SPIDER)	
MANDADON	50	SCORPAN	67	TREEMEON	82
MANTAPUS	51	SCORPION, BLACK	67	TROLL	82
MANTIGON	51	SCORPION, TAN	67	TROLL, SHOCK	83
MARSAN	51	SEA AMAZON (SEE UNDER AMAZON)		TURQUOISE DRAGON (SEE UNDER DRAGON)	
MITHI	52	SHIMMER SHIFTER	68	TURTLE, FLYING	83
MOLD, PINK	52	SHOCK TROLL (SEE UNDER TROLL)		TYRSISIAN TIGER (SEE UNDER TIGER)	
MORO	52	SHOCKER CRAB (SEE UNDER CRAB)			
MOSQUITO	53	SHUDU	68	UNIPEN	84
MOUSE, ICE	53	SIMPLISTIC DEMON (SEE UNDER DEMON)			
MUD CREATURE	53	SKORPADILLO	68	VAMPIRE BAT, GREATER	84
MUD GOLEM (SEE UNDER GOLEM)		SKUNK, WERE (SEE UNDER WERE)		VAMPOCK	85
MUNCHER	53	SKYRAY	69	VROAT	85
MURKWURM	54	SLINGER	69		
		SLIZZARD	69		
NAGEDUA	55	SLUGGOC	70	WALRUS, WERE (SEE UNDER WERE)	
NASNAS	55	SMIK LAT	70	WARF-CRU	86
NONE SUCH	56	SNAKE, GIANT	70	WAZOON	86
NUNORIA, LORD OF WATER	56	SNAKE, HOOP	71	WEASEL, GIANT	87
		SAP DRAGON	71	WEBWORM (SEE SLINGER)	
OCHIZAUMA	57	SOGGI	71	WERE GRIFFIN	87
OCTAPUSSY	57	SOUL STEALER	72	WERE PARD	87
ODDERS	58	SPACE BENDER	72	WERE PLATYPUS	88
OGRON	58	SPIDER, BLACK WIDOW, GIANT	72	WERE SKUNK	88
OSTA BEAST	58	SPIDER, FIDDLE	73	WERE WALRUS	88
OUCHER (SEE ZIP)		SPIDER, GIANT	73	WERE WOLVERINE	88
		SPIDER, RED	73	WHERE-THERE TREE	89
PARD, WERE (SEE UNDER WERE)		SPIDER, TRAP DOOR	73	WHITE FANG	89
PEARL DRAGON (SEE UNDER DRAGON)		SPIDERBAT	74	WHOLEFLAFFER	89
PEDITAR	59	SPINED PINCHER	74	WINDOWDEN	90
PERNEESE FIRE LIZARDS	59	SPIRIT OF VENGEANCE	74	WINDWALKER	90
PINK ELEPHANT (SEE UNDER ELEPHANT)		SQUIG	75	WISH HOUND (SEE UNDER HOUND)	
PINK MOLD (SEE UNDER MOLD)		STAVANTER	75	WOBRA	90
PITORCS	60	STEEL GOLEM (SEE UNDER GOLEM)		WOLVERINE, WERE (SEE UNDER WERE)	
PLAGUEBRINGER	61	STER	75	WORM, FIRE	91
PLATYPUS, WERE (SEE UNDER WERE)		STINK BUG (SEE UNDER BUG)		WRAITH, GREAT	91
POISONFANG	61	STIRGE BEAR	76	WURM EATER	91
POSSESSOR	61	STONE TIGER (SEE UNDER TIGER)			
PROTEAN	61	SUCCUBUS	76	XAKARDU	92
PROWLER	62	SUN SON	76	YALE	92
PURIFIER	62	SURFACE TENSION MONSTER	77	YARZOON	93
				YELLOW OCHRE JELLY	93
QUARANG SLASHER	63	TAN DRAGON (SEE UNDER DRAGON)			
		TAN SCORPION (SEE UNDER SCORPION)		ZANDIUM	94
RAINBOW DEMON (SEE UNDER DEMON)		TANTALAN	78	ZANLUK	94
RAT, GIANT	64	TARKUS	78	ZANMAK	95
RED FANG (SEE RED RUNNER)		TARN	79	ZANUDE	95
RED RUNNER	64	TARRAHOOK BAT	79	ZEND-AVESTA	96
RED SPIDER (SEE UNDER SPIDER)		THUNDERWORM (SEE BUSS)		ZIP	96
REFORCER	65	TIGER, FLYING	80		
ROBOT	65	TIGER, HORNED	80		
ROBOTIC VULTURE	65	TIGER, STONE	81		
		TIGER, TYRSISIAN	81		
		TITTERER	81		
		TOAD, GIANT	82		