CLIMATE/TERRAIN:
FREQUENCY:
ORGANIZATION:
ACTIVITY CYCLE:
DIET:
INTELLIGENCE:
TREASURE:
ALIGNMENT:

NO. APPEARING:
ARMOR CLASS:
MOVEMENT:
HIT DICE:
THAC0:
NO. OF ATTACKS:
DAMAGE/ATTACK:
SPECIAL ATTACKS:

SPECIAL DEFENSES:

MAGIC RESISTANCE:
SIZE:
MORALE:
XP VALUE: