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A (Of note: Azcan information didn't appear in the Official Manual/Hintbook.) All XP in () is from in game kills.

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ALLOSAURUS

Armor Class: 4

Hit Points: 16 to 96

Attacks: 1

Damage: 3 to 24

Special: -

XP: 2300 (4600)



ANKYLOSAURUS

Armor Class: 0

Hit Points: 7 to 42

Attacks: 1

Damage: 2 to 12

Special: -

XP: 450 (900)



ANT, GIANT

Armor Class: 3

Hit Points: 4 to 24

Attacks: 1

Damage: 2 to 12

Special: -

XP: 125 (250)



AUROCHS

Armor Class: 5

Hit Points: 6 to 36

Attacks: 1

Damage: 2 to 12

Special: -

XP: 275 (580)



AZCAN, SHAMAN

XP: (1300)



AZCAN, WARRIOR (Female)

XP: (50- 3200)



AZCAN, WARRIOR (Male)

XP: (50-3200)



AZCAN, WOKAN

XP: (800)

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BASILISK

Armor Class: 4

Hit Points: 7 to 37

Attacks: 1

Damage: 1 to 10

Special: Petrification

XP: 950 (1900)

When a basilisk hits a character, the character may be petrified. The character has a chance to resist this effect.



BAT, GIANT

Armor Class: 6

Hit Points: 2 to 12

Attacks: 1

Damage: 1 to 4

Special: -

XP: 20 (40)



BEAR, CAVE

Armor Class: 5

Hit Points: 7 to 42

Attacks: 3 (claw / claw / bite)

Damage: 2 to 8 / 2 to 8 / 2 to 12

Special: -

XP:450 (900)



BEAR, GRIZZLY

Armor Class: 8

Hit Points: 5 to 30

Attacks: 3 (claw / claw / bite)

Damage: 1 to 8 / 1 to 8 / 1 to 10

Special: -

XP: 175 (350)



BEASTMAN

Armor Class: 6

Hit Points: 2 to 12

Attacks: 1

Damage: 2 to 9

Special: -

XP: 20 (80)



BEASTMAN, BIG

Armor Class: 5

Hit Points: 5 to 25

Attacks: 2 (claw / claw)

Damage: 1 to 8 / 1 to 8

Special: -

XP: 125 (500)



BEASTMAN CAPTAIN

Armor Class: 4

Hit Points: 5 to 30

Attacks: 1

Damage: 3 to 8

Special: -

XP: 175 (350)



BEASTMAN, FEMALE

Armor Class: 6

Hit Points: 2 to 7

Attacks: 1

Damage: 1 to 8

Special: -

XP: 15 (60)



BEASTMAN, HAIRY

Armor Class: 6

Hit Points: 5 to 25

Attacks: 1

Damage: 2 to 8

Special: -

XP: 300



BEASTMAN, HUGE

Armor Class: 4

Hit Points: 9 to 39

Attacks: 3 (claw / claw / bite)

Damage: 1 to 6 / 1 to 6 / 1 to 10

Special: -

XP: 650 (2600)



BEASTMAN LIEUTENANT

Armor Class: 5

Hit Points: 4 to 24

Attacks: 1

Damage: 2 to 7

Special: -

XP: 75 (150)



BEASTMAN, SMALL

Armor Class: 7

Hit Points: 1 to 5

Attacks: 1

Damage: 1 to 8

Special: -

XP: 5 (30)



BEASTMAN, TINY

Armor Class: 7

Hit Points: 1 to 4

Attacks: 1

Damage: 1 to 7

Special: -

XP: 5 (30)



BEASTMAN, YOUNG

Armor Class: 6

Hit Points: 1 to 6

Attacks: 1

Damage: 1 to 8

Special: -

XP: 10 (40)



BEASTMAN, WARRIOR

Armor Class: 5

Hit Points: 4 to 19

Attacks: 1

Damage: 2 to 7

Special: -

XP: 35 (70)



BEETLE, FIRE

Armor Class: 4

Hit Points: 3 to 8

Attacks: 1

Damage: 2 to 8

Special: -

XP: 15 (30)



BEETLE, TIGER

Armor Class: 3

Hit Points: 4 to 19

Attacks: 1

Damage: 2 to 12

Special: -

XP: 50 (100)



BOAR

Armor Class: 7

Hit Points: 3 to 18

Attacks: 1

Damage: 2 to 8

Special: -

XP: 50 (70)

BUGBEAR (NEVER APPEARS IN THE GAME!!!)

Armor Class: 5

Hit Points: 4 to 19

Attacks: 1

Damage: 2 to 9

Special: -

XP: 50

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CAECILLA

Armor Class: 6

Hit Points: 6 to 36

Attacks: 1

Damage: 1 to 8

Special: -

XP: 500 (1000)



CARRION CRAWLER

Armor Class: 7

Hit Points: 4 to 19

Attacks: 8

Damage: -

Special: Paralysis

XP: 75 (150)

A carrion crawler's 8 tentacles may paralyze a character who has been hit. The character has a chance to resist this effect.



CHIMERA

Armor Class: 4

Hit Points: 9 to 54

Attacks: 5 (claw / claw / bite / bite / bite)

Damage: 1 to 3 / 1 to 3 / 2 to 8 / 1 to 10 / 3 to 12

Special: Fire breath (3 to 18)

XP: 2300 (4600)

Each of the chimera's 3 heads -dragon, goat, & lion- gets to make an attack. The dragon head may either bite for 3-12 points of damage or breathe fire for 3-18 points of damage.



COBRA, SPITTING

Armor Class: 7

Hit Points: 1 to 6

Attacks: 1

Damage: 1 to 3

Special: Poison and blindness

XP: 13 (26)

If a spitting cobra's attack is successful, the victim may be blinded by the poison. The character has a chance to resist this effect.



CRAB, GIANT

Armor Class: 2

Hit Points: 3 to 18

Attacks: 2 (claw / claw)

Damage: 2 to 12 / 2 to 12

Special: -

XP: 35 (70)



CROCODILE

Armor Class: 5

Hit Points: 2 to 12

Attacks: 1

Damage: 1 to 8

Special: -

XP: 20 (60)



CROCODILE, LARGE

Armor Class: 3

Hit Points: 6 to 36

Attacks: 1

Damage: 2 to 16

Special: -

XP: 275 (560)

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DRAGON, BLACK

Armor Class: 2

Hit Points: 7 to 42

Attacks: 3 (claw / claw / bite)

Damage: 2 to 5 / 2 to 5 / 2 to 20

Special: Acid breath

XP: 1250 (2700)

A black dragon can breathe a long stream of acid. The damage caused equals the dragon's current number of hit points. Each victim has a chance to cut this damage in half.



DRAGON, GREEN

Armor Class: 1

Hit Points: 8 to 48

Attacks: 3 (claw / claw / bite)

Damage: 1 to 6 / 1 to 6 / 3 to 24

Special: Gas breath

XP: 1750 (3750)

A green dragon can breathe a large cloud of chlorine gas. The damage caused equals the dragon's number of hit points. Each victim has a chance to cut this damage in half.



DRAGON, RED

Armor Class: -1

Hit Points: 10 to 60

Attacks: 3 (claw / claw /bite)

Damage: 2 to 8 / 2 to 8 / 4 to 32

Special: Fire breath

XP: 2500 (5000)

A red dragon can breathe a long cone of fire. The damage caused equals the dragon's current number of hit points. Each victim has a chance to cut this damage in half.

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EFREETI

Armor Class: 3

Hit Points: 10 to 60

Attacks: 1

Damage: 2 to 16

Special: Enchanted

XP: 1750 (3500)

An efreeti is subject to all spells that affect enchanted monsters.



ELEMENTAL, FIRE

Armor Class: 2

Hit Points: 8 to 48

Attacks: 1

Damage: 2 to 8

Special: Enchanted

XP: 650 (1400)

An fire elemental is subject to all spells that affect enchanted monsters.



ELF CAPTAIN

Armor Class: 0

Hit Points: 20 to 70

Attacks: 1

Damage: 4 to 11

Special: -

XP: 1600 (2200)



ELF LIEUTENANT

Armor Class: 2

Hit Points: 14 to 44

Attacks: 1

Damage: 2 to 9

Special: -

XP: 650 (700)



ELF 2ND LIEUTENANT

Armor Class: 3

Hit Points: 12 to 37

Attacks: 1

Damage: 2 to 9

Special: -

XP: 500 (450)



ELF MAGIC-USER

Armor Class: 9

Hit Points: 10 to 25

Attacks: 1

Damage: 1 to 4

Special: Spells: PROTECTION FROM MISSILES, WALL OF FIRE, WEB (x2)

XP: 850 (1700)



ELF WARRIOR

Armor Class: 3

Hit Points: 10 to 30

Attacks: 1

Damage: 2 to 9

Special: -

XP: 275 (250)



ELF WIZARD

Armor Class: 3

Hit Points: 16 to 46

Attacks: 1

Damage: 1 to 4

Special: Spells: FIREBALL (x2), WALL OF FIRE or LIGHTNING BOLT (x2), WEB

XP: 1650 (3300)

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FLAPSAIL

Armor Class: 2

Hit Points: 8 to 48

Attacks: 3 (claw / claw / bite)

Damage: 1 to 8 / 1 to 8 / 3 to 18

Special: Fire breath

XP: 1200 (2400)

A flapsail inflicts 30 points of damage w/ its fire breath. Each victim has a chance to cut the damage in half.

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GARGOYLE

Armor Class: 5

Hit Points: 4 to 24

Attacks: 4 (claw / claw / bite / horn)

Damage: 1 to 3 / 1 to 3 / 1 to 6 / 1 to 4

Special: -

XP: 175 (250)



GECKO

Armor Class: 5

Hit Points: 4 to 24

Attacks: 1

Damage: 1 to 8

Special: -

XP: 50 (100)



GELATINOUS CUBE

Armor Class: 8

Hit Points: 4 to 24

Attacks: 1

Damage: 2 to 8

Special: Paralysis

XP: 125 (250)

The victim of a successful attack from a gelatinous cube suffers damage & may become paralyzed. Each victim has a chance to avoid the paralysis effect. A gelatinous cube is not affected by cold-based spells or electrical effects.



GHOUL

Armor Class: 6

Hit Points: 2 to 12

Attacks: 3 (claw / claw / bite)

Damage: 1 to 3 / 1 to 3 / 1 to 3

Special: Undead; paralysis

XP: 25 (50)

The victim of a successful attack from a ghoul suffers damage and may become paralyzed. Each victim has a chance to avoid the paralysis effect. A ghoul is immune to the SLEEP spell, but it can be TURNED by a cleric.



GIANT, FIRE

Armor Class: 4

Hit Points: 13 to 68

Attacks: 1

Damage: 5 to 30

Special: -

XP: 2125 (4250)

A fire giant is not affected by fire-based attacks.



GIANT, HILL

Armor Class: 4

Hit Points: 8 to 48

Attacks: 1

Damage: 2 to 16

Special: -

XP: 650 (1300)



GIANT, STONE

Armor Class: 4

Hit Points: 9 to 54

Attacks: 1

Damage: 3 to 18

Special: -

XP: 900 (1800)



GRULAPP (BEASTMAN)

Armor Class: 7

Hit Points: 3 to 18

Attacks: 1

Damage: 1 to 6

Special: Spell: CAUSE FEAR

XP: 45 (90)

This beastman is a shaman (cleric).

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HELLHOUND

Armor Class: 4

Hit Points: 5 to 30

Attacks: 1

Damage: 1 to 6 or breath

Special: Enchanted; fire breath

XP: 425 (850)

A hellhound is subject to all spells that affect enchanted monsters. The hellhound's breath weapon damages only one character; it causes 5-30 points of damage. The victim has a chance to cut this damage in half.



HYDRA, FIVE-HEADED

Armor Class: 5

Hit Points: 5 to 30

Attacks: 5 (bites)

Damage: 1 to 10 (x5)

Special: -

XP: 175 (350)



HYDRA, NINE-HEADED

Armor Class: 5

Hit Points: 9 to 54

Attacks: 9 (bites)

Damage: 1 to 10 (x9)

Special: -

XP: 900 (1800)



HYDRA, PYRO

Armor Class: 5

Hit Points: 12 to 72

Attacks: 12 (bites)

Damage: 1 to 10 (x12)

Special: Fire breath

XP: 2125 (4250)

Each of the pyro hydra's 12 heads attacks separately. Each head may breath fire for 8 points of damage.

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KACANTIZU (AZCAN)

Armor Class: 6

Hit Points: 4 to 24

Attacks: 1

Damage: 1 to 6

Special: -

XP: 125 (250)

This female Azcan warrior resides in the beastman caves in the northwestern corner of the valley. She is said to be the mate of Uklangor, the beastman leader.

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LEECH, GIANT

Armor Class: 7

Hit Points: 6 to 36

Attacks: 1

Damage: 1 to 6

Special: Sucks blood after hitting

XP: 275 (550)

Once a giant leech hits a character, it attaches itself to that character & sucks blood for an automatic 1-6 points of damage each round thereafter. This continues until either the leech or its victim is dead.



LION

Armor Class: 6

Hit Points: 5 to 30

Attacks: 3 (claw / claw / bite)

Damage: 2 to 5 / 2 to 5 / 1 to 10

Special: -

XP: 175 (350)



LIZARD MAN

Armor Class: 5

Hit Points: 3 to 13

Attacks: 1

Damage: 2 to 9

Special: -

XP: 25 (50)

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MEDUSA

Armor Class: 8

Hit Points: 4 to 24

Attacks: 1

Damage: 1 to 6

Special: Enchanted; poison; turn to stone

XP: 175 (350)

A medusa is subject to all spells that affect enchanted monsters. A successful attack from the medusa may poison its victim. The victim has a chance to avoid this effect. In addition, one character per turn may be turned to stone. The chosen character has a chance to avoid this effect.



MINOTAUR

Armor Class: 6

Hit Points: 6 to 36

Attacks: 1

Damage: 3 to 8

Special: -

XP: 275 (550)



MINOTAUR CHIEF

Armor Class: 4

Hit Points: 8 to 43

Attacks: 1

Damage: 5 to 12

Special: -

XP: 550 (1,100)



MINOTAUR LIEUTENANT

Armor Class: 4

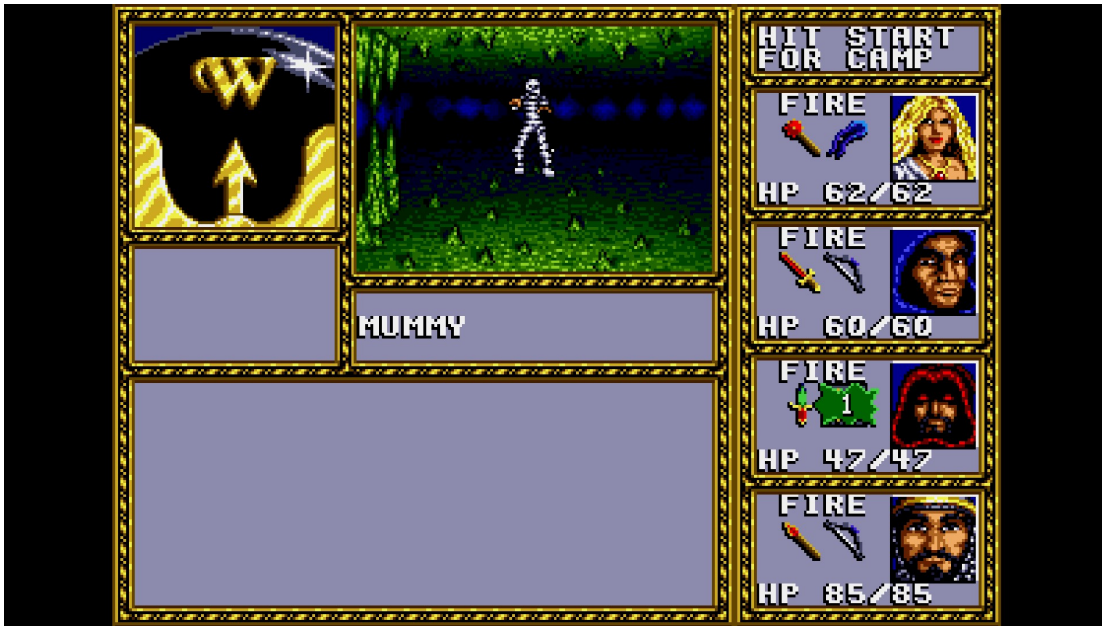
Hit Points: 7 to 37

Attacks: 1

Damage: 3 to 8

Special: -

XP: 350 (700)



MUMMY

Armor Class: 3

Hit Points: 6 to 31

Attacks: 1

Damage: 1 to 12

Special: Undead; paralysis; disease

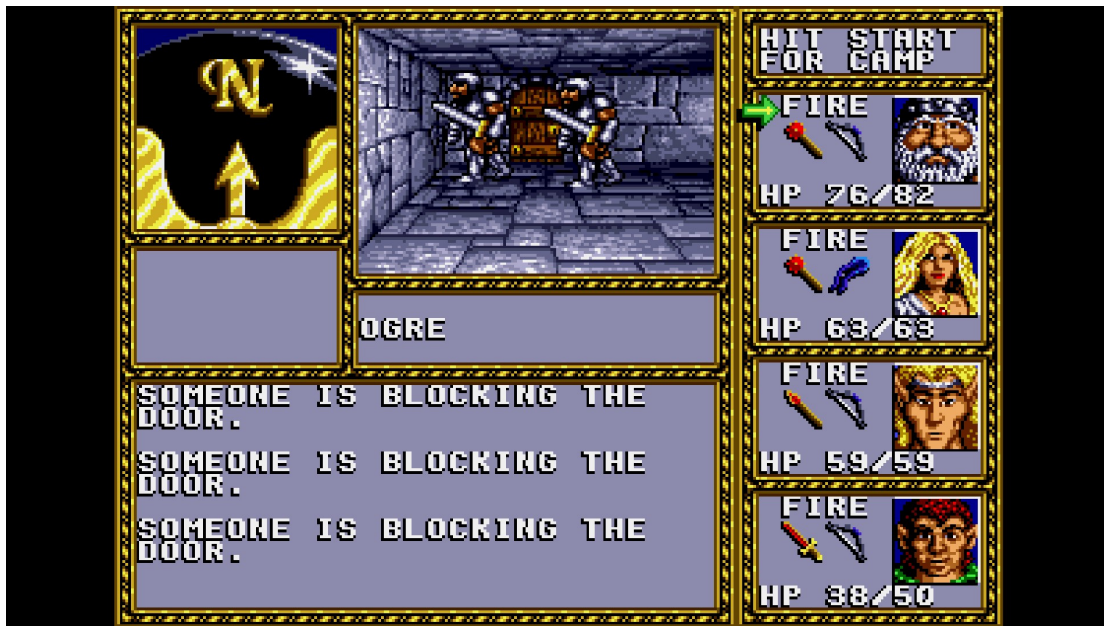
XP: 575 (1150)

Each player character has a chance to be paralyzed w/ terror when a mummy is encountered. The victim of a successful mummy attack automatically contracts a disease that prevents magical healing until the victim is cured. A mummy can be damaged only by spells, fire, or magical weapons, all of which inflict only half their usual damage. A mummy is immune to the SLEEP spell, but it can be TURNED by a cleric.

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OGRE

Armor Class: 5

Hit Points: 5 to 25

Attacks: 1

Damage: 3 to 10

Special: -

XP: 125 (250)



OWL BEAR

Armor Class: 5

Hit Points: 5 to 30

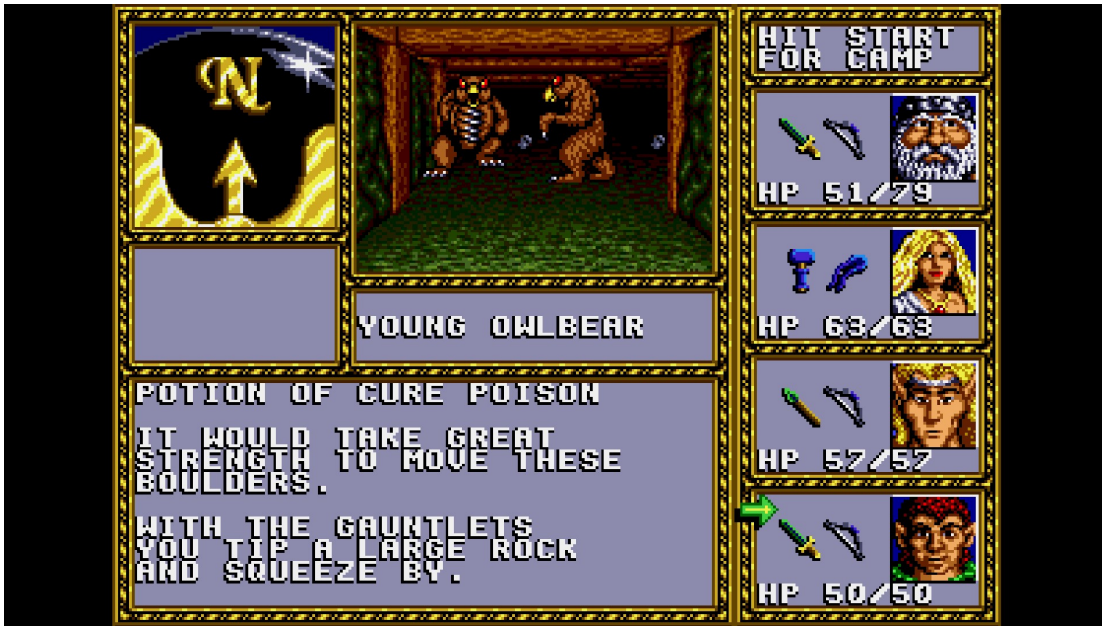
Attacks: 3 (claw / claw / bite)

Damage: 1 to 8 / 1 to 8 / 1 to 8

Special: If both claws hit, crush for 2 to 16

XP: 175 (350)

If both of the owl bear's claws successfully hit its target, the victim receives an additional 2-16 points of damage from a bone-crushing hug.



OWL BEAR, YOUNG

Armor Class: 5

Hit Points: 2 to 12

Attacks: 3 (claw / claw / bite)

Damage: 1 to 4 / 1 to 4 / 1 to 4

Special: -

XP: 20 (40)

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PANTHER

Armor Class: 4

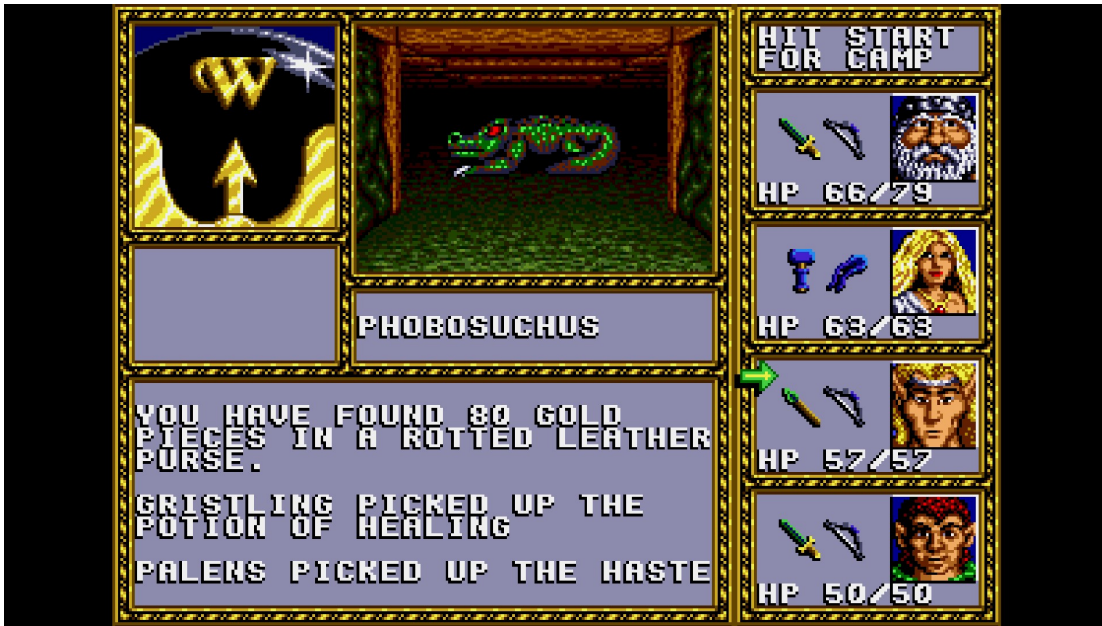
Hit Points: 4 to 24

Attacks: 3 (claw / claw / bite)

Damage: 1 to 4 / 1 to 4 / 1 to 8

Special: -

XP: 75 (150)



PHOBOSUCHUS

Armor Class: 2

Hit Points: 10 to 60

Attacks: 1

Damage: 4 to 32

Special: -

XP: 900 (1800)

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RACER, GIANT

Armor Class: 5

Hit Points: 2 to 12

Attacks: 1

Damage: 1 to 6

Special: -

XP: 20 (40)



RACER, YOUNG

Armor Class: 5

Hit Points: 1 to 6

Attacks: 1

Damage: 1 to 3

Special: -

XP: 10 (20)



RAT, GIANT

Armor Class: 7

Hit Points: 1 to 4

Attacks: 1

Damage: 1 to 3

Special: Disease

XP: 5 (10)

A giant rat has a small chance of carrying a disease. If the rat bites a player character, that character may contract a disease.



ROBBER FLY

Armor Class: 6

Hit Points: 2 to 12

Attacks: 1

Damage: 1 to 8

Special: -

XP: 20 (50)



ROCK PYTHON

Armor Class: 6

Hit Points: 5 to 30

Attacks: 1

Damage: 1 to 4

Special: Squeeze for 2 to 8 if bite hits

XP: 300 (600)

If a rock python hits with its bite, it inflicts an additional 2-8 points of damage with a squeeze.



ROCK STATUE

Armor Class: 4

Hit Points: 5 to 30

Attacks: 2 (fists)

Damage: 2 to 12 / 2 to 12

Special: Enchanted

XP: 300 (600)

A rock statue is subject to all spells that affect enchanted monsters.

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SALAMANDER, FLAME

Armor Class: 2

Hit Points: 8 to 48

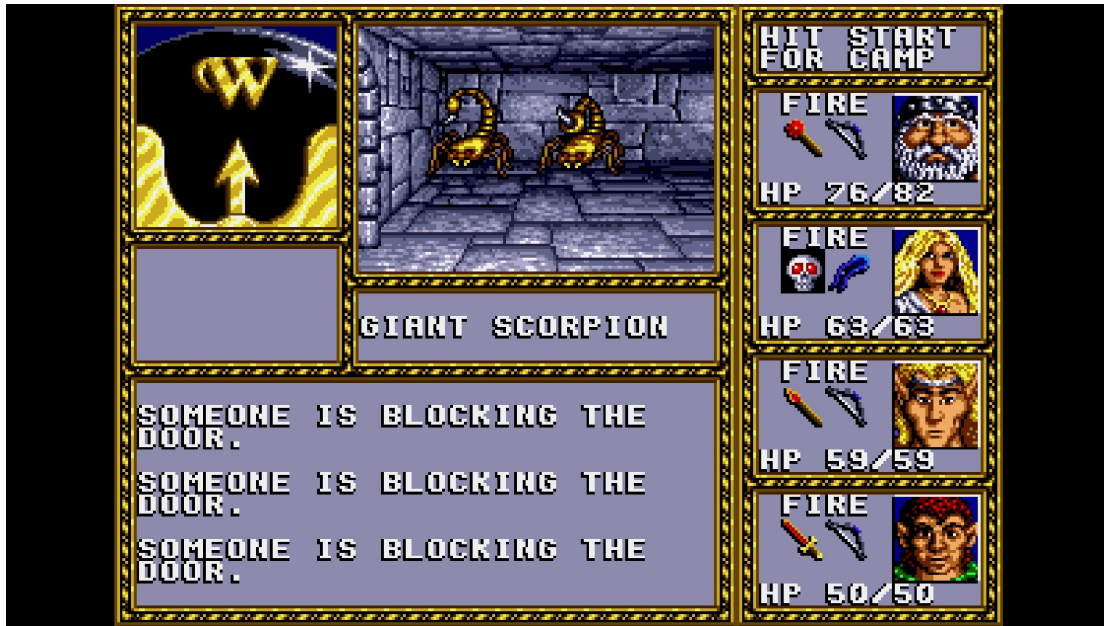
Attacks: 3 (claw / claw / bite)

Damage: 1 to 4 / 1 to 4 / 1 to 8

Special: Radiates heat for 1 to 8

XP: 1200 (2524)

All characters within 20 feet of a flame salamander suffer 1-8 points of damage from the monster's body heat. A flame salamander is immune to fire damage.



SCORPION, GIANT

Armor Class: 2

Hit Points: 4 to 24

Attacks: 3 (claw / claw / sting)

Damage: 1 to 10 / 1 to 10 / 1 to 4

Special: Poison

XP: 125 (250)

If either claw hits, the stinger gains a bonus to its attack roll. If the stinger hits, the victim suffers 1-4 points of damage & may become poisoned & start losing 1 hit point per turn.



SHADOW

Armor Class: 7

Hit Points: 4 to 14

Attacks: 1

Damage: 1 to 4

Special: -

XP: 35 (70)

A shadow can be damaged only by magical weapons. It is immune to the SLEEP spell, & it CANNOT be TURNED by a cleric.



SKELETON

Armor Class: 7

Hit Points: 1 to 6

Attacks: 1

Damage: 1 to 8

Special: Undead

XP: 10 (20)

A skeleton is immune to the SLEEP spell, but it can be TURNED by a cleric.



SPECTRE

Armor Class: 2

Hit Points: 6 to 36

Attacks: 1

Damage: 1 to 8

Special: Undead; double energy drain

XP: 725 (1450)

A spectre is immune to the SLEEP spell, but it can be TURNED by a cleric.



SPIDER, BLACK WIDOW

Armor Class: 6

Hit Points: 3 to 18

Attacks: 1

Damage: 2 to 12

Special: Poison

XP: 50 (100)

A character bitten by a black widow may become poisoned. The character has a chance to resist this effect.



SPIDER, CRAB

Armor Class: 7

Hit Points: 2 to 12

Attacks: 1

Damage: 1 to 8

Special: Poison

XP: 25 (50)

A character bitten by a crab spider may become poisoned. The character has a chance to resist this effect.



STIRGE

Armor Class: 7

Hit Points: 1 to 6

Attacks: 1

Damage: 1 to 3

Special: Sucks blood after hitting

XP: 13 (26)

Once a stirge hits a character, it attaches itself to that character & sucks blood for an automatic 1-3 points of damage every round thereafter. This continues until either the stirge or its victim is dead.

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TIGER

Armor Class: 6

Hit Points: 6 to 36

Attacks: 3 (claw / claw / bite)

Damage: 1 to 6 / 1 to 6 / 2 to 12

Special: -

XP: 275 (626)



TIGER, SABRE-TOOTH

Armor Class: 6

Hit Points: 8 to 48

Attacks: 3 (claw / claw / bite)

Damage: 1 to 8 / 1 to 8 / 2 to 16

Special: -

XP: 650 (1300)



TOAD, GIANT

Armor Class: 7

Hit Points: 4 to 14

Attacks: 1

Damage: 2 to 5

Special: -

XP: 25 (50)



TROGLODYTE

Armor Class: 5

Hit Points: 2 to 12

Attacks: 3 (claw / claw / bite)

Damage: 1 to 4 / 1 to 4 / 1 to 4

Special: Stench

XP: 25 (50)

Characters fighting troglodytes may be affected by the troglodytes' stench & suffer a penalty to their attack rolls. Each character has a chance to resist this effect.



TROGLODYTE CHIEF

Armor Class: 4

Hit Points: 5 to 30

Attacks: 3 (claw / claw / bite)

Damage: 1 to 8 / 1 to 8 / 1 to 8

Special: Stench

XP: 175 (350)

Characters fighting troglodytes may be affected by the troglodytes' stench & suffer a penalty to their attack rolls. Each character has a chance to resist this effect.



TROGLODYTE SUB-CHIEF

Armor Class: 5

Hit Points: 4 to 19

Attacks: 3 (claw / claw / bite)

Damage: 1 to 6 / 1 to 6 / 1 to 6

Special: Stench

XP: 50 (100)

Characters fighting troglodytes may be affected by the troglodytes' stench & suffer a penalty to their attack rolls. Each character has a chance to resist this effect.



TROGLODYTE, YOUNG

Armor Class: 6

Hit Points: 1 to 6

Attacks: 3 (claw / claw / bite)

Damage: 1 to 3 / 1 to 3 / 1 to 3

Special: Stench

XP: 10 (20)

Characters fighting troglodytes may be affected by the troglodytes' stench & suffer a penalty to their attack rolls. Each character has a chance to resist this effect.



TROLL

Armor Class: 4

Hit Points: 9 to 39

Attacks: 3 (claw / claw / bite)

Damage: 1 to 6 / 1 to 6 / 1 to 10

Special: Regenerate 3 HP / round

XP: 650 (1300)

A troll regenerates 3 hit points per round after it has been damaged.



TROLL CHIEF

Armor Class: 4

Hit Points: 8 to 48

Attacks: 3 (claw / claw / bite)

Damage: 2 to 7 / 2 to 7 / 2 to 11

Special: Regenerate 3 HP / round

XP: 1200 (2400)

A troll regenerates 3 hit point per round after it has been damaged.



TUATARA

Armor Class: 4

Hit Points: 6 to 36

Attacks: 3 (claw / claw / bite)

Damage: 1 to 4 / 1 to 4 / 2 to 12

Special: -

XP: 275 (550)

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UKLANGOR (BEASTMAN)

Armor Class: 3

Hit Points: 6 to 36

Attacks: 1

Damage: 4 to 9

Special: -

XP: 275 (550)

Uklangor is the chieftain of the valley's beastmen.

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VAMPIRE

Armor Class: 2

Hit Points: 9 to 54

Attacks: 1

Damage: 1 to 10

Special: Undead; energy drain; regenerate 3 HP / round

XP: 2300 (4600)

A vampire regenerates 3 hit points per round after it has been damaged. It can be damaged only by magical weapons. A vampire is immune to the SLEEP spell, but it can be TURNED by a cleric. Each successful attack by a vampire inflicts 1-10 points of damage & causes the victim to lose 2 levels of experience.



VIPER, FLYING

Armor Class: 6

Hit Points: 2 to 12

Attacks: 1

Damage: 1 to 6 or 1 to 4

Special: Poison

XP: 30 (60)

The flying viper's damage results from a weak poison that is delivered either via a bite(1-6 points of damage) or via spitting(1-4 points). The victim has a chance to cut this damage in half.

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WIGHT

Armor Class: 5

Hit Points: 3 to 18

Attacks: 1

Damage: -

Special: Undead; energy drain

XP: 50 (100)

A wight can be damaged only by magical weapons. A successful attack by a wight drains 1 level of experience from its victim. A wight is immune to SLEEP spell, but it can be TURNED by a cleric.



WOLF

Armor Class: 7

Hit Points: 4 to 14

Attacks: 1

Damage: 1 to 6

Special: -

XP: 25 (60)



WOLF, DIRE

Armor Class: 6

Hit Points: 5 to 25

Attacks: 1

Damage: 2 to 8

Special: -

XP: 125 (370)



WRAITH

Armor Class: 3

Hit Points: 4 to 24

Attacks: 1

Damage: 1 to 6

Special: Undead; energy drain

XP: 175 (350)

A wraith can be damaged only by magical weapons. A successful attack by a wraith drains 1 level of experience from its victim. A wraith is immune to SLEEP spell, but it can be TURNED by a cleric.

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ZOMBIE

Armor Class: 8

Hit Points: 2 to 12

Attacks: 1

Damage: 1 to 8

Special: Undead

XP: 20 (40)

A zombie is immune to the SLEEP spell, but can be TURNED by a cleric.