NetHack Monster Attack Chart

Creature Name	Sz	Mv	Sound	Attack types (Damage type, #d#)
acid blob	T	3	Silent	Defensive (Acid, 1d8)
acolyte	M	10	Guard	Weapon (1d6), Spell (Clerical)
air elemental	H	36	Silent	Engulf (2d10)
Aleax	M	8	Silent	Weapon (1d6), Weapon (1d6), Kick (1d4)
aligned priest	M	12	Priest	Weapon (4d10), Kick (1d4), Spell (Clerical)
Angel	M	10	Cuss	Weapon (1d6), Claw (1d4), Weapon (1d6), Spell (MagicMissile, 2d6)
ape	L	12	Growl	Claw (1d3), Claw (1d3), Bite (1d6)
apprentice	M	10	Guard	Weapon (1d6), Spell (Wizard)
Arch Priest	M	15	Leader	Weapon (4d10), Kick (2d8), Spell (Clerical, 2d8), Spell (Clerical, 2d8)
archeologist	M	10	Talk	Weapon (1d6)
Archon	L	16	Cuss	Weapon (2d4), Gaze (Blind, 2d6), Weapon (2d4), Claw (1d8), Spell (Wizard, 4d6)
Ashikaga Takauji	M	15	Nemesis	Weapon (2d6), Weapon (2d6), Claw (StealAmulet, 2d6)
Asmodeus	H	12	Bribe	Claw (4d4), Spell (Cold, 6d6)
attendant	M	10	Guard	Weapon (1d6)
Baalzebub	L	9	Bribe	Bite (DrStr, 2d6), Gaze (Stun, 2d6)
baby black dragon	H	9	Roar	Bite (2d6)
baby blue dragon	H	9	Roar	Bite (2d6)
baby crocodile	M	6	Silent	Bite (1d4)
baby gray dragon	H	9	Roar	Bite (2d6)
baby green dragon	H	9	Roar	Bite (2d6)
baby long worm	L	3	Silent	Bite (1d6)
baby orange dragon	H	9	Roar	Bite (2d6)
baby purple worm	L	3	Silent	Bite (1d6)
baby red dragon	H	9	Roar	Bite (2d6)
baby white dragon	H	9	Roar	Bite (2d6)
baby yellow dragon	H	9	Roar	Bite (2d6)
balrog	L	5	Silent	Weapon (8d4), Weapon (4d6)
baluchitherium	L	12	Silent	Claw (5d4), Claw (5d4)
barbarian	M	10	Talk	Weapon (1d6)
barbed devil	M	12	Silent	Claw (2d4), Claw (2d4), Sting (3d4)
barrow wight	M	12	Silent	Claw (1d4), Spell (Wizard), Weapon (DrLife)
bat	T	22	Squeek	Bite (1d4)
black dragon	G	9	Roar	Breath (Disint, 4d10), Bite (3d8), Claw (1d4), Claw (1d4)
black naga	H	14	Mumble	Bite (2d6), Spit (Acid)
black naga hatchling	L	10	Mumble	Bite (1d4)
black pudding	L	6	Silent	Bite (Rust, 3d8), Defensive (Rust)
black unicorn	L	24	Neigh	Butt (1d12), Kick (1d6)
blue dragon	G	9	Roar	Breath (Shock, 4d6), Bite (3d8), Claw (1d4), Claw (1d4)
blue jelly	M	—	Silent	Defensive (Cold, *lev*+1d6)
bone devil	L	15	Silent	Weapon (3d4), Sting (DrStr, 2d4)
brown mold	S	—	Silent	Defensive (Cold, *lev*+1d6)
brown pudding	M	3	Silent	Bite (Decay)
bugbear	L	9	Growl	Weapon (2d4)
captain	M	4	Soldier	Weapon (4d4), Weapon (4d4)
carnivorous ape	L	12	Growl	Claw (1d4), Claw (1d4), Hug (1d8)
cave spider	T	12	Silent	Bite (1d2)
caveman	M	10	Talk	Weapon (2d4)
cavewoman	M	10	Talk	Weapon (2d4)
Cerberus	L	10	Bark	Bite (3d6), Bite (3d6), Bite (3d6)
chameleon	T	5	Silent	Bite (4d2)
Charon	M	18	Ferry	Weapon (1d8), Touch (Paralyse, 1d8)
chieftain	M	10	Guard	Weapon (1d6)
Chromatic Dragon	G	10	Nemesis	Breath (Random, 6d8), Spell (Wizard), Claw (StealAmulet, 2d8), Bite (4d8), Bite (4d8), Sting(1d6)
clay golem	L	7	Silent	Claw (3d10)
cobra	M	18	Hiss	Bite (DrStr, 2d4), Spit (Blind)
cockatrice	S	6	Hiss	Bite (1d3), Touch (Stone), Defensive (Stone)
couatl	L	10	Silent	Bite (DrStr, 2d4), Bite (1d3), Hug (Wrap, 2d4)
crocodile	L	9	Silent	Bite (4d2), Claw (1d12)
Croesus	M	15	Guard	Weapon (4d10)
Cyclops	H	10	Nemesis	Weapon (4d8), Weapon (4d8), Claw (StealAmulet, 2d6)
Dark One	M	10	Nemesis	Weapon (1d6), Spell (Wizard), Weapon (1d6), Claw (StealAmulet, 1d4)
Death	M	3	Rider	Touch (Death, 8d8), Touch (Death, 8d8)
demilich	M	9	Mumble	Touch (Cold, 3d4), Spell (Wizard)
Demogorgon	H	15	Growl	Spell (Wizard, 8d6), Sting (DrLife, 1d4), Claw (Disease, 1d6), Claw (Disease, 1d6)
Dispater	M	15	Bribe	Weapon (4d6), Spell (Wizard, 6d6)
djinni	M	12	Djinni	Weapon (2d8)
dog	M	16	Bark	Bite (1d6)
dust vortex	H	20	Silent	Engulf (Blind, 2d8)
dwarf	M	6	Talk	Weapon (1d8)
dwarf king	M	6	Talk	Weapon (2d6), Weapon (2d6)
dwarf lord	M	6	Talk	Weapon (2d4), Weapon (2d4)
Earendil	M	15	Leader	Weapon (1d8)
earth elemental	H	6	Silent	Claw (4d6)
electric eel	H	10	Silent	Bite (Shock, 4d6), Touch (Wrap)

Creature Name	Sz	Mv	Sound	Attack types (Damage type, #d#)
elf	M	12	Talk	Weapon (1d8)
elf-lord	M	12	Talk	Weapon (2d4), Weapon (2d4)
elf mummy	M	12	Silent	Claw (2d4)
elf zombie	M	6	Silent	Claw (1d7)
Elvenking	M	12	Talk	Weapon (2d4), Weapon (2d4)
Elwing	M	15	Leader	Weapon (1d8)
energy vortex	H	20	Silent	Engulf (Shock, 1d6), Engulf (DrEnergy), Defensive (Shock, *lev*+*1*d4)
erinyes	M	12	Silent	Weapon (DrStr, 2d4)
ettin	H	12	Grunt	Weapon (2d8), Weapon (3d6)
ettin mummy	H	12	Silent	Claw (2d6), Claw (2d6)
ettin zombie	H	8	Silent	Claw (1d10), Claw (1d10)
Famine	M	3	Rider	Touch (Famine, 8d8), Touch (Famine, 8d8)
fire ant	T	18	Silent	Bite (2d4), Bite (Fire, 2d4)
fire elemental	H	12	Silent	Claw (Fire, 3d6), Defensive (Fire, *lev*+*1*d4)
fire giant	H	12	Silent	Weapon (2d10)
fire vortex	H	22	Silent	Engulf (Fire, 1d10), Defensive (Fire, *lev*+*1*d4)
flesh golem	L	8	Silent	Claw (2d8), Claw (2d8)
floating eye	S	1	Silent	Defensive (Paralyse, *lev*+*1*d70)
fog cloud	H	1	Silent	Engulf (1d6)
forest centaur	L	18	Silent	Weapon (1d8), Kick (1d6)
freezing sphere	S	13	Silent	Explosion (Cold, 4d6)
frost giant	H	12	Silent	Weapon (2d12)
garter snake	T	8	Hiss	Bite (1d2)
gecko	T	6	Squeek	Bite (1d3)
gelatinous cube	L	6	Silent	Touch (Paralyse, 2d4), Defensive (Paralyse, 1d4)
Geryon	H	3	Bribe	Claw (3d6), Claw (3d6), Sting (DrStr, 2d4)
ghost	M	3	Silent	Touch (1d1)
giant	H	6	Silent	Weapon (2d10)
giant ant	T	18	Silent	Bite (1d4)
giant bat	M	22	Squeek	Bite (1d6)
giant beetle	L	6	Silent	Bite (3d6)
giant eel	H	9	Silent	Bite (3d6), Touch (Wrap)
giant mimic	L	3	Silent	Claw (Stick, 3d6), Claw (Stick, 3d6)
giant mummy	H	14	Silent	Claw (3d4), Claw (3d4)
giant rat	T	10	Squeek	Bite (1d3)
giant spider	L	15	Silent	Bite (DrStr, 2d4)
giant zombie	H	8	Silent	Claw (2d8), Claw (2d8)
gnome	S	6	Orcish	Weapon (1d6)
gnome king	S	10	Orcish	Weapon (2d6)
gnome lord	S	8	Orcish	Weapon (1d8)
gnome mummy	S	10	Silent	Claw (1d6)
gnome zombie	S	6	Silent	Claw (1d5)
gnomish wizard	S	10	Orcish	Spell (Wizard)
goblin	S	6	Orcish	Weapon (1d4)
Goblin King	M	10	Nemesis	Weapon (2d6), Weapon (2d6), Claw (StealAmulet, 1d6)
golden naga	H	14	Mumble	Bite (2d6), Spell (Wizard, 4d6)
golden naga hatchling	L	10	Mumble	Bite (1d4)
gray dragon	G	9	Roar	Breath (MagicMissile, 4d6), Bite (3d8), Claw (1d4), Claw (1d4)
gray ooze	M	1	Silent	Bite (Rust, 2d8)
gray unicorn	L	24	Neigh	Butt (1d12), Kick (1d6)
green dragon	G	9	Roar	Breath (DrStr, 4d6), Bite (3d8), Claw (1d4), Claw (1d4)
green mold	S	—	Silent	Defensive (Acid, *lev*+*1*d4)
Green-elf	M	12	Talk	Weapon (2d4)
gremlin	S	12	Laugh	Claw (1d6), Claw (1d6), Bite (1d4), Claw (Curse)
Grey-elf	M	12	Talk	Weapon (2d4)
grid bug	T	12	Buzz	Bite (Shock, 1d1)
guard	M	12	Guard	Weapon (4d10)
guardian naga	H	16	Mumble	Bite (Paralyse, 1d6), Spit (DrStr, 1d6), Hug (2d4)
guardian naga hatchling	L	10	Mumble	Bite (1d4)
guide	M	10	Guard	Weapon (1d6), Spell (Wizard)
healer	M	10	Talk	Weapon (1d6)
hell hound	M	14	Bark	Bite (3d6), Breath (Fire, 3d6)
hell hound pup	S	12	Bark	Bite (2d6), Breath (Fire, 2d6)
hezrou	L	6	Silent	Claw (1d3), Claw (1d3), Bite (4d4)
high priest	M	15	Priest	Weapon (4d10), Kick (2d8), Spell (Clerical, 2d8), Spell (Clerical, 2d8)
High-elf	M	12	Guard	Weapon (2d4), Spell (Clerical)
hill giant	H	10	Silent	Weapon (2d8)
hill orc	M	9	Orcish	Weapon (1d6)
Hippocrates	M	12	Leader	Weapon (1d6)
hobbit	S	9	Talk	Weapon (1d6)
hobgoblin	M	9	Orcish	Weapon (1d6)
homunculus	T	12	Silent	Bite (Sleep, 1d3)
horned devil	M	9	Silent	Weapon (1d4), Claw (1d4), Bite (2d3), Sting (1d3)
housecat	S	16	Mew	Bite (1d6)
human	M	12	Talk	Weapon (1d6)
human mummy	M	12	Silent	Claw (2d4), Claw (2d4)
human zombie	M	6	Silent	Claw (1d8)

Creature Name	Sz	Mv	Sound	Attack types (Damage type, #d#)
ice devil	L	6	Silent	Claw (1d4), Claw (1d4), Bite (2d4), Sting (Cold, 3d4)
ice troll	L	10	Grunt	Claw (2d6), Claw (Cold, 2d6), Bite (2d6)
ice vortex	H	20	Silent	Engulf (Cold, 1d6)
iguana	T	6	Silent	Bite (1d4)
imp	T	12	Cuss	Claw (1d4)
incubus	M	12	Seduce	Bite (Sex), Claw (1d3), Claw (1d3)
incubus*	M	12	Seduce	Claw (1d3), Claw (1d3), Bite (DrLife, 2d6)
iron golem	L	6	Silent	Weapon (4d10), Breath (DrStr, 4d6)
iron piercer	M	1	Silent	Bite (3d6)
Ixoth	G	9	Nemesis	Breath (Fire, 8d6), Bite (4d8), Spell (Wizard), Claw (2d4), Claw (StealAmulet, 2d4)
jabberwock	L	12	Burble	Bite (2d10), Bite (2d10), Claw (2d10), Claw (2d10)
jackal	S	12	Bark	Bite (1d2)
jaguar	L	15	Growl	Claw (1d4), Claw (1d4), Bite (1d8)
Juiblex	L	3	Gurgle	Engulf (Disease, 4d10), Spit (Acid, 3d6)
Keystone Kop	M	6	Arrest	Weapon (1d4)
ki-rin	L	18	Neigh	Kick (2d4), Kick (Blind, 2d4), Butt (3d6)
killer bee	T	18	Buzz	Sting (DrStr, 1d3)
King Arthur	M	12	Leader	Weapon (1d6)
kitten	S	18	Mew	Bite (1d6)
knight	M	10	Talk	Weapon (1d6)
kobold	S	6	Orcish	Weapon (1d4)
kobold lord	S	6	Orcish	Weapon (2d4)
kobold mummy	S	8	Silent	Claw (1d4)
kobold shaman	S	6	Orcish	Spell (Wizard)
kobold zombie	S	6	Silent	Claw (1d4)
Kop Kaptain	M	12	Arrest	Weapon (2d6)
Kop Lieutenant	M	10	Arrest	Weapon (1d8)
Kop Sergeant	M	8	Arrest	Weapon (1d6)
kraken	H	3	Silent	Claw (2d4), Claw (2d4), Hug (Wrap, 2d6), Bite (5d4)
large cat	S	15	Mew	Bite (2d4)
large dog	M	15	Bark	Bite (2d4)
large kobold	S	6	Orcish	Weapon (1d6)
large mimic	L	3	Silent	Claw (Stick, 3d4)
leather golem	L	6	Silent	Claw (1d6), Claw (1d6)
lemure	M	3	Silent	Claw (1d3)
leocrotta	L	18	Imitate	Claw (2d6), Bite (2d6), Claw (2d6)
leprechaun	T	15	Laugh	Claw (StealGold, 1d2)
lich	M	6	Mumble	Touch (Cold, 1d10), Spell (Wizard)
lieutenant	M	4	Soldier	Weapon (3d4), Weapon (3d4)
little dog	S	18	Bark	Bite (1d6)
lizard	T	6	Silent	Bite (1d6)
long worm	G	3	Silent	Bite (1d4)
long worm tail	—	—	—	None
Lord Carnarvon	M	12	Leader	Weapon (1d6)
Lord Sato	M	—	Leader	Weapon (1d8)
Lord Surtur	H	12	Nemesis	Weapon (2d10), Weapon (2d10), Claw (StealAmulet, 2d6)
lurker above	H	3	Silent	Engulf (Digest, 1d8)
mail daemon	M	24	Silent	None
manes	S	3	Silent	Claw (1d3), Claw (1d3), Bite (1d4)
marilith	L	12	Cuss	Weapon (2d4), Weapon (2d4), Weapon (2d4), Weapon (2d4), Weapon (2d4), Weapon (2d4)
master lich	M	9	Mumble	Touch (Cold, 3d6), Spell (Wizard)
Master Assassin	M	15	Nemesis	Weapon (DrStr, 2d6), Weapon (2d8), Claw (StealAmulet, 2d6)
Master of Thieves	M	15	Leader	Weapon (2d6), Weapon (2d6), Claw (StealAmulet, 2d4)
Master of Thieves	M	15	Nemesis	Weapon (2d6), Weapon (2d6), Claw (StealAmulet, 2d4)
Medusa	L	12	Hiss	Claw (1d8), Gaze (Stone), Bite (DrStr, 1d6), Weapon (2d4)
mind flayer	M	12	Hiss	Weapon(1d4),Tentacles(DrInt,2d1),Tentacles(DrInt,2d1),Tentacles(DrInt,2d1),Tentacles(DrInt,2d1)
Minion of Huhetol	L	10	Nemesis	Weapon (8d4), Weapon (4d6), Spell (Wizard), Claw (StealAmulet, 2d6)
minotaur	L	15	Silent	Claw (3d10), Claw (3d10), Butt (2d8)
Mordor orc	M	5	Orcish	Weapon (1d6)
mountain centaur	L	20	Silent	Weapon (1d10), Kick (1d6), Kick (1d6)
mountain nymph	M	12	Seduce	Claw (StealItem), Claw (Seduce)
mumak	L	9	Silent	Butt (4d12), Bite (2d6)
nalfeshnee	L	9	Silent	Claw (1d4), Claw (1d4), Bite (2d4), Spell (Wizard)
Nalzok	L	10	Nemesis	Weapon (8d4), Weapon (4d6), Spell (Wizard), Claw (StealAmulet, 2d6)
Nazgul	M	12	Silent	Weapon (DrLife, 1d4), Breath (Sleep)
neanderthal	M	10	Guard	Weapon (2d4)
newt	T	6	Silent	Bite (1d2)
ninja	M	10	Guard	Weapon (1d8)
Norn	M	15	Leader	Weapon (1d8)
nurse	M	6	Nurse	Claw (HealsYou, 2d6)
ochre jelly	M	3	Silent	Engulf (Acid, 3d6), Defensive (Acid, 3d6)
ogre	L	10	Grunt	Weapon (2d5)
ogre king	L	14	Grunt	Weapon (3d5)
ogre lord	L	12	Grunt	Weapon (2d6)
Olog-hai	L	12	Grunt	Claw (2d8), Weapon (3d6), Bite (2d6)
oracle	M	—	Oracle	Defensive (MagicMissile, *lev+1*d4)
orange dragon	G	9	Roar	Breath (Sleep, 4d25), Bite (3d8), Claw (1d4), Claw (1d4)

Creature Name	Sz	Mv	Sound	Attack types (Damage type, #d#)
orc	M	9	Orcish	Weapon (1d8)
orc-captain	M	5	Orcish	Weapon (2d4), Weapon (2d4)
orc mummy	M	10	Silent	Claw (1d6)
orc shaman	M	9	Orcish	Spell (Wizard)
orc zombie	M	6	Silent	Claw (1d6)
Orcus	H	9	Orcish	Spell (Wizard, 8d6), Weapon (3d6), Claw (3d4), Claw (3d4), Sting (DrStr, 2d4)
owlbear	L	12	Silent	Claw (1d6), Claw (1d6), Hug (2d8)
page	M	10	Guard	Weapon (1d6)
Pelias	M	12	Leader	Weapon (1d6)
Pestilence	M	3	Rider	Touch (Pest, 8d8), Touch (Pest, 8d8)
pit fiend	L	6	Growl	Weapon (4d2), Weapon (4d2), Hug (2d4)
pit viper	M	15	Hiss	Bite (DrStr, 1d4), Bite (DrStr, 1d4)
plains centaur	L	18	Silent	Weapon (1d6), Kick (1d6)
player	M	10	Talk	Weapon (1d6)
priest	M	10	Talk	Weapon (1d6)
priestess	M	10	Talk	Weapon (1d6)
purple worm	G	9	Silent	Bite (2d8), Engulf (Digest, 1d10)
python	L	3	Hiss	Bite (DrStr, 1d4), Bite (1d4), Hug (Wrap, 2d4)
quantum mechanic	M	12	Talk	Claw (TeleportYou, 1d4)
quasit	S	15	Silent	Claw (DrDex, 1d2), Claw (DrDex, 1d2), Bite (1d4)
queen bee	T	24	Buzz	Sting (DrStr, 1d8)
quivering blob	S	1	Silent	Touch (1d8)
rabid rat	T	12	Squeek	Bite (DrCon, 2d4)
red dragon	G	9	Roar	Breath (Fire, 6d6), Bite (3d8), Claw (1d4), Claw (1d4)
red mold	S	—	Silent	Defensive (Fire, *lev+1*d4)
red naga	H	12	Mumble	Bite (2d4), Breath (Fire, 2d6)
red naga hatchling	L	10	Mumble	Bite (1d4)
rock mole	S	3	Silent	Bite (1d6)
rock piercer	S	1	Silent	Bite (2d6)
rock troll	L	12	Grunt	Claw (2d8), Weapon (3d6), Bite (2d6)
rogue	M	10	Talk	Weapon (1d6)
ronin	M	10	Talk	Weapon (1d8)
rope golem	L	9	Silent	Claw (1d4), Claw (1d4), Hug (6d1)
rothe	L	9	Silent	Claw (1d3), Bite (1d3), Bite (1d8)
rust monster	M	18	Silent	Touch (Rust), Touch (Rust), Defensive (Rust)
samurai	M	10	Talk	Weapon (1d8)
sasquatch	L	15	Growl	Claw (1d6), Claw (1d6), Kick (1d8)
scorpion	S	15	Silent	Claw (1d2), Claw (1d2), Sting (DrStr, 1d4)
sergeant	M	4	Soldier	Weapon (2d6)
sewer rat	T	12	Squeek	Bite (1d3)
shade	M	10	Wail	Touch (Paralyse, 2d6), Touch (Slow, 1d6)
Shaman Karnov	M	12	Leader	Weapon (2d4)
shopkeeper	M	18	Cash	Weapon (4d4), Weapon (4d4)
shrieker	S	1	Shriek	None
skeleton	M	8	Rattle	Weapon (2d6), Touch (Slow, 1d6)
small mimic	M	3	Silent	Claw (3d4)
snake	S	15	Hiss	Bite (DrStr, 1d6)
soldier	M	4	Soldier	Weapon (1d8)
soldier ant	T	18	Silent	Bite (2d4), Sting (DrStr, 3d4)
spotted jelly	M	—	Silent	Defensive (Acid, *lev+1*d6)
stalker	L	12	Silent	Claw (4d4)
steam vortex	H	22	Silent	Engulf (Fire, 1d8)
stone giant	H	6	Silent	Weapon (2d10)
stone golem	L	6	Silent	Claw (3d8)
straw golem	L	12	Silent	Claw (1d2), Claw (1d2)
student	M	10	Guard	Weapon (1d6)
succubus	M	12	Seduce	Bite (Sex), Claw (1d3), Claw (1d3)
succubus*	M	12	Seduce	Claw (1d3), Claw (1d3), Bite (DrLife, 2d6)
tengu	S	13	Squawk	Bite (1d7)
Thoth Amon	M	10	Nemesis	Spell (Wizard), Spell (Wizard), Weapon (1d6), Claw (StealAmulet, 1d4)
thug	M	10	Guard	Weapon (1d6)
tiger	L	12	Growl	Claw (2d4), Claw (2d4), Bite (1d10)
titan	H	18	Silent	Weapon (2d8), Spell (Wizard)
titanothere	L	12	Silent	Claw (2d8)
tourist	M	10	Talk	Weapon (1d6)
trapper	H	3	Silent	Engulf (Digest, 1d10)
troll	L	12	Grunt	Claw (4d2), Claw (4d2), Bite (2d6)
Twoflower	M	10	Leader	Weapon (1d6)
umber hulk	L	6	Silent	Claw (3d4), Claw (3d4), Bite (2d5), Gaze (Confusion)
unarmored soldier	M	4	Soldier	Weapon (1d8)
unarmored watchman	M	4	Soldier	Weapon (1d8)
Uruk-hai	M	7	Orcish	Weapon (1d8)
valkyrie	M	10	Talk	Weapon (1d8)
vampire	M	12	Vampire	Claw (1d6), Bite (DrLife, 1d6)
vampire bat	T	20	Squeek	Bite (1d6), Bite (DrStr)
vampire lord	M	14	Vampire	Claw (1d8), Bite (DrLife, 1d8)
violet fungus	S	1	Silent	Touch (1d4), Touch (Stick)

Creature Name	Sz	Mv	Sound	Attack types (Damage type, #d#)
Vlad the Impaler	M	18	Vampire	Weapon (1d6), Bite (DrLife, 1d6)
vrock	L	12	Silent	Claw (1d4), Claw (1d4), Claw (1d8), Claw (1d8), Bite (1d6)
warg	M	12	Bark	Bite (2d6)
warrior	M	10	Guard	Weapon (1d8)
watch captain	M	4	Soldier	Weapon (3d4), Weapon (3d4)
watchman	M	4	Soldier	Weapon (1d8)
water demon	M	12	Silent	Weapon (1d3), Claw (1d3), Bite (1d3)
water elemental	H	6	Silent	Claw (5d6)
water moccasin	S	15	Hiss	Bite (DrStr, 1d6)
water nymph	M	12	Seduce	Claw (StealItem), Claw (Seduce)
water troll	L	14	Grunt	Claw (2d8), Claw (2d8), Bite (2d6)
werejackal	M	12	Bark	Weapon (2d4)
werejackal	S	12	Bark	Bite (Were, 1d4)
wererat	T	12	Squeek	Bite (Were, 1d4)
wererat	M	12	Silent	Weapon (2d4)
werewolf	M	12	Bark	Weapon (2d4)
werewolf	M	12	Bark	Bite (Were, 2d6)
white dragon	G	9	Roar	Breath (Cold, 4d6), Bite (3d8), Claw (1d4), Claw (1d4)
white unicorn	L	24	Neigh	Butt (1d12), Kick (1d6)
winter wolf	L	12	Bark	Bite (2d6), Breath (Cold, 2d6)
wizard	M	10	Talk	Weapon (1d6)
Wizard of Balance	M	12	Leader	Weapon (1d6)
Wizard of Yendor	M	12	Cuss	Claw (StealAmulet, 2d12), Spell (Wizard)
wolf	S	12	Bark	Bite (2d4)
wood golem	L	3	Silent	Claw (3d4)
wood nymph	M	12	Seduce	Claw (StealItem), Claw (Seduce)
Woodland-elf	M	12	Talk	Weapon (2d4)
wraith	M	12	Silent	Touch (DrLife, 1d6)
wumpus	L	3	Silent	Bite (3d6)
xan	T	18	Buzz	Sting (BrushLegs, 1d4)
xorn	M	9	Silent	Claw (1d3), Claw (1d3), Claw (1d3), Bite (4d6)
Yeenoghu	L	18	Orcish	Weapon (3d6), Weapon (Confusion, 2d8), Weapon (Paralyse, 1d6), Spell (MagicMissile, 2d6)
yellow dragon	G	9	Roar	Breath (Acid, 4d6), Bite (3d8), Claw (1d4), Claw (1d4)
yellow light	S	15	Silent	Explosion (Blind, 10d20)
yellow mold	S	—	Silent	Defensive (Stun, *lev*+1d4)
yeti	L	15	Growl	Claw (1d6), Claw (1d6), Bite (1d4)
zruty	L	8	Silent	Claw (3d4), Claw (3d4), Bite (3d6)

The various columns are described below:

Creature Name: The creature's name.

Sz: The creature's size: T=Tiny, S=Small, M=Medium, L=Large, H=Huge, and G=Gargantuan. Weapons do different damage to S, T, and M creatures than they do to L, H, and G ones.

Mv: The creature's movement rate. Your own starting speed is usually 10, and the higher it gets, the faster you are.

Sound: Indicates the type of sound the creature makes (usually only when #chat-ted to).

Attack types.

Bite	The creature bites you.
Breath	The creature breaths at you, usually a gas, a liquid, fire, or the like.
Butt	The creature head-butts you, like a bull would.
Claw	The creature attacks using its claws.
Defensive	This "attack" type only occurs when you successfully attack (hit) the creature.
Engulf	The creature engulfs you. This can mean either swallowing you or just surrounding you.
Explode	The creature explodes when you come near.
Gaze	Looking at the creature will cause you harm.
Hug	The creature uses a bear-like hug, preventing you from running away.
Kick	The creature kicks you.
Spell	The creature uses magic to attack.
Spit	The creature spits at you.
Sting	The creature stings you.
Tentacles	The creature sucks you with its tentacles.
Touch	The creature merely touches you.
Weapon	The creature uses a weapon to hit you.

Damage types.

If no damage type is mentioned, the damage is physical. Damage is listed in the form xdy, where x is the number of dice rolled to determine the damage, while y is the number of faces on each die rolled. Thus, a damage of 3d8 would mean that three eight-sided dice would be rolled to determine the total damage, resulting in a possible range of 3-24. Where *lev* is listed, substitute the creature's level. With some of the damage types, the die roll determines not damage done, but (for example) the duration of the paralyzation.

Acid	The damage is done through acid.
Blind	This damage is done through the engulf, explode, and spit attack types. Results vary: engulf: normal damage is done, you are blinded for as long as you are engulfed; explode: no damage is done, but you will be blinded for the number of rounds listed; spit: normal damage is done, and you are blinded for 1-25 rounds.
BrushLegs	Next to doing normal damage, your legs will be hurt, possibly resulting in a decreased carrying capacity.
Clerical	A random clerical spell is cast. If damage is done, tha amount is as denoted. Effects may vary.
Cold	The damage is done through cold. Potions may be affected.
Confusion	You will be confused for the number of rounds listed. No normal damage is done.
Curse	The creature will (at random) take away one of your intrinsics.
Death	A "Finger of Death" spell is cast at you. If it successfully hits, you are dead.
Decay	Next to doing normal damage, this attack may destroy organic material (robes, leather, etc.).
Digest	You may be swallowed whole, and you are subsequently digested in the creature's stomach.
Disease	Next to the normal damage taken, you may become sick as well.
Disint	This disintegration attack will usually kill you outright. If you are wearing armour, it will be destroyed first.
DrCon	Normal damage will be taken, but you may lose 3-5 points of Constitution as well, due to poisoning.
DrDex	Normal damage will be taken, but you may lose 3-5 points of Dexterity as well, due to poisoning.
DrEnergy	You lose energy points (EP) instead of hit points (HP).
DrInt	No normal damage is done, but you will lose the indicated amount of Intelligence.
DrLife	Next to doing normal damage, this attack may drain an experience level from you.
DrStr	Normal damage will be taken, but you may lose 3-5 points of Strength as well, due to poisoning.
Famine	If you are hit, you will become more hungry.
Fire	The damage is done through fire. Potions, scrolls, and spellbooks may be affected.
Heal	If you are wielding a weapon or wearing any armour, normal damage is done (unless you're a healer). Otherwise, you will be healed by the "attack", possibly increasing your maximum by one point.
MagicMissil	This attack is a shower of Magic Missiles, doing (magical) damage.
Paralyse	Usually, this will paralyse you for a short random time, next to normal damage done. If the attack was defensive, however, you will only be paralysed, but for a longer time (as indicated).
Rust	This attack can rust any metal armour you are wearing. If the attack type was defensive, your weapon may be damaged.
Seduce	The creature will seduce you and meanwhile rob you blind.
Sex	The creature will seduce you (this may be with your consent!). Various other effects may happen, from giving you experience to outright killing you.
Shock	This damage is done through electricity. Wands and rings may be affected.
Sleep	You may be put to sleep for a random period of time in addition to normal damage.
Slow	Next to the normal dagage done, you may be slowed down if you were (very) fast.
StealAmulet	The creature tries to steal the Amulet of Yendor.
StealGold	The creature will steal some gold you are visibly carrying.
StealItem	The creature will steal an item from your inventory.
Stick	The creature will prevent you from excaping the next round, next to doing normal damage.
Stone	You may be turned to stone. It usually takes some turns to become "stoned", starting with the limbs.
Stun	You will be stunned for the number of rounds listed. Next to that, you take half this time as normal damage. If the attack type was defensive, no normal damage is taken.
TeleportYou	Next to doing normal damage, you are teleported on the level.
Were	If you are hit, you have a chance of catching lycanthropy (becoming a were-creature like the one that hit you).
Wizard	A random wizard spell is cast. If damage is done, tha amount is as denoted. Effects may vary.
Wrap	The creature will prevent you from excaping the next round, next to possibly doing normal damage. Also, the creature may drag you towards itself, possibly drowning you.

© 1994, Boudewijn Wayers.