

BRUTAL

Big Bad Ball Busting Bloody Battles

MONSTERS



A Hack-and-Slash Fantasy Horror Game

David J. Stanley

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Big Bad Ball Busting Bloody Battles

FOURTH EDITION MONSTER BOOK



Updated on 2014-09-16
Check on-line for the latest updates.
www.BrutalRPG.com

BRUTAL is a Fantasy Combat Horror Game

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Created by: David J. Stanley

ILLUSTRATORS

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James Bolinger - Lots and lots of Catlings
Andy Hopp - Strange and amazing monsters
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David J. Stanley - Maps

EDITORS

Michael Gibson, Sally Stanley, Chris Steuben

OF PLAYERS

2 to 8, Best 4 to 6

AGE OF PLAYERS

14 and up

Must be able to roll a pile of six-sided dice then quickly add up the total

SUB DOMAINS

Strategy Game, Thematic Game, War Game

CATEGORIES

Adventure, Exploration, Fantasy, Horror, Fighting, Miniatures

WAR GAME MECHANICS

Cooperative Play, Competitive Play, Dice Rolling, Grid Movement

ROLE PLAYING MECHANICS

Attribute and Ability, Stat-based
Dice Pooling (Primarily d6)
Point Based Skills
Race Based Special Skills

100% FREE

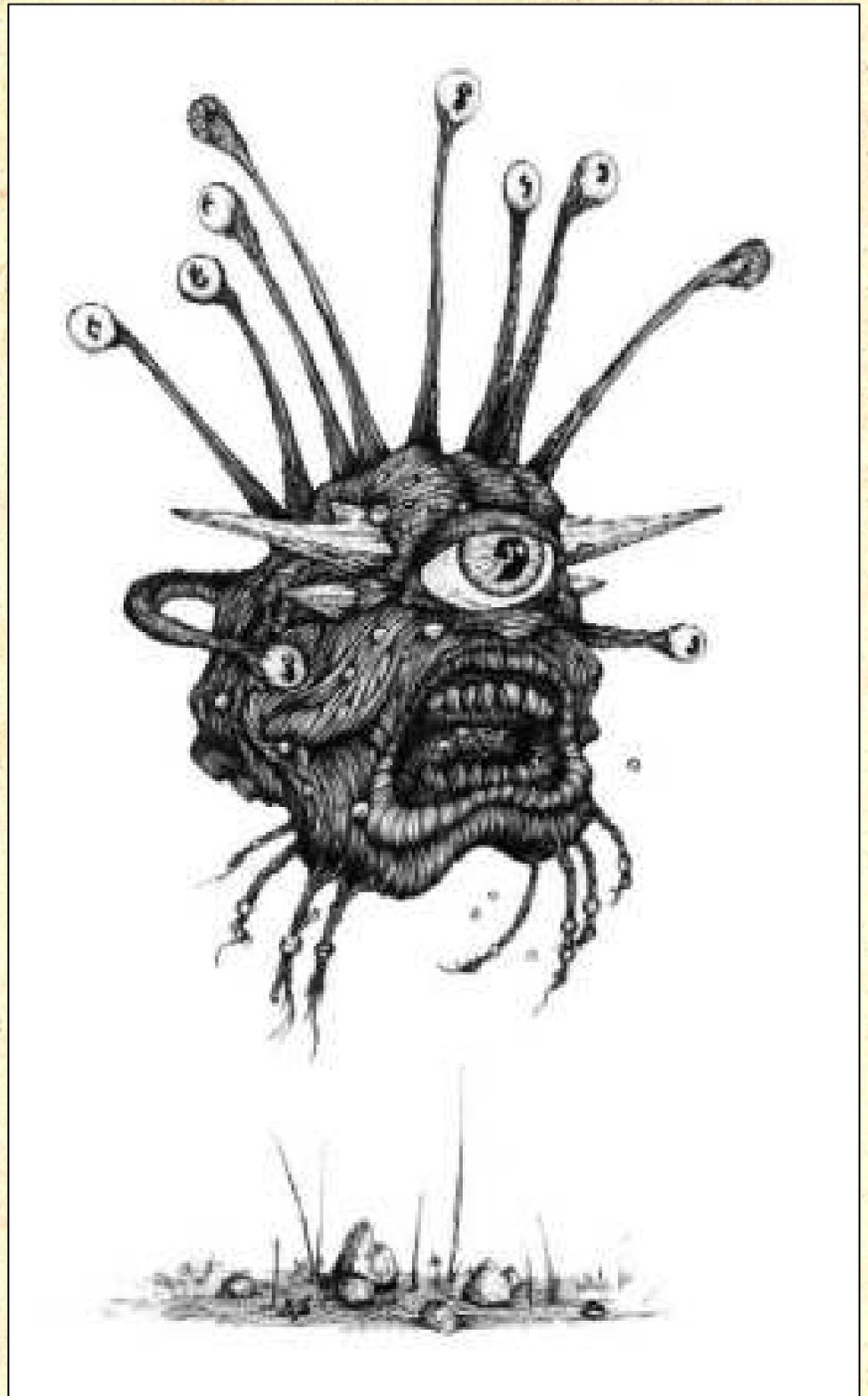
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MONSTER RULES

MONSTER ENCOUNTERS

PLANES OF EXISTENCE

In BRUTAL, there are only three known planes of existence:

- The Positive Plane
- The Material World
- The Negative Plane.

Life, light and goodwill are created in the Positive plain. These then flow into the Material world where conflict, suffering, and hate destroy them. Meanwhile disease, death and decay work to drain the Material world and feed the endless depths of the Negative plane.

POSITIVE PLANE

The positive plane is a source of "Good" and home to angels, gods, celestials, elementals, fey, etc. Rainbows, sunbeams, and natural springs are often used as gateways to and from the positive plane. Fairy Dust (a sparkly powder) can be collected from the Tree of Life, and gets its power from the positive plane.

NEGATIVE PLANE

The negative plane is a source of "Evil" and home to devils, demons, hell hounds, abyssals, etc. Cemeteries, shadows, and sacrificial alters are often used as gateways to and from the negative. Black Death (an oil-like liquid) can be collected from evil sacrificial alters, and gets its power from the negative plane.

EXPERIENCE POINTS

KOBOLDS ARE WORTH ZERO XP

No mistake. Kobolds are worth zero "Experience Points" (XP). They serve as a general nuisance.

CALCULATING EXPERIENCE POINTS

$$XP = (HP + Attack + Disease + Fast + Star) / 3$$

HP Hit Points
 Attack The highest attack roll
 Disease = 3 If vampire, zombie, or lycan
 Fast = (MV -2) x 1.5 Based on Move rating
 Star = -5 If harmless herd animal
 Star = +5 For each special attack ability

NON-MAGIC ARROWS

Some monsters are "only harmed by magic weapons and spells". Normal arrows shot by a magic bow will not work.

Each monster includes some default encounter information. Of course, the circumstances of your adventure may be totally different, and that's okay.

Monster Quantity = 2 to 7 (1d+1p)
 Treasure Type = E, H, K
 Encounter Type = Guardian, Hiding, Violent

TREASURE TYPES

- A 2 to 7 silver pieces (sp)
- B 20 to 70 silver pieces (sp)
- C 2 to 7 gold pieces (gp)
- D 20 to 70 gold pieces (gp)
- E 1 to 3 gems
- F 1 jewelry
- G 1 to 3 jewelry
- H 1 magic weapon
- I 1 magic armor
- J 1 magic potion
- K 1 magic item

ENCOUNTER TYPES

- Beast dangerous animal (bear, tiger, etc.)
- Character Can be played as a character (GM option)
- Construct Manufactured and animated using magic
- Guardian Will not willingly run away
- Friendly Interested in trade, swapping stories, etc.
- Herd animal simple, harmless livestock
- Hiding Difficult to spot, and might surprise attack you
- Intelligent Can speak a language and use equipment
- Nesting Very protective of their offspring
- Oblivious Very easy to surprise
- Patrolling Repeating the same path, over and over
- Undead Monsters that used to be living mortals
- Village Living in a small community
- Violent Attacks immediately
- Wandering Moving about randomly

HUMANOIDS

Humanoids are intelligent, bipedal monsters that somewhat resemble humans. They walk upright, speak a language and use equipment. Traditionally, they don't get along with humans.

HALF BREEDS

Most half breeds are half-human, and half-something else. If your GM allows for it, other combinations are possible. The "Dwarf-Orc" (Dork) is probably the least attractive of the bunch.

LYCANS

"THE LYCANTHROPE BLOOD DISEASE"

Lycanthropy is an unnatural blood disease that originates from the Negative plane of existence. As such, nothing we do in the Material world can cure it. This blood disease lies dormant most of the time. Great stress, a full moon, or the loss of half your hit points can awaken the blood disease. With a "Willpower" (WP) of 10 or higher, the affected individual can control when the blood disease awakens. Lycanthropy only affects character races and humanoids.

Forms

Every lycan has 3 forms:

- Their natural form (human, elf, orc, etc.)
- Their animal form (wolf, rat, etc.)
- Their mixed form (a large, grotesque, hunched over beast that takes the best parts of the other two forms.)

UNDEAD

"THE VAMPIRE BLOOD DISEASE"

Vampirism is an unnatural blood disease that originates from the Negative plane of existence. As such, nothing we do in the Material world can cure it. This disease blackens the victim's blood and immediately kills their heart. The original blood cells mutate, grow tiny skinny tails, then race through the victim's veins of their own free will. Vampirism only affects character races and humanoids.

Stages

- Vampires must drink blood!!!
Their diseased blood is extremely thirsty, and a vampire must drink fresh blood to stay alive (stay undead). Each week that a vampire fails to drink fresh blood from a character race or humanoid, there is a (1 in 6) cumulative chance that the disease mutates. The disease moves on to consume their flesh which now rots and decays at an alarming rate, and the vampire is now a mindless zombie.
- Zombies must eat flesh!!!
Their diseased flesh is extremely hungry, and a zombie must eat fresh flesh to stay a zombie. Each week that a zombie fails to eat flesh from a character race or humanoid, there is a (1 in 6) cumulative chance that the disease moves on to consume the bones, and the zombie is now a mindless skeleton.



RANDOM MONSTERS

MONSTER TRAPS

Roll 1d	Results
1	Devil Tree
2	Garden Lurker
3	Munchy
4	Quill
5	Raunchy Foam
6	Tongues

UNDEAD MONSTERS

Roll 1d	Results
2	Torso
3	Vampire
4	Corpse
5	Wight
6	Ghoul
7	Skeleton
8	Zombie
9	Wraith
10	Ghost
11	Leper Lich
12	Lich

HUMANOIDS

Roll 2d	Results
2	Hoqwi Tolim
3	Giant
4	Bugbear
5	Lizardman
6	Goblin
7	Kobold
8	Orc
9	Gnoll
10	Ogre
11	Crote
12	Knoghtym

EASY

Roll 2d	Results
2	Milli-Lizard
3	Flash Dragon
4	Gnoll
5	Goblin
6	Giant Rat
7	Kobold
8	Lizardman
9	Orc
10	Skeleton
11	Devil Shroom
12	Wererat

AVERAGE

Roll 4d	Results
3	Cave Dragon
4	Zombie
5	Hell Hound
6	Devourer
7	Floating Ball
8	Raunchy Foam
9	Tongues
10	Hell Cat
11	Corpse
12	Bear
13	Jurassic Beetle
14	Bugbear
15	Dragon Wasp
16	Wolf
17	Apparition
18	Beheader

DIFFICULT

Roll 2d	Results
2	Giant Snake
3	Giant Spider
4	Gargoyle
5	Spiked-Back Lizard
6	Ghoul
7	Portly Frog
8	Wight
9	Ogre
10	Basilisk
11	Night Demon
12	Rockling

VERY DIFFICULT

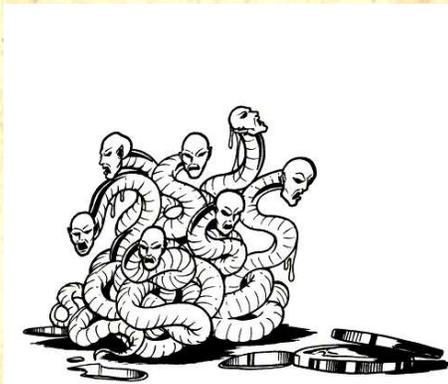
Roll 2d	Results
2	Skeleton Warrior
3	Werewolf
4	Scorpion Spider
5	Leper Lich
6	Shadow
7	Ghost
8	Medusa
9	Wraith
10	Giant
11	Iron Jaw
12	Troll

EXTREME

Roll 1d	Results
1	Mummy
2	Vampire
3	Eviscerator
4	Lich
5	Torso
6	Dragon

ANGEL HAIR

Say: (AIN-gell HAIR)



CB	CN	CR	IN	MG	NT	ST	WP
1	1	1	1	1	1	1	1

DV	MV	SP	SZ	LF	HP	XP
0"	0	0/0	1	1	4	0

Monster Quantity = 6 to 11 (1d+5p)

Treasure Type = None

Encounter Type = Oblivious

No defenses

No attacks

Angel Hair appears as a pile of tiny squirming worms with human-like heads. Each worm is only 1 to 3 inches long. They are typically found beneath rocks in cold dark places, where they live in a perpetual orgy, feeding off of rotting flesh and insects.. They are harmless if left alone.

POISON IF INGESTED

Poison Rating = 5d

The "slime" that covers their body is poisonous. The victim will immediately wince over and collapse in pain as they cough and spit blood. The victim suffers 1 point of damage every hour until they are cured.

The bodies of those who die from Angel Hair poison rot very quickly (1 to 6 hours), then burst open filled with hundreds more Angel Hair worms inside.

Each hour there is a chance that the victim's body fights off the poison on its own by Rolling their NT vs 9d. If this occurs then the poison is neutralized and the victim is henceforth immune to Angel Hair poisoning.

Eating the body of a living Angel Hair worm (quite a delicacy) is the only known anecdote. However, Angel Hair worms don't live long in captivity.

APPARITION

Say: (AP-arr-ISH-un)



CB	CN	CR	IN	MG	NT	ST	WP
18	10	8	5	2	6	5	12

DV	MV	SP	SZ	LF	HP	XP
12"	6	2/6	6	5	18	11

Monster Quantity = 1

Treasure Type = None

Encounter Type = Hiding, Violent

DFR: (3d) + 3d = 6d

CTR: (3d) + 8d = 11d

AKR: (5d,5d,5d) + 9d = 14d,14d,14d

Special:

- Natural Defense = 3d
- Natural Attack "bite, claws" = 9d
- Surprise Attack
- Horror = 12d

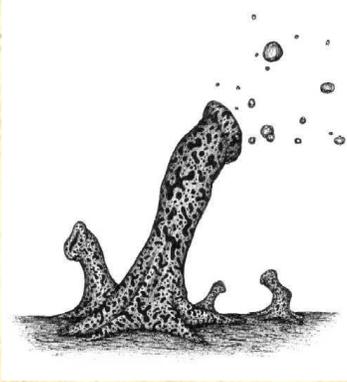
Apparitions appear as very large ghost-like bony creatures, usually squatting down as they loom over you. They typically haunt someplace spooky with a lot of shadows and hiding places.

HORROR

They are harmless yet terrifying as they leap out and surprise attack viciously (only as an allusion). If their attack would have killed their victim, then everyone who witnessed the attack must resist horror or drop one random thing that they are carrying and flee for 2 to 12 (2d) rounds. When they return, the Apparition and their dropped items are all gone, and the victim is found passed out where the attack occurred. If anyone is not surprised, they see the apparition simply fade away. The Apparition may only be attacked as it fades away. Each item dropped will be hidden separately nearby with a Hidden rating = 8 to 13 (1d+7p)

ATHLOQUIA

Say: (ATH-low-KWEE-ya)



CB	CN	CR	IN	MG	NT	ST	WP
1	1	1	1	1	1	1	1

DV	MV	SP	SZ	LF	HP	XP
0"	0	0/0	2	2	7	0

Monster Quantity = 6 to 11 (1d+5p)

Treasure Type = None

Encounter Type = Nesting, Oblivious

No defenses

No attacks

Special:

- Poison = 5d

Athloquia appear as small worm-like fungi, 6-inches long, that cling to floors, walls, and even ceilings. They are most commonly found in warm, damp areas and are actually a type of flatworm, sort-of-thing. There have been some insane reports of gigantic Athloquia that actually roam about warm damp caves and dungeons. Mad men have told stores of them reaching heights as large as 5 and 6 feet tall!

POISON SPORES

They instinctively defend themselves by releasing spores as a breathable gas with 6 inch radius. Every round you remain in the cloud of spores you must roll your NT vs. 5d or accidentally breath in some spores. Once infected, there is no reason to check again. Breathing in spores causes no damage, but it does make the victim unable to speak for 2 to 7 (1d + 1p) hours. Quite horrible for spell casters!

BASILISK

Say: (BAZ-a-LISK)



CB	CN	CR	IN	MG	NT	ST	WP
8	4	1	1	1	6	6	3

DV	MV	SP	SZ	LF	HP	XP
0"	3	2/6	6	7	25	13

Monster Quantity = 1

Treasure Type = B, D, E, G, K ... in lair

Encounter Type = Wandering, Violent, Beast

DFR: (3d) + 5d = 8d

CTR: (3d) + 5d = 8d

AKR: (5d) + 5d = 10d

Special:

- Natural Defense = 5d
- Natural Attack "bite, claws" = 5d
- Petrify = NT vs CN to avoid gaze, otherwise... WP vs WP to avoid petrification

Basilisk appear as large lizards creatures typically found in forest, swamps, hills, and rocky mountains.

PETRIFICATION

Petrified victims are not dead but be careful not to break off any limbs. There are two different spells that may be used: "Remove Curse" and the reverse of the "Petrification" spell.

BEAR

Say: (BARE)

50 Sport Utility Vehicles

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CB	CN	CR	IN	MG	NT	ST	WP
8	4	1	1	1	6	6	3

DV	MV	SP	SZ	LF	HP	XP
0"	3	2/6	6	6	21	9

Monster Quantity = 1

Treasure Type = None

Encounter Type = Wandering, Violent, Beast

DFR: (3d) + 5d = 8d

CTR: (3d) + 5d = 8d

AKR: (5d) + 5d = 10d

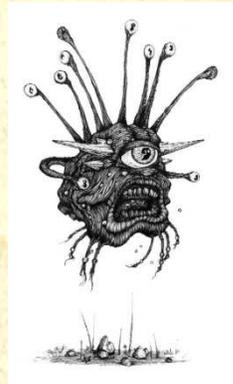
Special:

- Natural Defense = 5d
- Natural Attack "bite, claws" = 5d

Bears appear as large furry creatures typically found in forest, climbing trees, catching fish in rivers, and living in caves.

BEHEADER

Say: (bee-HED-er)



CB	CN	CR	IN	MG	NT	ST	WP
8	4	1	1	1	1	4	8

DV	MV	SP	SZ	LF	HP	XP
12"	3	3/9	5	5	18	11

Monster Quantity = 2 to 7 (1d+1p)

Treasure Type = B, D, E, G ... in bellies

Encounter Type = Wandering, Violent, Beast

DFR: (3d) + 5d = 8d

CTR: (3d) + 8d = 11d

AKR: (5d) + 9d = 14d

Special:

- Natural Defense = 5d
- Natural Attack "bite" = 9d
- Beheading = 5d

Beheaders appear as very large leathery heads with 2 to 12 (2d) eyestalks on top, horns to either side, and a huge mouth filled with hundreds of razor sharp teeth. The eyestalks are baby beheaders. Eventually, they grow up and detach themselves. They are rare, but can be found almost anywhere, sometimes alone and sometimes in groups of 2 to 7 (1d + 1p).

BOUNCING

They don't touch the ground so they don't set off most traps and they are extremely difficult to track.

BEHEADING

Each successful attack by a Beheader has a chance of biting off (and swallowing) your head. Roll your ST vs the Beheading rating to keep your head.

BIRD BRAIN

Say: (BIRD-brain)



CB	CN	CR	IN	MG	NT	ST	WP
8	1	1	1	1	1	12	9

DV	MV	SP	SZ	LF	HP	XP
0"	2	1/3	3	4	14	7

Monster Quantity = 1
 Treasure Type = None
 Encounter Type = Guardian, Violent, Construct

DFR: (3d) + 3d = 6d
 CTR: (3d) + 3d = 6d
 AKR: (5d) + 3d = 8d

- Special:
- Natural Defense = 3d
 - Natural Attack "special" = 3d

Bird Brains are magical constructions that always contain a birdcage somewhere within the construction (usually as high up as possible). The birdcage will always have a living bird inside it, and the rest of the body can be made up of just about anything, living or otherwise. The bird will be able to communicate, but only in a very limited way. Some move on wheels, some have legs, and some even have legs built like a spider. Perhaps they could also be made with wings? They are normally human-sized, but they may be smaller, bigger, or much, much bigger! Each Bird Brain is different and their ability ratings may vary. Those listed above are the minimal ratings.

Different Bird Brains may have different special abilities. Rolling treads treat all Terrain as 2d, Pinchers grab and squeeze after successful attack, Crossbow for arm, with automatic reload, etc.

BUGBEAR

Say: (BUG-bare)



CB	CN	CR	IN	MG	NT	ST	WP
8	2	3	2	1	2	2	2

DV	MV	SP	SZ	LF	HP	XP
0"	2	1/3	5	6	21	10

Monster Quantity = 2 to 7 (1d+1p)
 Treasure Type = A, C
 Encounter Type = Wandering, Violent, Intelligent, Character

DFR: (3d) + 4d = 7d
 CTR: (3d) + 4d = 7d
 AKR: (5d) + 4d = 9d

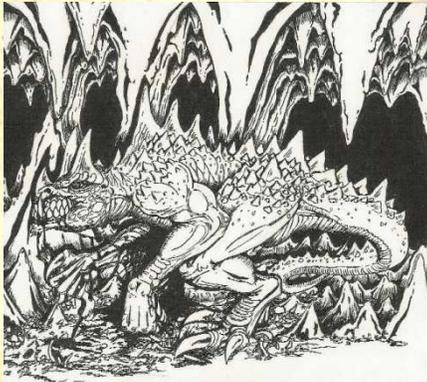
- Special:
- Natural Defense "Bug Bear armor, shield" = 4d
 - Attack "large axe, flail, etc. (not sword)" = 4d

Bugbears appear as large furry humanoids with bear like snouts and fuzzy round ears. They live in villages or clans, but can also join up with bandits, evil cults, etc..and be found almost anywhere.

Bugbears are bent on the conquest of the entire world. They join forces with other humanoids and make war against the character races.

CAVE DRAGON

Say: (CAAV DRAG-un)



CB	CN	CR	IN	MG	NT	ST	WP
8	4	1	1	1	4	6	4

DV	MV	SP	SZ	LF	HP	XP
12"	3	3/5	6	6	21	11

Monster Quantity = 1
 Treasure Type = B, D, E, G, K ... in lair
 Encounter Type = Wandering, Violent, Beast

DFR: (3d) + 8d = 11d
CTR: (3d) + 8d = 11d
AKR: (5d) + 8d = 13d
Special:
• Natural Defense = 8d
• Natural Attack "bite" = 8d

Cave Dragons appear as small dinosaurs or perhaps small wingless dragons with big legs. Their entire bodies are covered with spikes and they love small cramped spaces, the deeper and the darker the better. They are usually encountered alone in the deepest and darkest regions of a large system of caves with plenty of smaller critters to eat. These creatures are animals with no intelligence, and no language ability.

CAVE SHARK

Say: (CAAV SHARK)



CB	CN	CR	IN	MG	NT	ST	WP
8	4	8	4	2	6	6	9

DV	MV	SP	SZ	LF	HP	XP
12"	4/4	1/3	5	5	18	15

Monster Quantity = 2 to 7 (1d+1p)
 Treasure Type = none
 Encounter Type = Wandering, Violent, Beast

DFR: (3d) + 3d = 6d
CTR: 3d + 7d = d10
AKR: (5d) + 7d = 12d
Special:
• Natural Defense = 3d
• Natural Attack "bite" = 7d
•

Cave sharks are amphibious. They can swim and breath under water like a shark, and they can walk and breath on dry land. They have four legs and a vicious bite

CORPSE
Say: (KORPS)



CROTE
Say: (KROTE)



CB	CN	CR	IN	MG	NT	ST	WP
8	4	8	4	2	6	6	9

CB	CN	CR	IN	MG	NT	ST	WP
8	1	1	8	7	3	2	3

DV	MV	SP	SZ	LF	HP	XP
12"	2	1/3	3	5	18	8

DV	MV	SP	SZ	LF	HP	XP
0"	2	2/5	4	6	21	9

Monster Quantity = 2 to 7 (1d+1p)
Treasure Type = B, D, K ... hidden nearby
Encounter Type = Wandering, Violent, Undead

Monster Quantity = 2 to 7 (1d+1p)
Treasure Type = A, C, 1 in 6 = K
Encounter Type = Wandering, Friendly, Intelligent, Character

DFR: (3d) + 3d = 6d
CTR: 3d + 3d = 6d
AKR: (5d) + 3d = 8d

Special:

- Natural Defense = 3d
- Natural Attack "bite, claws" = 3d
- Horror = 6d

DFR: (3d) + 4d = 7d
CTR: (3d) + 6d = 9d
AKR: (5d) + 6d = 11d (Range 3 inches)

Special:

- Natural Defense = 4d
- Natural Attack "bite" = 6d (range = 3 inches)

Corpses are often mistaken as Zombies. They appear as starving, drooling humanoids. Their flesh rots and falls from their bodies exposing their bones. They are always found wandering about alone. They typically haunt someplace spooky with a lot of shadows and hiding places.

Crotes appear as large sturdy men with shovel-like hands, very long necks and devilish faces with huge fangs. They live as travelling nomads and are typically encountered as 3 or 4 working together to scout or patrol the areas surrounding their current camp.

HORROR

GYPSIES

They are harmless yet terrifying as the spring back to life (undead life) after being killed in a most disgusting manner (beheaded or cut in half perhaps).

Crote camps are similar to the gypsies of Romania. They will have a chief, a champion, a medicine woman, a fortune teller, some shepherds and many craftsmen.

Everyone who witnessed the Corpse spring back to life (maybe reattaching lost limbs) must resist horror or drop one random thing that they are carrying and flee for 2 to 7 (1d+1p) rounds.

A Crote medicine woman will have a Magic rating between 7d and 12d (1d+6p) and carry spell book with the "Copy Spell Glyph" spell plus 6 to 12 (1d + 6p) random spells from the table of spell glyphs found at the beginning of this book.

CURRDLELURD
Say: (KUR-dul-urd)



CB	CN	CR	IN	MG	NT	ST	WP
8	3	1	1	1	3	1	3

DV	MV	SP	SZ	LF	HP	XP
12"	1	0/0	8	7	25	9

Monster Quantity = 6 to 11 (1d+5p)
Treasure Type = None
Encounter Type = Wandering, Oblivious, Herd animal

DFR: (3d) + 5d = 8d
CTR: (3d) + 7d = 10d
AKR: (5d) + 8d = 13d

Special:

- Natural Defense = 5d
- Natural Attack "bite" = 8d

Currdlelurds appear large herd animals about the 5 times the size of a cow. They look like large floating crabs moving slowly over grassy wetlands. They communicate with low-pitched moans and hums. They are found in open fields grazing on plants. Though they look like shells, they aren't. They have thick skin and a lot of meat. They float through the air on gas filled bladders. This enables them to graze wetlands more easily.

FLOATING

They don't touch the ground so they don't set off most traps and they are extremely difficult to track.

CHELICERAE

Currdlelurds also eat meat. They fight and feed using their four huge chelicerae. They aren't particularly mean or ferocious, but they are very big and have been known to eat other animals like antelope and stuff like that.

DEVIL SHROOM
Say: (DEV-vil shroom)



CB	CN	CR	IN	MG	NT	ST	WP
8	3	1	1	1	6	1	9

DV	MV	SP	SZ	LF	HP	XP
0"	2	1/3	1	2	7	5

Monster Quantity = 1
Treasure Type = None
Encounter Type = Nesting, Oblivious

DFR: (3d) + 3d = 6d
CTR: (3d) + 4d = 7d
AKR: (5d) + 4d = 9d

Special:

- Natural Defense = 3d
- Natural Attack "bite, claws" = 4d
- Poison = 7d

Devil Shrooms appear as a small patch of 7 to 12 (1d + 6p) dull gray mushrooms found growing from the bones of the dead. But they are actually small creatures who bury themselves in the dirt. They are part plant and part beast. They live like large rats buried in the dirt. Their heads look-like some sort of gray mushroom. Their four legs are covered with a hairy root system. And their tails stick up out of the ground appearing like the spaded-tail of the devil. They can be found in damp, dark places.

They are harmless unless disturbed.

POISON BITE

A successful bite of a Devil Shroom is venomous and you must roll your NT vs. 6d or become paralyzed for 3 to 18 (3d) rounds. All Devil Shroom will attempt to attack those not paralyzed first. They then feast on the paralyzed bodies.

DEVIL TREE

Say: (DEV-vil tree)



CB	CN	CR	IN	MG	NT	ST	WP
8	8	1	1	1	1	8	1

DV	MV	SP	SZ	LF	HP	XP
12"	0	0/0	9	8	21	13

Monster Quantity = 1

Treasure Type = B, D, E, H, I, K ... buried in roots

Encounter Type = Nesting, Violent

DFR: (3d) + 6d = 9d

CTR: (3d) + 7d = 10d

AKR: (5d) + 8d = 13d

Special:

- Natural Defense = 6d
- Natural Attack "bite" = 6d
- 7 to 12 (1d + 6p) branches that grab and hold...
Then eat your body whole!

Devil Trees appear as ancient trees with lifeless branches. They are typically found in deep, dark forest.

GRAB AND HOLD

Grab: CN vs CN

Escape: ST vs ST

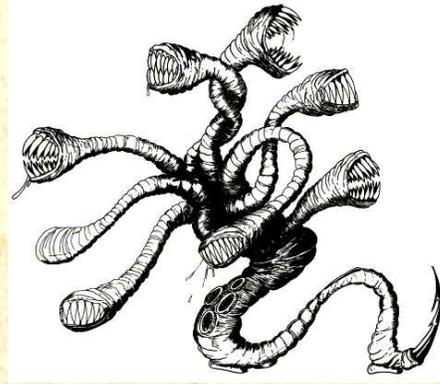
A Devil Tree may only attempt to grab and hold with 3 branches per round. All 3 may grab the same target, if it is big. Up to 3 characters may combine ST to break someone free.

EAT VICTIMS

Each round a Devil Tree may attempt to grab more victims, or they may place a grabbed victim in its massive mouth and start eating it. (see attack 13d).

DEVOURER

Say: (dee-VOWER-ur)



CB	CN	CR	IN	MG	NT	ST	WP
13	3	1	1	1	3	5	2

DV	MV	SP	SZ	LF	HP	XP
12"	3	0/0	6	5	18	10

Monster Quantity = 1

Treasure Type = B, D, E, H, I, K ... in bellies

Encounter Type = Wandering, Violent

DFR: (3d) + 2d = 5d

CTR: (3d) + 3d = 6d

AKR: (5d,5d) + 3d = 8d,8d

Special:

- Natural Defense = 2d
- Natural Attack "bites" = 3d
- Many Heads
- Group Attacks

Devourers appear as large snake-like creatures with many heads filled with hundreds of sharp teeth. The many heads have no eyes, and the single body is covered with sucker cups for climbing walls and ceilings. They roam dungeons, caverns, and other underground labyrinths, mindlessly eating everything they find.

MANY HEADS

A Devourer will have 3 to 8 (1d+2p) heads. Each head has its own LF, HP and XP. Each head must be killed separately.

GROUP ATTACKS

A Devourer gains a +1d Attack modifier for each head that attacks the same target.

DRAGON
Say: (DRAG-un)



CB	CN	CR	IN	MG	NT	ST	WP
18	18	8	12	18	12	18	12

DV	MV	SP	SZ	LF	HP	XP
18"	6	8/12	12	25	88	50

Monster Quantity = 1
Treasure Type = B X10, D X10, E X10 ... in lair
Encounter Type = Intelligent

DFR: (3d) + 12d = 15d
CTR: (3d) + 12d = 15d
AKR: (5d,5d,5d) + 12d = 17d, 17d , 17d

- Special:
- Natural Defense = 12d
 - Natural Attack "bite, claws" = 12d (as a magic weapon)
 - Impact with tail
 - Dragon breath

Dragons come in a variety of colors with a variety of heads, tails and wings. The heads of dragons can appear as giant lizards, huge goats, angry lions, vicious snakes, etc. The tails can appear as long whips, spiked hammers, devil spades, etc. Some dragons breath fire, while others spit acid or produce a cloud of chlorine gas. There are no limits to their variations, but all are huge powerful immortal creatures who speak all languages and can be found almost anywhere.

 **TIP**

The Dragons of BRUTAL are the utmost powerful, deadly creatures imaginable. They are meant to remind the characters that BRUTAL is not meant to be an easy game. No cry babies here!!!

WEAKNESS

Every Dragons has a weakness. Some are suckers for flattery. Others will do anything before letting you kill an innocent child. Finding and exploiting a Dragon's weakness is a cruel yet effective way to force a mighty dragon into a life of servitude.

MANY HEADS

A few dragons have 2 to 7 (1d + 1p) heads and are called "Hydras". A 3 headed dragon with the heads being lyon, goat and snake are called "Chimera". Each head has its own LF and HP, but each head must be killed separately, and all the heads must be killed to slay the beast and earn XP. Multiple heads do not offer more CB or more attacks, but they do add to the overall HP and may provide more than one dragon breath option.

SPINNING TAIL

Once per round, when moving on the ground, they may freely turn 360 degrees (a full circle) causing their tail spin about and attack everyone within 6 inches as a 12D Attack with "Impact", but this is merely a move and is not considered to be one of their two actions per round.

INNATE SPELLS

Every dragon will have the innate ability to cast 2 to 7 (1d + 1p) random spells (Table #2) at will in a single action.

HUMAN FORM

Every dragon has their own human form that is unique to them. In human form, they may use armor, weapons and equipment. They may also earn XP and learn to cast spells by reading spell glyphs as humans do.

DRAGON BREATH

Every dragon head will have it's own breath attack.

- Fire Cone: 10" across at 18" range, (CB vs Defense)
- Chlorine Cloud: 12" radius (CB vs NT)
- Lightning..... Bolt: 3" wide, 18" long (CB vs Defense)
- Ice Cone: 10" across at 18" range, (CB vs Defense)
- Acid Cone: 10" across at 18" range, (CB vs NT)

BIG AND STRONG

Their claw attacks may be used like fist and are considered blunt weapons.

DRAGON WASP

Say: (DRAG-un WASP)



CB	CN	CR	IN	MG	NT	ST	WP
8	8	1	1	1	4	4	4

DV	MV	SP	SZ	LF	HP	XP
12"	4	5/5	2	5	18	10

Monster Quantity = 2 to 7 (1d+1p)

Treasure Type = None

Encounter Type = Wandering, Violent, Beast

DFR: (3d) + 6d = 9d

CTR: 3d + 4d = 7d

AKR: (5d) + 4d = 9d

Special:

- Natural Defense = 6d
- Natural Attack "bite, claws" = 4d
- Group Attacks

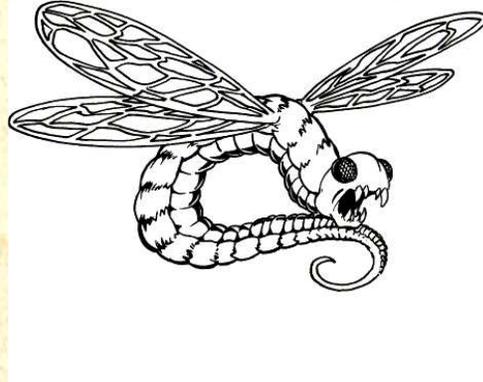
Dragon Wasps appear as tiny dragons. They can come in all shapes and sizes just like dragons. But Dragon Wasps are not intelligent and do not have any of the special abilities of real dragons. They can be found almost anywhere.

GROUP ATTACKS

A Dragon Wasp gains a +1d Attack modifier for each Dragon Wasp that attacks the same target.

DRAGON WORM

Say: (DRAG-un WORM)



CB	CN	CR	IN	MG	NT	ST	WP
8	8	1	1	1	6	8	12

DV	MV	SP	SZ	LF	HP	XP
12"	8	0/0	12	12	42	21

Monster Quantity = 1

Treasure Type = None

Encounter Type = Wandering, Violent, Beast

DFR: (3d) + 8d = 11d

CTR: (3d) + 8d = 11d

AKR: (5d) + 8d = 13d

Special:

- Natural Defense = 8d
- Natural Attack "bite" = 8d

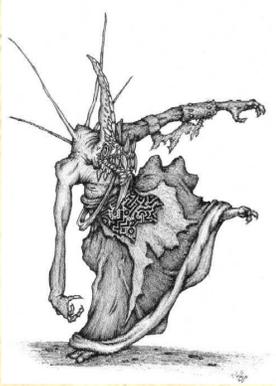
Dragon Worms appear as gigantic dragon flies, as big as 200 feet long. A few legends speak of these creature, but none have been seen for decades. They are believed to fly about amongst the tallest of mountains.

EXCELLENT FLYERS

The flight ability of a Dragon Worm is outstanding. They can fly at top speed, then stop instantly, hover a few seconds, then burst off in the opposite direction immediately flying at top speed.

EPTUSIS

Say: (ep-TU-shish)



CB	CN	CR	IN	MG	NT	ST	WP
8	4	1	2	1	2	6	4

DV	MV	SP	SZ	LF	HP	XP
0"	3	9/9	4	8	28	13

Monster Quantity = 10 to 60 (1dx10p)

Treasure Type = A, C, 1 in 6 = K

Encounter Type = Village, Intelligent, Oblivious

DFR: (3d) + 6d = 9d

CTR: (3d) + 6d = 9d

AKR: (5d) + 6d = 11d

Special:

- Natural Defense = 6d
- Natural Attack "bite, claws" = 6d
- They only "appear" oblivious

Eptusis appear as large bony creatures with very sharp claws and lizard like heads. They have a large hump on their back and from this hump grows long, stiff, things that can only be described as giant thorns. They are typically found in groups of 7 to 12 (1d + 6) dancing and chanting with odd jerky movements, over a small fire burning a thick green smoke.

SUMMON FOOD DANCE

The dance does nothing, but they BELIEVE it keeps predators away and summons food to be eaten, so by your character's untimely arrival, they immediately think of the characters as food. By coming too close (within 9 inches) as summoned food would do, they immediately attack. They begin by Springing 9 inches and use a landing attack on the characters. But by maintaining a safe distance, the characters may speak with the creatures without being considered food. The creatures are quiet friendly, and will prove to be very knowledgeable about the local area where they have been encountered.

EVISERATOR

Say: (ee-VIS-ser-A-tor)



CB	CN	CR	IN	MG	NT	ST	WP
28	12	1	1	1	5	10	9

DV	MV	SP	SZ	LF	HP	XP
12"	5	8/12	6	15	52	25

Monster Quantity = 1

Treasure Type = B, D, G, H, I ... scattered nearby

Encounter Type = Wandering, Violent, Beast

DFR: (3d) + 10d = 13d

CTR: (3d) + 7d = 10d

AKR: (5d,5d,5d,5d,5d) + 8d = 13d,13d,13d,13d,13d

Special:

- Natural Defense = 10d
- Natural Attacks = 8d (as a magic weapon)
- Five attacks: 4 x claws, 2 x sharp points, 1 x bite.

Eviserators appear like the most horrific giant space alien insect monster imaginable. They have 6 eyes, 2 legs, 2 horns, 4 spikes, 2 tails, 4 arms that end in claws, 2 arms that end in sharp points, and 2 arms with hooks to drag prey into its teeth-filled jaws! They are typically found alone (thank goodness) prefer secluded areas, so you would not expect to find one in a busy city.

ATTACKS FARTHEST TARGETS FIRST

Instinctively, in order to get the most food possible, these creatures have learned to go after the farthest food first, and save the close food to eat later.

WEAKNESS

It is said that they think of everything that moves as food, so by not moving ... it may be possible to stay very still and wait until it leaves on its own.

FLASH DRAGON

Say: (FLASH DRAG-un)



xCB	CN	CR	IN	MG	NT	ST	WP
8	5	1	1	1	8	3	4

DV	MV	SP	SZ	LF	HP	XP
12"	3	0/0	3	3	11	6

Monster Quantity = 7 to 12 (1d+6p)

Treasure Type = None

Encounter Type = Wandering, Violent, Beast

DFR: (3d) + 2d = 5d

CTR: (3d) + 2d = 5d

AKR: (5d) + 2d = 7d

Special:

- Natural Defense = 2d
- Natural Attack "bite" = 2d
- Stunning Blindness

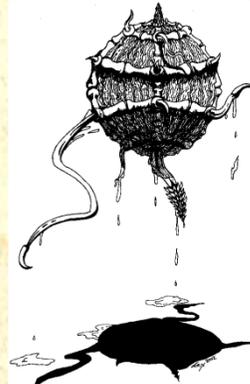
Flash Dragons appear to be dragon-like humanoids, but they have no humanoid language or intelligence. They are only found in groups flying in the night's sky, or in dark dungeons and caves.

STUNNING BLINDNESS

Flash Dragons have a flash light like appendage that grows out of the tops of their heads. They can use these to shine a bright light on their targets. Stunned victims may defend themselves normally, but nothing more for 1 to 3 rounds (including no counter attacks).

FLOATING BALL

Say: (FLOAT-ing ball)



CB	CN	CR	IN	MG	NT	ST	WP
8	2	1	1	1	12	1	12

DV	MV	SP	SZ	LF	HP	XP
0"	2	0/0	3	6	21	8

Monster Quantity = 1

Treasure Type = None

Encounter Type = Wandering, Oblivious

DFR: (3d) + 7d = 10d

CTR: None

AKR: None

Special:

- Only be harmed by magic weapons or spells.
- Natural Defense = 7d
- Natural Attack, 2 in 6 chance each round of... "lightning burst" = 10d vs Defense, 9" radius

Floating Balls appear as large wet sponges dripping profusely as they float about randomly. They can be found almost anywhere, but usually found alone.

DRAGON HEART

Inside the Floating Ball is a very large beating heart that looks oddly like some sort of dragon sculpture. After killing a Floating Ball, the heart falls to the ground in a puddle. If left unharmed, the heart will grow a new spongy body and live again.

If the dragon heart is eaten, a single character gains a permanent +2d modifier to their Life Force and gets to 2 to 12 (2d) points to their max hit points. A character may only gain this benefit once in their lifetime. Eating more dragon hearts will have no effect.

FLURMILION

Say: (flur-MILL-yun)



CB	CN	CR	IN	MG	NT	ST	WP
8	1	1	1	1	10	3	3

DV	MV	SP	SZ	LF	HP	XP
0"	0	0/0	4	6	21	8

Monster Quantity = 2 to 7 (1d+1p)
 Treasure Type = B, D, E, K ...scattered about
 Encounter Type = Plant, Oblivious

DFR: (3d) + 6d = 9d
 CTR: (3d) + 5d = 8d
 AKR: (5d) + 5d = 10d

Special:

- Natural Defense = 6d
- Natural Attack "Acid Spray", 6" radius...
Roll NT vs NT to fins burn damage
- Immune to fire

Flurmilion appear as very balls of fungus with a great many large pointy spikes. Surrounding them, scattered on the ground, are many, many bones and perhaps a few items of value. They are found in groups of 1 to 3, in warm dry places.

ACID SPRAY

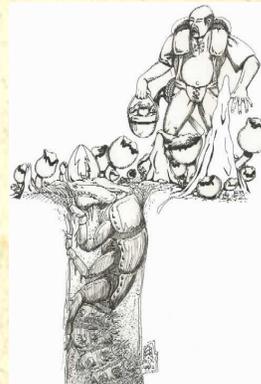
Flurmilion instinctually spray acid out of its tubular spikes, in all directions at once, covering a 6 inch radius.

IMMUNE TO FIRE

When confronted with fire, a dry powdery cloud of spores automatically extinguishes the flames.

GARDEN LURKER

Say: (GAR-dun-LUR-ker)



CB	CN	CR	IN	MG	NT	ST	WP
8	8	1	1	1	4	10	5

DV	MV	SP	SZ	LF	HP	XP
6"	2	0/0	7	10	35	16

Monster Quantity = 1 or 2 to 7 (1d+1p)
 Treasure Type = H x3, I x3 ... buried below
 Encounter Type = Nesting, Violent, Beast

DFR: (3d) + 7d = 10d
 CTR: (3d) + 7d = 10d
 AKR: (5d) + 8d = 13d

Special:

- Natural Defense = 7d
- Natural Attack "bite" = 8d

Garden Lurkers appear as large flat rocks in and amongst a collection of plants and stepping stones. Garden Lurkers can be found alone, or in groups. Garden Lurkers have very large worm-like bodies that extend 20 to 30 feet in length down deep into the ground. The top six feet of the worm, (the part with the head) has 6 powerful legs and is covered with a very hard system of shells.

BITING TRAP

They wait motionlessly until stepped upon then they quickly bite and hold the victim's leg. With a successful bite, their jaws automatically lock and become very difficult to pry open (ST vs. ST). Once a victim is caught, they retreat down deep into their burrow, slowly pulling down their victim along with them. In 7 to 12 (1d + 6p) rounds. Eventually the victim is buried and suffocates to death.

AVOID BITE

CN vs CN as if avoiding a trap

GARGOYLE

Say: (GAR-goil)



CB	CN	CR	IN	MG	NT	ST	WP
13	5	5	5	5	5	8	10

DV	MV	SP	SZ	LF	HP	XP
12"	3/1	2/5	2	6	21	12

Monster Quantity = 1 or 2 to 7 (1d+1p)

Treasure Type = None

Encounter Type = Hiding, Violent, Intelligent

DFR: (3d) + 8d = 11d
 CTR: (3d) + 5d = 8d
 AKR: (5d,5d) + 5d = 10d,10d

Special:

- Only be harmed by magic weapons or spells
- Natural Defense = 8d
- Natural Attack "bite, claws" = 5d

Gargoyles appear as small statues of winged demons, resting motionlessly upon high lofts and building top ledges. No two gargoyles look the same. Some are larger, some have multiple arms, some have tails, and some don't have wings. And so on.

Gargoyles stay as still as possible and their gray, stone-like skin makes them appear as a statue. They may use armor, weapons, and equipment, but rarely do, because this makes it more difficult to fool the characters into thinking they are statues. They will wait until the opportune moment, then attack or run away. Gargoyles are highly intelligent and can cast spells and use magic items.

SLOW FLYERS

Gargoyles are normally slow flyers, almost comical, and most will be faster on the ground. Their wings are normally quite small and beat rapidly as the little stone demon putters about the air.

GHOST

Say: (GOAST)



CB	CN	CR	IN	MG	NT	ST	WP
8	6	3	3	10	5	3	10

DV	MV	SP	SZ	LF	HP	XP
12"	3	0/0	3	7	25	15

Monster Quantity = 1

Treasure Type = None

Encounter Type = Wandering, Violent

DFR: (3d) + 6d = 9d
 CTR: (3d) + 6d = 9d
 AKR: (5d) + 6d = 11d

Special:

- Only be harmed by magic weapons or spells
- Natural Defense = 6d
- Natural Attack "chilling touch" = 6d
- Invisible rating = 12d, at will
- Walk through walls at will
- Wainlin "screaming", 3/day, 9" radius, as 10d attack.

Ghosts appear as nearly transparent copies of their once living bodies, complete with phantom clothes, armor, weapons and equipment, but none of their equipment is truly with them any longer. They are typically encountered as individual creatures haunting specific places, or (rarely) a group of ghosts will work together to recreate a scene.

Ghosts are angry or sad spirits who need to fulfill something before they can be free to "move on". Most ghosts seek the help of the characters to unravel some mystery. But other ghosts have given up on the aid of mortals, and now seek only to horrify and slaughter them.

GHOUL
Say: (GOOL)



CB	CN	CR	IN	MG	NT	ST	WP
8	5	5	5	6	7	5	5

DV	MV	SP	SZ	LF	HP	XP
12"	3/2	1/3	3	5	18	11

Monster Quantity = 1 or 2 to 7 (1d+1p)
Treasure Type = A, C, E ... hidden nearby
Encounter Type = Nesting, Violent, Undead

DFR: (3d) + 4d = 7d
CTR: (3d) + 4d = 7d
AKR: (5d) + 4d = 9d

Special:

- Only be harmed by magic weapons or spells
- Natural Defense = 4d
- Natural Attack "bite, claws" = 4d
- Paralyzing Touch, 2 to 7 (1d+1p) rounds, NT vs NT to resist

Ghouls appear as skinny, bony creatures with undead skin and pale eyes. Their arms and legs are often long and lanky. Their teeth are dull yellow and very sharp. Ghouls may be found alone or in groups. They are typically encountered in cemeteries, morgues and crypts. They can dig through soft earth almost as fast as they can run.

SIMILAR TO ZOMBIES

Ghouls are similar to zombies, but they eat "dead and rotting" flesh and have no risk of becoming skeletons.

PARALYZING TOUCH

The touch of a ghouls may cause paralysis. They drag paralyzed victims deep into the earth where it is very difficult to follow them, then collapse the tunnels to suffocate and kill their victims to be eaten later.

GIANT
Say: (GY-ant)



CB	CN	CR	IN	MG	NT	ST	WP
8	1	1	1	1	1	9	4

DV	MV	SP	SZ	LF	HP	XP
0"	3	0/0	9	12	42	20

Monster Quantity = 1
Treasure Type = C x3, E x3
Encounter Type = Wandering, Violent, Intelligent

DFR: (3d) + 6d = 9d
CTR: (3d) + 8d = 11d
AKR: (5d) + 8d = 13d

Special:

- Natural Defense = 6d
- Natural Attack "club, fist, thrown rock" = 8d
Range (9", 21", 33")

Giants appear as gargantuan and often over weight, bloated humans. They can be found almost anywhere.

DIMWITTED

Quick to smell food, but lousy to find it, Giants roam about chanting silly rimes and searching for food. When hungry enough, they will eat a raw cow or a pile of dry hay, but they'd much rather cook their food by making very large fires. After eating, a giant hopefully falls asleep (4 in 6 chance). A sleeping giant will snore very slowly but steady and prefer to nap for 2 to 7 consecutive days. However, they are easily awakened.

STOMPING

Crushing blow = -1d to hit and x3 damage

They will step on you and squish you into jelly if you get too close.

GIANT RAT

Say: (GY-ent RAT)



CB	CN	CR	IN	MG	NT	ST	WP
8	1	1	1	1	6	1	1

DV	MV	SP	SZ	LF	HP	XP
12"	2	1/3	1	2	7	4

Monster Quantity = 12 to 22 (2d + 10p)

Treasure Type = None

Encounter Type = Wandering, Violent, Beast

DFR: (3d) + 2d = 5d

CTR: (3d) + 2d = 5d

AKR: (5d) + 2d = 7d

Special:

- Natural Defense = 2d
- Natural Attack "claws, bite" = 2d

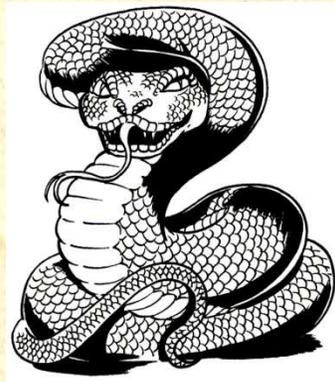
Giant rats appear as large rodents with thick fur, yellow teeth, and long gray hairless tails, 1+ ½ feet tall. They hiss, drool, scratch and bite. These creatures tend to live in villages and towns, especially where there is a lot of waste that they can dig through. They live in large groups, scurry about, scavenge for food.

SWARM

Usually they can be frightened off with bright light or loud sounds, but occasionally they will enter into a mad fit of hunger, squeak like crazy, and attack the first living prey they find.

GIANT SNAKE

Say: (GY-ent SPY-dur)



CB	CN	CR	IN	MG	NT	ST	WP
8	10	1	1	1	10	10	4

DV	MV	SP	SZ	LF	HP	XP
12"	2	3/6	3	9	32	14

Monster Quantity = 1

Treasure Type = None

Encounter Type = Wandering, Violent, Beast

DFR: (3d) + 5d = 8d

CTR: (3d) + 5d = 8d

AKR: (5d) + 5d = 10d

Special:

- Natural Defense = 5d
- Natural Attack "bite" = 5d

Giant snakes come in as many different types as do their smaller cousins. Some constrict and squeeze their victims, while others spit poison. Some Giant Snakes build nests out of mighty tree limbs, while others hunt. Some even swim in the water. Their SP, CN, NT and ST ratings may vary.

POISONOUS BITE

A venomous snake travels alone and hunts for prey. Their poison paralyzes you for many hours so they can take their time to swallow you whole. Roll your NT vs. the Giant Snakes NT or be paralyzed for 2 to 7 (1d + 1p) hours.

SQUEEZED TO DEATH

A giant constrictor will be capable of squeezing as many as 2 to 7 (1d+1p) different victims at the same time. They grab and hold (CN vs CN) then squeeze (ST vs ST = damage).

You may try to break free (ST vs ST) once per round until you are squeezed to death.

GIANT SPIDER

Say: (GY-ent SPY-dur)



CB	CN	CR	IN	MG	NT	ST	WP
8	8	1	1	1	4	6	4

DV	MV	SP	SZ	LF	HP	XP
12"	2	1/3	4	9	32	13

Monster Quantity = 1 or 2 to 7 (1d+1p)

Treasure Type = None

Encounter Type = Hiding, Wandering, Violent, Beast

DFR: (3d) + 4d = 7d

CTR: (3d) + 4d = 7d

AKR: (5d) + 4d = 9d

Special:

- Natural Defense = 4d
- Natural Attack "bite" = 4d

Giant spiders come in as many different types as do their smaller cousins. Some Giant Spiders build webs While others hunt. Some even live in spider communities surrounding a queen spider. Their SP, CN, NT and ST ratings may vary.

POISONOUS BITE

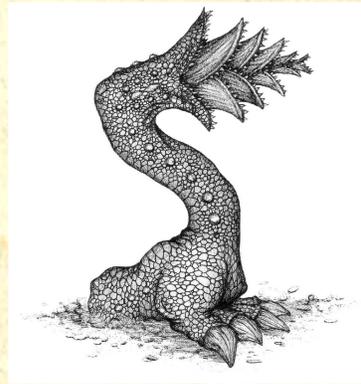
The poison paralyzes you for many hours so they can take their time to rip open your flesh and eat up your warm, soft, inner organs. Roll your NT vs. the Giant Spiders NT or be paralyzed for 2 to 7 (1d + 1p) hours.

TRAPPED IN A WEB

A web building spider will construct a massive, intricate web that they use to trap and keep their prey. Roll you NT vs. the Giant Spider's NT or get caught in the web. Struggling only makes it worse as the Giant Spider simply waits for you to die of starvation. Those not caught may carefully cut you free. Fire, by the way, will quickly burn up OLD webbing, but have no effect on a fresh, moist, sticky web.

GIRKOLOP

Say: (GUR-ka-lop)



CB	CN	CR	IN	MG	NT	ST	WP
8	4	1	1	1	4	12	4

DV	MV	SP	SZ	LF	HP	XP
6"	2	1/3	7	7	25	10

Monster Quantity = 2 to 7 (1d+1p)

Treasure Type = None

Encounter Type = Wandering, Violent, Herd animal

DFR: (3d) + 6d = 9d

CTR: (3d) + 5d = 8d

AKR: (5d) + 5d = 10d

Special:

- Natural Defense = 6d
- Natural Attack "bite, claws" = 5d

Girkolop appear as a solitary succulent cactus-like plant, maybe 5 feet tall, but this plant like thing is only their head. They roam about rocky areas, then burrow beneath the substrate or amongst the rocks, with just their heads above ground to appear as a large plant. They have short stubby tails and their hind legs are merely vestigial nubs. Males also have devilish horns on their heads. They typically eat plants and small animals, but will attack if threatened.

GLOW SHROOM
Say: (GLO-SHROOM)



CB	CN	CR	IN	MG	NT	ST	WP
1	1	1	1	1	1	1	1

DV	MV	SP	SZ	LF	HP	XP
0"	0	0/0	1	1	4	0

Monster Quantity = 6 to 11 (1d+5p)
Treasure Type = None
Encounter Type = Nesting, Oblivious

No defenses
No attacks

Glow Shrooms appear as large patches of small mushrooms that illuminate cold dark caves where moisture is present. Upon further investigation, it's easy to determine that the glow actually comes from small caterpillars that are moving about amongst the normal mushrooms, small rocks and such. Typically 12 to 22 (2d + 10p) will be found casually munching away on the delicious mushrooms.

CALMING EFFECT

As they move about, they create an eerie glow that casts odd shadows that move about on the walls in a spooky way. These dancing shadows and pulsing glow can have calming effect on those who encounter it. Roll your WP vs. 6d or become convinced you need to stay here and rest peacefully for 2 to 7 (1d + 1p) hours.

NATURAL LIGHT

When found, captured, and placed in a clear glass jar (or empty lantern) Glow Shrooms can emit light in an 18 inch radius without sparking a fire or casting a spell. However Glow Shrooms need to be fed fresh mushrooms with a bit of moisture twice a day.

GNOLL
Say: (NOLE)



CB	CN	CR	IN	MG	NT	ST	WP
8	2	3	2	1	2	2	2

DV	MV	SP	SZ	LF	HP	XP
0"	2	1/3	3	3	11	5

Monster Quantity = 2 to 7 (1d+1p)
Treasure Type = A, C
Encounter Type = Wandering, Violent, Intelligent, Character

DFR: (3d) + 3d = 6d
CTR: (3d) + 4d = 7d
AKR: (5d) + 4d = 9d

Special:

- Natural Defense "half chain, shield" = 3d
- Natural Attack "axe, flail, etc. (not sword)" = 4d

Gnolls appear as large furry hyena-like men, hunched over with dog like snouts and fuzzy pointed ears. They live in villages or clans, but can also join up with bandits, evil cults, etc..and be found almost anywhere.

Gnolls are bent on the conquest of the entire world. They join forces with other humanoids and make war against the character races.

GOBLIN
Say: (GOB-lin)



CB	CN	CR	IN	MG	NT	ST	WP
8	2	3	2	1	2	2	2

DV	MV	SP	SZ	LF	HP	XP
0"	2	1/3	2	2	7	4

Monster Quantity = 2 to 7 (1d+1p)
Treasure Type = A, C
Encounter Type = Wandering, Violent, Intelligent

DFR: (3d) + 2d = 5d
CTR: (3d) + 2d = 5d
AKR: (5d) + 2d = 7d

Special:

- Natural Defense "leather, shield" = 2d
- Natural Attack "axe, flail, etc. (not sword)" = 2d

Goblins appear as small ugly men with a large diversity of facial features. They live in villages or clans, but can also join up with bandits, evil cults, etc..and be found almost anywhere.

Goblins are bent on the conquest of the entire world. They join forces with other humanoids and make war against the character races.

HELL CAT
Say: (HEL KAT)



CB	CN	CR	IN	MG	NT	ST	WP
8	6	2	2	5	12	8	6

DV	MV	SP	SZ	LF	HP	XP
12"	2	1/3	2	4	14	7

Monster Quantity = 1
Treasure Type = None
Encounter Type = Wandering, Violent, Beast

DFR: (3d) + 4d = 7d
CTR: (3d) + 4d = 7d
AKR: (5d) + 4d = 9d

Special:

- Natural Defense = 4d
- Natural Attack "bite, claws" = 4d

Hell Cats appear as silhouettes of large black cats shimmering with a spooky green glowing border.

Hell Cats always travel alone, stalking and hunting their prey. They feed upon the living, prefer to sneak up and gain a surprise attack, but will attack immediately if spotted. They will stay and fight to the bitter end and are impossible to frighten off.

HARD TO SEE

A Hell Cat is invisible in daylight (Invisible rating = 12 dice), Difficult to see in dim light (Invisible rating = 6 dice), and easily spotted in complete darkness.

HELL HORSE

Say: (HEL HORS)



CB	CN	CR	IN	MG	NT	ST	WP
8	12	4	2	1	6	18	6

DV	MV	SP	SZ	LF	HP	XP
12"	4	3/6	5	7	25	12

Monster Quantity = 1
 Treasure Type = None
 Encounter Type = Wandering, Violent, Beast

DFR: (3d) + 4d = 7d
 CTR: (3d) + 4d = 7d
 AKR: (5d) + 4d = 9d

Special:

- Natural Defense = 4d
- Natural Attack "bite, claws" = 4d

Hell Horses appear as sleek, black, awesome steeds with the blackest eyes. When excited, they show their large, square, yellow teeth and flames sometimes flare from their black noses.

Hell Horses are typically encountered as mounts being ridden by a powerful master.

FLY

Hell Horses can fly very, very fast

FIRE BREATH

A Hell Horse may breath fire that causes a 8 dice attack to a single creatures in front of it, range of 3 inches. Hell Horses may breath fire a maximum of 3 times a day.

HELL HOUND

Say: (HEL HOUND)



CB	CN	CR	IN	MG	NT	ST	WP
8	6	3	2	1	9	8	12

DV	MV	SP	SZ	LF	HP	XP
12"	3	2/5	3	5*	18	10

Monster Quantity = 1
 Treasure Type = None
 Encounter Type = Wandering, Violent, Beast

DFR: (3d) + 5d = 8d
 CTR: (3d) + 6d = 9d
 AKR: (5d) + 6d = 11d

Special:

- Natural Defense = 5d
- Natural Attack "bite" = 6d

Hell Hounds appear as very large dogs with 2 to 4 heads. They have huge heads, sharp black teeth, and blood red tongues. As many as 2 to 7 (1d + 1p) Hell Hounds can be encountered in the wild, but are more often encountered as a single hound chained down to guard a door or something.

MULTIPLE HEADS

Roll d6: (1-3) two heads, (4-5) three heads, (6) four heads.

Each Hell Hound head has its own Life Force and Hit Points. Each of the heads must be killed separately, and all of them must be killed to slay the beast.

All the heads share the same combat attack adjustment. So if one head has an attack with 5d, then all the heads do.

HOJAROGOTIJIE

Say: (HO-jar-o-go-TEE-jee-ae)



CB	CN	CR	IN	MG	NT	ST	WP
8	3	1	9	12	13	4	12

DV	MV	SP	SZ	LF	HP	XP
12"	2	1/3	3	6	21	11

Monster Quantity = 1

Treasure Type = None

Encounter Type = Hiding, Friendly, Intelligent

DFR: (3d) + 5d = 8d

CTR: (3d) + 4d = 7d

AKR: (5d) + 4d = 9d

Special:

- Only be harmed by spells and magic weapons.
- Natural Defense = 5d
- Natural Attack "bite, claws" = 4d
- Autocast 2 to 7 (1d+1p) random spells at will, 3/day

Hojarocotijie appear as Human-sized creatures made out of moss and rotting leaves. They will always have a head but may or may not have 2 or more arms and legs. They usually found alone in isolated areas, outdoors.

Hojarocotijie are guardians of deep dark forests and such. They enjoy a very private lifestyle and can live for thousands of years. Though peaceful and thoughtful, they can be deadly enemies to those who would bring harm and destruction to an area protected by an Hojarocotijie. They can fight with sticks and stones, but prefer to cast spells when in a serious battle.

UNIVERSAL LANGUAGE

They are intelligent creatures who can speak with all manners of living creatures including humanoids, plants and animals. When a Hojarocotijie speaks all creatures hear them speak in their native language.

HOQWI TOLIM

Say: (HOK-why-TOE-leem)



CB	CN	CR	IN	MG	NT	ST	WP
8	4	1	3	5	3	4	3

DV	MV	SP	SZ	LF	HP	XP
0"	2	1/3	3	5	18	7

Monster Quantity = 2 to 7 (1d+1p)

Treasure Type = A, C, I

Encounter Type = Wandering, Friendly, Intelligent

DFR: (3d) + 3d (+2) = 8d

CTR: (3d) + 2d (+2) = 7d

AKR: (5d) + 2d (+2) = 9d

Special:

- Natural Defense = 3d (+2 with staff)
- Natural Attack "staff" = 4d (+2 with staff)

Hoqwi Tolim appear as Human-sized creatures with strange heads, 4 arms and 4 legs. Awkward movers, they prefer conversation, especially about nature. Hoqwi Tolim live in small villages, mostly in communal settings, dwelling in large mud huts and adobe buildings. They are relatively intelligent, about as smart as Humans, but with simpler motives. They enjoy the outdoors and like to commune with nature. In general they are gregarious (jovial and friendly) yet inquisitive. They live in their own communities, where they enjoy puzzles and philosophy, but they also interact readily with other creatures. They love parties, especially those that include big feasts. Fruits and eggs are their favorite dishes. When confronted aggressively they will flee and are surprisingly quick runners though they can't climb or swim very well.

SPELLS

2 in 6 will have a Magic rating between 7d and 12d (1d+6p) and carry spell book with the "Copy Spell Glyph" spell plus 2 to 7 (1d + 1p) random spells from the table of spell glyphs found at the beginning of this book.

HUSHLIOR

Say: (hoosh-LEE-ore)



CB	CN	CR	IN	MG	NT	ST	WP
8	4	1	1	1	4	6	4

DV	MV	SP	SZ	LF	HP	XP
0"	3	0/0	12	12	42	18

Monster Quantity = 1

Treasure Type = None

Encounter Type = Wandering, Violent, Beast

DFR: (3d) + 8d = 11d

CTR: (3d) + 7d = 10d

AKR: (5d) + 8d = 13d

Special:

- Natural Defense = 8d
- Natural Attack "bite, claws" = 8d

Hushlior appear as big ass shrimp like organisms. They are amphibious and can be found in and out of the water.

Most Hushlior are encountered swimming in large families far out at sea, but for reasons not yet know, they sometime beach themselves, lie on the sand for a few hours, then begin to walk about lost and in a frightful panic. They walk on huge legs covered in extremely hard shells and attack anything that moves.

IRON JAW

Say: (I-urn JAW)



CB	CN	CR	IN	MG	NT	ST	WP
8	8	1	1	1	6	6	6

DV	MV	SP	SZ	LF	HP	XP
12"	4	8/8	10	12	42	19

Monster Quantity = 1 or 2

Treasure Type = None

Encounter Type = Wandering, Violent, Beast

DFR: (3d) + 8d = 11d

CTR: (3d) + 7d = 10d

AKR: (5d) + 8d = 13d

Special:

- Natural Defense = 8d
- Natural Attack "bite, claws" = 8d

Iron Jaws appear as huge millipedes with bizarre eyes and a large mouth filled with teeth.

Typically, an Iron Jaw is found alone in the largest of the deep dark caves far, far below. Occasionally they wander closer to the surface in search for food.

JURASSIC BEETLE

Say: (jur-ASS-ik BEE-tul)



CB	CN	CR	IN	MG	NT	ST	WP
8	6	1	1	1	2	8	8

DV	MV	SP	SZ	LF	HP	XP
12"	2	1/3	5	5	18	9

Monster Quantity = 2 to 7 (1d+1p)

Treasure Type = None

Encounter Type = Wandering, Violent, Beast

DFR: (3d) + 5d = 8d

CTR: (3d) + 4d = 7d

AKR: (5d) + 4d = 9d

Special:

- Natural Defense = 5d
- Natural Attack "bite, claws" = 4d

Jurassic Beetles appear as large creatures with a horny head and a hard shell covered with hard spikes.

They burrow a lot and are often encountered in the loose rubble of crumbled buildings. Swarms of these creatures (3 to 18) can be found bursting out of the rocks while your exploring old ruins or natural caves.

FREE MOVEMENT

They can climb on walls and ceilings without penalty to their movement. However, they cannot fly.

KNOGHTYM

Say: (NOK-tee-OK-tum)



CB	CN	CR	IN	MG	NT	ST	WP
8	2	1	1	1	2	2	2

DV	MV	SP	SZ	LF	HP	XP
12"	2	1/3	3	5	18	7

Monster Quantity = 2 to 7 (1d+1p)

Treasure Type = A, C

Encounter Type = Wandering, Violent, Intelligent, Character

DFR: (3d) + 5d (+3) = 11d

CTR: (3d) + 5d (+3) = 11d

AKR: (5d) + 5d (+3) = 13d

Special:

- Natural Defense = 5d (+3 with staff)
- Natural Attack "staff" = 5d (+3 with staff)

Knoghtym appear as pale, dirty, hunched over humanoids with long lumpy heads. They live in large underground cities, but are typically encountered as guards or patrols outside the city in groups of 3 to 8 (1d + 2p). These friendly creatures live according to many strange rules and ancient customs which are mostly silly and superstitious. Before speaking for example, they must tap the base of their staff on the ground two times then turn around one time in a clockwise direction. Regardless of how nice your characters are, they will eventually encounter a silly rule that requires a civilized yet deadly duel to the death. At this point the options are (1) everyone run away (2) everyone attack (3) or accept the challenge and have the selected character fight one of the Knoghtym to the death using nothing but a staff. Often, the rules by which they live seem to change or conflict with previous rules that the characters have tried to learn. But the most basic rule is to never challenge any rule, therefore anyone who makes up a rule will not be challenged. As such, they have been known to adopt new rules from characters they have met who made up new rules.

KOBOLD
Say: (KO-bald)

CB	CN	CR	IN	MG	NT	ST	WP
4	2	3	2	1	2	2	2

DV	MV	SP	SZ	LF	HP	XP
0"	2	1/3	2	1	4	0

Monster Quantity = 2 to 7 (1d+1p)
Treasure Type = A
Encounter Type = Wandering, Violent, Intelligent

DFR: (2d) + 2d = 4d
CTR: (3d) + 1d = 4d
AKR: (2d) + 1d = 3d

Special:

- Natural Defense "leather armor, shield" = 2d
- Natural Attack "axe, flail, etc. (not sword)" = 1d

Kobolds appear as small lizard-boar like men with tiny black eyes and up thrusting tusk. They live in villages or clans, but can also join up with bandits, evil cults, etc..and be found almost anywhere.

Kobolds are bent on the conquest of the entire world. They join forces with other humanoids and make war against the character races.

ZERO EXPERIENCE POINTS

Kobolds are worth ZERO XP.

LEPER LICH
Say: (LEP-ur-LITCH)



CB	CN	CR	IN	MG	NT	ST	WP
8	6	13	10	9	2	2	9

DV	MV	SP	SZ	LF	HP	XP
12"	2	1/3	3	6	35	16

Monster Quantity = 1
Treasure Type = None
Encounter Type = Wandering, Violent, Undead

FR: (3d) + 5d = 8d
CTR: (3d) + 5d = 8d
AKR: (5d) + 5d = 10d

Special:

- Only harmed by magic weapons and spells
- Natural Defense = 5d
- Natural Attack "claws" = 5d
- Touch causes rotting flesh 2d, WP vs WP to resist

A Leper Lich is an ultra powerful character who tried to turn them self into a Lich but failed somehow. At best they appear as a badly wounded Lich, but more often they appear as a skeleton or zombie. Their eye sockets appear as dark black holes without the tiny glowing point of light seen in a real Lich. Their bodies are riddled with disease, tumors, boils, broken bones, and open wounds infested with bugs and disease. Their bodies may also have numerous battle scars and may even have daggers or arrows still stuck in them from previous conflicts. They walk as if it pains them to do so, shambling along slowly.

LICH
Say: (LICH)



CB	CN	CR	IN	MG	NT	ST	WP
18	6	12	18	18	16	14	20

DV	MV	SP	SZ	LF	HP	XP
18"	2	1/3	3	8	42	25

Monster Quantity = 1
Treasure Type = B, D, E, G, K x3
Encounter Type = Wandering, Violent, Undead

DFR: (3d) + 6d = 9d
CTR: (3d) + 8d = 11d
AKR: (5d,5d,5d) + 8d = 13d,13d,13d

Special:

- Only harmed by magic weapons and spells
- Natural Defense = 6d
- Natural Attack "claws" = 8d (as a magic weapon)

A Lich is an ultra powerful character who turned themselves into an undead in order to cheat old age and death. They appear as sickly, withered old characters typically wearing fancy clothing, and wielding the best armor and weapons imaginable. Their eye sockets appear as dark black holes with a tiny glowing point of light. They are rarely found wandering far from their labyrinth, crypt or dungeon where they hide deep within the darkness protected by a great many traps, tricks, locks, mazes, and monsters. When encountered, they will usually be attacking from a safe place, far away, with a well planned escape. If surprised by the characters, their first thought will be to escape. But if cornered, they might just kill everyone including themselves with some ultra-powerful spell or something.

HORROR

A Lich may stand tall, stretch forth a single arm, scratch at the air, and hiss loudly causing all who see this to roll their Willpower against the Lich's Willpower. All who fail

immediately run away for 3 to 18 rounds. Those who succeed may stay, but suffer 1 dice of instant damage.

INNATE SPELLS

Every lich will have the innate ability to cast 2 to 7 (1d + 1p) random spells (Table #1) at will in a single action.

SPELL BOOK

A Lich will have a spell book with the "Copy Spell Glyph" spell plus 2 to 7 (1d + 1p) random spells (Table #2). Their spell book(s) will be hidden extremely well. Hidden rating = 18

LICH STAFF

A lich does not fumble about with books and scrolls. Instead they copy only their favorite spell glyphs on to their favorite staff. And of course, these spell glyphs will be hidden. Hidden rating = 11 to 16 (1d + 10p)
Roll a different hidden rating for each spell glyph

MAKING A LICH

They have likely destroyed any and all notes, spell glyphs, etc. and will NEVER willing share the secret!

How much do you know about making a Lich? To find out, roll your IN and consult the table below. You may only try this once. Then they must use XP to increase their IN rating before they may try again.

- 15 or higher:
The process involves turning living person, into an undead person.
- 20 or higher:
You must combine the "Death" spell with the "Animate Dead" spell.
- 25 or higher:
The spells involved must all be cast at the same time. This will require setting up an SHARED "Autocast" trigger event.
- 30 or higher:
A third spell is needed, ..the "Curse" spell used to condemn the persons soul to be bound to the Material plane of existence for all time. All 3 spells must share the same "Autocast".
- 35 or higher:
A fourth spell is needed, ..the "Heal" spell used to survive the transformation. All 4 spells must share the same "Autocast".

LIZARDMAN

Say: (LIZ-ard-man)



CB	CN	CR	IN	MG	NT	ST	WP
8	2	3	2	1	2	2	2

DV	MV	SP	SZ	LF	HP	XP
0"	2	1/3	3	3	11	4

Monster Quantity = 6 to 11 (1d+5p)

Treasure Type = A, C

Encounter Type = Wandering, Violent, Intelligent, Character

DFR: (3d) + 3d = 6d

CTR: (3d) + 2d = 5d

AKR: (5d) + 2d = 7d

Special:

- Natural Defense "half chain, shield" = 3d
- Natural Attack "axe, flail, etc. (not sword)" = 2d

Lizardmen appear as large reptile-like men with large yellow eyes. They live in villages or clans, but can also join up with bandits, evil cults, etc..and be found almost anywhere.

Lizardmen are bent on the conquest of the entire world. They join forces with other humanoids and make war against the character races.

MEDUSA

Say: (ma-DUZ-ah)



CB	CN	CR	IN	MG	NT	ST	WP
8	4	8	8	8	8	8	8

DV	MV	SP	SZ	LF	HP	XP
12"	3	2/6	4	7	25	15

Monster Quantity = 1

Treasure Type = B, D, E, K

Encounter Type = Wandering, Violent, Intelligent

DFR: (3d) + 5d = 8d

CTR: (3d) + 6d = 9d

AKR: (5d) + 6d = 11d

Special:

- Natural Defense = 5d
- Natural Attack "Large, magic bow" = 6d
- NT vs Cn to avoid her gaze, WP vs WP to avoid petrification

Medusa appear as large human females with snakes growing out of their head, instead of hair. They can be found almost anywhere. They are very intelligent, and may use equipment and cast spells if they have them.

MEDUSA BOW

Their bow and arrows burst into flames and turn into ash in 2 to 7 (1d + 1p) rounds after they die, unless a potion of healing is poured over them. If saved, treat the bow as a +1 large bow only capable of shooting the 2 to 12 (2d) arrows that were found with it. Treat the arrows as +1 large arrows. The bow and arrows of a medusa require a min Size of 4d or higher and act as a 6d weapon.

Petrified victims are not dead but be careful not to break off any limbs. There are two different spells that may be used: "Remove Curse" and the reverse of the "Petrification" spell.

MILLI-LIZARD

Say: (MIL-lee LIS-zard)



CB	CN	CR	IN	MG	NT	ST	WP
8	2	8	3	1	1	2	3

DV	MV	SP	SZ	LF	HP	XP
6"	2	2/5	1	2	7	4

Monster Quantity = 2 to 7 (1d+1p)

Treasure Type = None

Encounter Type = Wandering, Friendly, Intelligent

DFR: (3d) + 2d = 5d

CTR: (3d) + 2d = 5d

AKR: (5d) + 2d = 7d

Special:

- Natural Defense = 2d
- Natural Attack "bite" = 2d
- Shredding Legs = Crawl under clothes and cause 1d HP for 2 to 7 (1d+1p) rounds

Milli-Lizards are typically encountered as small, friendly, talking lizards sitting on their hind legs trying to get the attention of the characters. They will chat friendly-like and share their knowledge of the local area in hopes of earning someone's trust. When asked to join the group, they will feign reluctance at first but eventually accept the invitation. But never trust a Milli-Lizard, because they will eat you first chance they get. They can retract their big soft eyes into deep protective sockets, then unfold their many hidden legs, and pull back their lips to reveal a small jaw filled with razor sharp teeth. Then they will climb into your clothes and rip you to shreds!

CUTE

Use "Detect Disguise" to see them as they truly are. Roll your IN vs. Their CR.

MUMMY

Say: (MUM-ee)



CB	CN	CR	IN	MG	NT	ST	WP
13	8	5	12	18	8	10	12

DV	MV	SP	SZ	LF	HP	XP
12"	2	1/3	4	12	35	20

Monster Quantity = 1

Treasure Type = E, G, H, I, J, K

Encounter Type = Wandering, Violent, Construct

DFR: (3d) + 6d = 9d

CTR: (3d) + 6d = 9d

AKR: (5d,5d) + 6d = 11d,11d

Special:

- Only harmed by magic weapons and spells
- Natural Defense = 6d
- Natural Attack "claws" = 6d (as a magic weapon)
- Regenerate 12 HP at will, 3/day

Sleeping mummies lie dead as moist rotting bodies wrapped in tight rags. Sleeping mummies do not awaken until disturbed, or called forth to fulfill a curse. Once awake, they make every effort to kill all who disturbed their sleep, or who initiated the curse.

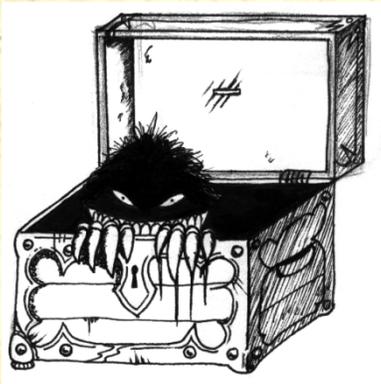
UNDEAD ARMY

A Mummy has the innate ability to cast the following 3 spells at will in, each in a single action. Death (18d), Animate Dead (16d) and Command Undead (9d). However, these spells only work on those with a WP of 3 or less.

SAND TRAVEL

A Mummy can travel as sand, by spilling through a tiny keyhole in 2 to 7 (1d + 1p) rounds or by flying across the open desert as a sand storm (MV = 8). It takes one action to initiate Sand Travel, and other examples of Sand Travel are possible.

MUNCHY
Say: (MUN-chee)



CB	CN	CR	IN	MG	NT	ST	WP
8	6	6	2	1	2	1	1

DV	MV	SP	SZ	LF	HP	XP
6"	2	2/5	1	4	14	7

Monster Quantity = 1
Treasure Type = None
Encounter Type = Hiding, Violent, Beast

DFR: (3d) + 3d = 6d
CTR: (3d) + 4d = 7d
AKR: (5d) + 4d = 9d

Special:

- Natural Defense = 3d
- Natural Attack "bite, claws" = 4d
- +3d modifier to Hide and Sneak

Munchies appear as small bundles of black fur, 1 foot wide. Over 50% of their entire body is a very large mouth. Above their mouth is a small pair of yellow eyes. And beneath their round bodies are two arms that they also use as legs.

BITING TRAP

Munchies are always encountered as traps. They hide inside things then sit quietly and wait for weeks. They surprise their victims, take a few good bites to fill their small stomachs, then scurry off as quickly as they can, and hide the first chance they get.

When the Munchy attempts to bite you, you may attempt to avoid it like you would a normal trap. Roll your CN vs. the Trap rating.

NIGHT DEMON
Say: (NITE DEE-mun)



CB	CN	CR	IN	MG	NT	ST	WP
8	6	1	1	1	4	6	4

DV	MV	SP	SZ	LF	HP	XP
12"	6	2/5	7	7	25	13

Monster Quantity = 1 or 2
Treasure Type = None
Encounter Type = Wandering, Violent, Beast

DFR: (3d) + 4d = 7d
CTR: (3d) + 4d = 7d
AKR: (5d) + 4d = 9d

Special:

- Natural Defense = 4d
- Natural Attack "bite, claws" = 4d

Night Demons appear as half wolf and half reptile. They typically attack in packs of 2 to 7 (1d + 1p).

BACK ATTACK

They will attack those running away first. When catching someone who is running away they get a +2d Attack modifier for attack from behind, and the victim does not get to use their counter attack when attacked from behind by a Night Demon.

HOWLING HORROR

If no one is running away, the Night Demons will howl. All who hear this must roll their WP vs. the Night Demon's ST rating or run away for 2 to 7 (1d + 1p) rounds.

If no one runs away, the Night Demons go away.

NIGHT HAG
Say: (NITE-hag)



CB	CN	CR	IN	MG	NT	ST	WP
8	3	13	5	13	3	10	12

DV	MV	SP	SZ	LF	HP	XP
12"	2	1/3	3	8	28	16

Monster Quantity = 1
Treasure Type = D, E, K
Encounter Type = Wandering, Violent, Intelligent

Natural Defense = 6d
Natural Attack "claws" = 6d (as a magic weapon)
DFR: (3d) + 6d = 9d
CTR: (3d) + 6d = 9d
AKR: (5d) + 6d = 11d

Special:

- Only harmed by magic weapons and spells

Night Hags appear as very ugly, evil old women aged far beyond reasonable expectations. They'll have large noses, facial warts, bumpy eyes, bald spots, open bleeding sores on their faces, etc. These nasty creatures hate all life, and not so much haunt a place as they do HUNT a place.

NIGHT HAG SLEEP

A Night Hag has a very special "Sleep" spell that causes all characters to roll their Willpower against the Night Hag's Willpower to resist. Those who fail fall asleep for 7 to 12 (1d + 6p) minutes.

INNATE SPELLS

Every Night Hag will have the innate ability to autocast 3 random spells (Table #2) at will, 3 / day

OGRE
Say: (OH-ger)



CB	CN	CR	IN	MG	NT	ST	WP
8	1	1	2	1	3	8	6

DV	MV	SP	SZ	LF	HP	XP
0"	2	1/3	6	9	32	12

Monster Quantity = 1 or 2 to 7 (1d+1p)
Treasure Type = A, C, K
Encounter Type = Wandering, Violent, Intelligent, Character

DFR: (3d) + 5d = 8d
CTR: (3d) + 4d = 7d
AKR: (5d) + 4d = 9d

Special:

- Natural Defense = 5d
- Natural Attack "club, fist, thrown (6", 12", 18") rock" = 4d

Ogres appear as large ugly men with pointed ears. They can be found almost anywhere. Ogres are stubborn, baby snatching, bullies. Typically they wander about in small groups of 2 or 3, run through town snatching babies, then run away just as quickly. Surprisingly they react quite quickly and aren't easily frightened off.

OGRE MAGI

There is a 1 in 6 chance that each ogre is magical.

Every OGRE Magi will have the innate ability to cast 1 to 6 (1d) random spells (Table #1) at will in a single action.

Ogre Magis may become invisible at will, twice per day, but only for 10 minutes.

ONEC
Say: (ON-ek)



CB	CN	CR	IN	MG	NT	ST	WP
8	5	1	1	1	4	9	4

DV	MV	SP	SZ	LF	HP	XP
0"	2	0/0	12	8	28	8

Monster Quantity = 1
Treasure Type = None
Encounter Type = Wandering, Violent, Beast

DFR: (3d) + 5d = 8d
CTR: (3d) + 7d = 10d
AKR: (5d) + 7d = 12d

Special:

- Natural Defense = 5d
- Natural Attack "bite, claws" = 7d

Onecs appear as huge, ugly beast with very long legs and big awkward teeth, 35 feet tall. These animals are found digging up burrowing animals or thrashing trees and using their pointy claws to spear the monkeys and birds that jump out of them.

EXTREME JUMP

An Onec can leap 36 inches every 10 minutes.

GRINDING TEETH

Once an Onec successfully bites a victim, it hops away and begins chewing its food by grinding its three big teeth causing 3 to 18 (3d) of additional damage each round. In order to escape their jaws you must roll your ST vs. the Onec's ST.

FALLING DAMAGE

After escaping their jaws, you fall 30 feet (15 inches).

ORC
Say: (ORK)



CB	CN	CR	IN	MG	NT	ST	WP
8	2	3	2	1	2	2	2

DV	MV	SP	SZ	LF	HP	XP
0"	2	1/3	3	3	11	4

Monster Quantity = 2 to 7 (1d+1p)
Treasure Type = A, C
Encounter Type = Wandering, Violent, Intelligent, Character

DFR: (3d) + 3d = 6d
CTR: (3d) + 2d = 5d
AKR: (5d) + 2d = 7d

Special:

- Natural Defense "half chain, shield" = 3d
- Natural Attack "axe, flail, etc. (not sword)" = 2d

Orcs appear as pig-like men with large pig-like faces. They live in villages or clans, but can also join up with bandits, evil cults, etc..and be found almost anywhere. Orcs are bent on the conquest of the entire world, and seek nothing more then to make war with everyone they meet.

Most orcs live in tribal villages, similar to barbaric humans. Many orcs live in castles, dungeons etc. where they serve evil masters. A few orcs try to live peacefully among humans and other character races.

PORLORLOP

Say: (por-LOR-lop)



CB	CN	CR	IN	MG	NT	ST	WP
8	4	1	1	1	2	12	2

DV	MV	SP	SZ	LF	HP	XP
0"	3	1/3	8	6	21	8

Monster Quantity = 2 or 3

Treasure Type = None

Encounter Type = Wandering, Oblivious, Herd animal

DFR: (3d) + 3d = 6d

CTR: (3d) + 3d = 6d

AKR: (5d) + 3d = 8d

Special:

- Natural Defense = 3d
- Natural Attack "stomp" = 3d

Porlorlops appear somewhat like big camels with thick feet and a very big nose. The large globular swelling over their head that resemble a large round nose is commonly referred to as their "honker" because they inhale and inflate it, then communicate by blowing air out in a manner of an elephant seal.

Porlorlops are typically found grazing in small herds or while being used as beasts of burden.

GREAT HONK

A Porlorlop can make a sound so loud that it can be heard 12 miles away.

PORTLY FROG

Say: (PORT-lee FROG)



CB	CN	CR	IN	MG	NT	ST	WP
8	3	1	1	1	12	8	4

DV	MV	SP	SZ	LF	HP	XP
6"	2	4/7	6	6	21	11

Monster Quantity = 1 or 2

Treasure Type = None

Encounter Type = Hiding, Violent, Beast

DFR: (3d) + 4d = 7d

CTR: (3d) + 7d = 10d

AKR: (5d) + 7d = 12d

Special:

- Natural Defense = 4d
- Natural Attack "bite" = 7d
- They can spring 12 inches once every 10 minutes

Portly Frogs live in and under muck, and stay motionless for so long that they can grow a good patch of weeds on their heads, thus they appear as lumpy mud piles covered with swamp grass and such.

TONGUE ATTACK

Portly Frogs have a powerful tongue capable of attacking targets as far away as 12 inches. You must roll your CN vs. the Portly Frog's NT to avoid being hit. If the tongue attack is successful then there is no damage, but the victim is stuck to the end of the tongue and is pulled back to the Portly Frog in 1 to 3 rounds. While not yet pulled in, you may try to break free by rolling your ST vs. the Portly Frog's ST.

Once a Portly frog has pulled you in it's mouth, it begins chewing its food by grinding its teeth causing 2 to 12 (2d) of additional damage each round. In order to escape their jaws you must roll your ST vs. the Portly Frog's ST.

QUILL
Say: (KWILL)



CB	CN	CR	IN	MG	NT	ST	WP
8	4	1	1	1	3	2	2

DV	MV	SP	SZ	LF	HP	XP
6"	1/3	0/0	1	1	4	3

Monster Quantity = 12 to 22 (2d + 10p)
Treasure Type = None
Encounter Type = Hiding, Violent, Beast

DFR: (3d) + 2d = 5d
CTR: (3d) + 2d = 5d
AKR: (5d) + 2d = 7d

Special:

- Natural Defense = 2d
- Natural Attack "stinger" = 2d

Quills appear as many large feathers clinging to the tops of trees and caves.

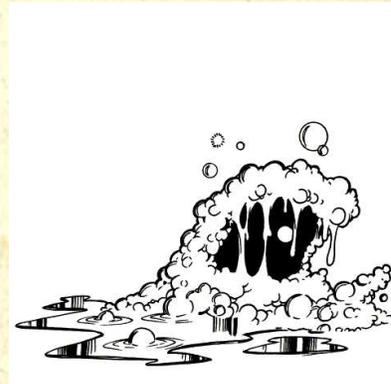
TAR AND FEATHERS

Half (and only half) of the Quill will swoop down and fly as fast as they can to all-out-attack, a single random victim. As they "sting" their prey, they drool out a sticky black tar like substance.

HORROR

Once on the ground they are quite helpless, so their only hope is to kill somebody and frighten everyone else off by threatening a second attack with the second half. Everyone who witnesses the first wave of swooping Quills must roll their WP vs. the Quill's NT rating or run in fear for 2 to 7 (1d + 1p) rounds. Note, the second wave of Quills will never attack. They wait for the first wave to eat their fill then slowly crawl and climb their way back up.

RAUNCHY FOAM
Say: (RON-chee FOME)



CB	CN	CR	IN	MG	NT	ST	WP
8	1	1	1	1	1	1	1

DV	MV	SP	SZ	LF	HP	XP
0"	1	0/0	5	5	18	7

Monster Quantity = 1
Treasure Type = None
Encounter Type = Wandering, Violent

DFR: None
CTR: (3d) + 7d = 10d
AKR: (5d) + 8d = 13d

Special:

- Natural Defense = 0d
- Natural Attack "acid" = 8d
- A circle of sand or salt will contain it

Raunchy Foam appear as foaming puddles of soap that move about stretch out appendages and even mimic other body parts like giant heads or biting jaws. Raunchy Foam are almost always found alone and are very curious by nature. They "slop" along, minding their own business, until they happen to wander near a living creature. They can detect life in an 18-inch radius, and for as long as they can detect it, they will follow it, and try to consume it in hopes of understanding it. However, Raunchy Foam cannot climb ropes, ladders or walls, cannot go up stairs, and cannot pass through lines of salt or sand.

PUDDLE OF ACID

Raunchy Foam is essentially a living puddle of acid covered with foam. It's touch causes 1 dice of damage. Weapons used against it are destroyed by the bile acid within seconds. Enchanted weapons resist the acid (3 in 6), while Legendary weapons resist the acid (5 in 6).

ROCKLING
Say: (ROK-ling)



CB	CN	CR	IN	MG	NT	ST	WP
8	2	1	1	1	4	6	4

DV	MV	SP	SZ	LF	HP	XP
0"	2	0/0	10	8*	28	14

Monster Quantity = 1
Treasure Type = B, D, E, H, I, K ... buried
Encounter Type = Nesting, Violent, Beast

DFR: (3d) + 8d = 11d
CTR: (3d) + 5d = 8d
AKR: (5d) + 5d = 10d

Special:

- Natural Defense = 8d
- Natural Attack "arms" = 5d (range 6 inches)

Rocklings appear as gigantic starfish found on the floors of large dungeon rooms, or big caves. Each of their arms attack separately and are equipped with both suckers and with sharp hooks. The center body is home to a huge teeth-filled opening where body parts are stuffed in and devoured as quickly as possible.

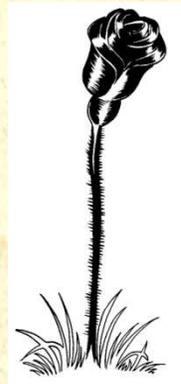
MANY ARMS

A Rockling will have 3 to 8 (1d + 2p) arms. Each arm is its own living creature with it's own LF, HP, Attacks, XP, etc. What looks like a mouth is simply the center of the nest.

+1d Attack modifier for each arm that attacks the same target.

Attacks that specifically target the mouth do no real damage, but the GM should pretend it does.

ROSE OF BURNING
Say: (ROSE ov BURN-ing)



CB	CN	CR	IN	MG	NT	ST	WP
1	1	1	1	1	1	1	1

DV	MV	SP	SZ	LF	HP	XP
0"	0	0/0	1	1	4	0

Monster Quantity = 1
Treasure Type = None
Encounter Type = Nesting, Oblivious

No defenses
No attacks

Rose of Burnings appear as tall fuzzy stems with beautiful flowers on top, and somewhat resembles a long-stem rose, yet they are a bit larger. From 4 to 9 (1d + 3p) Roses will be found growing in a small patch.

NATURAL INK

Roses are filled with a thick, dark black liquid used for ink.

POISON IF TOUCHED

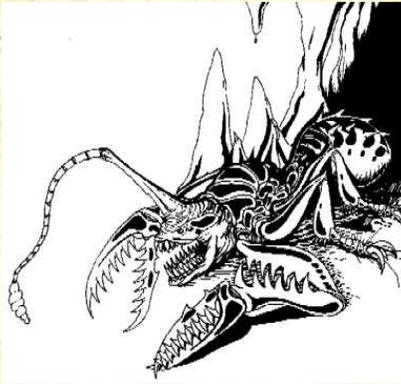
Though they are beautiful, the fuzzy stem causes a burning sensation if touched. The sensation last 1 to 3 days and itches like crazy. During this time, the character suffers from a -1 adjustment to all of their Movement, Coordination, Defense, and Attack rolls.

1 to 3 (roll 1d)

1, 2, 3 = 1 point
4, 5 = 2 points
6 = 3 points

SCORPION SPIDER

Say: (SKOR-pee-un SPY-dur)



CB	CN	CR	IN	MG	NT	ST	WP
18	4	1	1	1	4	8	4

DV	MV	SP	SZ	LF	HP	XP
12"	2	1/3	8	10	35	17

Monster Quantity = 1 or 2
 Treasure Type = None
 Encounter Type = Wandering, Violent, Beast

DFR: (3d) + 6d = 9d
 CTR: (3d) + 6d = 9d
 AKR: (5d,5d,5d) + 6d = 11d,11d,11d

- Special:
- Natural Defense = 6d
 - Natural Attack "bite, claws" = 6d

Scorpion Spiders are horrific monsters that live in caves and mountainsides. Unlike a spider they have 4 (not 8) legs and a large bulbous region in the back. Like a scorpion they have two deadly claws.

Scorpion Spiders also have a rattlesnake-like appendage that dangles in front of them off their head. The rattlesnake thing is used to attract prey and is otherwise harmless.

FREE MOVEMENT

A Scorpion Spider can move over the ground, and climb walls equally well.

GREAT JUMPERS

A Scorpion Spider can jump 12 inches once every 10 minutes.

SHADOW

Say: (SHA-doah)



CB	CN	CR	IN	MG	NT	ST	WP
8	5	2	6	9	2	12	6

DV	MV	SP	SZ	LF	HP	XP
18"	2	1/3	3	8	25	15

Monster Quantity = 1 or 2 to 7 (1d+1p)
 Treasure Type = None
 Encounter Type = Wandering, Violent

DFR: (3d) + 6d = 9d
 CTR: (3d) + 6d = 9d
 AKR: (5d) + 6d = 11d

- Special:
- Only harmed by magic weapons and spells
 - Natural Defense = 6d
 - Natural Attack "bite, claws" = 6d (as a magic weapon)
 - Shadows drain 1 rating of MG with each successful attack. These remain lost, and no new MG may be learned (XP) until the character receives a "Heal" spell

Shadows appear as flat, dark silhouettes against floors, walls, and various backgrounds. Some appear as humanoids. Others appear as large dogs, long snakes, or perhaps even a dragon! Most often, a Shadow is found serving an evil or undead master, but occasionally they are found on their own in deep dark places.

DIFFICULT TO SEE

A Shadow is difficult to see in pitch darkness (Invisibility = 4d) but even more so when a room is lit with torches, lanterns etc. (Invisibility = 9d). In sunlight, they can be seen very easily (No Invisibility).

SKELETON

Say: (SKEL-e-TUN)



CB	CN	CR	IN	MG	NT	ST	WP
8	3	3	3	1	3	3	3

DV	MV	SP	SZ	LF	HP	XP
6"	2	1/3	3	3	11	6

Monster Quantity = 2 to 7 (1d+1p)

Treasure Type = None

Encounter Type = Wandering, Violent, Undead

DFR: (3d) + 3d = 6d

CTR: (3d) + 3d = 6d

AKR: (5d) + 3d = 8d

Special:

- +2 defense vs ranged, piercing weapons.
- Natural Defense = 3d
- Natural Attack "claws" = 3d

A Skeleton appears as a bonny monster, with tattered clothing and empty eye sockets

Skeletons are typically found motionless in dark, dead chambers. Sometimes they sit calmly in ancient thrones. Other times two or more might be found appearing a large pile of bones. But occasionally, they are found wandering as well equipped marching troops under the control of a vampire or necromancer.

REANIMATE

When a Skeleton is destroyed, it's bones collapse in a lifeless pile. However these bones will reanimate in 2 to 7 (1d + 1p) rounds and jump back to life fully healed, unless they are scattered or burned.

SKELETON WARRIOR

Say: (SKEL-e-TUN WAR-yur)



CB	CN	CR	IN	MG	NT	ST	WP
13	7	6	8	7	2	8	8

DV	MV	SP	SZ	LF	HP	XP
12"	2	2/5	4	10	35	19

Monster Quantity = 1

Treasure Type = None (See magic weapon)

Encounter Type = Construct, Guardian, Violent

DFR: (3d) + 8d = 11d

CTR: (3d) + 7d = 10d

AKR: (5d,5d) + 7d = 12d,12d

Special:

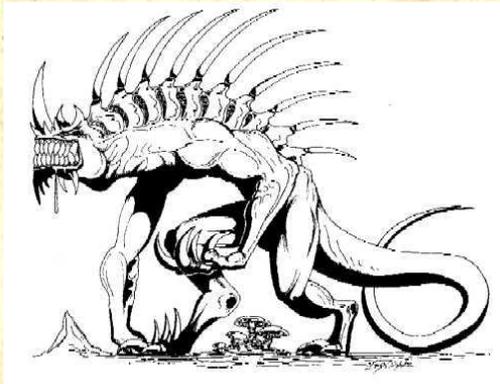
- Only harmed by spells and magic weapons
- +2 defense vs ranged, piercing weapons.
- Natural Defense = 8d
- Attack "Large, +2 magic 2-handed sword" = 5d (as a magic weapon)
- May cast autocast two spell glyphs, inscribed inside their skull. If their skull is crushed, these spell glyphs are lost.

A Skeleton Warrior appears as a calm, strategic Skeleton adorned with fancy armor, robes, etc. and typically wielding one or more very impressive weapons.

Skeleton Warriors travel alone and work to fulfill a quest or protect something. Unless the characters are somehow tied to their quest, or are perhaps threatening that which they are meant to protect, the Skeleton Warrior will greet them politely. Most of their quests are written in such a manner that they will never fully complete them. So all Skeleton Warriors are basically trapped here in the material world and wish only to return to the negative plain. But while they are here they must do as they are commanded, even if this means they must kill those whom they consider to be their friends.

SPIKED-BACK LIZARD

Say: (SPIKED-bak-LIZ-urd)



CB	CN	CR	IN	MG	NT	ST	WP
18	4	1	1	1	4	7	4

DV	MV	SP	SZ	LF	HP	XP
6"	3	2/5	4	7	25	11

Monster Quantity = 2 to 7 (1d+1p)

Treasure Type = None

Encounter Type = Wandering, Violent, Beast

DFR: (3d) + 4d = 7d
 CTR: (3d) + 4d = 7d
 AKR: (5d,5d,5d) + 4d = 9d,9d,9d

Special:

- Natural Defense = 4d
- Natural Attack "bite, claws" = 4d

Spiked-Back Lizards appear as Human-sized lizards hunched over with a row of long spikes down the center of their back followed by a 10 foot long tail. Their head, which is mostly a jaw filled with many, many teeth, is topped with a single horn that looks similar to the spikes along their back. They walk about almost upright but use the knuckles of their hands to stabilize their stride like an ape.

Typically 2 to 7 (1d + 1p) Spiked-Back Lizards will be found drooling, hissing, and fighting over a few scattered broken bones from their last victim. Once they see you, there's really not a lot to do but run away or fight them off.

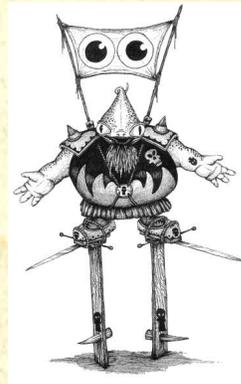
ALL OUT ATTACK

Not the smartest move, but darn deadly, all Spiked-Back Lizards always use an all-out-attack as their first attack.

DFR: (0d) + 4d = 4d
 CTR: (3d) + 4d = 7d
 AKR: (5d,5d,5d) + 4d + 1D = 10d,10d,10d

SQUIZZIQQ

Say: (skwiz-EEKS)



CB	CN	CR	IN	MG	NT	ST	WP
8	6	6	1	1	6	1	3

DV	MV	SP	SZ	LF	HP	XP
6"	2	1/3	1	2	7	4

Monster Quantity = 8 to 18 (2d+6)

Treasure Type = A

Encounter Type = Hiding, Violent, Intelligent

DFR: (3d) + 1d = 4d
 CTR: (3d) + 2d = 5d
 AKR: (5d) + 2d = 7d

Special:

- Natural Defense = 1d
- Attack "homemade weapons" = 2d

Squizziqqi are amusing at first with practical jokes being played by 2 or 3 of them who come out of hiding to roll with laughter. But beware, for these little devils travel in much larger groups (more are still hiding).

MAKER OF TRAPS

Their area will have many nasty traps. If treated kindly, flattered, and possibly bribed, you might convince one of them to safely escort you through.

Hidden rating = 7 to 12 (1d + 6p)

Trap rating = 5 to 10 (1d + 4p)

SWAMP LIZARD

Say: (SWAMP LIZ-urd)



CB	CN	CR	IN	MG	NT	ST	WP
13	4	1	1	1	4	13	4

DV	MV	SP	SZ	LF	HP	XP
6"	3	2/5	7	10	35	12

Monster Quantity = 1 or 2

Treasure Type = None

Encounter Type = Wandering, Friendly, Beast

DFR: (3d) + 6d = 9d

CTR: (3d) + 6d = 9d

AKR: (5d,5d) + 6d = 11d,11d

Special:

- Natural Defense = 6d
- Natural Attack "bite, claws" = 6d

Swamp Lizards are fierce animals that can move equally well on land, in water, and through mud. They are a reptile with black eyes, large teeth, and big nasty claws.

Most Swamp Lizards are found as domesticated working as beasts of burden.

From 2 to 7 (1d + 1p) will be found together in the wild, where they can be very aggressive and it is best to leave them alone. But once they catch your sent, get ready for a fierce long battle.

FREE MOVMENT

Move equally well on land, in water, and through the mud.

THIRD EYE

Say: (THIRD I)



CB	CN	CR	IN	MG	NT	ST	WP
1	2	1	2	2	3	2	2

DV	MV	SP	SZ	LF	HP	XP
6"	2	0/0	1	1	4	0

Monster Quantity = 1

Treasure Type = None

Encounter Type = Hiding, Intelligent

No defenses

No attacks

Third Eyes appear as starfish-like creatures with one large eyeball in the center. They are found clinging like parasites to the other creatures. Third Eyes "meld" with their host and share what they are seeing with their host. However this process involves a thin root to be planted within the host. The process permanently drains the host of 1 Life Force and 1 to 6 Hit Points.

SHARED VISION

The Third Eye and the host can both see what both are seeing at all times.

INCREASED STATS

INTELLECT – Their Intellect is combined, so a Host makes an Intellect roll as the combination of his Intellect rating plus the Third Eye's Intellect rating.

WILLPOWER – Their Willpower is combined, so a Host makes a Willpower roll as the combination of his Willpower rating plus the Third Eye's Willpower rating.

MAGIC – Some Third Eyes (1 in 6) combine their Magic rating in a manner similar to the way Intellect and Willpower do.

TONGUES

Say: (TONGZ)



CB	CN	CR	IN	MG	NT	ST	WP
8	12	1	1	1	4	3	4

DV	MV	SP	SZ	LF	HP	XP
0"	2	0/0	2	3	11	6

Monster Quantity = 2 to 7 (1d+1p)

Treasure Type = None

Encounter Type = Hiding, Violent, Beast

DFR: (3d) + 3d = 6d

CTR: (3d) + 3d = 6d

AKR: (5d) + 3d = 8d

Special:

- Natural Defense = 3d
- Natural Attack "tail stinger" = 3d

Tongues appear as slimy red tongues that slip in and out of cracks in the walls, as if trying to lick you as you pass by.

Despite their appearance, these snake-like creatures are not attached to the wall. They are in fact, quite mobile. Tongues are actually long, red, slimy snakes that like to burrow into the sides of walls. When they lash out with their tails, and only look like giant tongues.

Typically a wall with Tongues is home to a family or group of 4 to 10 (1d + 3p) tongues.

SURPRISE ATTACK

A group of Tongues surprise with a +3d modifier. To surprise they use one action and roll their Coordination +3d vs. the victim's Nature. If successful, they get a free surprise attack with a +2d attack modifier. Then damage, if any, is doubled.

TORSO

Say: (TOR-soh)



CB	CN	CR	IN	MG	NT	ST	WP
18	9	9	9	12	18	9	12

DV	MV	SP	SZ	LF	HP	XP
12"	2	1/3	3	9	42	25

Monster Quantity = 1

Treasure Type = None

Encounter Type = Wandering, Violent, Intelligent, Undead

DFR: (3d) + 6d = 9d

CTR: (3d) + 6d = 9d

AKR: (5d,5d,5d) + 6d = 11d,11d,11d

Special:

- Only harmed by magic weapons and spells
- Natural Defense = 6d
- Natural Attack "bite, claws" = 6d

Torsos appear as the upper half of a Vampire (floating) walking about on spirit legs. Their lower bodies have been ripped and torn away, leaving their internal organs to hang and drip blood that puddles slowly on the ground beneath them.

VAMPIRES

They have all the advantages and disadvantages of normal vampires.

FLOATING

They don't touch the ground so they don't set off most traps and they are extremely difficult to track. The Torso walks on spirit legs. They can effectively move across flowing water, molten lava, broken glass, rickety rope bridges, slippery slopes, etc. with no ill effects. Likewise, most traps will not be set off by a Torso floating safely over it.

TROLL

Say: (TROL)



CB	CN	CR	IN	MG	NT	ST	WP
8	2	3	2	1	4	8	4

DV	MV	SP	SZ	LF	HP	XP
0"	2	2/4	6	12	42	15

Monster Quantity = 1 or 2

Treasure Type = A, C, K

Encounter Type = Wandering, Violent, Intelligent

DFR: (3d) + 6d = 9d

CTR: (3d) + 6d = 9d

AKR: (5d) + 6d = 11d

Special:

- Natural Defense = 6d
- Natural Attack "club, fist, thrown rock" = 6d

Trolls are the ugly, dim witted, grotesque cousins of the ogres. Ogres occasionally give birth to trolls. No one really knows why. Most troll babies are discarded and left to grow up on their own.

Trolls have skin that resembles stone. When they sleep during the day, many characters think that they are petrified by the sun. Trolls are extremely nocturnal and fall asleep in sun light.

If attacked while sleeping, they wake up for 2 to 7 (1d + 1p) rounds. Then, if still being attacked while in sunlight, they must roll their WP vs. 4d to stay awake for 2 to 7 more rounds, and they MUST "Run Away".

They regenerate (heal) 1d+1p when first hit if fully healed, then continues to regenerate 2p each round until fully healed again.

UNICORN

Say: (YOO-nee-KORN)



CB	CN	CR	IN	MG	NT	ST	WP
13	7	1	18	18	20	10	18

DV	MV	SP	SZ	LF	HP	XP
12"	5	3/8	4	12	42	26

Monster Quantity = 1

Treasure Type = B, D, E, G, J, K ... hidden nearby

Encounter Type = Wandering, Violent, Intelligent

DFR: (3d) + 8d = 11d

CTR: (3d) + 7d = 10d

AKR: (5d,5d) + 8d = 13d,13d

Special:

- Only be harmed by magic weapons and spells.
- Natural Defense = 8d
- Natural Attack "claws" = 8d (as a magic weapon)
- Unicorns can see invisible, secret, hidden, etc. at will

In their true form Unicorns appear as a horse like humanoid. They are very reclusive woodland creatures and can speak with animals at will.

FORMS

Unicorns can assume a human and a horse form, though in their horse form, they still cannot hide their one single horn. Every unicorn has their own human form that is unique to them.

INNATE SPELLS

Every Unicorn will have the innate ability to cast 1 to 6 (1d) random spells (Table #1) at will in a single action.

VAMPIRE
Say: (vam-PIRE)



CB	CN	CR	IN	MG	NT	ST	WP
18	9	9	9	9	18	9	12

DV	MV	SP	SZ	LF	HP	XP
18"	3	4/7	3	9	35	22

Monster Quantity = 1
Treasure Type = A, C, E, I, K
Encounter Type = Wandering, Violent, Undead

DFR: (3d) + 5d = 8d
CTR: (3d) + 7d = 10d
AKR: (5d) + 7d = 12d

Special:

- Only harmed by wooden stakes, sun light, holy water, magic weapons and spells.
- Natural Defense = 5d
- Natural Attack "bite, claws" = 7d (as a magic weapon)
- Permanently drain 1 hit point per attack: bite claw, or touch.

Vampires appear as savage old wrinkled undead with red eyes, sharp yellow teeth, pointy ears, and long black fingernails. They are typically encountered alone, but sometimes live in groups called "dens" or "families". Vampires are nocturnal, and the more powerful they are, the more likely they are to have non-undead servants who watch over them as they sleep during the day. Vampires cast no reflection.

APPEAR LIVING

A Vampire may choose to "Disguise" themselves to appear clean, young, attractive, and non-undead so they may freely walk among the living, with being discovered.

REGENERATE

A vampire must use an action to regenerate., and they have two options: restore all but 2 to 7 (1d + 1p) lost HP. Or restore 2 to 12 (2d) lost HP.

BEAST FORMS

Vampires can assume beast form at will: wolf, bat, raven, rat,

PUFF OF SMOKE

Vampires can appear to disappear as they become a puff of smoke.

HORROR

Vampires extend their claws, show their teeth, roll back their eyes and hiss in a most ghastly manner. Those who witness this must roll their WP vs. the Vampire's WP to resist the horror, else run in fear for 3 to 18 (3d) rounds.

SEDUCTION

A Vampire concentrates on a single victim (within 12 inches) and (for 5 consecutive uninterrupted rounds ... forcing the victim to roll their WP vs. his WP or succumb to him and serve him as their new dark master. A vampire may only have 3 servants. Each servant must be seduced one-at-a-time. A "Remove Curse" spell is needed to free a seduced servant.

BITE ATTACK

Vampires bite their victims to drink blood. It takes one action to bite, and another action to drink. They must do this often in order to avoid being turned into zombies.

DRAGON BLOOD – A vampire can only drink the blood of character races, humanoids and dragons. Dragon blood guarantees they will not turn into zombies for 21 days (3 weeks), and their HP doubles for 24 hours (1 day).

MAKING VAMPIRES – The vampire may choose to share their blood disease with the bite victim, slowly turning them into a new vampire over the next 24 hours. A vampire can only turn character races and humanoids into vampires, and the victim gets one chance to resist it (optional) by rolling their Life Force vs. 2 dice.

LIFE DRAINING – With each successful bite attack, a Vampire drains 1 points of LF from their victim. Lost LF return at a rate of 1 every 6 hours (4 per day). With a LF=0 you collapse helpless for 6 hours.



DEFEATING A VAMPIRE

HOLY WATER – causes 2 to 7 (1d + 1p) points of damage to undead.

SUN LIGHT – Vampires suffer 1d of damage the 1st round, 2d damage the 2nd round, 3d the 3rd and so on. Vampires typically hunt at night and sleep during the day, though they are not required to. When sleeping, they often pick well secluded, dark places. They often bury themselves in dirt, sleep in coffins, or hang upside down among tapestries or drapes.

THE BLINDING LIGHT SPELL – May be used to frighten off all undead within 6 inches. This spell forces a vampire to back way to a distance of 6 inches.

MAGI WEAPONS – Reducing a vampire to 0 or less HP will cause it to drop to the floor lifeless. However it will arise fully healed in 2 to 12 (2d) minutes.

GARLIC – Has no effect.

THE CROSS (HOLY SYMBOLS) – The cross and other holy symbol have no power over vampires on their own. However they are required when attempting to “Turn Undead”. (See “Game Rules” book).

BURNING – Fire, explosions, and acid will all cause damage, but the vampire will still rise again in 2 to 12 minutes.

WOODEN STAKE THROUGH THE HEART – A wooden stake through the heart places a vampire into a deep catatonic state. But once the stake is removed, the vampire awakens fully healed in 2 to 12 minutes.

BEHEADING – Chopping off their head kills a vampire, but by holding the head back on the neck, the vampire will automatically regenerate and return to life in 2 to 12 minutes.

PERMANENTLY DESTROY A VAMPIRE – Pouring holy water over the severed head, or burning the severed head will permanently destroy the vampire.

You ear XP for defeating a Vampire. You earn XP again if you permanently destroy it.

VELP
Say: (VELP)



CB	CN	CR	IN	MG	NT	ST	WP
8	1	1	1	1	1	1	1

DV	MV	SP	SZ	LF	HP	XP
12"	2	1/3	1	2	7	4

Monster Quantity = 2 to 7 (1d+1p)
Treasure Type = None
Encounter Type = Nesting, Violent, Intelligent

DFR: (3d) + 3d = 6d
CTR: (3d) + 2d = 5d
AKR: (5d) + 2d = 7d

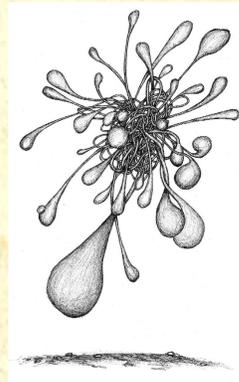
Special:

- Natural Defense = 3d
- Natural Attack "homemade weapons" = 2d

Velp are primitive creatures fascinated with fire. They usually sloth along in groups, then attack immediately when spotting fire. Giving them the fire will usually distract them long enough for a clean get away.

Though primitive in many ways, Velp have adapted to combat by developing a thick wet skin for natural protection, and the ability to construct primitive weapons out of sharp stones, broken metal shields, etc.

VERMIGHAST
Say: VERM-ih-GAST)



CB	CN	CR	IN	MG	NT	ST	WP
8	4	1	1	1	4	12	4

DV	MV	SP	SZ	LF	HP	XP
0"	3	0/0	9	12	42	20

Monster Quantity = 1
Treasure Type = None
Encounter Type = Wandering, Oblivious

DFR: (3d) + 8d = 11d
CTR: (3d) + 7d = 10d
AKR: (5d) + 8d = 13d

Special:

- Natural Defense = 8d
- Natural Attack "envelope" = 8d vs. CN

Vermighast appear as large jelly-fish flying through the air. Their bodies are in a constant state of change as big bubbles shrink and get sucked into the center, and new little bubbles form and grow as they extend outward.

ENVELOPE

A Vermighast can envelope as many as 4 different Human-sized creatures, and while enveloped, you are lifted off the floor and twisted and pinched causing (8d vs. CN) damage each round. Once a victim is killed, their juices are absorbed and the torn skin and broken bones fall to floor making room to envelope another victim. Once inside you may attempt to escape by rolling your ST vs ST

IMMUNE TO PHYSICAL ATTACKS

Attacking at a Vermighast only causes it to separate into two or more smaller ones that simply join back together.

WAZZIT

Say: (WHATZ-it)



CB	CN	CR	IN	MG	NT	ST	WP
8	4	1	3	1	3	4	5

DV	MV	SP	SZ	LF	HP	XP
12"	2	1/3	5	5	18	9

Monster Quantity = 1 or 2 to 7 (1d+1p)
 Treasure Type = None
 Encounter Type = Wandering, Violent, Intelligent

DFR: (3d) + 6d = 9d
 CTR: (3d) + 5d = 8d
 AKR: (5d) + 5d = 10d

Special:

- Natural Defense = 6d
- Natural Attack "horn, tusk" = 5d

Wazzit appear as large, intelligent slugs standing (sort-of) 6 feet tall at the eyes, or 8 feet tall at the top of their odd looking, canopy-like horn thing. Wazzit are often found in small underground villages near a natural source of fresh water. Wazzit can't swim or climb, and they dislike steps and ladders, so their villages contain many swooping, curvy roads and their building look like large bowls with rounded rims. Wazzit are intelligent creatures interested in trade. They mostly drink cold water and eat raw mushrooms and live earth worms. They have no crafts so all they can offer is some protected lodging in exchange for some ale or good wine, which they love very much.

EVISCERATE

They can disembowel a victim using their upper horn and mighty tusk-like teeth. This requires two actions: **FIRST** attack with a downward hooking with the horn (normal attack with damage), then **SECOND** lift and rip with their teeth as a second attack roll of additional damage!

WERERAT

Say: (WEAR-rat)



CB	CN	CR	IN	MG	NT	ST	WP
8	3	2	3	1	8	6	6

DV	MV	SP	SZ	LF	HP	XP
6"	3	2/5	4	2	21	14

Monster Quantity = 6 to 11 (1d+5p)
 Treasure Type = A, C
 Encounter Type = Wandering, Violent, Intelligent, Character

DFR: (3d) + 4d = 7d
 CTR: (3d) + 4d = 7d
 AKR: (5d) + 4d = 9d

Special:

- Only harmed by silver weapons, magic weapons and spells
- Natural Defense = 4d
- Natural Attack "bite, claws" = 4d
- Regenerate 2 to 7 (1d + 1p) lost HP at will, 3/day

Wererats live in the sewers of large cities.

SHAPE SHIFT

A wererat may appear as (1) A vicious beast, half humanoid and half rat, (2) Their original humanoid form: human, tundra, etc., or (3) A rat.

MAKING WERERATS

The wererat may chose to share their blood disease with the bite victim, slowly turning them into a new wererat over the next 24 hours. However, it often requires a full moon to awaken the beast within them, and bite victims get one chance to resist it (optional) by rolling their Life Force vs. 2 dice.

WEREWOLF

Say: (WEAR-wolf)



CB	CN	CR	IN	MG	NT	ST	WP
8	5	3	5	1	12	8	8

DV	MV	SP	SZ	LF	HP	XP
12"	4	3/6	5	8	28	18

Monster Quantity = 1 or 2 to 7 (1d+1p)

Treasure Type = A, C

Encounter Type = Wandering, Violent

DFR: (3d) + 5d = 8d
 CTR: (3d) + 6d = 9d
 AKR: (5d) + 6d = 11d

Special:

- Only harmed by silver weapons, magic weapons and spells.
- Natural Defense = 5d
- Natural Attack "claws" = 6d (as a magic weapon)
- +3d defense modifier, and a +3d attack modifier when fighting vampires.
- Regenerate 2 to 7 (1d+1p) at will, 3/day

SHAPE SHIFT

A werewolf may appear as (1) A vicious beast, half humanoid and half wolf, (2) Their original humanoid or character race form, or (3) A wolf.

MAKING WEREWOLVES

The werewolf may chose to share their blood disease with the bite victim, slowly turning them into a new werewolf over the next 24 hours. However, it often requires a full moon to awaken the beast within them, and bite victims get one chance to resist it (optional) by rolling their Life Force vs. 2 dice.

WIGHT

Say: (WITE)



CB	CN	CR	IN	MG	NT	ST	WP
8	3	8	6	9	1	4	6

DV	MV	SP	SZ	LF	HP	XP
12"	2	1/3	3	5	18	11

Monster Quantity = 2 to 7 (1d+1p)

Treasure Type = None

Encounter Type = Wandering, Violent, Undead

DFR: (3d) + 5d = 8d
 CTR: (3d) + 5d = 8d
 AKR: (5d) + 5d = 10d

Special:

- Only harmed by magic weapons and spells
- Natural Defense = 5d
- Natural Attack "bite, claws" = 5d (as a magic weapon)

A Wight appears as withered old naked man (or woman) with sharp pointy yellow teeth and long black claws as hard as cold steel. Their hair (if any remains) is wiry and unkempt, and their skin is black as pitch.

A Wight is an angry spirit, similar to that of a Wraith, but their hatred for life has manifested them with horrific physical bodies. When found in their tombs, they will be screaming for help pathetically and scratching at the walls to get free. When found scrambling in the shadow, they will be encountered in quantities of 2 to 7.

WOLF
Say: (WOLF)

50
Sport Utility Vehicles
Picture Wanted
8086
\$25 paid for original artwork. Must allow for unlimited prints, as PDF documents.
Contact David
David@BrutalRPG.com
ES250 1990, 100K mi, exc cond, rns grt, AT, AC,

CB	CN	CR	IN	MG	NT	ST	WP
8	4	1	1	1	6	6	3

DV	MV	SP	SZ	LF	HP	XP
0"	3	2/6	6	6	21	10

Monster Quantity = 2 to 7 (1d+1p)
Treasure Type = None
Encounter Type = Wandering, Violent

DFR: (3d) + 4d = 7d
CTR: (3d) + 4d = 7d
AKR: (5d) + 4d = 9d

Special:

- Natural Defense = 4d
- Natural Attack "bite, claws" = 4d

Wolves are large furry creatures typically found in forest. They normally live in packs, but hunt alone. If they find prey that is too big to take down on their own, they howl to summon other wolves, then attack together as a pack.

WRAITH
Say: (RAYTH)



CB	CN	CR	IN	MG	NT	ST	WP
8	3	8	6	12	1	4	9

DV	MV	SP	SZ	LF	HP	XP
12"	3	0/0	3	7	25	15

Monster Quantity = 2 to 7 (1d+1p)
Treasure Type = None
Encounter Type = Wandering, Violent, Undead

DFR: (3d) + 6d = 9d
CTR: (3d) + 6d = 9d
AKR: (5d) + 6d = 11d

Special:

- Only harmed by magic weapons and spells
- Freely pass through walls, doors, ceilings, floors, etc.
- The touch (or attack) of a wraith drains 1 point of LF from the character until the character receives a cure disease spell.
- Natural Defense = 6d
- Natural Attack "bite, claws" = 6d (as a magic weapon)

A Wraith appears as black, wispy ghost, with a horrific face. A Wraith is an angry spirit, similar to that of a Wight, but their hatred for life has manifested them with horrific ghost-like bodies. When found in (or near) their tombs, they will be flying about, passing through walls, peeking down through ceilings, or up through floors.

ZACKEL
Say: (ZAK-ul)



CB	CN	CR	IN	MG	NT	ST	WP
8	3	1	18	1	6	4	9

DV	MV	SP	SZ	LF	HP	XP
12"	4	0/0	8	9	32	12

Monster Quantity = 1
Treasure Type = None
Encounter Type = Wandering, Violent

DFR: (3d) + 3d = 6d
CTR: (3d) + 3d = 6d
AKR: (5d) + 3d = 8d

Special:

- Natural Defense = 3d
- Natural Attack "bite, claws" = 3d

Zackel appear as large fish (8 feet long) with an even longer tail (16 to 20 feet of tail).

Though little is known about the mysterious Zakel, many believe them to be friendly creatures who bring good luck to lost sailors. Stories are often told about how these creatures lead lost ships safely back home, but how do they know where home is? Many sailors believe Zakels are the spirits of old sailors who chose to come back as a fish after the died.

Just the facts, ..they are very smart fish. They live thousands of years and travel far and wide. They can communicate using most languages, but prefer to simply chirp and whistle to get sailors to follow them. After all, those sailors can be so slow and stupid that speaking with them can be a tedious chore and enduring test of patience.

ZOMBIE
Say: (ZOM-bee)



CB	CN	CR	IN	MG	NT	ST	WP
8	5	5	5	1	7	5	5

DV	MV	SP	SZ	LF	HP	XP
6"	3	0/0	3	5	18	5

Monster Quantity = 2 to 7 (1d+1p)
Treasure Type = None
Encounter Type = Wandering, Violent, Undead

DFR: (3d) + 4d = 7d
CTR: (3d) + 4d = 7d
AKR: (5d) + 4d = 9d

Special:

- Natural Defense = 4d
- Natural Attack "bite" = 4d
- Only killed by head shots. Range weapons need to be within 6 inches (30 feet) to target heads successfully.
- Anyone bitten, gets the disease automatically. All damage on a diseased character, cannot be healed, cured, regenerated, etc.until the disease has been removed.
- If a character dies with the disease, they rise up as a new zombie in 2 to 7 (1d+1p) rounds.

Zombies appear as starving, drooling humanoids. Their flesh rots and falls from their bodies exposing their bones.

Even if they receive horrible wounds that would kill a mortal, they continue to walk about, chasing characters and trying to eat their living flesh.

Zombies can be seen almost anywhere and at almost any time. You never know when a pack of these horrific, starving creatures might burst forth.