

BRUTAL

Big Bad Ball Busting Bloody Battles

MONSTERS v5.1



A Hack-and-Slash Fantasy Horror Game

David J. Stanley

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"Monsters" (v5.1)
Updated on 2020-05-17

Check on-line for the latest updates.

www.BrutalRPG.com



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ILLUSTRATORS

Erix Barnett - Horrific images of a fearful sort
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Erwan Warengam - Maps
David J. Stanley - Maps

PROOFREADING

Michel Côté, Allison Anderson

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 sum.

SUB DOMAINS

Strategy Game, Thematic Game, War Game

CATEGORIES

Adventure, Exploration, Fantasy, Horror, Fighting, Miniatures

WAR GAME MECHANICS

CRUNCHY - 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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PLANES OF EXISTENCE

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

Life, light and will are created in the Positive plane. 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. The Shadow plane binds them all together.

The positive plane is a home to angels, gods, celestials, elementals, fae, etc. Rainbows, sunbeams, and natural springs are often used as gateways to and from the positive plane.

The negative plane is a home to ds, demons, ghosts, vampires, etc. Cemeteries, shadows, and sacrificial alters are often used as gateways to and from the negative plane.

FAIRY DUST

“Fairy Dust” (a sparkly powder) can be collected from the Tree of Life, and gets its power from the positive plane. Fairy dust can be used to open gateways to the positive plane.

BLACK DEATH

“Black Death” (an oily liquid) can be collected from sacrificial alters, and gets its power from the negative plane. Black Death must be gathered very carefully as it slowly drips upward from the alter toward the ceiling. Black death can be used to open gateways to the negative plane.

TIP

Black death causes the “Vampire Blood Disease”, the source of power used to animate “Undead” creatures.

TRAITS

All monsters, except where noted, have a 3 Moves and 2 actions.



UNDEAD

NECROTIC vs UNDEAD

“Necrotic” creatures originate in the “Negative” plane. Meanwhile, “Undead” creatures come from the “Material” world. Undead creatures were once alive and are now dead. These walking dead are animated by “The Vampire Blood Disease”.

“The Vampire Blood Disease”

Vampirism is an supernatural 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 into a black oily substance, grow tiny skinny tails, and then race through the victim’s veins of their own free will.

VAMPIRES MUST DRINK LIVING BLOOD

The diseased blood is extremely thirsty (mutating blood cells), and a vampire must drink fresh blood to stay alive (stay undead). Each week that a vampire fails to drink fresh blood from a race (or half-breed), there is a (1 in 6) cumulative chance that the disease turns inward and attacks the host. This disease moves to consume the host’s flesh which now rots and decays at an alarming rate, and the vampire is now a mindless zombie.

ZOMBIES MUST EAT LIVING FLESH

The 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 race (or half-breed), there is a (1 in 6) cumulative chance that the disease moves to consume the bones, and the zombie is now a mindless skeleton.

SKELETONS LAST FOR CENTURIES

They are mindless creatures that can somehow detect life and will viciously attack anything living thing. Once killed, they break apart and collapse into a lifeless pile of bones. These bones will remain lifeless for 2 to 7 (1d + 1p) rounds then jump back to life fully healed, unless their skull is crushed.

GHOULS PREFER TO EAT DEAD, ROTTING FLESH

Once in a while (no one knows why), a vampire will turn into a ghoul instead of a zombie, and their diseased blood becomes dormant. Ghouls hide in cemeteries and prefer to eat dead, rotting flesh. Of course, nothing says they cannot occasionally attack (and kill) a living victim to eat later on.

TORSOS MUST DRINK LIVING BLOOD

When a vampire drinks the blood of its victim, they often rip the victim’s body in half (killing them) to ensure the victim does not accidentally come back as another vampire. But once in a great while a victim still manage to survive. Their diseased blood becomes dormant, and yet they still gain all the advantages and disadvantages of normal vampires. 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.



RING OF SUSTENANCE

These fantastic magic items provide all the food and water needed to stay alive. And Yes! ..it works for “Undead” creatures as well.

KEYWORDS

BEAST

Beasts may be charmed by s and domesticated to be used as a beast of burden, a guard animal, or a pet.

BONES

Bone creatures are immune to arrows and slings. They only suffer half damage from sharp blades and edge weapons. BUT they take double damage from blunt weapons.

CHLORINE

Chlorine creatures are immune to damage caused by chlorine. BUT they take double damage from lightning.

DIRE

Dire creatures are bigger and have a +2d natural attack rating. Any "Beast" can be "Dire" types, such as a dire wolf.

FIRE

Fire creatures are immune to damage caused by heat and fire. BUT they take double damage from frost. Many creatures can be "Fire" based, such as giant fire ants.

FROST

Frost creatures are immune to damage caused by cold and frost. BUT they take double damage from fire. Many creatures can be "Frost" based, such as polar bears.

GOBLIN

The keyword "Goblin" refers to: Orcs, Ogres, Trolls, Giants, etc. All Goblin creatures speak their own native language as well as the common "Goblin" language.

LIGHTNING

Lightning creatures are immune to damage caused by lightning. BUT they take double damage from chlorine.

LYCANS

Lycanthropy is a supernatural 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 WP=10 and a NT=10 (or higher), those afflicted may control when they transform.

MAGICAL

Magical creatures can only be harmed by magical weapons, magical spells, other magical creatures, or any attack roll that uses 10 or more dice.

NECROTIC

Necrotic creatures can choose to drain 2 to 7 (1d+1p) XP by touch. This includes Claw and Bite attacks.

PETRIFICATION

Petrification creatures can turn a living creature into a stone statue.

QUICK

The default "Initiative" roll for everyone is 4 to 9 (1d + 3p)
With a CN=10 or higher the "Initiative" roll is 6 to 11 (1d + 5p)

TRAP

Some creatures lie and wait and are encountered as traps.

UNDEAD

Undead creatures were once living creatures who originated in the "Material" world. After they died, they were reanimated by the "Vampire Blood Disease". They can be "Turned" by "Holy" symbols.

(See "Holy Water", "Holy Symbols", "Turning Undead" and the "Blinding Light" spell)

RANDOM MONSTERS

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

Easy Roll 2d

- 2 Milli-Lizard
- 3 Flash Dragon
- 4 Gnoll
- 5 Goblin
- 6 Giant Rat
- 7 Kobold
- 8 Lizardman
- 9 Orc
- 10 Human (bandits)
- 11 Munchie
- 12 Maniac

Difficult Roll 2d

- 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

Monster Traps..... Roll 1d

- 1 Devil Tree
- 2 Garden Lurker
- 3 Munchy
- 4 Quill
- 5 Raunchy Foam
- 6 Tongues

Average Roll 3d

- 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 Cave Shark
- 15 Dragon Wasp
- 16 Wolf
- 17 Apparition
- 18 Beheader

Very Difficult Roll 2d

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

Necrotic Roll 2d

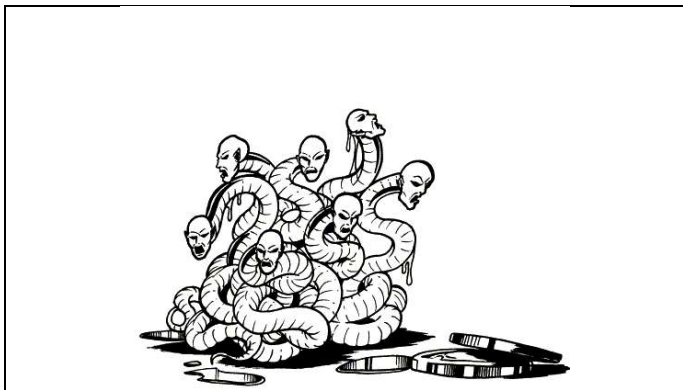
- 2 Torso
- 3 Vampire
- 4 Corpse
- 5 Wight
- 6 Ghoul
- 7 Skeleton
- 8 Zombie
- 9 Wraith
- 10 Ghost
- 11 Leper Lich
- 12 Lich

Extreme Roll 1d

- 1 Giant
- 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	JP	SZ	LF	HP	XP
0"	0	0/0	1	1	4	0

4 Hit Points	Quantity 7 to 12 (1d + 6p)
0/0 Moves/Actions	Treasure Types None
0 Defense	Keywords
0 No Attacks	None

Angel Hair appear as tiny yellowish white worms, found squirming under a rock.

POISON SLIME = 8d

(Resist with NT)

The "slime" that covers their bodies is poisonous. Anyone who touches the slime must resist poison or immediately wince over and collapse in pain as they cough and spit blood. The victim's ST is temporarily reduced to 1 for 2 to 7 hours (1d + 1p).

APPARITION

Say: (AP-arr-ISH-un)



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

DV	MV	JP	SZ	LF	HP	XP
12"	6	2/6	6	5	18	13

18 Hit Points	Quantity 1
6/2 Moves/Actions	Treasure Types H, I, J, K (hidden nearby)
6 Defense	Keywords Quick
14, 14, 14 Claw, Claw, Claw	(D) Ghostly body = 3d (A) Ghostly claws = 9d

Apparitions appear as very large ghost-like bony creatures, usually squatting down as they loom over you. They may only appear 1/day.

HIDDEN = 8d

(Spot with IN)

SURPRISE = 12d

(Resist with NT)

Roll separately. Some s may be surprised. Others may not. All those who are surprised may not move or attempt any actions during the first round of combat.

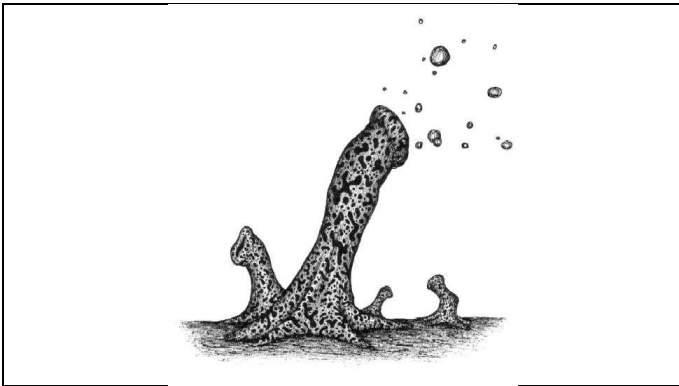
HORROR = 18d

(Resist with WP)

Everyone who witnessed the attack must resist horror or drop one random item held, and flee for 2 to 7 (1d + 1p) rounds. When they return, the Apparition is gone, the victim is found sleeping peacefully, and 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	JP	SZ	LF	HP	XP
0"	0	0/0	2	2	7	3

7 Hit Points	Quantity 7 to 12 (1d + 6p)
0/1 Moves/Actions	Treasure Types None
0 Defense	Keywords
0 No Attacks	None

Athloquia appear as small leach-like fungi, 6-inches long that cling to floors, walls, and even ceilings.

POISON SPORES = 8d

(Resist with NT)

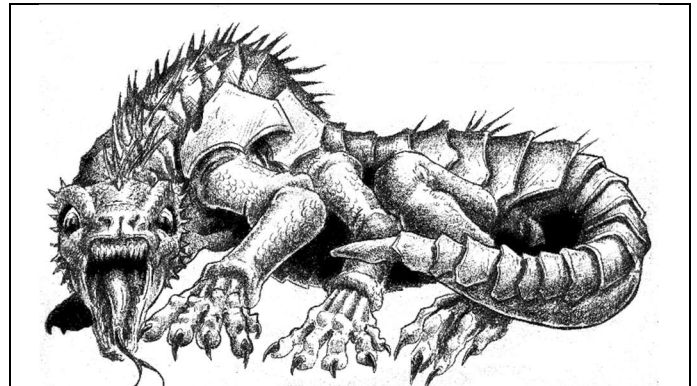
They instinctively defend themselves by releasing spores as a breathable gas with 6 inch radius. Every round you remain in the cloud of spores you must resist poison or accidentally breath in some spores. Once infected, there is no reason to check again. Breathing in spores causes no damage, but it does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

SCREAMERS

Typically 1 in 6 are screamers, who let out a loud, high-pitch whistle when releasing their spores.

BASILISK

Say: (BAZ-a-LISK)



CB	CN	CR	IN	MG	NT	ST	WP
13	4	1	1	1	6	6	3

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

25 Hit Points	Quantity 1 Wandering
3/2 Moves/Actions	Treasure Types E, F, G, K (only in lair)
8 Defense	Keywords Beast Petrification
10, 10 Bite, Claw	(D) Scales = 5d (A) Bite/Claws = 5d

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

PETRIFICATION GAZE = 10d

(Range 18")

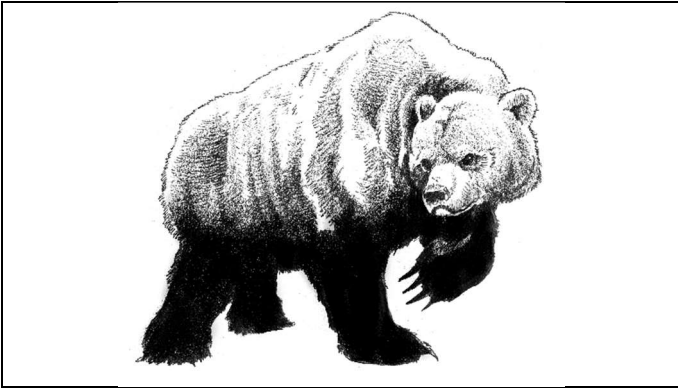
(Avoid gaze with NT) then ...

(Resist petrification with WP)

Petrified victims are not dead, but be careful not to break off any limbs. The reverse of the "Petrification" spell can restore them.

BEAR

Say: (BARE)



CB	CN	CR	IN	MG	NT	ST	WP
13	4	1	1	1	6	6	3

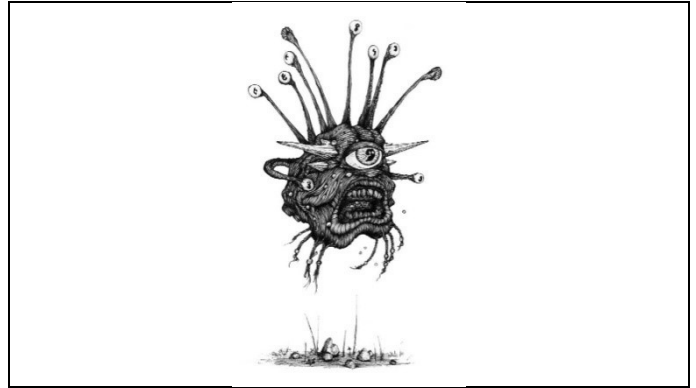
DV	MV	JP	SZ	LF	HP	XP
0"	3	2/6	6	6	21	8

21 Hit Points	Quantity 1 Wandering
3/2 Moves/Actions	Treasure Types None
7 Defense	Keywords Beast
10, 10 Bite, Claw	(D) Fur = 5d (A) 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	JP	SZ	LF	HP	XP
12"	3	3/9	5	5	18	8

18 Hit Points	Quantity 2 to 7 (1d + 1p)
3/2 Moves/Actions	Treasure Types E (only in bellies)
8 Defense	Keywords Beast
10 Bite	(D) Fur = 5d (A) Bite = 9d

Beheders appear as very large leathery heads with 2 to 7 (1d = 1p) eyestalks growing on top, horns to either side, and a huge mouth filled with hundreds of razor sharp teeth. The eyestalks are baby beheders. Eventually, they grow up and detach themselves.

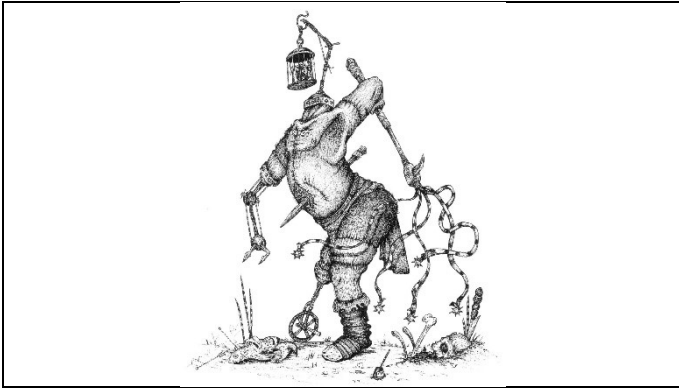
BEHEADING = 9d

(Resist with CN)

Each successful attack by a Beheder has a chance of biting off (and swallowing) your head.

BIRD BRAIN

Say: (BIRD-brain)



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

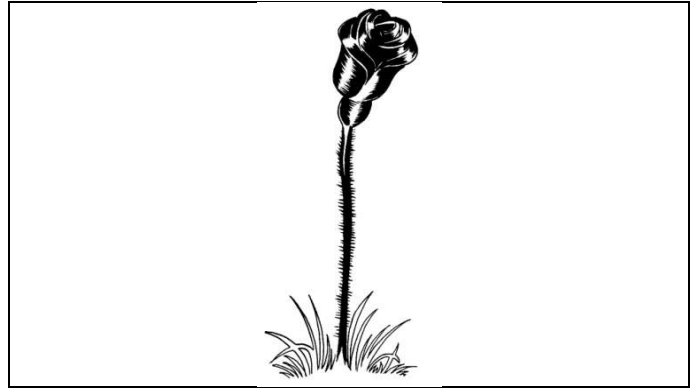
DV	MV	JP	SZ	LF	HP	XP
0"	2	1/3	3	4	14	4

14 Hit Points	Quantity 1
2/2 Moves/Actions	Treasure Types None
6 Defense	Keywords
8 Special	(D) Body Parts = 3d (A) 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. 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.

BURNING ROSE

Say: (BURN-ing ROAZ)



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

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

4 Hit Points	Quantity 4 to 9 (1d + 3p)
0/0 Moves/Actions	Treasure Types None
0 Defense	Keywords
0 No Attacks	None

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.

NATURAL INK

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

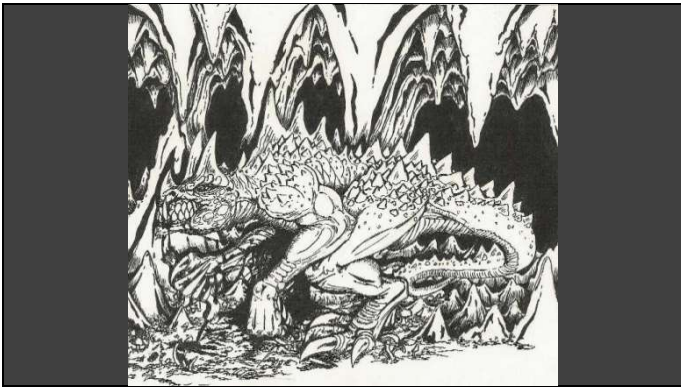
POISON = 8d

(Resist with NT)

Though they are beautiful, the fuzzy stem causes a burning sensation if touched. The sensation last 2 to 7 (1d + 1p) days and itches like crazy. During this time, the suffers from a -1 adjustment to all of their Movement, Coordination, Defense, and Attack rolls.

CAVE DRAGON

Say: (CAAV DRAG-un)



CB	CN	CR	IN	MG	NT	ST	WP
13	4	1	1	1	4	6	4

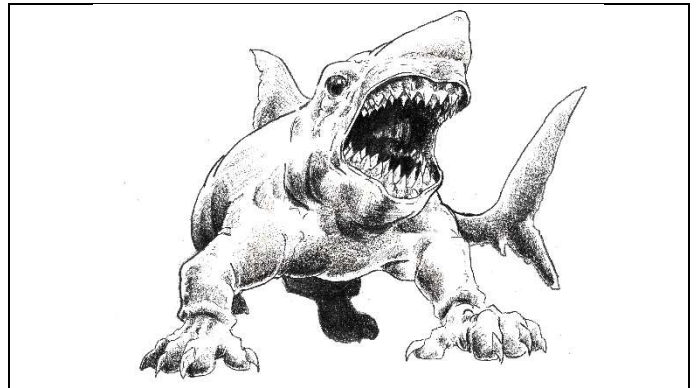
DV	MV	JP	SZ	LF	HP	XP
12"	3	3/5	6	6	21	13

21 Hit Points	Quantity 1 or 2
3/2 Moves/Actions	Treasure Types E, G, K (only in lair)
11 Defense	Keywords Beast
11, 11 Bite, Claw	(D) Skin = 8d (A) Bite/Claws = 6d

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.

CAVE SHARK

Say: (CAAV SHARK)



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

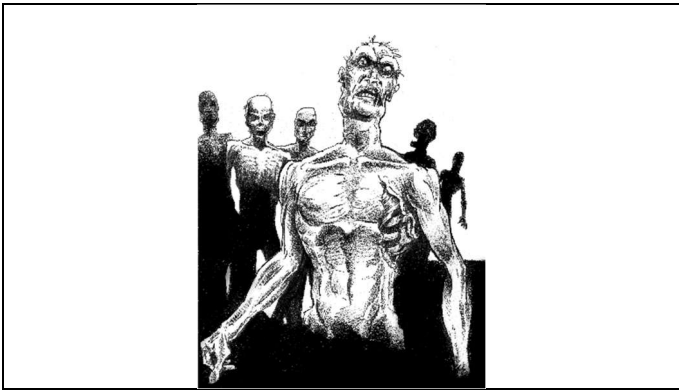
DV	MV	JP	SZ	LF	HP	XP
12"	4/4	1/3	5	5	18	10

18 Hit Points	Quantity 2 to 7 (1d+1p)
4 (Swim 4) /2 Moves/Actions	Treasure Types E, G, K (only in lair)
11 Defense	Keywords Beast
13 Bite	(D) Skin = 8d (A) Bite = 8d

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

CORPSE

Say: (KORPS)



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

DV	MV	JP	SZ	LF	HP	XP
12"	2	1/3	3	5	18	4

18 Hit Points	Quantity 1
2/2 Moves/Actions	Treasure Types B, D, K (hidden nearby)
6 Defense	Keywords
8 Claw	(D) Body = 3d (A) Bite/Claws = 3d

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.

HORROR = 6d

(Resist with WP)

They are harmless yet terrifying as they spring back to life (undead life) after being killed in a most disgusting manner (beheaded or cut in half perhaps). 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. When they return, each dropped item will be hidden separately nearby with a Hidden rating = 8 to 13 (1d+7p).

CROTE

Say: (KROTE)



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

DV	MV	JP	SZ	LF	HP	XP
0"	2	2/5	4	6	21	8

21 Hit Points	Quantity 2 to 7 (1d + 1p)
2/2 Moves/Actions	Treasure Types A, (1 in 6 = K) (each)
7 Defense	Keywords
11 Bite (Reach = 2")	(D) Body = 4d (A) Bite = 6d (Reach = 2")

Crotes appear as large sturdy men with shovel-like hands, very long necks and dish 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.

GYPSIES

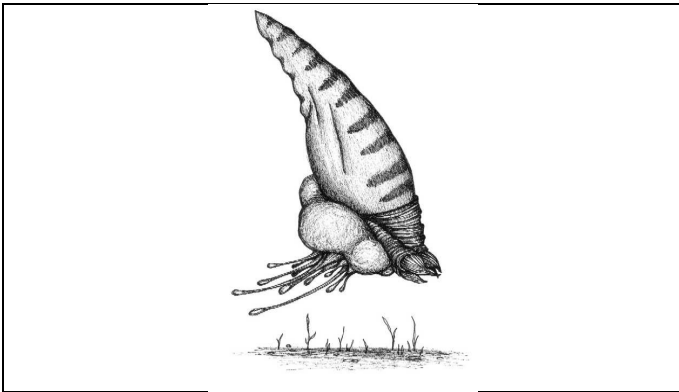
Crote camps are similar to the gypsies of Romania. They will have a chief, a champion, a medicine woman, a fortune teller, some shepherds and many craftsmen.

MEDICINE WOMAN

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 "Random Spell Glyphs Table #1" found at the end of the "Rules" book.

CURRDLELURD

Say: (KUR-dul-urd)



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

DV	MV	JP	SZ	LF	HP	XP
12"	1	0/0	15	7	25	8

25 Hit Points	Quantity 7 to 12 (1d + 6p)
1/2 Moves/Actions	Treasure Types None
8 Defense	Keywords Beast
13 Bite	(D) Body = 5d (A) 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

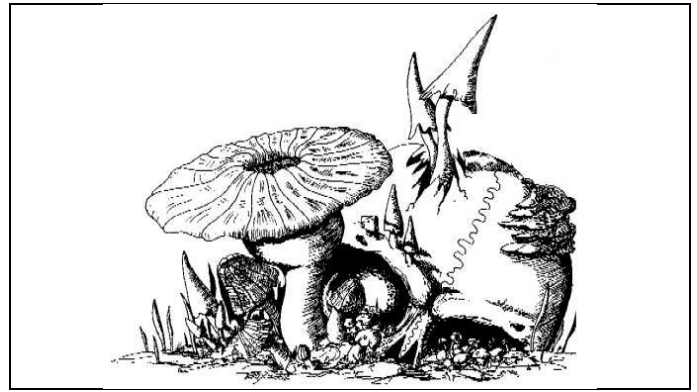
They don't touch the ground so they don't set off most traps and they are extremely difficult to track.

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	JP	SZ	LF	HP	XP
0"	2	1/3	1	2	7	3

7 Hit Points	Quantity 7 to 12 (1d + 6p)
2/2 Moves/Actions	Treasure Types None
6 Defense	Keywords Trap
9 Bite	(D) Skin = 3d (A) Bite = 4d

Devil Shrooms appear as a small patch of 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 d. They can be found in damp, dark places.

They are harmless unless disturbed.

POISON BITE = 7d

(Resist with NT)

A successful bite of a Devil Shroom is venomous causing you to 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
20	8	1	1	1	1	8	1

DV	MV	JP	SZ	LF	HP	XP
12"	0	0/0	9	16	42	13

42 Hit Points	Quantity 1
0/2 Moves/Actions	Treasure Types E, H, I, K (buried in roots)
6 Defense	Keywords Trap
12, 12 / 12 / 12 Grab x2 / Hold / Bite	(D) Tree Bark = 6d (A) Bite = 7d

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

GRAB AND HOLD = 12d

(Resist with CN)

A Devil Tree may only attempt to grab and hold 1 or 2 victims per round up to a max of 8.

ESCAPE = 12d

(Escape with ST) Up to 3 friends may help!

Roll your Strength to try and break free. You may not attack if held.

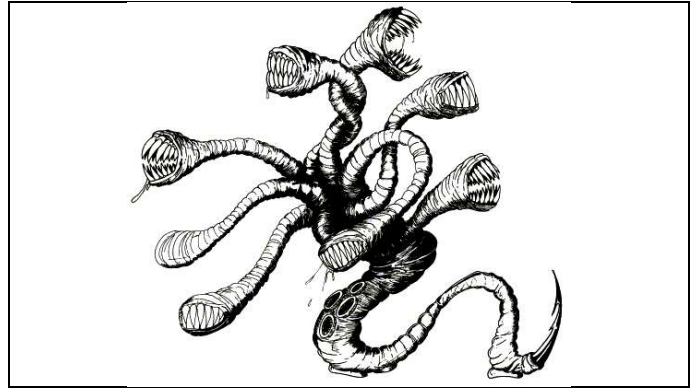
ESCAPING ITS JAWS = 8d

(Resist with ST)

You suffer a bite attack each round, until you escape or die.

DEVOURER

Say: (dee-VOWER-ur)



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

DV	MV	JP	SZ	LF	HP	XP
12"	3	0/0	6	5	18	13

18 (each head) Hit Points	Quantity 1 with 3 to 8 (1d+2p) heads
3/2 Moves/Actions	Treasure Types E, H, I, K (only in bellies)
8 Defense	Keywords Beast
10, 10 Bite, Bite	(D) Skin = 5d (A) Bite = 5d

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.

MANY HEADS

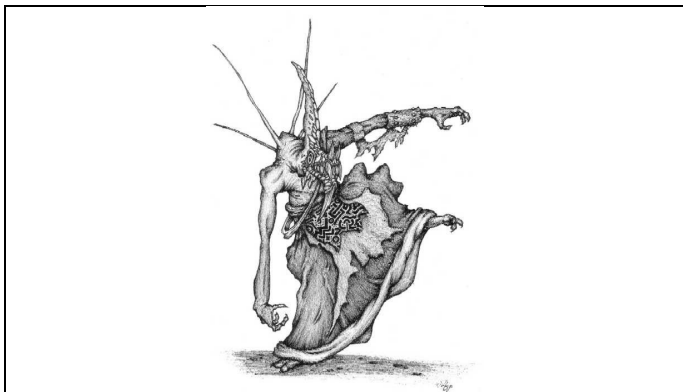
Each head has its own Life Force and Hit Points. Each head must be killed separately. All heads must be killed to slay the beast.

GROUP ATTACKS

(A) Attack bonus for each head that attacks the same target = +1d

DIPTUSIS

Say: (dip-TU-shish)



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

DV	MV	JP	SZ	LF	HP	XP
0"	3	5/9	4	8	28	13

28 Hit Points	Quantity 11 to 16 (1d + 10p)
3/2 Moves/Actions	Treasure Types A, (1 in 6 = K) (each)
9 Defense	Keywords
11 Big Axe	(D) Skin = 6d (A) Claw = 6d

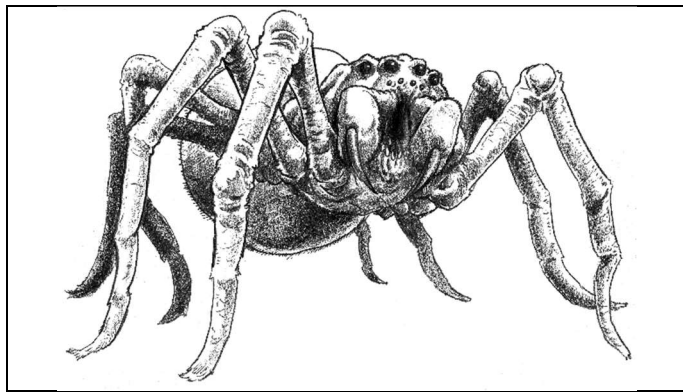
Diptusis appear as large bony creatures with very sharp claws and lizard like heads. They have a large hump on their back and from this hump grows long, stiff, things that can only be described as giant thorns. They are typically found in groups of 7 to 12 (1d + 6) dancing and chanting with odd jerky 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 's untimely arrival, they immediately think of the s 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 s. But by maintaining a safe distance, the s 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.

DOOM SPIDER

Say: (DOOM-SPY-dur)



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

DV	MV	JP	SZ	LF	HP	XP
12"	2	3/6	4	9	32	23

32 Hit Points	Quantity 1
2/2 Moves/Actions	Treasure Types None
10 Defense	Keywords
10 Bite	(D) Skin = 7d (A) Bite = 5d

Doom spiders appear as large spiders with huge, hypnotizing eyes.

DOOM

A doom spider is first encountered as a mass nightmare, or shared hallucination. The GM describes some "believable-yet-deadly" situation. The s must figure out it is not real before the doom spider manages to mummify all the s (using web). Mummified s are helpless. It is too late for them to save themselves. They need help from someone else. It takes two minutes to mummify each , so keep an eye on the clock. The longer the s take to figure out they are in a nightmare, the fewer s will be free to fight the doom spider, once the nightmare is over (dispelled). While in the nightmare, their worst fears come true. Everything they ask is answered with a "Yes": Is the needle trap poisonous? Do I die? etc. Of course, no one really dies from the nightmare (only an illusion). The nightmare ends when someone figures it out, or everyone thinks they died.

DRAGON

Say: (DRAG-un)



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

DV	MV	JP	SZ	LF	HP	XP
18"	6/18	8/12	12	25	88	54

88 Hit Points	Quantity 1
6 (Fly 18)/3 Moves/Actions	Treasure Types B x10, E x10, F x10 (only in lair)
15 Defense	Keywords Magical, Quick
17, 17, 17 Bite, Claw, Claw	(D) Scales = 12d (A) Bite/Claws = 12d

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, d 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.

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.

INNATE SPELLS

They have the innate ability to cast 2 to 7 (1d + 1p) random spells from "Random Spell Glyphs Table #2" found at the end of the "Rules" book.

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.

GRAB AND HOLD = 18d

(Resist with CN)

A dragon may only attempt to grab and hold 1 victim at a time.

ESCAPE = 18d

(Escape with ST)

Roll your Strength to try and break free. You may not attack if held.

BEING THROWN (Attack vs Damage) = 18d (Range = 18")

(Resist with CN for half damage, If you can fly)

You are hurled viciously.

MANY HEADS

A few dragons have 2 to 3 heads and are called "Hydras". A 3 headed dragon with the heads being lion, goat and snake are called "Chimera". Each head has its own Life Force and Hit Points. Each head must be killed separately. All heads must be killed to slay the beast.

DRAGON BREATH (Attack vs Defense) = 13d

(Range = 18")

(Area = 5" x 5")

(Resist with CN for half damage)

Every dragon head will have its own breath attack. Each breath has its own advantages:

KEYWORDS (d6)

1 NECROTIC	Bone
2 FIRE	Red
3 CHLORINE	Green
4 LIGHTNING	Gold
5 FROST	White
6 SHADOW	Black

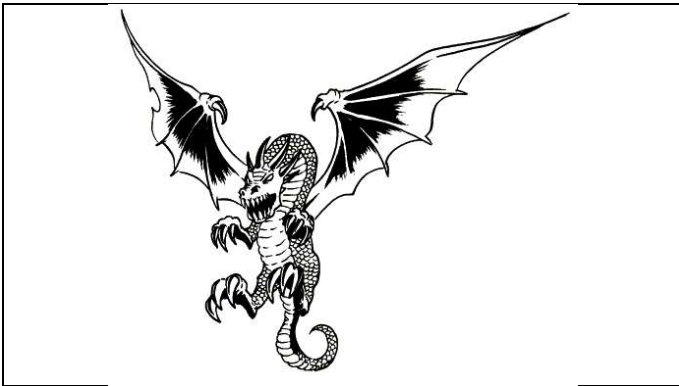
SHADOW (At Will)

Jump into and out of different shadows, up to 18 inches apart.



DRAGON WASP

Say: (DRAG-un WASP)



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

DV	MV	JP	SZ	LF	HP	XP
12"	4/8	5/5	2	5	18	10

18 Hit Points	Quantity 7 to 12 (1d + 6p)
4 (Fly 8)/2 Moves/Actions	Treasure Types C x10 (only in lair)
9 Defense	Keywords Beast
9 Bite	(D) Scales = 6d (A) Bite = 4d

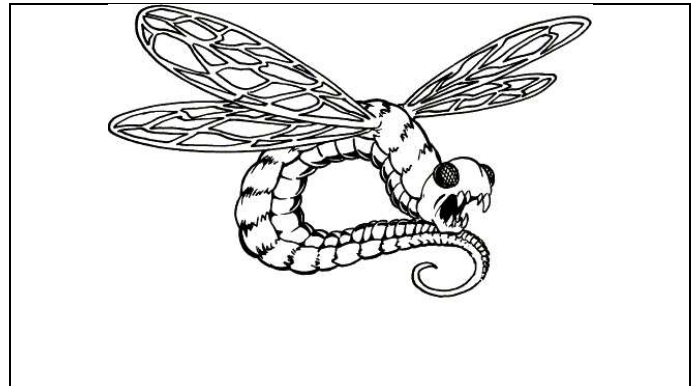
Dragon Wasps appear as tiny dragons. They can come in all shapes and sizes just like dragons. But Dragon Wasps are not intelligent and do not have any of the special abilities of real dragons. They can be found almost anywhere.

GROUP ATTACKS

(A) Attack bonus for each dragon asp that attacks the same target = +1d

DRAGON WORM

Say: (DRAG-un WORM)



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

DV	MV	JP	SZ	LF	HP	XP
12"	1/12	0/0	12	12	42	13

42 Hit Points	Quantity 1
1 (Fly 12)/2 Moves/Actions	Treasure Types None
11 Defense	Keywords Beast
13 Bite	(D) Scales = 8d (A) 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.

EVISцерATOR

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



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

DV	MV	JP	SZ	LF	HP	XP
12"	5	6/10	6	15	52	48

52 Hit Points	Quantity 1
5/2 Moves/Actions	Treasure Types B, D, G, H, I (scattered nearby)
13 Defense	Keywords Quick
13, 13, 13, 13, 13 Claws x5	(D) Skin = 10d (A) Claw = 8d

Eviscerators 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 ness) prefer secluded areas, so you would not expect to find one in a busy city.

ATTACKS FARTHEST TARGETS FIRST

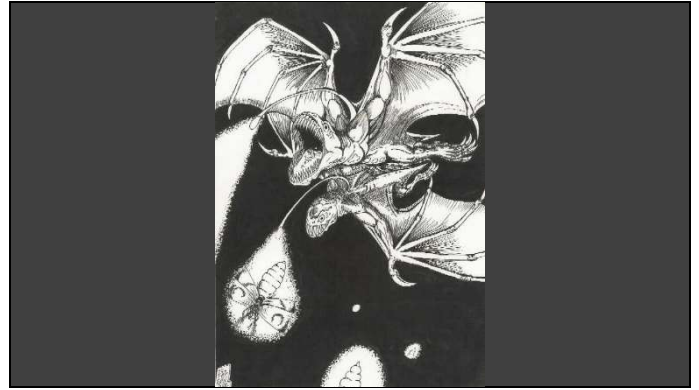
Instinctively, in order to get the most food possible, these creatures have learned to go after the farthest food first, and save the close food to eat later.

WEAKNESS

It is said that they think of everything that moves as food, so by not moving ... perhaps 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	JP	SZ	LF	HP	XP
12"	3	0/0	3	3	11	3

11 Hit Points	Quantity 7 to 12 (1d+6p)
3/2 Moves/Actions	Treasure Types None
5 Defense	Keywords Beast
7 Bite	(D) Skin = 2d (A) Bite = 2d

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.

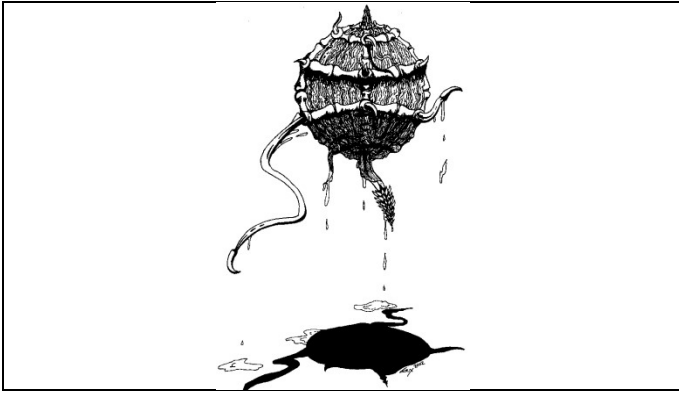
STUNNING BLINDNESS = 5d

(Resist with NT)

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 moves or 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	JP	SZ	LF	HP	XP
0"	2	0/0	3	6	21	10

21 Hit Points	Quantity 1
2/2 Moves/Actions	Treasure Types None
10 Defense	Keywords Magical
10 Lightning Burst	(D) Skin = 7d (A) Lightning Burst = 10d

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

LIGHTNING BURST (Attack vs Defense) = 10d

(Radius 9" radius)

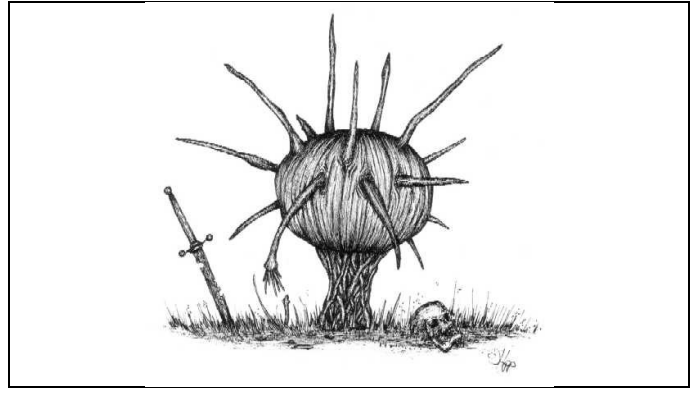
Each round there is a 2 in 6 random chance of a "lightning burst".

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 gains a permanent +2d modifier to their Life Force and gets to 2 to 12 (2d) points to their max hit points. A 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	JP	SZ	LF	HP	XP
0"	0	0/0	4	6	21	10

21 Hit Points	Quantity 2 to 7 (1d+1p)
0/2 Moves/Actions	Treasure Types E, K (scattered about)
9 Defense	Keywords Trap
11 Acid Spray	(D) Skin = 6d (A) Acid Spray = 11d

Flurmilions 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.

LOCATION IS EVERYTHING

These plant-creature-things are very vulnerable to range attacks, so they tend to be found with tightly grouped rock formations.

ACID SPRAY

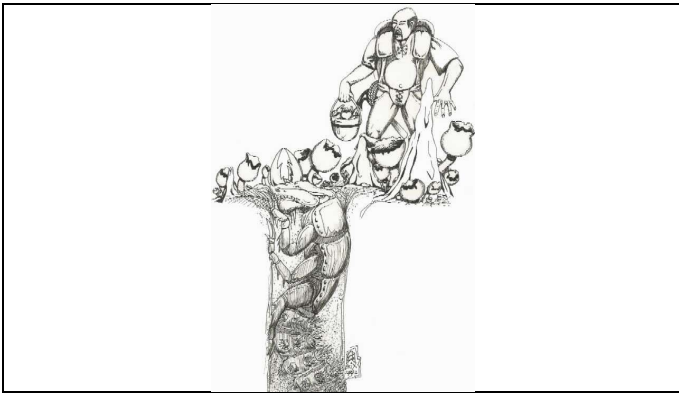
Natural Attack, 2 in 6 chance each round of an "acid spray" = 10d vs Defense, 9" radius

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	JP	SZ	LF	HP	XP
6"	2	0/0	7	10	35	10

35 Hit Points	Quantity 1 or 2 to 7 (1d+1p)
2/2 Moves/Actions	Treasure Types H x3, I x3 (buried below)
10 Defense	Keywords Trap
13 Bite	(D) Skin = 7d (A) 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.

HIDDEN = 8d
(Spot with IN)

BITE TRAP = 8d
(Resist with CN)
They wait motionlessly until stepped upon then they quickly bite and hold the victim's leg.

ESCAPE = 12d
(Escape with ST) Up to 3 friends may help!
Once a victim is caught, they retreat down deep into their burrow, slowly pulling down their victim along with them. The victim suffocates and dies in 2 to 7 (1d + 1p) rounds.

GARGOYLE

Say: (GAR-goil)



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

DV	MV	JP	SZ	LF	HP	XP
12"	3/1	2/5	2	6	21	13

21 Hit Points	Quantity 2 to 7 (1d+1p)
3 (Fly 1)/2 Moves/Actions	Treasure Types None
11 Defense	Keywords
10, 10 Claws x2	(D) Skin = 8d (A) Claw = 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.

APPEAR AS STATUES

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 they rarely do because this makes it more difficult to fool the s 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	JP	SZ	LF	HP	XP
12"	3	0/0	3	7	25	16

25 Hit Points	Quantity 1
3/2 Moves/Actions	Treasure Types None
9 Defense	Keywords Magical
11 Chilling Touch	(D) Ghostly body = 6d (A) Chilling touch = 6d

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.

SPECIAL ABILITIES

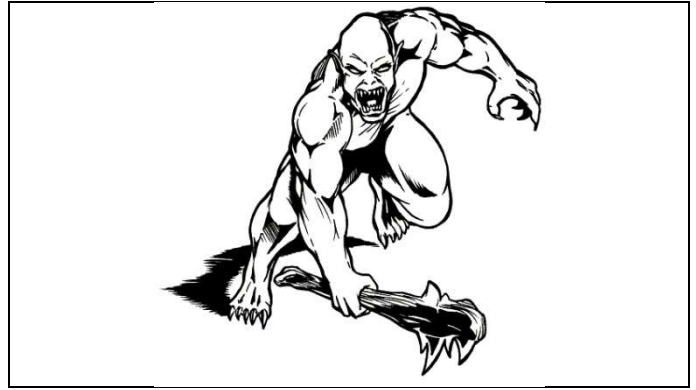
- Become invisible at will = 12D
- Walk through walls at will
- Wailing "screaming" as 10d attack 3/day

RESOLUTION

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 s 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	JP	SZ	LF	HP	XP
12"	3/2	1/3	3	5	18	8

18 Hit Points	Quantity 2 to 7 (1d+1p)
3 (Dig 2)/2 Moves/Actions	Treasure Types C, D (scattered about)
7 Defense	Keywords Undead
9 Claws + Paralyzing touch	(D) Skin = 4d (A) Claw = 4d

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 = 8d

(Resist with NT)

Paralysis last 2 to 7 (1d+1p) rounds. 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	JP	SZ	LF	HP	XP
0"	3	0/0	15	12	42	23

42 Hit Points	Quantity 1
3/2 Moves/Actions	Treasure Types C x3, E x3
9 Defense	Keywords
15 Fist	(D) Skin = 6d (A) Fist = 10d

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

THROW ROCKS (Attack vs Defense) = 15d (Range 9")

Giants throw huge rocks, like the size of small horse.

GRAB AND HOLD

Pickup and Hold living creatures half their size.

Attempt wit 10d vs CN

(See "Held")

(See "Escape")

THROW GIANT STONES

(See "Giant Stones")

GIANT RAT

Say: (GY-ent RAT)



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

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

7 Hit Points	Quantity 12 to 22 (2d + 10p)
2/2 Moves/Actions	Treasure Types None
4 Defense	Keywords Beast
6 Bite	(D) Skin = 2d (A) 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.

FLANK

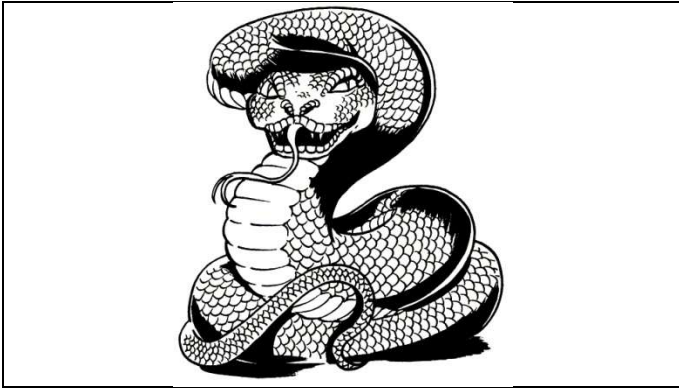
(A) Attack bonus when 2 or more attack the same target = +1d

SWARM

(A) Attack bonus when 5 or more attack the same target = +2d

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	JP	SZ	LF	HP	XP
12"	2	3/6	3	9	32	10

32 Hit Points	Quantity 1
2/2 Moves/Actions	Treasure Types None
8 Defense	Keywords Beast
10 Bite	(D) Skin = 5d (A) 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 = 8d

(Resist = NT vs 8d)

A venomous snake uses their poison to paralyzes their victim for 2 to 7 (1d + 1p) hours so they have time to swallow their victim whole while still alive.

SQUEEZED TO DEATH = 12d

(Escape with ST) Up to 3 friends may help!

Roll to escape each round! A constrictor snake uses their strength to crush their victim. The victim is crushed to death in 2 to 7 (1d+1p) rounds

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	JP	SZ	LF	HP	XP
12"	2	3/6	4	9	32	6

32 Hit Points	Quantity 2 to 7 (1d+1p)
2/2 Moves/Actions	Treasure Types None
7 Defense	Keywords Beast, Trap
9 Bite	(D) Skin = 4d (A) Bite = 4d

Giant spiders come in as many different types as do their smaller cousins. Some giant spiders build webs while others hunt.

POISONOUS BITE = 8d

(Resist = NT vs 8d)

A venomous spider uses their poison to paralyzes their victim for 2 to 7 (1d + 1p) hours so they have time to devour their victim while still alive.

WEB TRAP = 8d

(Spot with IN)

Their webs are difficult to see. Those who walk into a web get stuck.

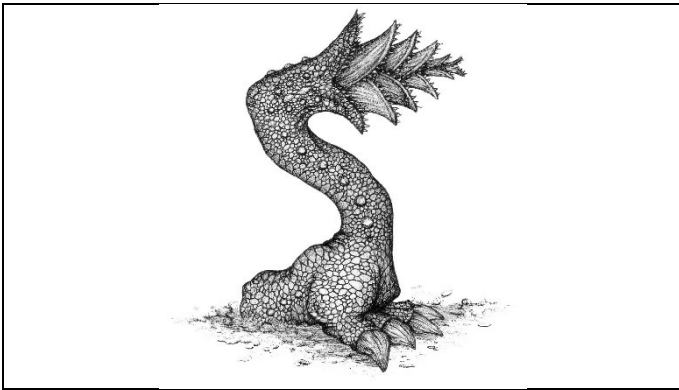
ESCAPE = 8d

(Escape with ST) Up to 3 friends may help!

Trapped victims are spun and wrapped in more web until they suffocate to death in 2 to 7 (1d+1p) rounds.

GIRKOLOP

Say: (GUR-ka-lop)



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

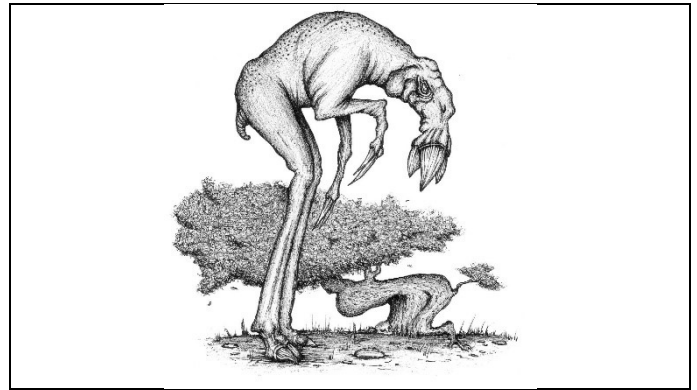
DV	MV	JP	SZ	LF	HP	XP
6"	2	1/3	7	7	25	10

25 Hit Points	Quantity 1
2/2 Moves/Actions	Treasure Types None
9 Defense	Keywords Beast
11 Bite	(D) Skin = 6d (A) Bite = 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 dish horns on their heads. They typically eat plants and small animals, but will attack if threatened.

GLOPPER

Say: (GLOP-er)



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

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

28 Hit Points	Quantity 1
2/2 Moves/Actions	Treasure Types None
8 Defense	Keywords Beast
12 Bite	(D) Skin = 5d (A) Bite = 7d

Gloppers 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 Gloppler can leap 36 inches every 10 minutes.

GRINDING TEETH

Once an Gloppler successfully bites a victim, it hops away (extreme jump) and begins chewing its food.

ESCAPING ITS JAWS = 10d

(Resist with ST)

GLOW SHROOM

Say: (GLO-SHROOM)



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

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

4 Hit Points	Quantity 12 to 22 (2d + 10p)
0/0 Moves/Actions	Treasure Types None
0 Defense	Keywords
0 No Attacks	None

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 amongst the mushrooms, small rocks and such.

CALMING EFFECT = 6d

(Resist with WP)

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 or be 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	JP	SZ	LF	HP	XP
0"	3	1/3	3	3	11	3

11 Hit Points	Quantity 2 to 7 (1d+1p)
3/2 Moves/Actions	Treasure Types A, C (each)
5 Defense	Keywords Goblin
7 Glaive (Reach = 2")	(D) Skin = 0d (A) Fist = 0d

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 cults, etc.

STANDARD EQUIPMENT

(D) Half Chain Armor = +2d

(A) Glaive (Both Hands, Reach 2") = +2d

GOBLIN

Say: (GOB-lin)



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

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

7 Hit Points	Quantity 2 to 7 (1d+1p)
2/2 Moves/Actions	Treasure Types A, C (each)
5 Defense	Keywords Goblin
5 Small Sword	(D) Skin = 0d (A) Fist = 0d

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 cults, etc.

STANDARD EQUIPMENT

- (D) Leather Armor = +2d
- (D) Wooden Shield = +1d
- (A) Small Sword = +2d

HELL CAT

Say: (HEL KAT)



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

DV	MV	JP	SZ	LF	HP	XP
12"	2	1/3	2	4	14	5

14 Hit Points	Quantity 1
2/2 Moves/Actions	Treasure Types None
7 Defense	Keywords Beast, Fire
9 Bite	(D) Skin = 4d (A) Bite = 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 hide (using invisibility) if spotted.

INVISIBLE = 10d

(Spot with IN)
They may become invisible at will

SURPRISE = 8d

(Resist with NT)
Roll separately. Some s may be surprised. Others may not. All those who are surprised may not move or attempt any actions during the first round of combat.

SURPRISE ATTACK

If they surprise their victim, they gain +2d Attack, x2 Damage.

HELL HORSE

Say: (HEL HORS)



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

DV	MV	JP	SZ	LF	HP	XP
12"	4/12	3/6	5	7	25	10

25 Hit Points	Quantity 1
4 (Fly 12)/2 Moves/Actions	Treasure Types None
7 Defense	Keywords Beast, Fire
9 Bite	(D) Skin = 4d (A) Bite = 4d

Hell Horses appear as sleek, black, awesome steeds with the blackest eyes. When excited, they show their large, square, yellow teeth and black smoke puffs out of their nose.

PETRIFICATION GAZE = 7d

(Range 18")

(Area = 4" x 4")

(Avoid breath with NT) then ...

(Resist petrification with WP)

Petrified victims are not dead, but be careful not to break off any limbs. The reverse of the "Petrification" spell can restore them.

HELL HOUND

Say: (HEL HOUND)



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

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

18 Hit Points	Quantity 1
3/2 Moves/Actions	Treasure Types None
8 Defense	Keywords Beast
11 Bite	(D) Skin = 5d (A) 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.

MANY HEADS

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

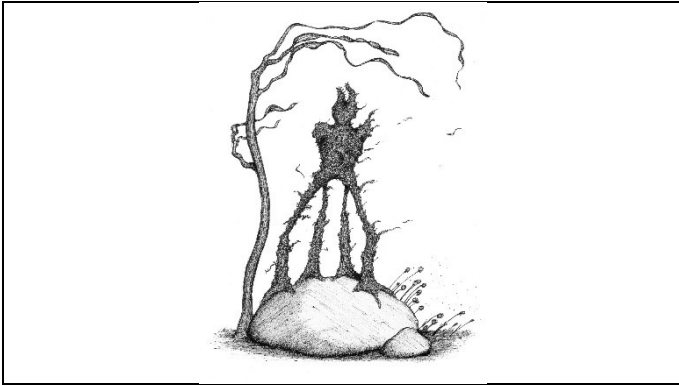
Each head has its own Life Force and Hit Points. Each head must be killed separately. All heads must be killed to slay the beast.

SPECIAL ABILITIES

(A) Attack bonus for each head that attacks the same target = +1d

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	JP	SZ	LF	HP	XP
12"	2	1/3	3	6	21	5

21 Hit Points	Quantity 1
2/2 Moves/Actions	Treasure Types None
8 Defense	Keywords
6 Bite	(D) Skin = 5d (A) Bite = 4d

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.

INNATE SPELLS

They have the innate ability to cast 2 to 7 (1d + 1p) random spells from "Random Spell Glyphs Table #1" found at the end of the "Rules" book.

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	JP	SZ	LF	HP	XP
0"	2	1/3	3	5	18	5

18 Hit Points	Quantity 2 to 7 (1d+1p)
2/2 Moves/Actions	Treasure Types A, C (each)
6 Defense	Keywords
8 Staff	(D) Skin = 3d (A) Fist = 0d

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.

STANDARD EQUIPMENT

(A) Staff (Both Hands) = +2d

ADVANTAGES

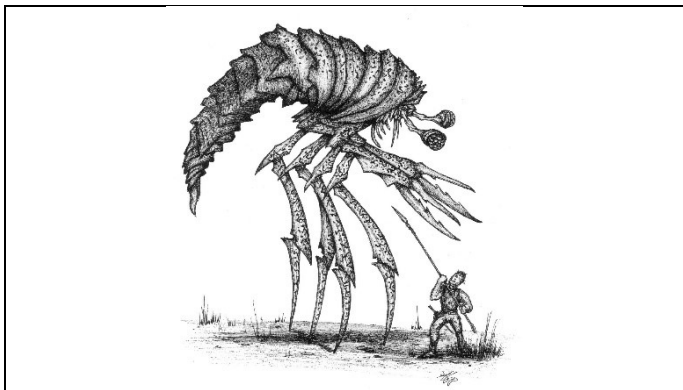
+1d Attacks with staff

SPELL BOOK

Only 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 "Random Spell Glyphs Table #1" found at the end of the "Rules" book.

HUSHLIOR

Say: (hoosh-LEE-ore)



CB	CN	CR	IN	MG	NT	ST	WP
13	4	1	1	1	4	6	4

DV	MV	JP	SZ	LF	HP	XP
0"	3	0/0	12	12	42	19

42 Hit Points	Quantity 1
3/2 Moves/Actions	Treasure Types None
11 Defense	Keywords Beast
13, 13 Claws x2	(D) Skin = 8d (A) Claws = 8d

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

FROM THE SEA

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	JP	SZ	LF	HP	XP
12"	4	5/9	10	12	42	16

42 Hit Points	Quantity 1 or 2
4/2 Moves/Actions	Treasure Types None
11 Defense	Keywords Beast
13 Bite	(D) Skin = 8d (A) Bite = 8d

Iron Jaws appear as huge millipedes with bizarre eyes and a large mouth filled with teeth. Typically, Iron Jaws are 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	JP	SZ	LF	HP	XP
12"	2/2	1/3	5	5	18	5

18 Hit Points	Quantity 2 to 7 (1d+1p)
2(Climb 2)/2 Moves/Actions	Treasure Types None
8 Defense	Keywords Beast
9 Bite	(D) Skin = 5d (A) Bite = 4d

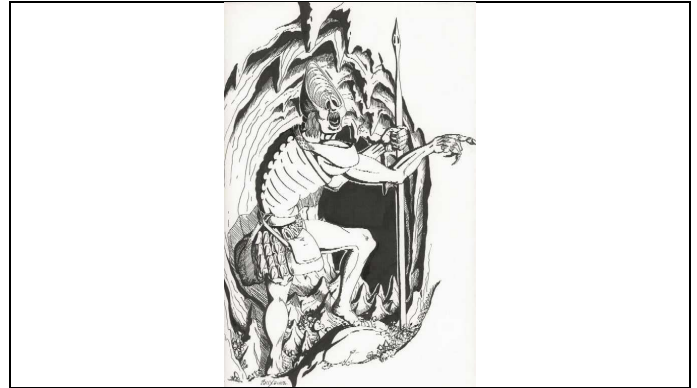
Jurassic Beetles appear as large creatures with a horny head and a hard shell covered with hard spikes. They are typically encountered in the loose rubble or crumbled buildings.

CLIMB AT WILL

They can climb on walls and ceilings without penalty to their movement.

KNOGHTYM

Say: (NOK-tee-OK-tum)



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

DV	MV	JP	SZ	LF	HP	XP
12"	2	1/3	3	5	18	4

18 Hit Points	Quantity 2 to 7 (1d+1p)
2/2 Moves/Actions	Treasure Types A, C (each)
8 Defense	Keywords
7 Staff	(D) Skin = 5d (A) Fist = 0d

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.

STANDARD EQUIPMENT

(A) Staff (Both Hands) = +2d

CRAZY SYSTEM OF RULES

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. Often, the rules by which they live seem to change or conflict with previous rules that they 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 those 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	JP	SZ	LF	HP	XP
0"	2	1/3	2	1	4	0

4 Hit Points	Quantity 2 to 7 (1d+1p)
2/2 Moves/Actions	Treasure Types A (each)
4 Defense	Keywords Goblin
3 Small Axe	(D) Skin = 5d (A) Fist = 0d

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 cults, etc. and be found almost anywhere.

STANDARD EQUIPMENT

(D) Leather Armor = +1d
(D) Wooden Shield = +1d
(A) Small Axe = +1d

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	JP	SZ	LF	HP	XP
12"	2	1/3	3	6	35	8

35 Hit Points	Quantity 1
2/2 Moves/Actions	Treasure Types None
8 Defense	Keywords
10 Rotting Touch	(D) Skin = 5d (A) Rotting Touch = 5d

A Leper Lich may appear as a badly wounded Lich, but more often they appear as a skeleton or zombie. A Leper Lich is an ultra-powerful who tried to turn them self into a Lich but failed somehow. 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.

ROTTING TOUCH = 10d

(Resist with NT)

Their touch causes 2 to 7 (1d+1p) points of damage.

LICH

Say: (LICH)



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

DV	MV	JP	SZ	LF	HP	XP
18"	3	1/3	3	12	42	37

42 Hit Points	Quantity 1
3/4 Moves/Actions	Treasure Types E, G, K x3
9 Defense	Keywords Magical, Necrotic
13, 13, 13 Rotting Touch x3	(D) Skin = 6d (A) Rotting Touch = 8d

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 s 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 s, their first thought will be to escape. But if cornered, they might just kill everyone including themselves with some ultra-powerful spell or something.

ROTTING TOUCH = 13d

(Resist with NT)

Their touch causes 2 to 7 (1d+1p) points of damage.

HORROR = 15d

WP vs 15d, or flee for 3 to 18 (3d) rounds.

A Lich may stand tall, stretch forth a single arm, scratch at the air, and hiss loudly causing horror in all who see this.

INNATE SPELLS

They have the innate ability to cast 2 to 7 (1d + 1p) random spells from "Random Spell Glyphs Table #2" found at the end of the "Rules" book.

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

TOUCH DRAINS XP !!!

Their touch (natural attack) fills very cold and drains XP.

Of course their attack spells (like fire ball) still cause physical (HP) damage.

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	JP	SZ	LF	HP	XP
0"	2	1/3	3	3	11	3

11 Hit Points	Quantity 6 to 11 (1d+5p)
2/2 Moves/Actions	Treasure Types A, C
6 Defense	Keywords
7 Staff	(D) Skin = 0d (A) Fist = 0d

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

STANDARD EQUIPMENT

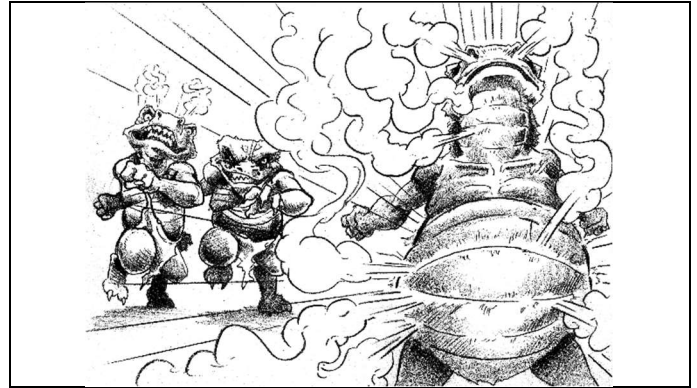
(D) Half Chain Armor = +2d
(A) Staff (Both Hands) = +2d

SPECIAL ABILITIES

(D) Defense bonus with staff = +1d

MANIAC

Say: (MAY-nee-ak)



CB	CN	CR	IN	MG	NT	ST	WP
4	2	10	1	1	1	1	12

DV	MV	JP	SZ	LF	HP	XP
12"	3	3/3	1	1	4	3

4 Hit Points	Quantity 11 to 16 (1d + 10p)
3/2 Moves/Actions	Treasure Types None
4 Defense	Keywords Fire
2 (10d) Claws	(D) Skin = 1d (A) Claw = 0d

Maniacs appear as 2 foot tall demonic lizardmen.

SUICIDE BOMBERS

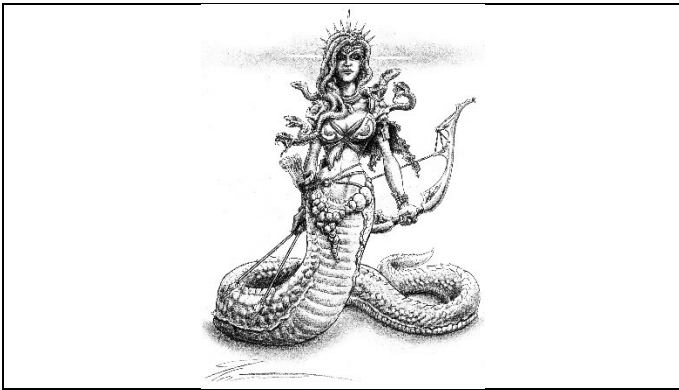
They are fanatical defenders of their territory. They always try diplomacy first. However, if diplomacy fails they immediately begin sending wave after wave of suicide bombers. Only 3 or 4 will attack each round.

EXPLOSION = 10d

Range = 0", Radius = 4", Attack = 10d, Fire Rating = 3d
(See "Explosions")

MEDUSA

Say: (ma-DUZ-ah)



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

DV	MV	JP	SZ	LF	HP	XP
12"	3	2/6	4	7	25	16

25 Hit Points	Quantity 1
3/3 Moves/Actions	Treasure Types E, K
8 Defense	Keywords Petrification, Quick
11 Bow	(D) Skin = 5d (A) Fist = 0d

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

STANDARD EQUIPMENT

(A) Bow (Both Hands, Range 6", 14", 18", Size 8) = +4d

ADVANTAGES

(A) Attack bonus with bow = +2d

PETRIFICATION GAZE = 10d

(Range 18")

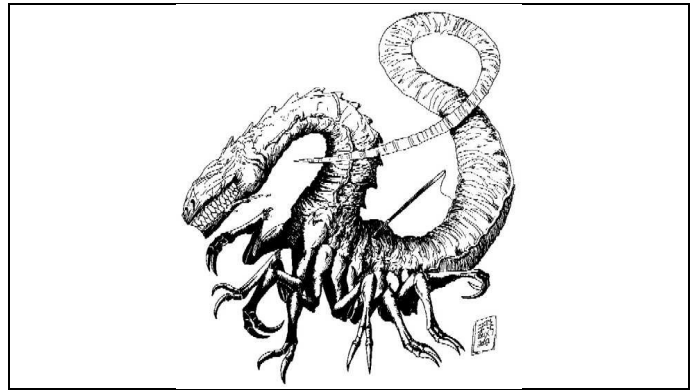
(Avoid gaze with NT) then ...

(Resist petrification with WP)

Petrified victims are not dead, but be careful not to break off any limbs. The reverse of the "Petrification" spell can restore them.

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	JP	SZ	LF	HP	XP
6"	2	2/5	1	2	7	3

7 Hit Points	Quantity 1
2/2 Moves/Actions	Treasure Types None
5 Defense	Keywords
9 Bite (Shredding)	(D) Skin = 2d (A) Bite = 4d

Milli-Lizards first appear as cute and friendly talking lizards but never trust a Milli-Lizard because they will eat you the first chance they get. (See "Shredding")

CUTE = 8d

(Resist with IN)

Some s manage to resist their charms and see them as they truly are. They are in fact nasty little critters with vicious teeth.

SHREDDING (Attack vs Defense) = 12d

They will snuggle up with someone while sleeping and try to crawl up under their clothing and purr as they rub against the victim's warm belly. Then they retract their big soft eyes into deep protective sockets, unfold their many hidden legs, and pull back their lips to reveal a small jaw filled with razor sharp teeth.

MUMMY

Say: (MUM-ee)



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

DV	MV	JP	SZ	LF	HP	XP
12"	2/8	1/3	4	12	42	19

42 Hit Points	Quantity 1
2 (Sand 8)/2 Moves/Actions	Treasure Types E, G, H, I, J, K
9 Defense	Keywords Magical, Necrotic
11, 11 Claws x2	(D) Skin = 6d (A) Claw = 6d

Mummies appear as moist rotting bodies wrapped in tight rags.

REGENERATE

A mummy may regenerate 12 HP at will, 3/day.

UNDEAD ARMY

A Mummy has the innate ability to cast the following 3 spells at will, 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.

INNATE SPELLS

They have the innate ability to cast 2 to 7 (1d + 1p) random spells from "Random Spell Glyphs Table #2" found at the end of the "Rules" book.

SAND TRAVEL

A mummy can travel through small openings (spilling through a key tiny keyhole) in 2 to 7 (1d + 1p) rounds. A mummy can also travel very quickly (MV=8") in the form of a small sandstorm. Other forms of "Sand Travel" might also exist.

THE AWAKENING

A sleeping mummy can lie undisturbed for centuries. Once a mummy is awakened, the mummy has only 5 days to harvest 5 organs: eyes, tongue, heart, lungs, and liver. If they succeed then they regain "life", otherwise they turn to dust and die.

THE HARVEST

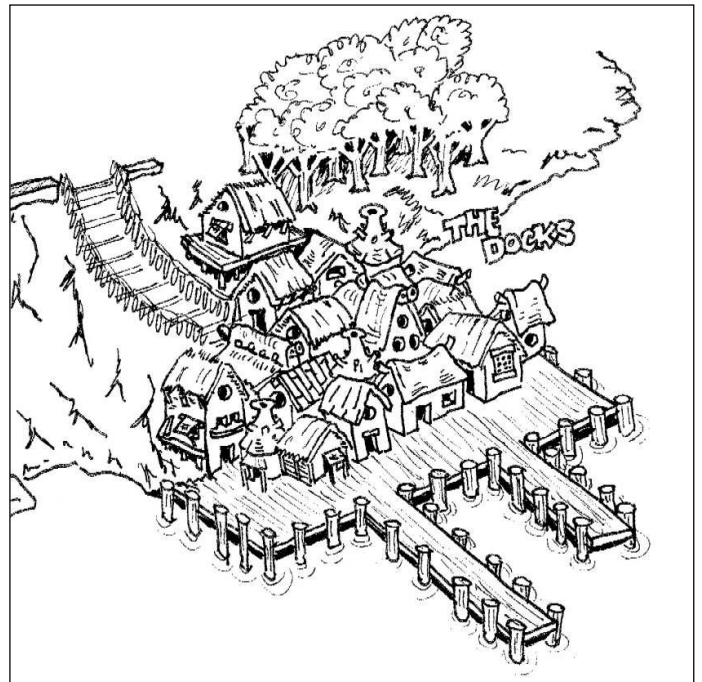
Each of the 5 organs must be taken from a different victim. The victims must be alive during the harvest, then killed afterwards.

THE CURSE (not what you'd expect)

A smart mummy will escape the brave adventurers who awoke it (sand travel) and seek out a nearby village of easy prey to harvest organs and raise a small army of undead. The brave heroes will be looked upon as bumbling, grave robbing oafs, ..despised by all the villagers who manage to survive.

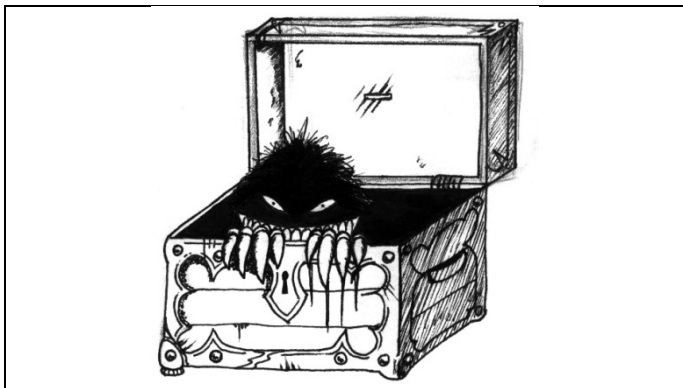
TOUCH DRAINS XP !!!

Their touch (natural attack) fills very cold and drains XP.



MUNCHY

Say: (MUN-chee)



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

DV	MV	JP	SZ	LF	HP	XP
6"	2	2/5	1	4	14	3

14 Hit Points	Quantity 1
2/2 Moves/Actions	Treasure Types None
6 Defense	Keywords Beast, Trap
7 Claws	(D) Skin = 3d (A) Claw = 4d

Munchies appear as small bundles of black fur. They will try to take a single bite to fill their small stomachs then scurry off and hide as quickly as they can.

HIDDEN = 8d
(Spot with IN)

SURPRISE = 8d
(Resist with NT)
Roll separately. Some s may be surprised. Others may not. All those who are surprised may not move or attempt any actions during the first round of combat.

SURPRISE ATTACK
If they surprise their victim, they gain +2d Attack, x2 Damage.

SPECIAL ABILITIES
+3d Hide
+3d Sneak

NIGHT DEMON

Say: (NITE DEE-mun)



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

DV	MV	JP	SZ	LF	HP	XP
12"	6	2/5	7	7	25	10

25 Hit Points	Quantity 1 or 2
6/2 Moves/Actions	Treasure Types None
7 Defense	Keywords Beast
9 Claws	(D) Skin = 4d (A) Claw = 4d

Night Demons appear as half wolf and half reptile.

BACK ATTACK
They will attack those running away first. When catching someone who is running away they gain:
(A) Attack bonus for attack from behind = +2d

HOWLING HORROR = 8d
If no one is running away, the Night Demons will howl. All who hear this must 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	JP	SZ	LF	HP	XP
12"	2	1/3	3	8	28	13

28 Hit Points	Quantity 1
2/2 Moves/Actions	Treasure Types D, E, K
9 Defense	Keywords Magical
11 Claws	(D) Skin = 6d (A) Claw = 6d

Night Hags appear as very ugly old women aged far beyond reasonable expectations. They'll have large noses, facial warts, buggy 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 = 9d

(WP to resist)

A Night Hag has a very special "Sleep" spell that causes all s to fall asleep for 7 to 12 (1d + 6p) minutes.

INNATE SPELLS

They have the innate ability to cast 2 to 7 (1d + 1p) random spells from "Random Spell Glyphs Table #2" found at the end of the "Rules" book.

OGRE

Say: (OH-ger)



CB	CN	CR	IN	MG	NT	ST	WP
8	3	2	2	1	3	10	6

DV	MV	JP	SZ	LF	HP	XP
6"	3	1/3	6	9	32	10

32 Hit Points	Quantity 2 or 3
3/2 Moves/Actions	Treasure Types A, C (each)
8 Defense	Keywords Goblin
10 Massive Club	(D) Skin = 5d (A) Fist = 3d

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.

STANDARD EQUIPMENT

Massive (Size =8d) 2HD club (Both Hands) = +4d Attack, Reach = 2"

SPECIAL ABILITIES

+1d Attack with club.

THROW GIANT STONES

They have a natural proficiency and gain a +3d Bonus to Attacks with stones.

(See "Giant Stones")

OGRE MAGI

Say: (OH-ger MAJ-eye)



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

DV	MV	JP	SZ	LF	HP	XP
6"	2	1/3	5	10	35	13

35 Hit Points	Quantity 1
2/2 Moves/Actions	Treasure Types A, C, J x3, K (each)
10 Defense	Keywords Goblin
8 Fist	(D) Skin = 7d (A) Fist = 3d

Ogres Magi appear as Large Ugly Woman that can be found almost any place Ogres are found.

INNATE SPELLS

They have the innate ability to cast 2 to 7 (1d + 1p) random spells from "Random Spell Glyphs Table #1" found at the end of the "Rules" book.

INVISIBLE = 12d

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

ORC

Say: (ORK)



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

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

11 Hit Points	Quantity 2 to 7 (1d+1p)
3/2 Moves/Actions	Treasure Types A, C (each)
6 Defense	Keywords Goblin
7 Small Sword	(D) Skin = 1d (A) Fist = 1d

Orcs appear as pig-like men with large pig-like faces. They live in villages or clans.

STANDARD EQUIPMENT

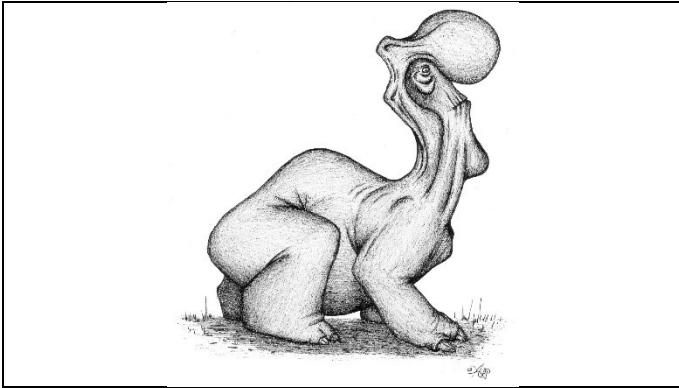
(D) Half Chain Armor = +2d

(D) Wooden Shield = +1d

(A) Small Sword = +2d

PORLORLOP

Say: (por-LOR-lop)



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

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

21 Hit Points	Quantity 2 or 3
3/2 Moves/Actions	Treasure Types None
6 Defense	Keywords Beast
8 Stomp	(D) Skin = 3d (A) 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	JP	SZ	LF	HP	XP
6"	2/6	5/9	6	6	21	8

21 Hit Points	Quantity 1 or 2
2 (Swim 6)/2 Moves/Actions	Treasure Types None
7 Defense	Keywords Beast
12 Bite	(D) Skin = 4d (A) Bite = 7d

Portly Frogs appear as very large frogs.

HIDDEN = 8d

(Spot with IN)

SURPRISE = 8d

(Resist with NT)

Roll separately. Some s may be surprised. Others may not. All those who are surprised may not move or attempt any actions during the first round of combat.

TONGUE STRIKE = 10d (Range = 12")

(Resist with CN)

They use their tongue to pull you into its mouth, then swim away.

ESCAPING ITS JAWS = 8d

(Resist with ST)

You suffer a bite attack each round, until you escape or die.

QUILL

Say: (KWILL)



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

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

4 Hit Points	Quantity 12 to 22 (2d + 10p)
1 (Fly 3)/2 Moves/Actions	Treasure Types None
5 Defense	Keywords
7 Stinger	(D) Skin = 2d (A) 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 quills 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.

BLUFF

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 of quills who have not yet attacked. But 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.

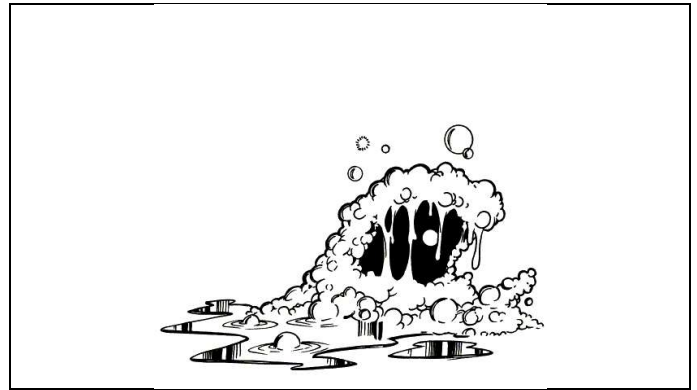
HORROR =7d

(Resist with WP)

Only the brave may stay. All others must leave the area and never return.

RAUNCHY FOAM

Say: (RON-chee FOME)



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

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

18 Hit Points	Quantity 1
1/2 Moves/Actions	Treasure Types None
0 Defense (none)	Keywords
13 Acid	(D) None = 0d (A) Acid = 8d

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 is 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.

DETECT LIFE (Range = 18")

They can detect life and will follow it for as long as they can.

MOVEMENT LIMITATIONS

A circle of sand or salt will contain it. They cannot climb ropes, ladders, walls or stairs.

PUDDLE OF ACID

Raunchy Foam is essentially a living puddle of acid covered with foam. 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 are immune.

ROCKLING

Say: (ROK-ling)



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

DV	MV	JP	SZ	LF	HP	XP
0"	2	0/0	10	8	28	16

28 Hit Points	Quantity 3 to 8 (1d + 2p) arms
2/2 Moves/Actions	Treasure Types E, H, I, K (buried nearby)
11 Defense	Keywords Beast
10 Arm (Range 6")	(D) Skin = 8d (A) Arm = 5d (Range 6")

Rocklings appear as gigantic starfish found on the floors of large dungeon rooms, or big caves. Each of the arms attacks separately and is equipped with both suckers and a sharp hook. 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

(unknown to s)

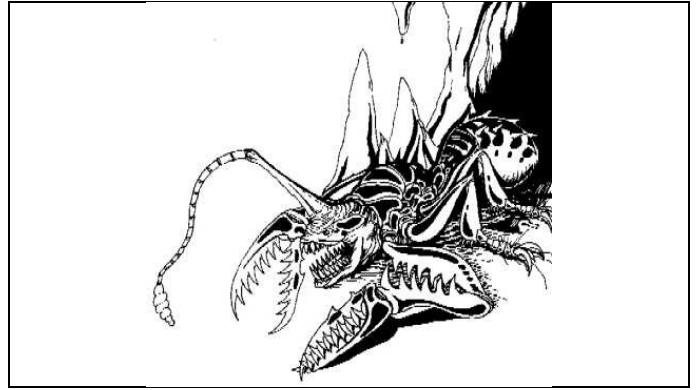
Each arm is its own living creature with its own LF, HP, Attacks, XP, etc. What looks like a mouth is simply the center of the nest. All attacks that specifically target the mouth will do no real damage, but the GM should pretend it does.

SPECIAL ABILITIES

(A) Attack bonus for each arm that attacks the same target = +1d

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	JP	SZ	LF	HP	XP
12"	3	5/9	8	10	35	13

35 Hit Points	Quantity 1 or 2
3/2 Moves/Actions	Treasure Types None
9 Defense	Keywords Beast
11, 11, 11 Claws x3	(D) Skin = 6d (A) Claw = 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.

HEAD APPENDAGE

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

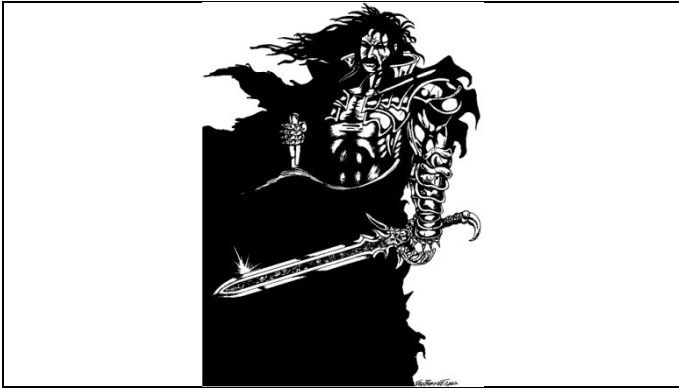
A Scorpion Spider may move over the ground, and climb walls equally well.

GREAT JUMPERS

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

SHADOW

Say: (SHA-doh)



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

DV	MV	JP	SZ	LF	HP	XP
18"	2	1/3	3	8	28	13

28 Hit Points	Quantity 1 or 2
2/2 Moves/Actions	Treasure Types None
9 Defense	Keywords Necrotic
11 Shadowy Weapon	(D) Shadowy Skin = 6d (A) Shadowy Weapon = 6d

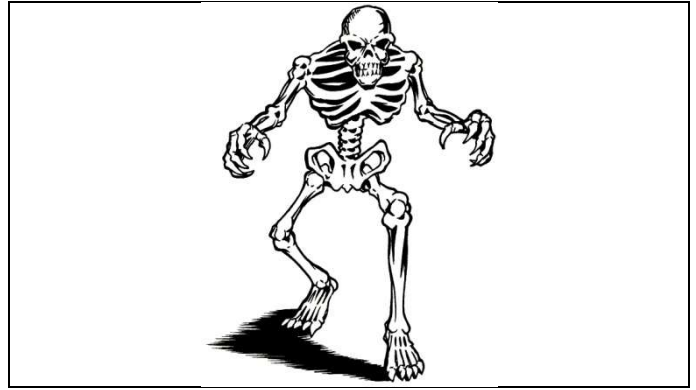
Shadows appear as flat, dark silhouettes against floors, walls, and various backgrounds. Some appear as humanoids. Others appear as large dogs, long snakes, or perhaps even a dragon!

DIFFICULT TO SEE

A Shadow is difficult to see in pitch darkness (Invisibility = 4d).
When a room is lit with torches, lanterns etc. (Invisibility = 9d).
In direct 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	JP	SZ	LF	HP	XP
6"	2	1/3	3	3	11	3

11 Hit Points	Quantity 2 to 7 (1d+1p)
2/2 Moves/Actions	Treasure Types None
6 Defense	Keywords Bones, Undead
8 Claws	(D) Bone = 3d (A) Claw = 3d

A Skeleton appears as a bony 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 Skeletons are killed, they collapse into a lifeless pile of bones. However these bones will reanimate in 2 to 7 (1d + 1p) rounds and jump back to life fully healed, unless their skull is crushed.

SPECIAL ABILITIES

+3d Defense vs Piercing and Stabbing weapons.

SKELETON WARRIOR

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



CB	CN	CR	IN	MG	NT	ST	WP
13	10	6	8	7	2	8	8

DV	MV	JP	SZ	LF	HP	XP
12"	2	2/5	4	10	35	23

35 Hit Points	Quantity 1
2/2 Moves/Actions	Treasure Types 2 Magic Swords
11 Defense	Keywords Bones, Magical Quick
11, 11 2 Magic Swords x2	(D) Bone = 8d (A) Fist = 2d

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.

STANDARD EQUIPMENT

(A) 1st Magic Small Sword = +3d

(A) 2nd Magic Small Sword = +3d

SPECIAL ABILITIES

(A) Attack bonus with swords = +3d

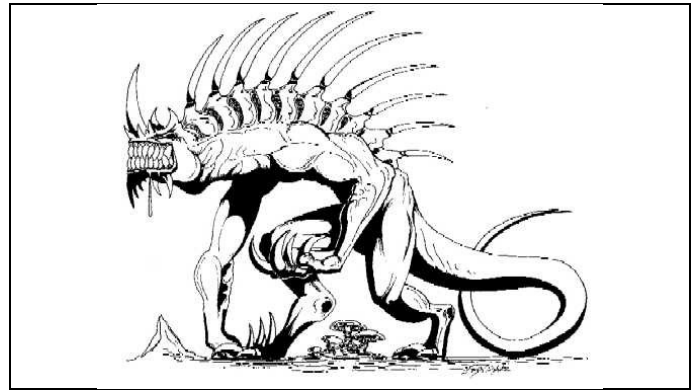
(D) Defense bonus vs Piercing and Stabbing weapons = +3d

AUTOCAST SPELLS

Skeleton Warriors may autocast two spell glyphs (3/day each) that are secretly inscribed inside their skulls. If their skulls are crushed the spell glyphs are lost. Random spells (Table #2).

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	JP	SZ	LF	HP	XP
6"	3	2/5	4	7	25	8

25 Hit Points	Quantity 2 to 7 (1d+1p)
3/2 Moves/Actions	Treasure Types None
7 Defense	Keywords Beast
9, 9, 9 Claw x3	(D) Skin = 4d (A) Claw = 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, they 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.

SPECIAL ABILITIES

(A) Attacks bonus when "all out attacking" = +2d

Defense = 4, Attack = 12, 12, 12

ALL OUT ATTACK

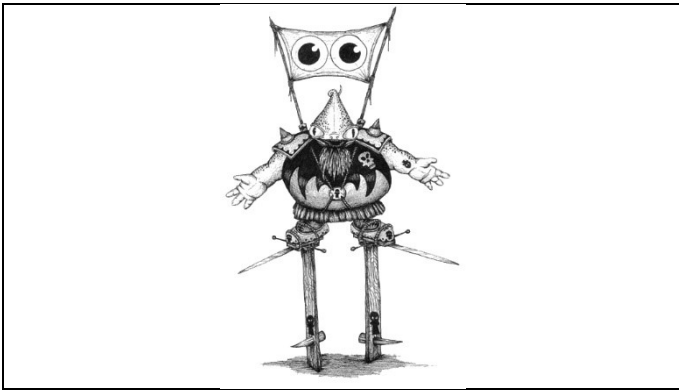
Not the smartest move, but darn deadly, all Spiked-Back Lizards always use an all-out-attack as their first attack.

Defense = 4d

Claws x3 = 12, 12, 12

SQUIZZIQQ

Say: (skwiz-EEKS)



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

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

7 Hit Points	Quantity 8 to 18 (2d+6)
2/2 Moves/Actions	Treasure Types A (each)
5 Defense	Keywords
7 Homemade Weapon	(D) Skin = 1d (A) Fist = 0d

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 ds travel in much larger groups (more are still hiding).

STANDARD EQUIPMENT

(D) Homemade Armor = +2d

(A) Homemade Weapon (Both Hands) = +2d Attack

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.

- Trap rating = 5 to 10 (1d + 4p)
- Hidden rating = 7 to 12 (1d + 6p)

SWAMP LIZARD

Say: (SWAMP LIZ-urd)



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

4DV	MV	JP	SZ	LF	HP	XP
6"	3	2/5	7	10	35	13

35 Hit Points	Quantity 2 to 7 (1d + 1p)
3/2 Moves/Actions	Treasure Types None
9 Defense	Keywords Beast
11, 11 Bite x2	(D) Skin = 6d (A) Bite = 6d

Swamp Lizards are a reptile with black eyes, large teeth, and big nasty claws. 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.

DOMESTICATED

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

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	JP	SZ	LF	HP	XP
6"	0	0/0	1	1	4	0

4 Hit Points	Quantity 1
0/1 Moves/Actions	Treasure Types None
0 Defense (None)	Keywords
0 Attack (None)	None

Third Eyes appear as starfish-like creatures with one large eyeball in their center. They are found clinging like parasites to the other creatures.

MELD

Third Eyes "meld" with their host so both always see what the other sees. However this process involves a thin root to be planted within the host. The process permanently drains the host of 1 Life Force and 4 Hit Points.

INCREASED STATS

- +2d Intellect rolls for the host.
- +2d Willpower rolls for the host.
- +2d Magic rolls for the host.

TONGUE

Say: (TONGZ)



CB	CN	CR	IN	MG	NT	ST	WP
8	10	1	1	1	4	3	4

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

11 Hit Points	Quantity 4 to 10 (1d + 3p)
2/2 Moves/Actions	Treasure Types None
6 Defense	Keywords Quick
8 Stinger	(D) Skin = 3d (A) 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 the stingers on their tails, they only look like giant tongues.

HIDDEN = 10d
(Spot with IN)

SURPRISE = 10d
(Resist with NT)

Roll separately. Some s may be surprised. Others may not. All those who are surprised may not move or attempt any actions during the first round of combat.

SURPRISE ATTACK

If they surprise their victim, they gain +2d Attack, x2 Damage.

TORSO

Say: (TOR-soh)



CB	CN	CR	IN	MG	NT	ST	WP
18	10	9	9	12	18	9	12

DV	MV	JP	SZ	LF	HP	XP
12"	3	1/3	3	12	42	37

42 Hit Points	Quantity 1
3/3 Moves/Actions	Treasure Types D, K x3
9 Defense	Keywords Quick, Magical Necrotic, Undead
11, 11, 11 Claws x3	(D) Skin = 6d (A) Claw = 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.

FLOATING

Torsos walk on spirit legs. They don't touch the ground so they don't set off most traps and they are extremely difficult to track. They can effectively move across flowing water, molten lava, broken glass, rickety rope bridges, slippery slopes, etc. with no ill effects.

TROLL

Say: (TROL)



CB	CN	CR	IN	MG	NT	ST	WP
8	2	3	2	1	4	10	4

DV	MV	JP	SZ	LF	HP	XP
0"	2	2/4	6	12	42	19

42 Hit Points	Quantity 1 or 2
2/2 Moves/Actions	Treasure Types A, C, K (each)
9 Defense	Keywords Goblin
12, 12 Massive Club x2	(D) Skin = 6d (A) Claw = 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.

STANDARD EQUIPMENT

Massive 2HD Club (Both Hands) = Size =8d , +4d Attack, Reach = 2"

STONE SKIN

Trolls have skin that resembles stone. When they sleep during the day, many s 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, but only for 2 to 7 (1d + 1p) rounds.

SPECIAL ABILITIES

+3d Attack with club.

REGENERATE

They regenerate 2 to 7 (1d + 1p) when first hit, then continue to regenerate 2p each round until fully healed again.

UNICORN

Say: (YOO-nee-KORN)



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

DV	MV	JP	SZ	LF	HP	XP
12"	5	3/8	4	12	42	32

42 Hit Points	Quantity 1
5/2 Moves/Actions	Treasure Types E, G, J, K (hidden nearby)
11 Defense	Keywords Quick, Magical
13, 13 Claws x2	(D) Skin = 8d (A) Claw = 8d

Unicorns appear as horse like humanoids with a single horn growing out of the center of their forehead. This horn is precious to them.

SPECIAL ABILITIES

- They can speak with all animals at will.
- They can see invisible, secret, hidden, etc. at will.

HORSE FORM

They can shape shift into a horse form with a single forehead horn.

HUMAN FORM

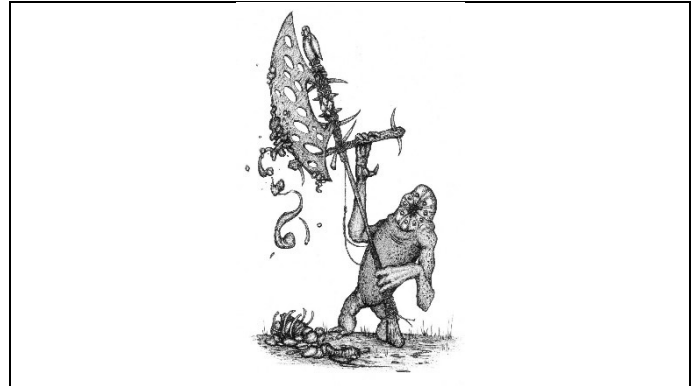
They can shape shift into a human form (with no horn). Every unicorn has their own human form that is unique to them.

INNATE SPELLS

They have the innate ability to cast 2 to 7 (1d + 1p) random spells from "Random Spell Glyphs Table #2" found at the end of the "Rules" book.

VALP

Say: (VALP)



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

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

7 Hit Points	Quantity 2 to 7 (1d + 1p) Exploring
2/2 Moves/Actions	Treasure Types None
6 Defense	Keywords
7 Bite	(D) Skin = 3d (A) Bite = 2d

Valps appear as small rodent-like creatures.

FASCINATED WITHFIRE

Valp are primitive creatures fascinated with fire. They usually slither along in groups, then attack immediately when spotting fire, and try to steal it (grab a lit torch and run off with it). Simply giving them the fire will usually distract them long enough for a clean get away.

VAMPIRE

Say: (vam-PIRE)



CB	CN	CR	IN	MG	NT	ST	WP
18	10	9	9	9	18	9	12

DV	MV	JP	SZ	LF	HP	XP
18"	3	4/7	3	10	35	27

35 Hit Points	Quantity 1
4/3 Moves/Actions	Treasure Types B, E, I, K
8 Defense	Keywords Quick, Magical Necrotic, Undead
12, 12, 12 Bite or Claws x3	(D) Skin = 5d (A) Bite or Claw = 7d

Vampires appear as savage old wrinkled undead with red eyes, sharp yellow teeth, pointy ears, and long black fingernails.

TOUCH DRAINS XP !!!

Their touch (natural attack) fills very cold and drains XP.

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.

TELEPORT

Vampires can disappear as they become a puff of smoke, then reappear up to 100" away (500 feet).

BURIED OR SLEEPING IN COFFINS

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.

HUMANOID FORM

A Vampire may choose to appear living, clean, young, attractive, and non-undead so they may freely walk among the living, without being discovered.

BEAST FORM

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

HORROR = 15d

(Resist with WP)

Vampires extend their claws, show their teeth, roll back their eyes and hiss in a most ghastly manner. Those who witness this will run in fear for 3 to 18 (3d) rounds.

SEDUCTION = 12d (Range = 24")

(Rests with WP)

When a Vampire concentrates a single victim for 5 consecutive (uninterrupted) minutes, they may seduce the victim, forcing them into a life of service. A vampire may only have 3 servants. A "Remove Curse" spell is needed to free a seduced servant.

DRINKING BLOOD

A Vampire must bite their victims to drink their blood. It takes one action to bite, and 2 to 7 (1d + 1p) rounds to drink. While drinking blood, they are no longer aware of their surroundings, and quite vulnerable. They must do this often in order to avoid being turned into zombies.

MAKING VAMPIRES

Anyone who is bitten by a vampire and survives needs to receive a "remove curse" spell within 3 days, or they become a vampire.

SUN LIGHT

Vampires suffer 2 to 7 (1d + 1p) points of damage each round.

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 immediately awakens fully healed.

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 1 minute.

SPECIAL WEAKNESSES

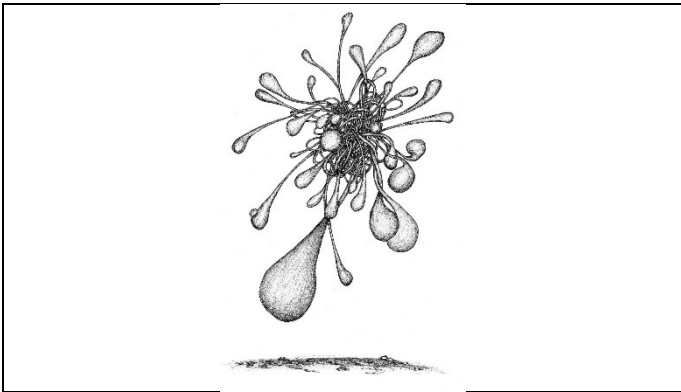
A Vampire cast no reflection.
But garlic has no effect.

TO PERMANENTLY DESTROY A VAMPIRE

Pouring holy water over their severed head or burning their severed head will permanently destroy the vampire.

VERMIGHAST

Say: VERM-ih-GAST)



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

DV	MV	JP	SZ	LF	HP	XP
0"	3	0/0	9	12	42	16

42 Hit Points	Quantity 1 Exploring
3/2 Moves/Actions	Treasure Types None
11 Defense	Keywords
13 Envelop	(D) Skin = 8d (A) Envelop = 8d

Vermighast appear as large jelly-fish flying through the air. Their bodies are in a constant state of change. Big bubbles shrink and new little bubbles grow.

ENVELOP = 8d

(Resist with CN)

A Vermighast can envelop as many as 4 different human-sized creatures, and while enveloped, you are lifted off the floor, twisted and pinched (attacked) each round. Once a victim is killed, their juices are absorbed and the torn skin and broken bones fall to floor making room to envelop another victim.

IMMUNE TO PHYSICAL ATTACKS

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

ESCAPING ITS BUBBLES = 12d

(Resist with ST)

WAZZIT

Say: (WHATZ-it)



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

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

18 Hit Points	Quantity 2 to 7 (1d+1p)
2/2 Moves/Actions	Treasure Types None
9 Defense	Keywords
10, 12 Horn & Tusks	(D) Skin = 6d (D) Horn or Tusk = 5d

Wazzits 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. Wazzits are often found in small underground villages near a natural source of fresh water.

DISEMBOWEL (with tusk)

They have two attacks:

- (1) First they must attempt a normal attack hooking downward with their horn.
- (2) Only if their horn attack succeeds may they attempt their tusk attack to disembowel their victim.

WERERAT

Say: (WEAR-rat)



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

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

14 Hit Points	Quantity 6 to 11 (1d+5p)
3/2 Moves/Actions	Treasure Types A, C (each)
7 Defense	Keywords Lycan
9 Half-Rat Bite	(D) Skin = 4d (A) Bite = 4d

Wererats are humans, elves, etc. (their natural humanoid race).

RAT FORM

A wererat may shapeshift into as giant rat at will.

HALF-RAT FORM

A wererat may shapeshift into a vicious looking beast, half rat and half humanoid.

REGENERATE

Regenerate 2 to 7 (1d + 1p) lost HP at will, 3/day

MAKING WERERATS

Anyone who is bitten by a wererat and survives needs to receive a "remove curse" spell before the first full moon, or become a wererat.

WEREWOLF

Say: (WEAR-wolf)



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

DV	MV	JP	SZ	LF	HP	XP
12"	4	3/6	5	8	28	13

28 Hit Points	Quantity 1
4/2 Moves/Actions	Treasure Types A, C
8 Defense	Keywords Lycan, Magical
12 Half-Wolf Bite	(D) Skin = 5d (A) Bite = 7d

Werewolves are humans, elves, etc. (their natural humanoid race).

WOLF FORM

A werewolf may shapeshift into as giant wolf at will.

HALF-WOLF FORM

A werewolf may shapeshift into a vicious looking beast, half wolf and half humanoid.

REGENERATE

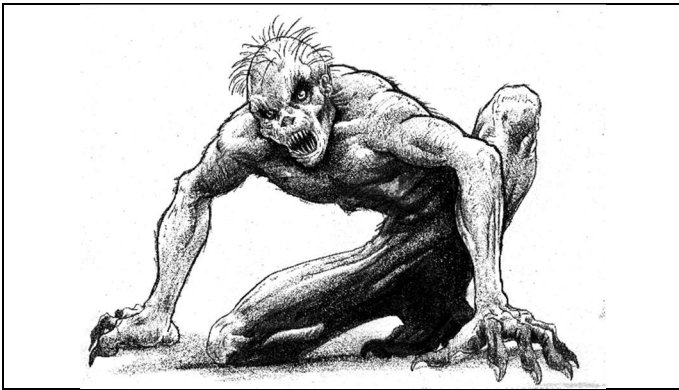
Regenerate 2 to 7 (1d + 1p) lost HP at will, 3/day

MAKING WEREWOLVES

Anyone who is bitten by a werewolf and survives needs to receive a "remove curse" spell before the first full moon, or become a werewolf.

WIGHT

Say: (WITE)



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

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

18 Hit Points	Quantity 2 to 7 (1d+1p)
2/2 Moves/Actions	Treasure Types None
8 Defense	Keywords Necrotic
10 Claws	(D) Skin = 5d (A) Claw = 5d

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.

WOLF

Say: (WOLF)



CB	CN	CR	IN	MG	NT	ST	WP
13	4	1	1	1	6	6	3

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

21 Hit Points	Quantity 2 to 7 (1d+1p)
3/2 Moves/Actions	Treasure Types None
7 Defense	Keywords Beast
9, 9 Claws	(D) Skin = 4d (A) Claw = 4d

Wolves are large furry creatures typically found in forest. They normally live in packs. 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	JP	SZ	LF	HP	XP
12"	3	0/0	3	7	25	16

25 Hit Points	Quantity 2 to 7 (1d+1p)
3/2 Moves/Actions	Treasure Types None
9 Defense	Keywords Necrotic
11 Ghostly Claws	(D) Skin = 6d (A) Claw = 6d

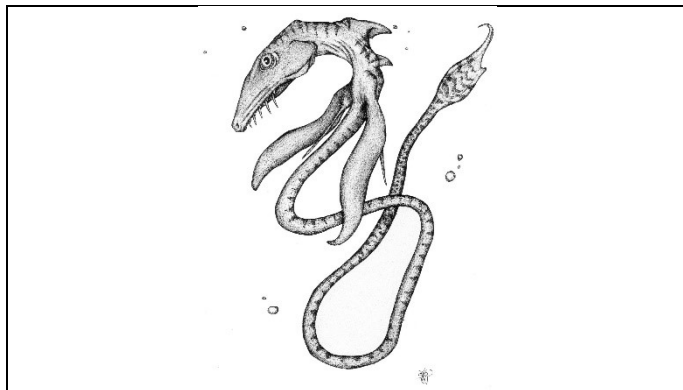
A Wraith appears as black, wispy ghost, with a horrific face. A Wraith is an angry spirit, similar to that of a Wight, but their hatred for life has manifested them with horrific ghost-like bodies. When found in (or near) their tombs, they will be flying about, passing through walls, peeking down through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

WALK THROUGH WALLS

Freely pass through walls, doors, ceilings, floors, etc.

ZACKEL

Say: (ZAK-ul)



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

DV	MV	JP	SZ	LF	HP	XP
12"	4	0/0	8	9	32	6

32 Hit Points	Quantity 1
1 (Swim 8)/2 Moves/Actions	Treasure Types None
6 Defense	Keywords Beast
8 Bite	(D) Skin = 3d (A) Bite = 3d

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

LUCK FOR SAILERS

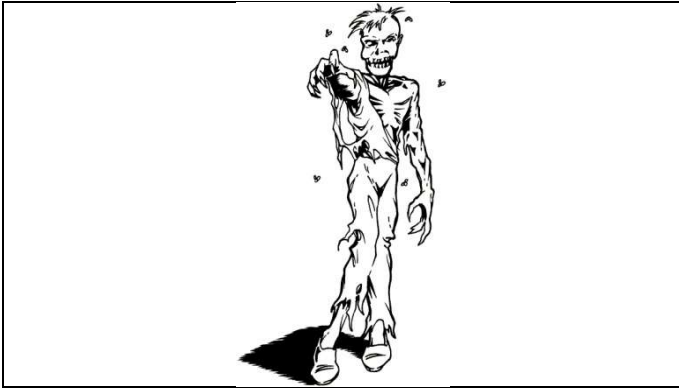
Though little is known about the mysterious Zakel, many believe them to be friendly creatures that bring luck to lost sailors. Stories are often told about how these creatures lead lost ships safely back home, but how do they know where home is? Many sailors believe Zakels are the spirits of old sailors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

GENIOUS FISH

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	JP	SZ	LF	HP	XP
6"	3	0/0	3	5	18	6

18 Hit Points	Quantity 2 to 7 (1d+1p)
3/2 Moves/Actions	Treasure Types A, C (each)
7 Defense	Keywords Undead
9 Bite	(D) Skin = 4d (A) Bite = 4d

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

DESTROY THE HEAD

Defeating them normally will cause them to fall down briefly, but they will get right back up in a single action on their initiative in the next round. While they are on the ground, use an action to destroy the head. Even so, there is a 1 in 6 chance that their head somehow manages to survive, though it might be cracked open or worse.

MAKING ZOMBIES

Anyone who is bitten by a zombie and survives needs to receive a "remove curse" spell within 3 days, or become a zombie.

EATING FLESH

A Zombie must bite their victims to eat their flesh. It takes one action to bite, and 2 to 7 (1d + 1p) rounds to eat. While eating flesh, they are no longer aware of their surroundings, and quite vulnerable. They must do this often in order to avoid being turned into skeletons.