

## Monsters

Contained in this supplement is a collection of creatures, from the mundane to the fantastic, that should prove both a helpful addition to a campaign and an example of how GMs can create their own monsters. As you'll see, the more human-like fellows (ogres and goblins) are structured like normal characters in terms of attributes and skills, whereas the more unusual creatures (nether hounds and tentacle beasts) depart entirely from the normal character-creation process. I've provided suggestions for "leveling up" the former, but GMs should free free to make their decision on what skills a second-level lizard man possesses, based on their judgment of what best fits the campaign.

Note that monster damage is presented simply as a range (2-7, 1-4, etc.). To save repetition, I have omitted "points of damage" from each monster reference. Also, for some non-sentient monsters like lions and dogs Sorcery is calculated using only Wit, which reflects how susceptible these creatures are to mental spells.

### Monsters vs. Characters

At some point, a character will engage a monster in an opposed attribute check, and the question will arise, "Isn't an ogre's Muscle greater than a human's, even if they have the same score?" It is, and the way I reflect this is to treat the Muscle of the smaller creature as 10 less *per size class* of difference.

**Example:** Boris the Belcher, a human, is attempting to hold closed a door a hungry ogre is determinedly trying to open. Although Boris' Muscle is 60, since he is a size N creature and the ogre is size O, for the purpose of the opposed attribute check Boris' Muscle is treated as 50. Were Boris a gnome, and therefore size U, his Muscle would be treated as 40.

The GM may decide that some size N creatures are so strong that they count as larger creatures for the purposes of opposed attribute checks; for example, she might rule that a black bear, a size N creature, is clearly far stronger than even the strongest human and thus counts as a Size O creature in an opposed attribute check.

### **Centaur** (Level 1)

*Muscle:* 50

*Agility:* 30

*Health:* 30

*Wit:* 20

*Personality:* 30

*Battle:* 37

*Accuracy:* 30

*Sorcery:* 25

*# Actions:* 2

*# Reactions:* 2

*Move:* 150'

*Damage points:* 16

*Size:* O

*Racial Abilities:* Counts as over-sized for carrying

*Skills:* Stalk, Additional Action, Common skills (21),  
Weapon Use (bow, club), Parry, Knockdown

Centaur is a creature with the upper body of a human and the lower body of a horse. They can most often be found in plains or grasslands; they avoid forests, swamps, or other areas in which their mobility might be hindered. Centaurs are fond of the bow, and their archers rival even those of the elves. They are blunt, straightforward and aggressive, but they can make stalwart allies.

Centaur need not purchase Body as Weapon to attack with their hooves, which inflict 1-3 each. Since their lower bodies are disproportionately stronger than their upper, for the purpose of dragging or bearing loads on their backs, centaurs count as over-sized creatures.

*At 2nd level:* Hit and Run, +5 Agility, Marksmanship, Common skills (5 xp)

*At 3rd level:* Enhanced Weapon (bow), Weapon Use, Common skill (9 xp), +5 to Agility

**Dire Wolf** (Level 3)*Muscle:* 65*Agility:* 55*Health:* 45*Wit:* 10*Personality:* 60*Battle:* 57*Accuracy:* 54*Sorcery:* 10*# Actions:* 1*# Reactions:* 2*Move:* 150'*Damage points:* 18*Size:* N (4' tall)*Racial Abilities:* Superior senses*Skills:* Knockdown (at -10), Crippling Strike, Deadly Strike

Dire wolves are larger versions of wolves; so large, in fact, they if properly trained and outfitted they can even bear a small rider. They attack with a crushing bite (2-7).

**Dog** (Level 1)*Muscle:* 50*Agility:* 45*Health:* 45*Wit:* 10*Personality:* 60*Battle:* 52*Accuracy:* 50*Sorcery:* 10*# Actions:* 1*# Reactions:* 2*Move:* 130'*Damage points:* 12*Size:* N*Racial Abilities:* Superior senses*Skills:* Knockdown, Crippling Strike, Deadly Strike (at +5)

Dogs vary in shape and size, but the statistics presented here represent a large dog. In combat, dogs bite for 2-5.

**Gargoyle** (Level 4)*Muscle:* 65*Agility:* 70*Health:* 45*Wit:* 45*Personality:* 30*Battle:* 47*Accuracy:* 49*Sorcery:* 38*# Actions:* 3*# Reactions:* 4*Move:* 100', Flying: 150'*Damage points:* 16*Size:* N*Racial Abilities:* Takes half damage from normal weapons), flight*Skills:* Crippling Strike, Deadly Strike, Hit and Run

Gargoyles are hideous living versions of the stonework that graces the walls of castles and cathedrals. Like their inanimate counterparts they possess a tough, stony hide that reduces by half all damage inflicted by fire or weapons. Gargoyles attack with claws on their hands and feet (1-3) or with a nasty bite (1-4).

**Giant Lizard** (Level 4)*Muscle:* 70*Agility:* 80*Health:* 60*Wit:* 10*Personality:* 60*Battle:* 64*Accuracy:* 67*Sorcery:* 30*# Actions:* 3*# Reactions:* 3*Move:* 120'*Damage points:* 25*Size:* O (10' long)*Racial Abilities:* -10 to all sequence rolls, climb like a spider*Skills:* Crippling Strike, Deadly Strike

These monstrous reptiles are far more aggressive than their smaller cousins. Their incredible speed grants them -10 to all sequence rolls, and with their sticky feet they can climb nearly any surface with ease. Giant lizards are nearly impossible to domesticate, unless their trainers are larger and more fearsome than they. Giant lizards attack with a massive bite (2-9) and sharp claws (2-5 each).

**Giant Snake** (Level 1)*Muscle:* 20*Agility:* 55*Health:* 45*Wit:* 10*Personality:* 40*Battle:* 35*Accuracy:* 47*Sorcery:* 10*# Actions:* 1*# Reactions:* 2*Move:* 100'*Damage points:* 8*Size:* N (10' long)*Racial Abilities:* Poisonous bite*Skills:* None

Giant snakes are aggressive and easily startled. Their bite is venomous, causing paralysis in a normal-sized creature in two rounds. This paralysis lasts up to two hours.

**Lion** (Level 3)*Muscle:* 70*Agility:* 60*Health:* 60*Wit:* 10*Personality:* 50*Battle:* 60*Accuracy:* 57*Sorcery:* 30*# Actions:* 2*# Reactions:* 3*Move:* 150'*Damage points:* 20*Size:* O*Racial Abilities:* Superior senses*Skills:* Knockdown, Crippling Strike, Deadly Strike, Choke

Lions inflict 2-7 with their bite, and can claw for (1-3)

**Lizard Man** (Level 1)*Muscle:* 50*Agility:* 40*Health:* 40*Wit:* 10*Personality:* 20*Battle:* 37*Accuracy:* 34*Sorcery:* 15*# Actions:* 2*# Reactions:* 2*Move:* 60', *Swimming:* 150'*Damage points:* 16*Size:* N*Racial Abilities:* Light-intensifying vision, superior olfactory senses*Skills:* Tracking, Skill bonus (Tracking), Weather Lore, Swimming, Stalk, Weapon Use (Spear or Club or Bow), Stun, Listen, +2 damage points, Additional Action, 5 extra

Lizard men are ferocious foes, fearless in battle and utterly without mercy but also rather stupid and disorganized. Their weapons are typically made from wood and tipped with bone or stone, and they never use complicated devices such as crossbows or siege equipment, nor do they wear armor. They can attack with claws (1-2) and bite (1-3), and need not purchase Body as Weapon to do so. Lizard men have poor vision (vision ranges are halved), but their hearing is remarkable and their sense of smell superb, giving them the equivalent of the tracking and darkfighting skills. They are unaffected by extremes of heat or humidity, but they must submerge themselves in water at least once a day or lose one damage point per day until they do. Lizard men live approximately 50 years.

Lizard men are carnivorous, and enjoy hunting humanoids both for sport and for food, although they also eat fish, frogs and anything else they can catch. They are not monogamous, and will mate with any available female. Females are rarely seen, but are said to be smaller and less aggressive than their male counterparts. Females lay clutches of 1-4 eggs, and care for their offspring until they reach young adulthood, at which time they must fend for themselves. Most lizard men reach full physical maturity, and are capable of breeding, at age 10, although they leave their parents a year or two before this time.

*At 2nd level:* +10 to Muscle, +2 damage points, Common skills (4)

*At 3rd level:* +5 to Agility, +1 damage points, +5 to Muscle, Common skills (7)

**Minotaur** (Level 3)*Muscle:* 65*Agility:* 50*Health:* 50*Wit:* 15*Personality:* 35*Battle:* 50*Accuracy:* 45*Sorcery:* 25*# Actions:* 2*# Reactions:* 3*Move:* 100'*Damage points:* 20*Size:* O*Racial Abilities:* Superior olfactory senses, immune to emotion-affecting spells*Skills:* Crippling Strike, Deadly Strike, Weapon Use (battleaxe, spear), Direction Sense

Minotaurs are monstrous, hairy men with the heads and hooves of bulls. Although they are rather stupid, they are ferocious warriors and tireless trackers. They are as stubborn as their top half implies, and they are unaffected by emotion-influencing magic. Minotaurs often use weapons like axes and spears, and can gore with their horns for 1-8.

**Skeleton** (Level 1)*Muscle:* 40*Agility:* 40*Health:* N/A*Wit:* N/A*Personality:* N/A*Battle:* 40*Accuracy:* 40*Sorcery:* N/A*# Actions:* 1*# Reactions:* 2*Move:* 100'*Damage points:* 12*Size:* N*Racial Abilities:* Immune to all mentally affecting spells, poisons, Deadly Strike and Crippling Strike*Skills:* None

Skeletons are undead creatures animated from the bones of the dead. Most are humanoid, but the skeletons of dogs, wolves, horses and other animals may also be animated. They are mindless automatons who do no more than obey the commands of their creator. (The GM must determine how these skeletons differ from humanoid skeletons.) They will use weapons if their creator orders them to do so; otherwise, in combat they will slash with their bony claws (1-3).

**Tentacle Beast** (Level 3)*Muscle:* 80*Agility:* 20*Health:* 30*Wit:* 20*Personality:* 35*Battle:* 49*Accuracy:* (see below)*Sorcery:* 28*# Actions:* 3*# Reactions:* 3*Move:* 10'*Damage points:* 30*Size:* O*Racial Abilities:* Keen hearing, takes half damage from B or S weapon*Skills:* Choke, Knockdown, Stun

Tentacle beasts are curious creatures that at rest resemble fissured gray boulders. Only when they strike do they reveal their tiny yellow eyes, toothy maw and four long tentacles. Since they move only with difficulty, tentacle beasts conceal themselves in an appropriate spot and wait until prey passes within range of their tentacles. When they have over-hunted an area or have scared away all edible creatures they move laboriously to a different location.

The main body of a tentacle beast is covered with an incredibly thick hide that reduces by half all damage from spells and weapons. This body cannot evade blows, but the beast's tentacles are tipped with bony knobs that are capable of deflecting weapons and even physical spells. These tentacles are lightning quick, and parry and evade as if both their Battle and their Sorcery were 60.

Tentacle beasts typically stun their prey with their appendages, and then drag the prey to the mouth for consumption. A tentacle slap causes 1-4, and a bite 2-9.

**Troll** (Level 4)*Muscle:* 50*Agility:* 65*Health:* 55*Wit:* 30*Personality:* 35*Battle:* 48*Accuracy:* 52 (see below)*Sorcery:* 33*# Actions:* 3*# Reactions:* 4*Move:* 120'*Damage points:* 18*Size:* O*Racial Abilities:* Light-intensifying vision, evasion bonus*Skills:* Crippling Strike (no difficulty), Deadly Strike, Climb

Trolls are 7' tall humanoids with dark gray skin, lank black hair, and an enormous mouth filled with sharp teeth. They are skilled and cunning, and when striking with their claws (which inflict 1-4) can perform Crippling Strike without difficulty. For this reason trolls rarely use weapons, preferring to rely on their claws render an enemy helpless. If that fails, trolls can deliver a poisonous bite that inflicts 1-8 and affects victims as *lethargy* (the reverse of the third-rank spell *celerity*). As if this weren't bad enough, trolls are incredibly agile, and evade blows as if their Accuracy were 90. Trolls are cruel and wicked, and enjoy preying on sentient creatures whom they can terrorize before closing in for the kill.

**Unicorn** (Level 4)*Muscle:* 70*Agility:* 65*Health:* 80*Wit:* 65*Personality:* 65*Battle:* 72*Accuracy:* 70*Sorcery:* 65*# Actions:* 3*# Reactions:* 4*Move:* 200'*Damage points:* 20*Size:* O*Racial Abilities:* Immunity to poison/disease and any spell that would usurp its will or affect its emotions, horn counts as a magical weapon*Skills:* Crippling Strike, Deadly Strike, Knockdown, Stun

Unicorns appear as snowy white horses with spiraling horns protruding from their foreheads. These creatures are as mysterious as they are legendary, but scholars have uncovered a few things about them. Unicorns are immune to any magic that would affect their emotions or override their wills, and are said to be able to communicate telepathically with any sentient creature. Some say they can travel unseen and at great speed, and others claim that their horns have magical properties. However, it is certain that these creatures are as fierce as they are rarely seen, and would-be unicorn hunters are duly warned.

Unicorns attack with their horns (2-9) and hooves (1-4), and are particularly fond of spearing opponents with their horns and tossing them, already dead, into other opponents.

**War Horse** (Level 3)

<i>Muscle:</i> 65	<i># Actions:</i> 2
<i>Agility:</i> 55	<i># Reactions:</i> 2
<i>Health:</i> 45	<i>Move:</i> 180'
<i>Wit:</i> 10	<i>Damage points:</i> 18
<i>Personality:</i> 60	<i>Size:</i> O
<i>Battle:</i> 57	<i>Racial Abilities:</i> Keen senses
<i>Accuracy:</i> 54	<i>Skills:</i> Knockdown
<i>Sorcery:</i> 35	

Although horses are not normally aggressive, war horses have been trained to carry armed men into the battlefield and are therefore more inclined to violence. When threatened, war horses can bite (1-3) or lash out with their steel-clad hooves (1-4 each).

**Zombie** (Level 2)

<i>Muscle:</i>	<i># Actions:</i> 1
<i>Agility:</i>	<i># Reactions:</i> 1
<i>Health:</i> N/A	<i>Move:</i> 100'
<i>Wit:</i> N/A	<i>Damage points:</i> 16
<i>Personality:</i> N/A	<i>Size:</i> N
<i>Battle:</i> 40	<i>Racial Abilities:</i> Immune to all mentally affecting spells, poisons, Deadly Strike and Crippling Strike
<i>Accuracy:</i> 40	<i>Skills:</i> None
<i>Sorcery:</i> N/A	

Zombies are the corpses of the living that have been enchanted to function even after death. Zombies have no natural bodily functions (respiration, heartbeat, circulation), but they can move as they did in life, albeit more slowly and clumsily, and only at their master's command. Contrary to fiction, zombies are not slimy and dripping with gore; the magic used to create them dries the corpses, leaving them leathery and rather flammable. (Zombies suffer double damage from fiery attacks.) Since zombies no longer have need of internal organs, they suffer virtually no damage from piercing weapons like daggers and spears, and only half damage from bludgeoning weapons like clubs and maces.

Zombies can wield simple weapons like clubs, and will do so if their creator commands them, but they typically attack with a bite (2-5). Their mouths are home to a variety of harmful bacteria, and any wound inflicted from a zombie bite has a 50% chance of becoming infected. (Magic like cure will not stop this infection; only natural remedies will help.) Zombies will not evade weapon attacks, although they will avoid obvious dangers like pits and chasms, etc. Zombies are wary of fire, and can be kept at bay with torches and similar sources of flame.