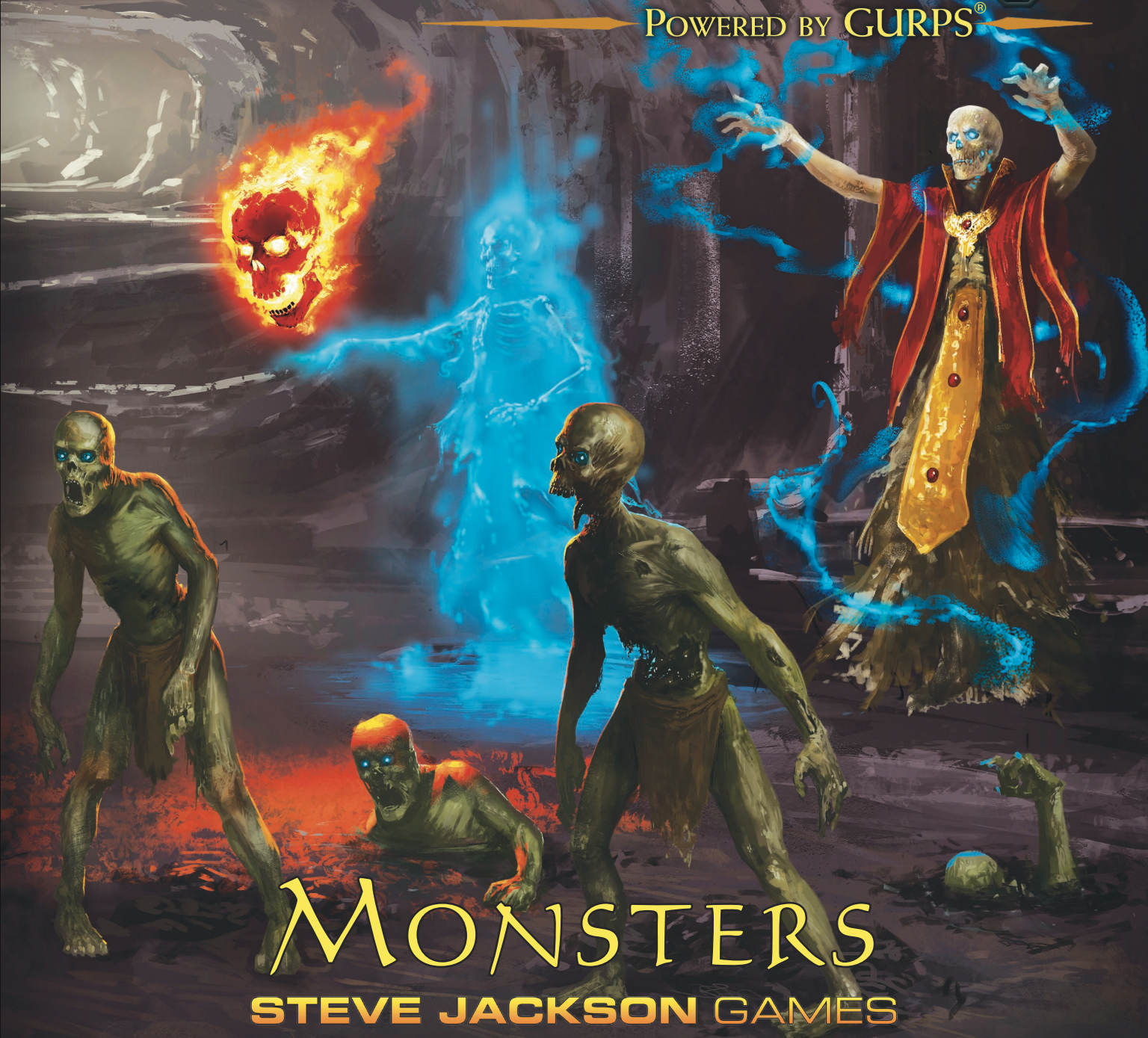


DUNGEON FANTASY™

POWERED BY GURPS®



MONSTERS

STEVE JACKSON GAMES

COUNTERS

This table gives the dimensions in hexes of counters or figures for monsters of SM 0 to +6. These are ordered length (hexes front-to-back) × width (hexes side-to-side). Where a range appears, use the value that best matches your miniature or gives the most pleasing shape!

Sleek: Shape of a horse-like or snaky horizontal creature (e.g., a dragon). This is always a mere one hex wide, though it may bulge an extra hex or two near the limbs.

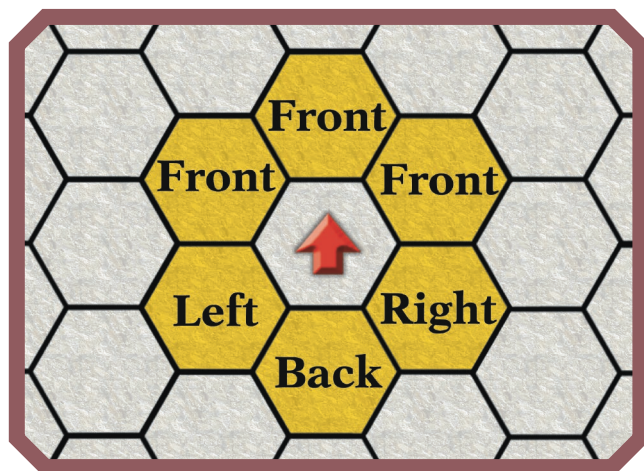
Boxy: Shape of a bulky horizontal creature; e.g., blob, giant bug, or muscular predator.

Upright: “Footprint” of a humanoid or near-humanoid. Such beings are broader across the shoulders than they are thick through the chest.

SM	Sleek	Boxy	Upright
0	2 × 1	1 × 1	1 × 1
+1	3 × 1	2 × 1	1 × 1
+2	4-5 × 1	3 × 2-3	1 × 2
+3	6-7 × 1	4-5 × 3	2 × 3
+4	8-10 × 1	6-7 × 4-5	3 × 4-5
+5	11-15 × 1	8-10 × 6-7	4-5 × 6-7
+6	16-20 × 1	11-15 × 8-10	6-7 × 8-10

FACING FOR COUNTERS

Front hexes, left and right side hexes, and back hex when facing the arrow's direction.



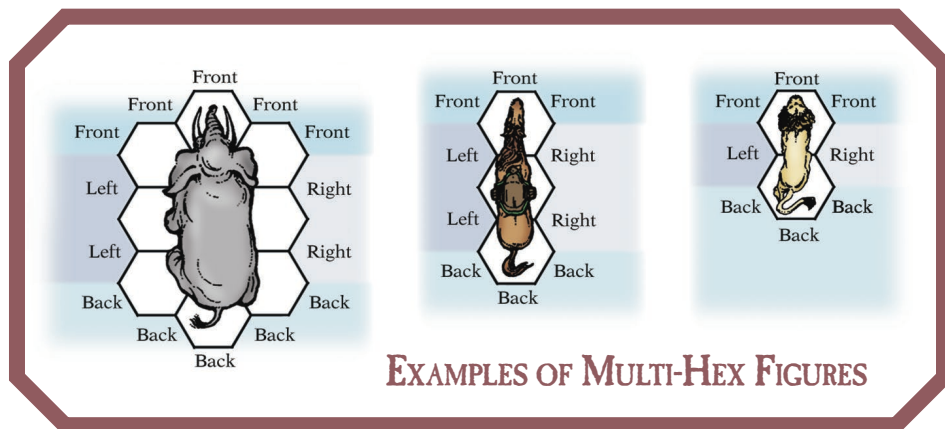
KEY MONSTER INFORMATION

Monster Advantages, see pp. 9-12.

Monster Disadvantages, see pp. 12-14.

Monster Classes, see p. 14.

Reading Monster Stats, see p. 15.



EXAMPLES OF MULTI-HEX FIGURES

SIZE AND SPEED/RANGE TABLE

Each 10× increase in linear measurement gives -6 to speed/range modifier or +6 to SM.

Linear Measurement	Speed/Range	Size
1.5"	0	-10
2"	0	-9
3"	0	-8
5"	0	-7
8"	0	-6
1 ft	0	-5
1.5 ft	0	-4
2 ft	0	-3
1 yd	0	-2
1.5 yd	0	-1
2 yd	0	0
3 yd	-1	+1
5 yd	-2	+2
7 yd	-3	+3
10 yd	-4	+4
15 yd	-5	+5
20 yd	-6	+6
30 yd	-7	+7
50 yd	-8	+8
70 yd	-9	+9
100 yd	-10	+10

WANDERING MONSTERS

Roll 3d:

- Daily when traveling outdoors.
- Hourly when moving around indoors.
- Once per stop to conduct a long task.
- Once per attempt to bash/force a portal.
- Once per night in camp.

Wandering monster appears on:

6 or less – “Safe” roads.

9 or less – Most wilderness and dungeon.

12 or less/15 or less – Monster-infested locales!



DUNGEON FANTASY™

POWERED BY GURPS®

MONSTERS



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INTRODUCTION

A *monster* is any being that finds itself staring balefully down an adventurer's blade. It might simply be aggressively carnivorous – to an ordinary villager, lions, tigers, and bears are monsters! It may be small-e evil, gleefully inflicting suffering for suffering's sake . . . or capital-E Evil, like the wizard who values “immortality” as an undead horror over the sacrifices (some of them screaming) needed to achieve it, or an agent of The Devil bent on blighting the world and consuming mortal souls. It could be *ineffable*, like an Elder Thing whose very existence endangers three-dimensional space and linear time.

Many monsters are savage and uncivilized, wreaking havoc alone or in small groups, but that isn't universal. There are well-organized races of beings whose visions of empire and civilization require wiping out humanity, dwarfkind, and elf-kind. On the other side of the coin are *things* too incapable of thought even to qualify as “savage,” incidentally endangering life by spewing toxic spores, spreading disease, or exploding at random. And there's everything in between: cultured-yet-solitary dragons, mindless zombies that serve Evil in regimented ranks, creatures that don't *always* behave like monsters should (in theory, an orc could be an ally and a tiger could be a pet), and so on.

What's important to realize in *Dungeon Fantasy* is that delvers are treasure-hunters by profession, and that loot remains out there for the taking because monsters stand between it and those who would claim it. This makes delvers monster-slayers by profession, too. Which means the GM needs monsters to challenge new and experienced heroes alike, monsters suited to every adventure . . . *lots* of monsters.

As the title of this book cleverly suggests, that's what you'll find here. Some of these creatures come from the

natural world, others hail from myth, a few were inspired by fiction and other games, and several were made up for *this* game. Alongside all these are rules for interactions with monsters (which don't always involve fighting!) and special monster abilities.

Let's kick down the door and see what's *in* there!

GETTING THE MOST OUT OF MONSTERS

Monsters work best when the GM is prepared. It's *possible* to flip to a random page, pick an interesting creature, toss a figure onto the battle map, and let the violence begin . . . but it isn't *recommended*. At least the first few times, try this:

- Browse *Contents* (p. 2) for monsters that seem to fit the situation: “frost snake” or “ice weasel” for an arctic adventure, “skeleton” or “vampire” in an evil tomb, and so on.
- Read the descriptions that open these monster entries to decide which creature fits *best* – and check the **Notes** paragraphs for variants.
- Use *Reading Monster Stats* (p. 15) to understand the numbers and traits below the description.
- Pay extra attention to the **Traits** paragraph. If you're unsure about a trait, look it up in Chapter 2 (pp. 9-14).
- If you don't already have a figure for the creature, note Size Modifier (SM) and use *Counters* (pp. 7-8) to represent the monster on the battle map.
- If you're foggy on how to handle the monster in play, review its opening description and **Notes** paragraph for key tactics and rules. For general advice, see *Tactics* (pp. 6-7).



CHAPTER ONE

MONSTERS IN ACTION

Before we present the featured creatures, here are a few rules for using the abilities in *Adventurers* to deal with monsters – and for extending the combat system in *Exploits* to beings too different from delvers, physically or mentally, to be treated the same way in a fight.

As elsewhere in *Dungeon Fantasy*, key concepts and abilities – especially

important skills – appear in **boldface** to make them easier to spot when consulting this material in play.



“Deal with monsters?” Sure! Argua always ready to hack an’ smash toothy uglybeasts.

– Argua the Barbarian

THE DELVERS’ POINT OF VIEW

Adventurers customarily handle monsters by fighting them, but there are options to consider before or even *instead* of combat. For further possibilities for dealing with *all* kinds of foes – including non-monsters such as bandits and cultists – see *Playing Dead* (*Exploits*, p. 57) and *Taunt and Bluster* (*Exploits*, p. 58). For rules covering what to do after the monsters have been defeated, see *Searching the Bodies* (*Exploits*, p. 24), *Dead Monster Bits* (*Exploits*, p. 24), and *Prisoners* (*Exploits*, p. 25).

WHAT ARE WE DEALING WITH?

Before trying *anything* involving a monster, whether talk or violence, be certain you know what you’re up against – not just what it’s called, but also whether you stand any chance against it in battle! For instance, compared to an earth elemental, a stone golem is quicker, more resolute, and a surer sign of wizardry, but not a primordial embodiment of strength and durability. And mistaking a lich for a mindless undead skeleton? *Fatal*.

Recognition

The GM makes identification rolls in secret – but only if somebody asks *and* has the right skill:

- **Heraldry** to recognize *organized*, basically mundane foes such as orc tribes – and even human groups (e.g., bandits) – by their mark. They *always* have a mark, like a pig’s head on a stick.

- **Hidden Lore** specialties (Demons, Divine Servitors, Elder Things, Elementals, Faeries, Spirits, or Undead) for supernatural entities with complex hierarchies or cultures.

- **Naturalist** for giant, dire, and hybrid animals (*anybody* can recognize lions, tigers, and bears, but things like greater dire numbats are trickier) – and for monstrous plants, fungi, and slimes.

- **Occultism** for “horror monsters” that fit no *other* category; e.g., objects animated by poltergeists, humanoid forms coalesced from dung beetles, psychic projections, and evil mirror reflections.

- **Thaumatology** for constructs (e.g., golems) and other wondrously automata.

Current Affairs *might* suffice for monsters that have been plaguing an area for some time; e.g., giant rats that have overrun a town, if almost every citizen has had a run-in with them.

Success identifies the target, plus one useful tidbit (favorite weapon, special power, weakness, etc.) per two points of success. Failure reveals nothing. Critical failure means the GM *lies* (“It’s mostly harmless, and likes apples.”).

Exploiting Weaknesses

Many monsters have bizarre flaws. Some weaknesses require skill rolls to discover – and it’s more fun if the players *don’t* know these initially! If the players forget such a detail during a later encounter, they must roll again unless one of the PCs has **Eidetic Memory**.

Higher Purposes: Heroes with **Higher Purpose** advantages pertaining to demon- or undead-slaying get +1 per level on all attack and damage rolls against applicable foes, and to all active defenses and resistance rolls against those monsters.

Supernatural Flaws: If identifying a monster requires **Hidden Lore**, **Occultism**, or **Thaumatology**, someone with the correct skill can ask the GM to roll against it *in secret* when combat begins. For every two points of success, the GM will disclose one *negative* supernatural trait listed in that monster's write-up – starting with failings exploitable in combat. Failure reveals nothing. Critical failure means the GM lies!

Turning Undead: A hero who has **Turning** may use that against any undead being labeled as “truly evil” – and *possibly* against weaker demons designated by the GM. See *Adventurers*, p. 21 for details.

Vitals: A successful roll against a suitable **Physiology** specialty will reveal where to find the equivalent of the skull, vitals, etc., on a creature for which this isn't obvious – assuming it *has* such areas! Any failure means the delver simply doesn't know.

DO WE HAVE TO FIGHT IT?

If you sneak past undetected, the answer is “No.” That's what the **Stealth** skill and spells like **Invisibility** are for!

If you're detected, the answer is “Yes – usually.” A favorable reaction roll is probably a lost cause; see *Monster Reactions* (**Exploits**, pp. 11-12) for why. However, the right skills can sometimes work wonders . . .

Ultimately, the GM decides whether to allow the feats below. The GM may assume that combat is *inevitable* if the reaction penalty is -10 or worse. That's always the case for supernatural guardians that cultists, enemy spellcasters, or boss monsters create or summon, because “delves entered monster's territory uninvited” and “monster is supernaturally compelled to guard the area” will apply, for a basic -10 from the most mannerly of constructs (e.g., a golem butler), growing to -15 for an elemental (“from another dimension”) or to -20 or -25 for a demon (also evil and/or soul-eating). You might learn how to avoid triggering a guardian's response by stealing its master's notebook or using *Interrogations* (**Exploits**, p. 10) on the boss' lackeys, but there's no way to talk things over like two reasonable beings.

Negotiation

Sapient (IQ 6+) monsters that aren't bloodthirsty and pure Evil *might* be willing to parley. Trying this is advisable when the party can't afford a fight; e.g., everyone is wounded, power items are exhausted, and the cleric is somewhat dead.

Make a reaction roll (3d). Modifiers are infinitely variable – but start with *Monster Reactions* (**Exploits**, pp. 11-12) and ignore -3 of any penalty if the negotiator has **Cultural Adaptability**. The GM may limit actual bonuses to the speaker's **Charisma** (remember: *monsters*, not merchants). If the sum is 10+, the monsters will listen instead of attacking immediately.

Making Deals: Deal-making is pure roleplaying. The PCs offer something, the GM counteroffers, and so on. If everyone seems to agree at some point, roll **Diplomacy** – at -3 with non-human monsters, unless the bargainer has **Cultural Adaptability**. Success means the monsters accept the deal. Failure means it isn't good enough after all, and the party must make an extra concession (usually loot) to close the deal. Critical failure means war! This roll *isn't* secret. The party will hear the orc boss yell, “Get 'em, boys!”

Language: Most IQ 6+ beings have *some* command of the Common tongue, but the GM may decide that, for instance, *these* orcs speak only Orcish! In situations where no one knows the right language, roll against the *lower* of **Diplomacy** or **Gesture**. The -3 for nonhuman monsters still applies in all cases. See *Language, Please!* (*Adventurers*, p. 9) for more on languages.

Skeevy Bastards: The GM might also decide that the monsters are cheats, and have no intention of honoring *any* deal. The GM will roll secretly against the bargainer's **Detect Lies** skill – and for **Danger Sense**, too, if anybody has it. Success means the players get a warning. Otherwise, the heroes *won't* see trouble coming.

Monsters and Player Knowledge

If the delvers learn monster strengths and weaknesses by using abilities that cost character points – or by losing body parts! – it's only fair to let them exploit that knowledge; see *What Are We Dealing With?* (pp. 4-5). However, the GM has no similar obligation to respect player knowledge gleaned from *reading this book*. The time-honored response to this munchkin tactic is to mix things up: Vampires dislike rowan or wormwood instead of garlic, or are laid to rest by burial under a sword driven into the ground instead of by being staked through the heart; the fire-dragon breathes lightning (or a jet of fire ants!) instead of flame; and so on.

Trickery

Intelligent (IQ 6+), free-willed monsters that aren't *too* intelligent can sometimes be fooled. This is a chance to get creative with rarely used skills! Possibilities include feigning injury or death to draw the enemy into an ambush (**Acting**), posing as fellow monsters (**Disguise** or **Disguise (Animals)**), using noises or voices to distract them (**Mimicry** or **Ventriloquism**), duping them with a snake-oil pitch (**Fast-Talk**), acting like a harmless derelict who's too diseased to devour (**Panhandling**), exploiting their appetites or fears (**Psychology**), or even showing some leg (**Sex Appeal**, best saved for mostly compatible species).

The only goals of much importance on adventures are getting past the monsters without a fight (like negotiation, but without giving up anything) or getting the drop on a big horde in order to whittle them down a little.

Most such “dirty tricks” involve a Quick Contest against the IQ of the *leader* of an organized group or the *smartest* monster in a rabble. The trickster is at -5 if the monsters are already on the verge of combat (e.g., they chase the party around the corner, only come across a nude Marge the Barbarian rippling her unibrow knowingly).

If the party *wins*, they avoid the fight or score a second of surprise (the monsters are mentally stunned, but roll vs. IQ to recover at +1 per turn; see *Surprise Attacks*, **Exploits**, pp. 26-27). If they *tie*, the attempt has no effect. If they *lose*, it backfires in some way; e.g., a hidden archer shoots the trickster mid-speech.

Speaking from Experience

The wise adventurer fights only those foes that need fighting. Yes, holy folk always want to destroy undead and demons, and druids insist on never slaying beasts or plant-things . . . yet many malevolent beings possess useful historical or magical lore, while Nature's minions too often want to demonstrate “survival of the fittest.” My advice? Always at least attempt to negotiate with creatures that can provide information or grant passage, and try to distract or mislead or sneak around the rest. Obviously, you must cultivate a keen nose for falsehoods if you intend to bargain with the forces of Evil, and it is only prudent to be ready to fight when other avenues are exhausted. But unless the only way in is through some giant animated statue whose entire vocabulary consists of “You shall not pass,” why begin with a frontal charge? Even savage beasts can be lured away by food or calls, or soothed with song!

– Jag Fairchild, Bard

“Good (Three-Headed) Doggie!”

Druids, elves, and Nature Herself may take exception to adventurers who kill animals, even in self-defense. The following alternatives work as written on natural animals, at -5 on giant or dire ones that share the mindset of their natural brethren, and not at all on supernatural *things* that merely resemble animals (e.g., hellhounds).

Call of the Wild: An **Animal Handling** roll – at -5 for man-eaters, cumulative with the -5 above – allows Nature Boy to distract a beastie while the party passes. A **Mimicry (Animal Sounds)** roll lets him lead it away from the party, although he'll need a plan for dealing with it when it finds him.

Doggo: Winning a Quick Contest of **Disguise (Animals)** against the animal's Perception lets someone pass uneaten. One person can use this skill to disguise as many party members as desired, although some may object to being smeared with dung.

Soothe the Savage Beast: It's fine fantasy tradition to allow **Musical Instrument** or **Singing** to be used for Influence rolls (**Exploits**, p. 10) on animals – an exceptional case that requires **Bardic Talent** instead of **Animal Empathy**. This, too, is at -5 for man-eaters, cumulative with the -5 for giant or dire beasts. If the musician *wins*, the creature lets the party pass.

THE MONSTERS' POINT OF VIEW

Monsters customarily handle delvers by trying to murder them. Exceptions tend to be to the rules for doing so – not to *whether* they'll do so. Though the combat system works the same way regardless of who's fighting, certain things are more likely to matter when monsters get involved:

- **Unarmed Combat** (**Exploits**, pp. 38-41) and **Close Combat** (**Exploits**, p. 51), for all those critters that attack with claws, teeth, tentacles, etc.

- **Size Modifier** (**Exploits**, p. 36) – and the associated energy cost markup for Regular spells (**Spells**, p. 12) – for huge creatures. When hugeness translates into HP 20+, don't forget **High HP** and **Shock** (**Exploits**, p. 60) and **High HP** and **Healing** (**Exploits**, p. 62).

- **Unliving, Homogeneous, and Diffuse Targets** (**Exploits**, p. 55), for beings that aren't natural living things.

- **Zoom!** (**Exploits**, p. 33), for anything with Move 10+.

- **Surprise Attacks** (**Exploits**, pp. 26-27), for monsters with high Stealth skills or special camouflage, invisibility, or teleportation abilities.

- “*And Stay Down!*” (**Exploits**, p. 86), when the GM doesn't want the fight to drag on forever.

What follows are additional elaborations in this vein.

TACTICS

Monsters *can* use tactics! Individual monster descriptions note favorites, but a few tricks are widespread.

Home-Ground Advantage

Monsters native to an environment will exploit it! If there's bad footing (**Exploits**, p. 35), they'll often be adapted to it – the heroes will suffer penalties, their opponents won't.

Creatures that like *Surprise Attacks* (**Exploits**, pp. 26-27) strive to inflict **Vision** penalties in Quick Contests against their Stealth. Those that can see in the dark accomplish this by lurking where there are darkness penalties: -1 to -9.

Those that climb, cling, or fly exploit *Attacking from Above* (**Exploits**, p. 38) to give -2 – and even if their ambush fails, their prey defends at -2.

Aquatic creatures in murky water are extra-nasty. Penalize Vision as for darkness, and treat attacks from things swimming up from below like attacks from above. Non-aquatic warriors will suffer limitations on Move and combat skills (*Swimming*, **Exploits**, p. 21); the monsters won't.

Castle Doctrine

In set encounters (**Exploits**, p. 85), intelligent monsters may be *ready* for the delvers, taking “home-ground advantage” to another level! To start with, they'll turn classic adventurers' tactics against the heroes – particularly *Backstabbing* (**Exploits**, pp. 57-58) and *Talented Trapping* (**Exploits**, p. 58).

Militaristic monsters might have barricades in place that allow the benefits of bracing with *Aim* (**Exploits**, pp. 29-30) and *Shooting from Cover* (**Exploits**, p. 42). Larger obstacles may see the adventurers clambering and jumping while being pelted with arrows, rocks, or grenades. Ranged attackers are likely to begin the battle with *Opportunity Fire* (**Exploits**, p. 43).

Prepared spellcasters are the worst of all! They can cast powerful defensive magic beforehand, hide allies in Darkness, put Glue or Grease in the way, charge big Missile spells, and so on.

Pack Tactics

Creatures that outnumber the PCs will use *Move* and *Move and Attack* maneuvers to run around the ends of the heroes' combat formation – or to break through by slamming (if strong) or evading (if agile). Their objective is to encircle the party and exploit *Attacks from the Side and Back* (**Exploits**, p. 47).

Such monsters love to gang up on one target! This can quickly use up that person's block (**Exploits**, p. 48), inflict penalties for repeated parrying (**Exploits**, pp. 48-49), and exhaust – or, if they get behind their quarry, *deny* – their victim's retreat (**Exploits**, p. 50). *Multiple Close Combat* (**Exploits**, p. 51) is also likely, where possible.

Like a Boss

Monsters outnumbered by the PCs – particularly lone bosses – won't stay put and go toe-to-toe unless they're very tough. Instead, they'll take *Move* maneuvers to tempt faster heroes to chase them while slower ones are left behind, and use *Retreat* (**Exploits**, p. 50) when defending and *Step* (**Exploits**, p. 33) *after* attacking to open the gap further. Then they'll pick off delvers running far ahead of the pack!

If they have ranged attacks, they'll shoot down lines of opponents, turning *Hitting the Wrong Target* (**Exploits**, p. 43) to their advantage. With *Area and Spreading Attacks* (**Exploits**, pp. 45-46), they'll target the largest concentration of victims, attacking the ground to avoid pesky active defenses.

What Army? This Army!

Boss monsters with lots of fodder – and worthy leaders of large groups – rarely lead from the front. They stand behind their huge wave of bodyguards, zombies, or whatever, who will spread out to obstruct paths someone might use for a run at their master, forcing speedy PCs to evade or slam to enter melee range. If someone does get through, the horde will close around the runner, attacking from behind; see *Attacks from the Side and Back* (**Exploits**, p. 47).

Ranged attacks on the boss are made at -4 per occupied hex in the line of fire (*People*, **Exploits**, p. 42). Regular spells (**Spells**, p. 12) merely have the usual -1 per yard – but boss spellcasters often have higher skill levels than delvers, and can reply more effectively. Worse, such magic-users can cast time-consuming, dangerous spells in the precious seconds it takes the adventurers to battle their minions!

And if the fight is going badly for the monsters, the commander will let the fodder die to buy time to slink away . . .

Dumb Monsters

While the heroes can try all manner of crazy, complex moves to show off their skills, letting monsters do the same thing increases the time it takes to game out battles. To keep things moving, monsters shouldn't try “fancy” options such as Deceptive Attack, Dual-Weapon Attack, Feint, and Rapid Strike unless expressly designed to use such tactics to be challenging.

MULTI-HEX FIGURES

Some monsters occupy more than one hex on a battle map, which has implications for how they're represented and how combat works.

Counters

The table on p. 8 gives the dimensions in hexes of counters or figures for monsters of SM 0 to +6. These are ordered length (hexes front-to-back) × width (hexes side-to-side). Where a range appears, use the value that best matches your miniature or gives the most pleasing shape!



The smartest monsters rival great generals at tactics. The dullest show dangerous cunning in groups. Assuming they're all blinded by hate and hunger can prove fatal.

– Grükuk Kzaash, Knight

Sleek: Shape of a horse-like or snaky horizontal creature (e.g., a dragon). This is always a mere one hex wide, though it may bulge an extra hex or two near the limbs.

Boxy: Shape of a bulky horizontal creature; e.g., blob, giant bug, or muscular predator.

Upright: "Footprint" of a humanoid or near-humanoid. Such beings are broader across the shoulders than they are thick through the chest.

SM	Sleek	Boxy	Upright
0	2 × 1	1 × 1	1 × 1
+1	3 × 1	2 × 1	1 × 1
+2	4-5 × 1	3 × 2-3	1 × 2
+3	6-7 × 1	4-5 × 3	2 × 3
+4	8-10 × 1	6-7 × 4-5	3 × 4-5
+5	11-15 × 1	8-10 × 6-7	4-5 × 6-7
+6	16-20 × 1	11-15 × 8-10	6-7 × 8-10

Front, Side, and Back Hexes

Each multi-hex creature has front, right, left, and back hexes, corresponding to those of a human (see illustration).

Arc of Vision

The head of a multi-hex being determines its arc of vision. Much of a large creature's body may fall outside its arc of vision! However, many such monsters have Peripheral Vision (*Adventurers*, p. 52).

Movement

The *head* or front of a multi-hex figure controls its movement. Handle distance moved, direction of movement, and facing exactly as if the creature's head were a one-hex figure. The rest of the body follows. This might mean, for instance, that a dragon's head moves three hexes while its tail sweeps through 10 hexes. That's fine! When any part of a figure two or more hexes in size moves through a smaller one, treat it as an overrun; see *Slams, Tramples, and Overruns* (*Exploits*, p. 40).

A multi-hex figure cannot fit through a map space narrower than its *widest* point. However, the GM should be lenient in

allowing large figures to overlap walls and the like, as fractional hexes (e.g., those cut by a wall) count as full hexes (*Hexes, Exploits*, p. 27).

Size Modifier and Reach

Monsters with SM greater than 0 typically have longer reach. This is given in all relevant monster write-ups. Measure the full reach of limbs, tails, stingers, etc. from the counter's *edge*. *Bites* can only attack foes in the head hex or an adjacent hex, and effectively have reach C, 1.

SWARM ATTACKS

A group of *small* creatures – anything from biting bugs on up to rats or bats – may be treated as a unit in combat. Such a **swarm** fills a single hex on the combat map, and uses special combat rules:

Swarm Movement: Swarms crawl, scurry, or fly at their given Move each turn. Ignore considerations such as footing, unless the GM feels the constituent creatures would get mired in or tripped up by the terrain.

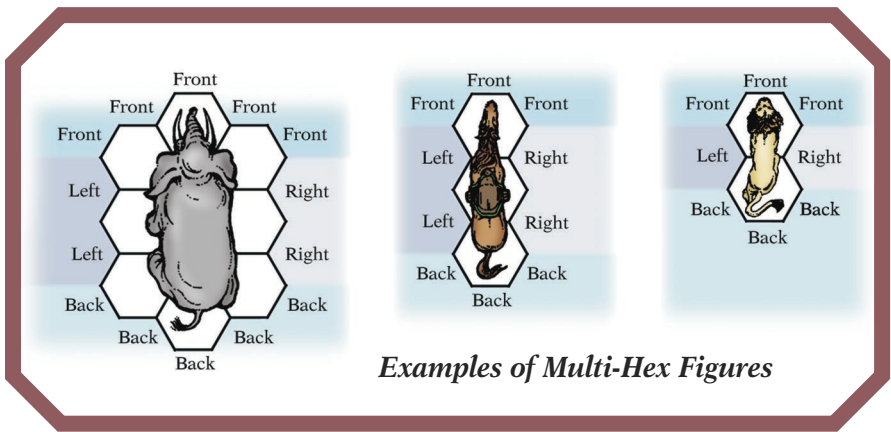
Swarm Attacks: A swarm has reach C and attacks *everyone* in its hex on its turn. It hits *automatically* – there are no attack or defense rolls – doing its listed damage to its victim(s). Against tiny creatures like insects, DR 0 clothing gives *complete* immunity for two seconds, while armor grants five seconds of immunity; then the bugs get in and the protection becomes worthless! Against larger creatures like rats, armor protects normally with its DR.

Attacking a Swarm: Any attack against a swarm hits automatically. A swarm gets no defense roll and rarely has DR. A swarm takes injury as if it were Diffuse; see *Unliving, Homogeneous, and Diffuse Targets* (*Exploits*, p. 55). *Shields* can crush *flying* creatures; a shield does 2 HP per turn, and can attack at the same time as a weapon. *Stamping* does 1

HP per turn to *non-flying* vermin, and can be done while attacking with a weapon. Swarms don't have HP in the usual sense, but are dispersed after taking a fixed amount of injury.

Swarm Facing and Posture: These are irrelevant – swarms don't make attack or defense rolls, and can always travel their listed Move in any direction.

Thus, swarms usually need just three statistics – Move, damage, and HP to disperse – plus any exceptions to the above rules. *Cloud* beings aren't swarms, and use standard monster stats.



Examples of Multi-Hex Figures

CHAPTER TWO

MONSTER TRAITS

Monsters are described using the same basic traits as delvers. They have ST, DX, IQ, HT, HP, Will, Per, FP, Basic Speed, and Basic Move. They roll against a Dodge score – and sometimes Parry or Block – to defend. They can possess advantages, disadvantages, and skills straight out of *Adventurers* (somewhere, a demon whose Voice and adorable Appearance mask Bloodlust and Fanaticism for Evil is fomenting war using Acting and Fast-Talk). If they're intelligent, they might work magic as defined in *Spells*.

Yet there are important differences . . .

Monsters don't buy traits with character points. Although that would be possible, it wouldn't be *useful*, not even as a "threat rating" – adding 100 points to a creature could buy 25 levels of Poetry skill or 10 levels of ST, which clearly aren't equally threatening! Monsters aren't playable characters who improve by adventuring; they're obstacles in the path of the *heroes'* progress. They have the capabilities they need to do that job, and how many points a PC would pay for those is irrelevant.



*What makes something a monster?
The wrong number of body parts.
Weird smells. And slime – yuck!*

– Puddin' Noddington, Thief

To this end, monsters aren't restricted by prerequisites. A monster might possess six specific wizardly spells without Magery or the prerequisite spells. It might mix special abilities reserved for bards *and* martial artists without having Bardic Talent, Chi Talent, or Trained by a Master. A fiend's gotta do what a fiend's gotta do!

It isn't just standard character abilities that monsters play fast and loose with. They can have stats normally associated with *gear*, also in the name of getting the job done. Nothing prevents a creature from having more Damage Resistance than plate armor, a Defense Bonus like that of a shield, and claws that count as silver weapons, dripping with a permanent supply of bladeblack.

The resulting capabilities won't always line up with the listed traits, either. A monster might do more damage than its ST and Brawling skill suggest for any number of reasons: huge claws, gangly arms that afford extra leverage, the blessing of the Demon Lord of Hurting People, etc. Its claws might be really sharp and effectively very fine – which doesn't mean they couldn't still count as silver, even if *delvers* can't purchase very fine, silver weapons. Again, what matters is that the monster is a credible threat.

The upshot of all this is that monsters can also possess traits that delvers *can't*. Many are described in monster write-ups, and are unique to the creatures that have them. However, others recur – or require a lot of words to explain – making it more convenient to define them *here* and name-drop them later.

MONSTER ADVANTAGES

As well as standard advantages from *Adventurers* and the monstrous traits described below, monsters may have the special abilities of particular professions; page references appear here for convenience. If a standard or professional advantage specifies an upper limit, this *does not* apply to monsters! For example, a monster can have any amount of Striking ST (*Adventurers*, p. 53) – not just two levels.

In all cases, damage, skill levels, etc. in monster descriptions *already* incorporate any permanent bonuses from the creature's advantages – don't add them again!

360° Vision: Monster has no blind spots! No penalty to *dodge* attacks from the sides or rear. May *attack* to the sides or rear without making a Wild Swing. *Parries*, *blocks*, and *attacks*

to the rear have -2 for clumsiness unless monster has **Double-Jointed** or **Extra-Flexible**.

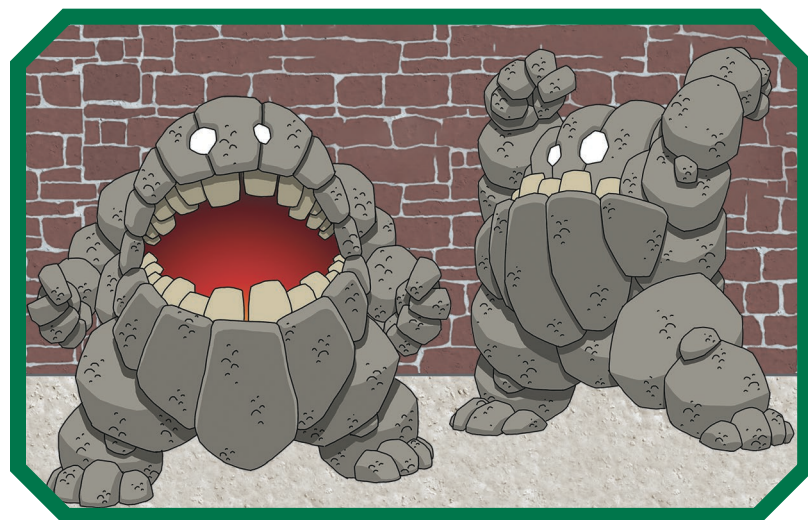
Altered Time Rate: Monster may pick *two* maneuvers in succession each turn, with no delay in between, as if under a permanent **Great Haste** spell!

Alternate Form: Monster can switch into and out of the form of another creature, specified with the advantage. It retains its own skills, knowledge, and mental abilities, but gains the physical stats of another race. Changing either way takes 10 seconds unless noted otherwise.

Amphibious: Monster can walk *and* swim at the speed given by its Move stat. Skill penalties for working underwater never apply, and Swimming skill doesn't limit the monster's combat skills.

Arm ST: Monster's arms are stronger than its body. Add this trait's level to regular ST when striking, grappling, or lifting with the arms. Effects are *already* factored into damage for any listed arm strikes.

Brachiator: Monster can travel by using its arms to swing on vines, tree branches, ropes, chandeliers, etc. at half its listed Move (round up).



Cast-Iron Stomach: Monster can thrive on wormy corpses, dung, filthy runoff, etc. – it can be starved out only if there's *no* food or water. Gives +2 to resist food-borne poisons or diseases.

Catfall: See *Adventurers*, p. 39.

Chameleon: Monster's surface pattern changes to blend into the surroundings. Stealth against Vision is at +2 per level of this trait when perfectly still, +1 per level when moving.

Compartmentalized Mind: During its turn in combat, monster can take a number of Concentrate maneuvers equal to the trait level *as well as* its normal maneuver. Effects on number of purely mental attacks are *already* noted for any listed attacks.

Constriction Attack: Monster can crush a victim of equal or lower SM by hugging or constricting. It must grapple first; this grapple always counts as two-handed, even if it uses no hands (as with a tongue, flexible torso, or engulfing goo). On each later turn until its prey breaks free, roll a Quick Contest: ST vs. victim's ST or HT, whichever is *higher*. Victory for the monster inflicts crushing damage equal to the margin. Counts as an attack in some cases, a free action in others – read the description!

Damage Resistance: All monsters have a DR stat. If greater than 0, subtract this from the basic damage of enemy attacks and physical hazards. Additional DR against specific attack forms is noted with other traits.

Dark Vision: Monster can see in darkness – even *total* darkness – and ignores Vision and combat penalties as if under a permanent **Dark Vision** spell. It can't see colors in the dark unless noted otherwise.

Detect: Monster can detect the indicated being, substance, etc. – even if it's shielded from the five human senses – by making a Sense roll with range modifiers from the *Size and Speed/Range Table (Exploits, pp. 97-98)*. It can attack and defend against foes it senses this way.

Diffuse: Monster uses the wounding rules under *Diffuse (Exploits, p. 55)*, can't be slammed or grappled, and enjoys the benefits of **No Blood**, **No Brain**, and **No Vitals**.

Infiltration means it can also seep under doors, through screens, etc.

Discriminatory Smell: See *Adventurers*, p. 16.

Discriminatory Taste: Monster gets +4 (cumulative with **Acute Taste and Smell**) on any task that utilizes the sense of taste – notably detecting poison. It recognizes any taste encountered in the past.

Doesn't Breathe: Monster doesn't require oxygen, can't be choked or strangled, and is immune to respiratory agents (e.g., Stench spells, demon's brew poison, and death, magebane, sleep, and weakness potions).

Doesn't Eat or Drink: Monster needs *no* material sustenance. It can't be starved out and is immune to food-borne poisons and diseases.

Doesn't Sleep: Monster doesn't have to sleep, *ever*, and is immune to all effects that cause sleep (Sleep spells, sleep potions, and so on), though not to being knocked out by injury.

Enhanced Move: Monster has two Move scores. Use the second, higher one when the creature travels long distances out of combat and *instead of* adding +1 movement point when it sprints (*Exploits, p. 33*) in combat.

Enhanced Time Sense: See *Adventurers, p. 37*.

Extra Arms: Monster has the indicated number of arms beyond the basic two. Each extra gives +2 to grapple or break free of a grapple. This doesn't necessarily affect number of *attacks* – any such effects are noted with attacks.

Extra-Flexible: Monster's arms or tentacles can attack into the opposite side hex without making a Wild Swing, and can parry attacks coming from the opposite side of its body. With **360° Vision**, there's no -2 when attacking or defending to the *rear*.

Extra Heads: Monster has the indicated number of heads beyond the usual one. The main effect is that a head blow that causes stun or unconsciousness affects only *that* head – the others continue to function! Number of heads doesn't necessarily affect number of *bites* – any such effects are noted with attacks.

Extra Legs: Monster has more than two legs. If *three* or *four*, losing one halves Move; losing two means falling. If *five* or *six*, each leg lost reduces Move by 20% until three legs are left, at which point Move is 40% normal; losing another leg means falling. If *seven* or *more*, each leg lost reduces Move by 10% until three legs are left, at which point Move is 40% normal; losing another leg means falling. Round reduced Move down.

Extra Life: Monster can return from the dead *once* per level of this trait! When slain, it revives on its next turn and with the same stats, unless the write-up specifies otherwise.

Flight: Monster can fly at the speed noted with its Move stat. *Lighter Than Air* means each turn, wind moves the creature one yard in the direction it's blowing per 5 mph. *Low Ceiling* indicates a maximum altitude. *Winged* means flight dependent on wings that can be attacked and crippled like arms.

Gills: Monster can breathe *water* indefinitely. May or may not be able to survive in air as well, as noted.

Higher Purpose: See *Adventurers*, p. 27. Monster gets +1 per level to attack, damage, defend against, and resist the named class of *people*.

Homogeneous: Monster uses the wounding rules under *Homogeneous* (*Exploits*, p. 55), and enjoys the benefits of **No Brain** and **No Vitals**.

Immunity: Monster cannot be affected *at all* by the indicated threat – e.g., disease, mind control, or poison – regardless of cause or means of delivery. As it needn't defend against or resist such things, they don't even count as distractions!

Indomitable: Monster is immune to Influence rolls (*Exploits*, p. 10) made by those without Empathy (if monster is mundane), Animal Empathy (if animal), Plant Empathy (if plant), or Spirit Empathy (if demon, elemental, ghost, etc.).

Infectious Attack: Those wounded or killed by the monster may become the same kind of monster! Details always appear with the monster write-up.

Infravision: Monster sees and fights in the dark at no penalty, as if by a permanent **Infravision** spell. It cannot perceive colors or distinguish faces in the dark, nor see the invisible.

Injury Reduction: After subtracting DR from damage and applying any wounding modifiers, monster divides the HP of injury it suffers by the trait level! Round up. May have a note limiting benefits to specific attack forms.

Invisibility: Monster cannot be seen when stationary and not attacking! On turns when it moves or takes aggressive action, it can be attacked at -6, but invisibility *does not* end. *Visibility and Defense* (*Exploits*, p. 47) applies against its attacks.

Limited Camouflage: Monster's surface pattern gives +2 to its Camouflage and Stealth skill rolls, but only when standing *completely still* in the indicated environment.

Nictitating Membrane: Monster's *eyes* have DR equal to the trait level. Also gives +1 per level to all HT rolls concerning the eyes; e.g., for acid, blinding powder, flash nageteppe, and spells like Sandstorm, Smoke, and Sunbolt.

No Blood: Monster is unaffected by blood agents (*Special Delivery*, *Exploits*, pp. 56-57), including follow-up poisons (e.g., bladeblack, monster drool, and paralytic slime) on weapons. It lacks blood for all purposes: leaving blood trails, feeding vampires, etc.

No Brain: Monster lacks a vulnerable brain. Treat a blow to the *skull* or *eye* as simply a *face* hit; see *Hit Location and Injury* (*Exploits*, pp. 53-54). Eye injury can still cripple the eye.

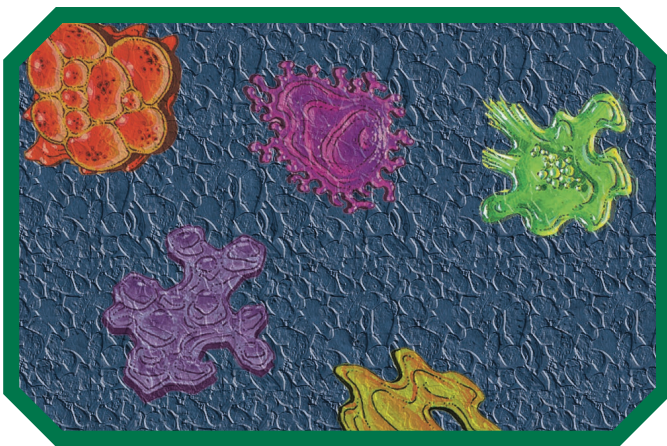
No Eyes: Monster completely lacks eyes to attack or cripple. If it can see, it does so supernaturally and is immune to blinding attacks (e.g., blinding powder).

No Head: Monster completely lacks *skull* and *face* hit locations to target for extra effect. *Includes No Brain*. Creature can still see, speak, hear, smell, and taste except as noted, and has eyes elsewhere on its body unless it has **No Eyes**.

No Neck: Monster has no *neck* hit location to target for extra effect, and cannot be strangled.

No Vitals: Monster has no *vitals* or *groin* hit locations to target for extra effect. Treat attacks on areas where those would be on humans as torso hits.

Pressure Support: Lets a monster with **Doesn't Breathe** or **Gills** survive crushing underwater depths. Primarily a plot device explaining golems walking along the ocean floor, aquatic monsters swimming too deep to see, etc. Doesn't protect against *attacks*.



Regeneration: Monster heals HP quickly. Exact rate is always noted.

Regrowth: Monster with **Regeneration** can replace not only HP but also lost body parts. Extremities, limbs, eyes, etc. are restored upon regaining full HP. Even the *head* can grow back, if the monster can survive decapitation!

Resist Good: Comes in levels, each of which counts as a level of Magic Resistance against (Good) clerical spells – and, for undead, adds to resistance rolls vs. the Turning ability. No monster gets this as a standard feature, but the GM may add it to extra-Evil foes.

Sealed: Monster is unaffected by contact agents (*Special Delivery*, *Exploits*, pp. 56-57): acid, oozing doom poison, the Pollen Cloud spell, etc.

See Invisible: Monster can see invisible objects or individuals, including anything hidden by a potion or spell of invisibility.

Sensitive Touch: See *Adventurers*, p. 39.

Silence: See *Adventurers*, p. 35.

Single-Minded: Monster can focus to get +3 to success rolls for a lengthy noncombat task (e.g., sneaking up on or tracking delvers), at the expense of -5 to rolls to notice other things while pursuing it (e.g., traps set by those delvers).

Slippery: Monster is slimy or slick. Add trait level to all ST, DX, and Escape rolls to slip restraints, break free when grappled, or squeeze through narrow openings.

Sonar: Monster can “see” out to the indicated range using sound. Darkness, flash nageteppo, smoke, Strike Blind spells, etc. have no effect – but the Noise spell or being deafened (e.g., by a Strike Deaf or Thunderclap spell) stops this ability from working.

Spider Climb: Works identically to the martial-artist ability (*Adventurers*, p. 31), but usually involves sticky feet or magic – not *chi* – and is often faster (Move is always noted).

Subsonic Hearing: Monster “hears” vibrations in the ground. Against quarry moving on the ground, gives +1 to Tracking rolls and lets monster ignore the Hush and Mage-Stealth spells. Ineffective against those using the Light Tread spell or Light Walk skill.

Super Jump: Monster can jump farther than *Jumping (Exploits*, p. 20) would allow. Distance is always noted.

Supernatural Durability: Monster can be injured and knocked back normally, but is *immune* to shock, physical stun, and knockout. At 0 HP or above, it has full Move and can’t be crippled. Below 0 HP, it’s at half Move and can be crippled, but won’t *die* until the indicated conditions are met or it’s wounded by the object of a **Vulnerability**. Under those circumstances, monster must make HT rolls to avoid death at -1×HP, -2×HP, etc. and dies automatically at -5×HP. If at or below -5×HP when this happens, it dies at once.

Temperature Tolerance: See *Adventurers*, p. 16.

Terrain Adaptation: Monster suffers *no* penalties to combat rolls or movement speed in the indicated terrain: ice, sand, snow, etc. See *Bad Footing (Exploits*, p. 35).

Terror: Those who encounter the monster must roll a Fright Check (*Exploits*, pp. 10-11) *immediately*, before combat begins! A given monster cannot cause the same person to make a Fright Check more often than once per hour – and later Fright Checks are at a cumulative +1 until 24 hours have passed.

Universal Digestion: Monster can subsist on any organic matter that’s harmless but innutritious; e.g., wood, paper, or leather. Gives no special poison resistance.

Unkillable: Monster needn’t make HT rolls to *stay alive* at -1×HP or below, and dies automatically at -10×HP instead of -5×HP, though it’s subject to injury, pain, crippling, etc. to which it isn’t expressly immune. *Total* indicates that -10×HP doesn’t cause death, but renders the monster unconscious and reduces it to a ghost, shreds, etc. that can’t take further injury; it will heal at its usual rate and coalesce (or reanimate!) a new, fully intact body on reaching full HP. *Achilles’ Heel* indicates injury from the named source can kill the monster normally: HT rolls to live at -1×HP and below, death at -5×HP, and no coming back.

Unliving: Monster uses the wounding rules under *Unliving (Exploits*, p. 55).

Vibration Sense: Monster can sense vibrations in air or water – as indicated – via whiskers, antennae, skin, etc. Make a Sense roll; consult the *Size and Speed/Range Table (Exploits*, pp. 97-98) and apply *separate* bonuses for target size and speed, and a penalty for the range to the target. Success detects the target, allowing unpenalized combat that turn regardless of visibility. Can be “jammed” only by swift currents (water) or stormy winds (air).



Evil is flawed, not weak. Its power shields its minions from harm and lets them survive, even thrive sans air, victuals, light, or warmth. Be wary!

– Francesco Zombani, Cleric

MONSTER DISADVANTAGES

In addition to the shortcomings below, monsters can suffer from the disadvantages described in *Adventurers*. Nastier variants are common; e.g., Compulsive Killing as a form of Compulsive Behavior, or Intolerance of all life. These and other behavioral traits serve mainly to guide monster behavior; for instance, a compulsive killer would have to make a self-control roll not to stalk easy prey when it’s supposed to be standing sentry. The GM may also find these flaws inspiring when assessing the reaction penalties under *Monster Reactions (Exploits*, pp. 11-12).

In all cases, where a disadvantage gives a permanent penalty to skills the monster knows, the skill levels in the write-up *already* reflect this.

A disadvantage marked with an asterisk (*) requires a self-control roll (*Adventurers*, p. 55).

Aerial: Monster with **Flight** has no legs – a disadvantage because it has ground Move 0 and cannot kick in combat. It’s immobilized if it cannot fly.

Appearance: Humanoid monsters that could conceivably pass in town often suffer large reaction penalties for looks: *Hideous* (-4 on reactions), *Monstrous* (-5), or *Horrific* (-6). This isn’t noted for monsters so inhuman that the best possible reaction would be “Very Bad.”

Automaton: Monster is a supernatural servitor without creativity, empathy, or self-awareness. It suffers from **Hide-bound**, **Incurious (6)**, **No Sense of Humor**, and **Slave Mentality**, and has -3 to skill rolls for dealing with people, including Influence rolls and Acting, Carousing, Detect Lies, Interrogation, Leadership, and Merchant rolls.

Bad Grip: Monster has -2 per trait level to rolls for melee weapon use, climbing, catching things, and anything else that requires a firm grip.

Bad Smell: Monster exudes an appalling odor that can be masked only with perfume so intense that it has the same drawbacks. Gives +2 to rolls to detect or track the creature by scent, or -2 to monster's attempts to hide. Also gives -2 on reactions.

Battle Rage*: Monster must attempt a self-control roll when battle begins. Failure means it suffers the effects of **Berserk** without being wounded.

Brittle: Monster is rotten or prone to shattering (like bone, glass, or ice). Crippling injuries to body parts cause dismemberment. On dying, creature is *destroyed*, leaving only dust, fragments, or goo.

Cannot Float: Monster sinks in water. It cannot swim but *can* walk along the bottom.

Cannot Learn: Monster is stuck with the skills and knowledge it came into existence with. Primarily a plot device explaining why wizards create *new* constructs and zombies to meet new challenges. Monster can still be **Reprogrammable** and receive new *orders*.

Cold-Blooded: Monster "stiffens up" in the cold. In places where HT rolls for cold are required (*Temperature, Exploits*, p. 70), creature has -1 to Basic Speed and DX, plus another -1 per -1 extra-cold environments give to those HT rolls. Monster gets +2 to *make* HT rolls for cold, however.

Dependency: Monster starts suffering injury without regular doses of or exposure to something. The substance and rate of injury are always noted. Dependency on mana is common, and causes 1 HP of injury per minute in no-mana areas.

Disturbing Voice: Any IQ 6+ monster can speak unless noted otherwise. However, while people accept nonhuman voices in a world with purring cat-folk, snarling half-ogres, and squeaky halflings, *this* monster pushes the limits: -2 to the skills listed for **Voice** (*Adventurers*, p. 54), and -2 on reactions.

Divine Curse: Monster has a unique supernatural flaw that adventurers can exploit. Details are always provided.

Dread: Monster has a supernatural aversion to the specified item, and must keep the indicated distance from it. If the object of dread is brought closer, the creature will sense it and *must* take Move maneuvers to get outside the indicated range. If it can't flee, it's compelled to Do Nothing.

Hidebound: Monster has difficulty improvising or coming up with original thoughts. Gives -2 to any noncombat roll for a task it wasn't expecting or programmed for; e.g., negotiation if tasked to stand watch, or vice versa.

Horizontal: Monster has a horizontal posture, like a cat. It has Move 0 when using forelimbs to manipulate objects (if capable of that). If it has hands, it can carry but not *use* an item *one-handed* while walking, and has half Move (round down) while doing so.

Incurious*: Monster *ignores* anything unrelated to its current task (e.g., guard duty) unless it can make a self-control roll.

Speaking from Experience

*The key to successful demon-slaying – and I think to **all** monster-slaying – is knowing the chinks in your adversary's armor. Evil's power inevitably comes at the cost of certain weaknesses. Some demons fear blessed objects, but not all; be sure you know which ones can be held at bay by a holy symbol and which will just knock it from your grasp. Many can be killed only in specific ways: by magic, by being run through the heart, or by something peculiar like chopping off all its arms first. Indeed, no small number have specialized flaws; for instance, healing magic **harms** those that inhabit living flesh, and air magic can blow apart those made of ghastly vapors. I need not add that the battlefield is no place to learn these lessons – educate yourself beforehand!*

– Samar Alqatil, Holy Warrior

Invertebrate: Monster has no spine or other rigid body support. It has full Basic Lift for *pushing*, but only 1/4 of that when lifting, carrying, or pulling. Treat it as two SM smaller when squeezing through tiny openings.

Lifebane: Monster withers grass it walks on, and wilts mundane plants and kills tiny creatures (e.g., insects) within a yard. In most outdoor environments, this gives +2 to rolls to track the creature and -2 to its attempts to hide. Also gives -2 on reactions. Not useful as an attack!

Mute: Monster is incapable of vocalizing or (if IQ 6+) speech.

No Fine Manipulators: Monster lacks body part more agile than paws or hooves, and cannot make repairs, pick locks, tie knots, wield weapons, etc.

No Manipulators: Monster lacks limbs, and can manipulate objects only by pushing them around with its body or head. It can still move by flying, slithering, etc.

No Sense of Smell/Taste: Monster cannot attempt Taste or Smell rolls; see *Other Senses* (*Exploits*, p. 9).

Odious Racial Habit: Monster's *entire race* exhibits an **Odious Personal Habit** (*Adventurers*, p. 63), which may exceed -2 to reactions. Primarily a plot device explaining why a humanoid race isn't socially acceptable, suggesting how to portray them.

Quadruped: Monster has **Horizontal** and **No Fine Manipulators**, but also **Extra Legs (Four Legs)**, like a horse or dog.

Reprogrammable: Monster can be programmed to obey a master. If it also has **Slave Mentality**, it must remain strictly within the letter of its master's commands; if not, it may choose to remain within either their letter or spirit; and with IQ 0, it can *only* follow programming. Delvers who learn the monster's orders can easily trick or avoid it!

Sadism*: Monster must make a self-control roll whenever it has the opportunity to engage in mental or physical cruelty rather than mere violence. Failure means it pursues that course, even if another would be more efficient or in line with its mission.

Semi-Upright: Monster has a semi-upright posture, like a chimpanzee. It can stand up, use its forelimbs, etc. like a human, but it needs *all* of its limbs to run at full Move. On only its hindlimbs, reduce Move to 60% of normal (round down).

Sessile: Monster has Move 0 in all mediums and is anchored in place. It can't move, and can *be* moved only with considerable effort. It lacks legs and can't kick, but it *can* have other limbs.

Slave Mentality: Monster requires a "master" to give it orders. It must make an IQ roll at -8 to take action that isn't either obeying a direct order or part of an established routine.

Slithers: Monster has no legs and thus cannot kick in combat. Its listed ground Move assumes it wriggles along on its torso, like a snake.

Uncontrollable Appetite*: Monster consumes the indicated item (blood, brains, life force, etc.) *voraciously*. Faced with an opportunity to feed, it must make a self-control roll. Failure means giving in even if unwise; critical failure means engaging in All-Out Attacks to do so!

Unhealing: Monster cannot recover lost HP or recuperate from crippling *naturally* except under the noted conditions; it can still heal unnaturally via spells, bloodsucking, or similar means. *Total* means it cannot heal at all – if delvers wound it,

it will remain that way until someone makes gross physical repairs (e.g., mortaring cracks in a stone golem).

Unnatural: Monster is summoned or a construct. Being wounded to -1×HP or worse immediately severs its ties with its binding or animating force, causing instant death or banishment to another plane.

Vermiform: Monster has **No Manipulators** and **Slithers**, but also **Double-Jointed**, like a snake or worm.

Vulnerability: Monster suffers extra injury from the indicated attack form. Multiply damage that penetrates DR by the given multiplier, and then apply any wounding modifier for cutting, impaling, etc.

Weakness: Monster suffers direct injury (DR doesn't protect) when in the presence of or touched by the indicated substance or condition, which is harmless to most. The amount of injury and when it applies (per exposure, per unit time, etc.) are always given.

Wild Animal: Regardless of IQ, monster can't grasp "civilized" concepts (e.g., art, morality, or property as opposed to territory), can't speak (but *can* howl, hiss, etc.), and thinks in terms of needs, threats, and dominance – not negotiation. It is automatically **Hidebound**.

MONSTER CLASSES

For the purpose of spells, monster-hunting abilities, and *What Are We Dealing With?* (pp. 4-5), monsters are sorted into **classes**.

Animal (**Giant** if abnormally huge, **Dire** if mutant): *Living* creatures affected by abilities such as Animal Empathy, Animal Friend, Song of the Wild, and Speak with Animals; the Animal Handling, Disguise (Animals), Mimicry (Animal Sounds and Bird Calls), and Veterinary skills; and Animal spells *instead of* Mind Control spells.

Construct: Artificial servitor beings animated by magic. Count as magical creatures, meaning they're affected by spells like Seek Magic and Pentagram. *Not* free-willed, and cannot be mind-controlled. *Not* living, and have no aura to detect with the Aura spell.

Demon: Evil entities from Hell! Count as extradimensional, so they're subject to the Banish spell. Also considered magical creatures – and truly evil, where that matters (e.g., for the Protection from Evil spell). Affected by Spirit Empathy. *Not* living.

Divine Servitor: Treat as demons, but not from Hell and not necessarily evil.

Elder Thing: Hostile creatures from outside all conventional "dimensions" – the Banish spell can't send them away! *Not* magical creatures. *Not* living in any normal sense.

Elemental: Spirits of air, earth, fire, or water. "Wild" ones inhabit the skies, ground, volcanoes, oceans, etc.; summoned ones are extradimensional, and affected by Banish. Count

as magical creatures, and are affected by Spirit Empathy. *Not* living.

Faerie: Free-willed, *living* beings that count as magical creatures.

Hybrid: Treat as animals – but because they share traits of two or more beasts, they require a special subset of Animal spells.

Mundane: Ordinary, free-willed *living* things that aren't animals, hybrids, plants, or slimes. Includes delvers! Some can be weird, with hard-to-find vital areas, but they are *not* magical creatures.

Plant: *Living* creatures affected by abilities such as Green Thumb, Plant Empathy, and Speak with Plants, and by Plant spells *instead of* Mind Control spells. Includes fungi.

Slime: Goo that's immune to most Animal and Plant spells, and mind control, unless otherwise noted. Considered living but *not* magical.

Spirit: *Intangible* supernatural beings affected by Necromantic spirit-control spells and not otherwise classed as demons, divine servitors, elementals, or undead. Count as magical creatures and are affected by Spirit Empathy. *Not* living.

Undead: Ghosts and walking corpses. Considered magical creatures, and are affected by Turning. Servitors – like a necromancer's zombies – aren't free-willed and can't be mind-controlled. Ghosts are affected by Spirit Empathy and Necromantic spirit-control spells. *Not* living!

CHAPTER THREE

THE BESTIARY

These monsters are presented without comment as to how appropriate they might be for a particular adventure. It's up to the GM to decide which creatures to use and how many – and what loot they guard.

The fair GM should ensure that the delvers have to *fight* only monsters they have a chance of defeating. But there are options other than combat! A deadly monster might occupy Room #1 of the heroes' first dungeon *if* there's a way to sneak past it, negotiate with it, or defeat it with a ploy.

And while the scariest Things customarily hoard the biggest treasures, that's mainly because they can extort wealth from less-scary Things. A boss monster that resides far from civilization and the lairs of lesser creatures would have few opportunities to plunder. Conversely, fodder monsters might

inhabit a mine full of diamonds they regard as worthless rocks. In cases like the latter, there must be *some* reason why other delvers (or boss monsters) haven't confiscated the goodies yet: curses, numbers, rough terrain, traps . . . preferably several things at once.



Me, a coward? Hah! I just don't fight monsters if the payoff is lousy.

– Hap Badapple, Thief

READING MONSTER STATS

The creatures in this book use a uniform stats format:

ST, DX, IQ, HT, HP, Will, Per, FP, Speed, and Move:

Basic attributes and secondary characteristics mean exactly what they do for heroes. Creatures with ST 0 can't pick up or move objects, or grapple or slam. Those with IQ 0 are immune to Influence rolls, mind control, and Fright Checks because *they have no mind*, but react reflexively and cannot use tactics; IQ 6+ allows language and tool use. Things that list FP as "N/A" can't spend FP and are immune to fatigue damage. Move is *ground* Move except as noted.

SM: Size Modifier affects all rolls to hit the monster. If larger than 0, *Multi-Hex Figures* (pp. 7-8) applies and the energy cost to use Regular spells on the creature is multiplied by (1 + SM). The monster's stats *already* reflect the effects of long limbs on Move, reach, etc.

Dodge and Parry: Defenses are prefigured from DX, Basic Speed, and melee combat skills, and *already* include bonuses for Combat Reflexes and Enhanced Dodge or Parry.

DR: Total DR from natural sources, magic, and armor. Only creatures noted as wearing armor have it. The GM is free to add more DR; e.g., if an evil wizard casts Armor spells on or rivets metal plates to guardian monsters.

Attacks: Listed by descriptive attack name. No matter how many options are given, a monster can attack once plus one *extra* time per level of Extra Attack, unless

noted otherwise. For strikes and grapples, the number in parentheses is effective skill. For afflictions, curses, venoms, etc., it's the resistance roll, which might be a simple attribute roll or a Quick Contest against the victim's score. The given skill, damage, reach, etc. *already* factor in the effects of the being's other stats (attributes, SM, advantages, skills, etc.).

Traits: Important advantages or disadvantages. For brevity's sake, DR and attacks aren't listed a second time, and "color" traits don't appear at all. If it's important that a monster speaks Elvish or suffers from Jealousy, or to know the exact Appearance of a horrendous, non-humanoid Thing, the GM can add these details.

Skills: Skills possessed by all monsters of this type. Levels *already* reflect the effects of permanent modifiers from advantages and disadvantages. Exceptional specimens might have different skills. Beings with IQ 6+ can learn almost any skill!

Class: See *Monster Classes* (p. 14). Rarely, two classes may apply; see the notes for effects.

Notes: Details of complex traits; whether the monster will negotiate or feign willingness to negotiate (*Negotiation*, p. 5); whether it's truly evil (important for certain abilities and spells); notes on valuable body parts (*Dead Monster Bits*, **Exploits**, p. 24); and any exceptions (to the listed stats, these guidelines, or anything in Chapter 1 or 2).

Acid Spider

This giant spider has a relatively tiny body – “only” 7’ across – attached to long, hairy legs that raise it 7’ off the ground. It can walk unhindered over all but the tallest of men. A hunter, it lurks in dark cracks, waiting for warm prey to happen by. Then it jumps on its quarry, biting with fangs that can penetrate plate armor and injecting fast-acting corrosive venom that partially digests its prey.

ST: 26 **HP:** 26 **Speed:** 7.00
DX: 15 **Will:** 12 **Move:** 9
IQ: 5 **Per:** 12
HT: 13 **FP:** 13 **SM:** +2
Dodge: 11 **Parry:** N/A **DR:** 4

Acidic Bite (15): 2d+1 impaling + follow-up 1d-3 corrosion every second for 10 seconds. Reach C, 1.

Traits: 360° Vision; Combat Reflexes; Extra Legs (Eight Legs); Horizontal; Infravision; No Fine Manipulators; Super Jump (10 yards); Wild Animal.

Skills: Jumping-16; Stealth-15.

Class: Dire Animal.

Notes: Long legs let it walk over SM 0 or smaller adventurers without needing to evade! Acid glands contain enough acid for 3d acid grenades (\$10 each). Specimens with higher ST aren’t unheard of – raise HP and damage (thrust-1) to match, but leave all other stats unchanged.

as-Sharak

The as-Sharak are elemental sorcerers who sold their souls for power . . . only to be turned into monsters in Hell and returned to the living world to punish similarly arrogant mortals. With the physique of great cats (but upright, like men) and some of the magical powers they so craved in life – but their minds shattered by madness – these demons guard troves of hidden lore, lying in wait for power-hungry wizards. They believe that taking enough lives will eventually break their curse.

ST: 18 **HP:** 18 **Speed:** 6.50
DX: 14 **Will:** 14 **Move:** 6
IQ: 10 **Per:** 14
HT: 12 **FP:** 12 **SM:** 0
Dodge: 10 **Parry:** 12 **DR:** 2

Bite or Front Claw (16): 1d+2 cutting. Reach C.

Breath (16): Can breathe a 5-yard-wide × 20-yard-long cone of magic breath once per day. See *Area and Spreading Attacks (Exploits)*, pp. 45-46). Effects depend on subspecies:

- *Agni (Fire) as-Sharak:* Breath of Flame (5d+1 burning).
- *Akasha (Spirit) as-Sharak:* Removal of Life (2d fatigue). Suffocation damage; DR has no effect on this respiratory attack, but Doesn’t Breathe protects completely.
- *Jala (Water) as-Sharak:* Ocean’s Frozen Spray (3d-1 crushing, no knockback). Roll vs. HT at -1 per 2 points of penetrating

damage or be frozen (paralyzed) for (20 - HT) minutes, minimum 1 minute.

- *Prithvi (Earth) as-Sharak:* Desert’s Sand (3d+1 crushing). Roll vs. HT at -1 per 2 points of penetrating damage or be blinded for (20 - HT) minutes, minimum 1 minute.
- *Vayu (Wind) as-Sharak:* Rending Storm (5d+1 crushing).

Hind Claw (14): 1d+3 cutting. Reach C, 1.

Shamshir (16): 3d+1 cutting or 1d+3 impaling. Reach 1.

Traits: Combat Reflexes; Detect (Magic); Doesn’t Breathe; Doesn’t Eat or Drink; Doesn’t Sleep; Higher Purpose 1 (Punish invaders of protected place); Immunity to Disease; Immunity to Poison; Indomitable; Night Vision 5; No Blood; No Vitals; Supernatural Durability (Can be killed only by magic weapons, spells, or similar supernatural damage).

Skills: Brawling-16; Broadsword-16; Innate Attack (Breath)-16; Stealth-14.

Class: Demon.

Notes: Some wear armor; if so, add armor DR to natural DR 2. Treat a shamshir as a cavalry saber (*Adventurers*, p. 99). Wizard as-Sharak with IQ 12+, Magery 2+, and spells are rumored to exist. Unwilling to negotiate. Truly evil.

Out of Your Element

In fantasy, “elemental attacks” are acid (corrosion damage), cold (burning, can’t set fires, may paralyze), electricity (burning, can’t set fires, may arc through armor and/or stun), fire (burning), and poison (toxic) – and possibly magical/holy energy (direct injury, ignores DR) or energy drain (fatigue). Many monsters offer several varieties – as-Sharak (above), dragons (pp. 21-23), flaming skulls (p. 27), mold (pp. 42-43), puddings (pp. 46-47), slorn (pp. 49-50), etc. – but *anything* with an elemental attack might vary this way! Follow the closest example; e.g., for a cold spider, take an acid spider (p. 16), replace its corrosion follow-up with a burning one that can’t set fires, and add Temperature Tolerance (Cold) and DR vs. cold/ice, as for cold-breathing dragons and slorn.

Bear

Bears in fantasy are unusually willing to attack armed groups. Such aggression might stem from having unnatural monsters as competition – and druids and Nature Herself have been known to send bears to punish despoilers of the wilderness. However, bears that adopt dungeon entrances as dens are often simply defending their homes.

ST: 19 **HP:** 19 **Speed:** 6.00
DX: 11 **Will:** 12 **Move:** 8 (Water Move 3)
IQ: 4 **Per:** 10
HT: 13 **FP:** 13 **SM:** +1
Dodge: 9 **Parry:** 9 (unarmed) **DR:** 2

Bite (13): 2d cutting. Reach C, 1.

Claw (13): 2d+2 crushing. Reach C, 1.

Grapple (13): Apply SM difference to attack rolls (+1 vs. SM 0 humans). Effective ST for grappling is 21 due to Wrestling skill. Inevitably followed by a hug (Constriction Attack), which counts as an attack. Reach C, 1.

Traits: Bad Temper (9); Constriction Attack; Discriminatory Smell; No Fine Manipulators; Semi-Upright; Temperature Tolerance 2 (Cold); Wild Animal.

Skills: Brawling-13; Swimming-13; Wrestling-13.

Class: Animal.

Notes: Cave bears are bigger: ST 23, HP 23, bite 2d+2 cutting, claw 2d+4 crushing. Some bears have Berserk (12) or (9) – but despite tales, this isn't universal. A bear walking or running on four legs is a two-hex creature; when it stands on its hind legs to fight, it's a one-hex creature.

Bronze Spider

These jumping spiders are constructed from sacred bronze and animated by divine power. While intelligent, their minds are alien and coldly mechanical. Consensus among clerics is that these constructs were forged to patrol and maintain secret tunnels to a divine realm – some say the lair of a bizarre clockwork god. Their stone-cutting “mandibles” are intended for working on dungeon walls but are equally good at slicing up foes. Other than outward appearance, they have little in common with genuine spiders; notably, they lack venom and don't spin webs.

In combat, bronze spiders cling to walls and ceilings, jumping great distances and attacking from weird angles (-2 to enemy defenses). They often ambush from above in the dark; roll a Quick Contest of Stealth vs. the delvers' Vision (with darkness modifiers and -2 for attack from above), with victory for the spider allowing *no* defense against the opening attack. This attack is usually a pounce (*Exploits*, p. 40).

Bronze spiders are tough! They have DR 6 – and Homogeneous halves penetrating impaling damage to find injury, and gives No Brain and No Vitals to go with No Blood and No Neck. Fortunately for delvers, Unnatural means these horrors fall apart at -1×HP.

ST: 15	HP: 15	Speed: 7.00
DX: 15	Will: 9	Move: 8
IQ: 9	Per: 12	
HT: 13	FP: N/A	SM: 0
Dodge: 10	Parry: N/A	DR: 6

Mandibles (15): 2d+1 cutting. Treat as weapon, not as body part. Reach C, 1.

Traits: Cannot Learn; Dark Vision; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Extra Legs (Eight Legs); Fanaticism (Maintaining holy places); High Pain Threshold; Homogeneous; Horizontal; Immunity to Disease; Immunity to Poison; Indomitable; No Blood; No Fine Manipulators; No Neck; Pressure Support; Sense of Duty (To ancient

gods); Spider Climb (Move 4); Striking ST 4; Super Jump (9 yards); Unfazeable; Unhealing (Total); Unnatural.

Skills: Stealth-15.

Class: Construct.

Notes: Despite its resemblance to a beast, Animal spells won't work. Animated by divine energies, not by conventional magic. Unwilling to negotiate. Remains yield 300 lbs. of scrap, worth \$1d×30 in town; see *Scrap (Exploits*, pp. 16-17).

Bugbear

These are burly, hairy, fanged humanoids. They're invariably found toting a large bag full of *organs* from their victims. Some like hearts, some like livers, some like spleens or brains or more peculiar choices. They keep these bits in their sack, mixed in with any treasure they've collected . . . a squishy, nasty mess.

Bugbears aren't brave, or even terribly dangerous face-to-face, but they *are* clever, sneaky, and ruthless. They miss no opportunity to slip in and attack the unwary. Their favorite sport is to steal up on straggling delvers and garrote them or bash their heads in. Then they'll quickly carve out their favorite organ with their claws and sneak away.

Bugbears dwell in tunnels, with access via a concealed trapdoor (-2 to spot) and at least one escape route. There will inevitably be traps inside: pits, nooses, trip-ropes, sharpened stakes . . .

ST: 14	HP: 14	Speed: 6.50
DX: 14	Will: 10	Move: 6
IQ: 10	Per: 12	
HT: 12	FP: 12	SM: 0
Dodge: 9	Parry: 11	DR: 0

Bite or Claw (16): 1d cutting. Reach C.

Garrote (18): Must first attack the neck (-5) at reach C. Then roll a Quick Contest: the bugbear's effective ST 17 vs. the better of the victim's ST or HT. Damage equals the margin of victory; multiply damage that penetrates DR by ×1.5 (for the neck) to find injury. See *Garrotes (Exploits*, p. 39).

Knobbed Club (16): 2d+1 crushing. Reach 1.

Traits: Chameleon 2; Cowardice (12); Dark Vision; Hard to Kill 2; Loner (12); Silence 2.

Skills: Axe/Mace-16; Brawling-16; Garrote-18; Stealth-16 (18 vs. Hearing or Vision if moving, 20 if motionless); Tactics-12; Traps-12; Wrestling-16.

Class: Mundane.

Notes: Effective ST for grappling is 16 due to Wrestling skill. Carries a cheap knobbed club (\$8) and a rope garrote (\$2). Preserved or dried, bugbear spleens are ingredients in various potions, worth \$100 each. If consumed raw and fresh, make a HT roll to keep it down: Success gives +1d to Camouflage and Stealth skills for one hour; failure means you can't eat it; and critical failure causes retching (*Exploits*, p. 66) for 2d seconds and then -1 to all attributes for 10 minutes.

Ciuaclá

This skeletal divine servitor is inhumanly strong and tough, and seems “feminine” despite lacking flesh. It wields what appears to be a stiffened serpent as a staff, a mere touch from which delivers venom capable of afflicting the best-armored man. If dropped or broken, this weapon becomes a thousand tiny worms that squirm back to their owner, reforming as a staff in one second! Out of combat, the serpent dwells coiled within the ciuaclá’s ribcage. Ciuaclán resemble animated skeletons but *aren’t* undead (as clerics and holy warriors may discover the hard way). They’re usually encountered in groups, guarding some death god’s temple.

In combat, ciuaclán favor Deceptive Attacks and Rapid Strikes with their staffs. They will retreat to maintain their weapon’s reach advantage. Be aware that they have DR 12 vs. cutting attacks – and because they’re Unliving, impaling attacks get no special wounding modifier. Fortunately, battering ciuaclán down to -1×HP will dispel them, as they’re Unnatural.

ST: 18	HP: 18	Speed: 7.50
DX: 14	Will: 12	Move: 7
IQ: 10	Per: 12	
HT: 12	FP: 12	SM: 0
Dodge: 10	Parry: 14	DR: 4

Venom Staff (18): 3d+2 crushing + follow-up 1d+4 toxic.

Toxic damage ignores *all* DR, so it works even if crushing damage inflicts no injury! Reach 1, 2.

Traits: Cannot Float; Doesn’t Breathe; Doesn’t Eat or Drink; Doesn’t Sleep; DR 8 vs. cutting damage only; High Pain Threshold; Immunity to Disease; Immunity to Mind Control; Immunity to Poison; Indomitable; No Blood; No Brain; No Eyes; No Sense of Smell/Taste; No Vitals; Skinny (-2 ST vs. knockback); Temperature Tolerance 10 (Heat); Unfazeable; Unliving; Unnatural.

Skills: Fast-Draw (Serpent)-18; Staff-18.

Class: Divine Servitor.

Notes: Unwilling to negotiate with anyone who doesn’t make an Occultism roll at -5 to know what it is, followed by a successful Influence roll against Religious Ritual to appease it . . . in its obscure language. Abilities are divine, not conventional magic. Serpent staffs won’t work for non-ciuacalán, but can be sold to alchemists in town for \$1,000 apiece!

Corpse Golem

Not everything that looks like a zombie is a zombie. Corpse golems are an excellent example. These constructs are made of rotting bits of destroyed undead, stitched together and reanimated . . . again. The result is about as effective as any other golem, but fouler.

Corpse golems are mostly fodder in the legions of Evil, where they’re sometimes favored over zombies because they’re not susceptible to the abilities of annoying clerics and holy warriors. A side benefit is that adventurers often waste



precious time *trying* to use sacred powers on the things, which sure do *look* undead!

ST: 15	HP: 18	Speed: 6.00
DX: 12	Will: 8	Move: 6
IQ: 8	Per: 8	
HT: 12	FP: N/A	SM: 0
Dodge: 9	Parry: 10 (x2)	DR: 0

Hook (14): Sickles can “grapple” by hooking. This does 1d-1 cutting initially and *for free* every turn after that until victim escapes. Reach C, 1

Sickles (14): 2d+1 cutting or 2d+1 impaling. Swung to impale, a sickle may become *stuck*; see *Picks (Exploits, p. 39)*. Cannot be dropped! Reach 1.

Traits: Automaton; Bad Smell; Cannot Learn; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; High Pain Threshold; Immunity to Disease; Immunity to Poison; Indomitable; No Blood; No Fine Manipulators; Reprogrammable; Single-Minded; Unfazeable; Unhealing (Total); Unliving; Unnatural.

Skills: Axe/Mace-14; Stealth-12.

Class: Construct.

Notes: Roll Hidden Lore (Undead) or Thaumatology at -5 to realize that a corpse golem is a construct and not some zombie variant; see *Recognition* (p. 4). Has a sickle affixed to each wrist in place of a hand; these are considered weapons, not body parts, and may be poisoned or given any modifier or enchantment handheld weapons could have. Often clad in armor; DR 2 tanned corpse-leather seems appropriate. No golem will negotiate or reveal useful information.

Crushroom

A crushroom is a man-sized, ambulatory fungus. It resembles a huge mushroom with dozens of tentacle-like “feet” surrounding its base (allowing it to move) and a gaping maw on top (permitting it to eat delvers). Made of solid vegetable “muscle,” it's fantastically strong.

In combat, the main things to remember are that Homogeneous makes it *much* harder to whittle away 40 HP – and that crushrooms are ordinary living beings that get HT rolls to survive at -1×HP, -2×HP, and so on. Slaying one can take *a lot* of hacking and slashing!

ST: 40	HP: 40	Speed: 4.50
DX: 10	Will: 10	Move: 4
IQ: 2	Per: 10	
HT: 12	FP: 12	SM: 0
Dodge: 7	Parry: N/A	DR: 2

Bite (10): 4d crushing. Also counts as a grapple on opponents of SM 0 or smaller, and is followed by Constriction Attack on later turns, which is as a *free action*. Reach C.

Traits: Constriction Attack; Doesn't Breathe; Doesn't Sleep; High Pain Threshold; Homogeneous; Immunity to Disease; Immunity to Poison; Indomitable; No Blood; No Fine Manipulators; Unfazeable.

Class: Plant.

Notes: Crushrooms aren't intelligent enough to negotiate, although rumors abound of *intelligent* fungus-men with hallucinogenic spores (for effects, see *Incapacitating Conditions, Exploits, p. 66*). Plant spells affect them normally.

Demon from Between the Stars

Ancient tomes have no shorter name for the Demons from Between the Stars – that's what they've always been called. Given that these entities are Elder Things rather than demons, the moniker is misleading as well as annoyingly wordy. They're most often found guarding lost Elder Thing sites.

The vaguely humanoid Demons appear to be made of pure darkness, though they *are* tangible, not specters or shadows. When enraged, their eyes glow like stars. They're about as intelligent as apes, savage, and engulfed in a field of chilling “night energy” that absorbs blows and sucks energy from the living.

In combat, the Demons rely on darkness, where they can see and have an effective Stealth skill of 20 even when moving. Against victims who can't ignore -5 or more in darkness penalties, they may attempt *Backstabbing (Exploits, pp. 57-58)* repeatedly in the dark! Vanishing from sight requires a Move maneuver and a Stealth roll at -5, giving effective skill 15.



The turn after, the Demon can strike from behind at the usual +4. With lots of HP (they can take 42 points of injury before Unnatural sends them home) and the ability to heal whenever they harm, they can last a long time if they hit and run . . .

ST: 14	HP: 21	Speed: 7.00
DX: 15	Will: 12	Move: 7
IQ: 6	Per: 12	
HT: 13	FP: 13	SM: 0
Dodge: 10	Parry: 10 (unarmed)	DR: 4

Life-Draining Touch (15): 1d+1 toxic. This attack ignores *all* DR and heals the Demon the same number of HP that it inflicts! Reach C.

Traits: Berserk (12); Chameleon 5 (Only in darkness); Dark Vision; Doesn't Breathe; Doesn't Sleep; High Pain Threshold; Immunity to Disease; Immunity to Poison; Indomitable; Temperature Tolerance 5 (Cold); Temperature Tolerance 5 (Heat); Unfazeable; Unnatural.

Skills: Stealth-15 (in the dark, becomes 20 if moving or 25 if motionless).

Class: Elder Thing.

Notes: For the spellcasting leaders mentioned in ancient writings, raise IQ to 10+, add Power Investiture (Elder), and give them a few spells at IQ + Power Investiture level; appropriate choices are Blackout, Blur, Darkness, Death-touch, Dehydrate, Frostbite, Hide, Invisibility, Strike Blind, and Terror. Unwilling to negotiate. Truly evil.

Demon of Old

These demons date to time out of memory. The gods supposedly banished them from the mortal sphere, but they still lurk in places that escaped divine wrath, such as ruined primeval cities and ancient dungeons. They look like demons are "supposed" to look: muscular red brutes with horns, claws, barbed tails, and eyes like molten lava. Contrary to popular myth, however, they prefer the hooked chain (treat as a kusari) to the trident.

The only sure way to defeat such a demon is to run it through the heart – make a Hidden Lore (Demons) roll to locate this. Given its HP score and Unkillable, a party without that knowledge may have to deliver 220 HP of injury to beat one down to -10×HP and defeat it, all without the benefit of wounding multipliers for neck, skull, or (conventional) vitals. A demon at 0 HP or below *might* be dispelled ("fall unconscious") sooner, but HT 12 makes this unlikely.

ST: 20	HP: 20	Speed: 7.00
DX: 12	Will: 16	Move: 7
IQ: 10	Per: 10	
HT: 12	FP: 12	SM: +1
Dodge: 11	Parry: 12 (unarmed)/ 10 (chain)	DR: 4

Barbed Tail or Horns (16): 2d+3 impaling. Treat as weapons, not as body parts. Reach C, 1.

Chain Blow (16): 3d+4 crushing. Parried at -4, blocked at -2, and may entangle if parried; see *Kusaris (Exploits, p. 39)*. At -5 to hit, the demon can strike the back of someone *closer* than the chain's current reach; treat this as an attack from the side (gives another -2 to defend) and apply the DR on the victim's *back*. Reach 1-4*.

Chain Grapple (14): The demon can take a Ready maneuver to grasp its chain by both ends, and then grapple at reach C-2 on later turns. This grapple counts as two-handed. On turns following the initial grapple, the demon can strangle (*Exploits, p. 41*) at +2 to ST for the chain, try a takedown, or reel in its quarry (roll as for a takedown, but victory hauls the victim a yard closer).

Foot Talons (14): 2d+1 cutting or impaling. Reach C, 1.

Hand Talons (16): 2d cutting or impaling. Reach C, 1.

Traits: Bloodlust (12); Callous; Combat Reflexes; Detect (Life); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Dread (Holy objects; 5 yards); High Pain Threshold; Immunity to Disease; Immunity to Poison; Indomitable; Infravision; Lifebane; No Blood; No Brain; No Neck; Sadism (12); Temperature Tolerance 10 (Heat); Unkillable (Achilles Heel, Blow to vitals).

Skills: Brawling-16; Kusari-16; Wrestling-16.

Class: Demon.

Notes: Effective ST when grappling is 22, thanks to Wrestling; apply SM difference to attack rolls when grappling (+1 vs. SM 0 humans). Some use a chain of *meteoric iron (Adventurers, p. 106)*, worth \$1,400! Unwilling to negotiate. Truly evil.

Dinoman

Dinomen (the plural of "dinoman") resemble small, scaly humans with short tails and heads like miniature tyrannosaurs. They're strong for their height, which rarely tops 5'. Both predators and scavengers, they regard anything slain – especially foes and their own dead – as food.

Dinomen aren't terribly smart, but they compensate with numbers, ferocious bravery, numbers, weapon use, and even more numbers. Every mob has at least one *hero* and one *leader*. The leader coordinates their attacks; the result generally isn't much better than a head-on charge, but they sometimes surprise opponents with flashes of tactical ingenuity.

Most dinomen wield knobbed clubs or hatchets; leaders and heroes use shortwords claimed from previous victims. While dinomen prefer weapons, they'll grapple and bite if disarmed. Against *large* foes, they may pile on for a takedown (*Multiple Close Combat, Exploits, p. 51*), and then bite and worry with their teeth!

ST: 11	HP: 11	Speed: 5.50
DX: 12	Will: 9	Move: 5
IQ: 7	Per: 10	
HT: 10	FP: 10	SM: 0
Dodge: 8	Parry: 10	DR: 1

Bite (15): 1d cutting. Any hit counts as a grapple, even if it doesn't penetrate DR. This allows the dinoman to *worry* – roll damage each turn as a free action! Reach C.

Hatchet (14): 1d+1 cutting. Reach 1.

Knobbed Club (14): 1d+2 crushing. Reach 1.

Traits: Bloodlust (12); Cast-Iron Stomach; Discriminatory Smell; Discriminatory Taste; Gluttony (9); Odious Racial Habit (Eats other sapient beings, -3 reactions); Resistant to Disease 3.

Skills: Axe/Mace-14; Brawling-15; Stealth-12; Tracking-12; Wrestling-12.

Class: Mundane.

Notes: Dinoman teeth are *filthy*, with bits of rotting flesh stuck in them; anyone bitten must roll vs. HT to avoid infection with the shakes: -2 to DX and DX-based skills until treated with Cure Disease. Dinoman heroes have ST 12, Combat Reflexes, Axe/Mace-15, and Shortsword-15, and wield a shortsword (1d+2 cutting). Leaders use the hero stats, but are also slightly smarter (IQ 8) and posses a modicum of tactical skill (Tactics-10). Dinomen will negotiate; generally, they want *fresh* (not preserved) food and newer weapons of their preferred types.

Speaking from Experience

*When outnumbered by slow creatures like horde zombies or dinomen, avoid getting surrounded by using a retreating skirmish line to engage a few at a time. Against fast monsters like dire wolves – or when retreat is impossible – circle up to shield your backs. Slay as many as you can **quickly**, beginning with attackers that have overrun allies. Doomchildren are **annoying**: Too swift to outmaneuver and destructive to tight formations! Pick 'em off from afar – a good tactic against any mob, actually.*

– Sir Yvor Gryffyn, Knight

Dire Wolf

Dire wolves are huge, strong, *fast* wolves with thick, woolly coats, keen senses, and a taste for human flesh. Tales of orcs using them as mounts are apocryphal – they'll eat orcs, too. While one dire wolf might be no challenge for adventurers, they tend to occur in packs of up to 20 . . .

ST: 16	HP: 16	Speed: 6.00
DX: 12	Will: 11	Move: 9
IQ: 4	Per: 14	
HT: 12	FP: 12	SM: +1

Dodge: 9	Parry: N/A	DR: 2
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Bite (14): 1d+1 cutting. Reach C, 1.

Traits: Discriminatory Smell; Night Vision 2; Quadruped; Temperature Tolerance 1 (Cold); Wild Animal.

Skills: Brawling-14; Tracking-14.

Class: Giant Animal (despite the name).

Notes: While not sapient, dire wolves use effective pack tactics (p. 7). Each pack has an alpha male with ST 17, IQ 5, HP 17, Will 12, Per 15, damage 1d+2 cutting, and Tactics-12.

Doomchild

Doomchildren (plural – there's *always* a horde) are pint-sized demons, barely sapient, that attack viciously with unexpected strength and speed. Bulging eyes and bloated heads mar their disturbingly childlike appearance. They're very fragile; one solid hit will kill them. On dying, though, they explode in a cloud of flame, just like a magical fireball.

ST: 8	HP: 8	Speed: 7.00
DX: 18	Will: 10	Move: 10
IQ: 6	Per: 10	
HT: 10	FP: 10	SM: -1
Dodge: 10	Parry: 11	DR: 0

Death Blast: On dying, produces a 3d burning explosion (just like an Explosive Fireball spell, *Spells*, p. 29) and everyone within five yards is hit with a 1d cutting attack from flying bone shards (those who can see the explosion get a Dodge roll against this).

Large Knife (18): 3d-2 cutting at reach C, 1 or 1d+2 impaling at reach C.

Traits: Berserk (12); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Immunity to Disease; Immunity to Poison; Indomitable; Striking ST 10; Unfazeable.

Skills: Knife-18.

Class: Demon.

Notes: Unwilling to negotiate. Truly evil.

Dragon

Dragons resemble winged lizards with an arsenal of natural weapons: fangs, a spiny frill ("horns"), four clawed feet, and powerful wings and tail. All can exhale *something* harmful – not always flame. Thick scales make them formidable on the defensive. These features become more impressive with size, and dragons never stop growing.

Dragons are also *intelligent* – the older, the smarter. They use canny tactics not only in battle but also when they parley, speaking eloquently to convince delvers that certain courses of action would be prudent or profitable (which they will be . . . for the dragon). The wisest can cast spells.

The threat the "king of the monsters" poses depends on its precise capabilities – these creatures vary widely, and the GM should customize each one. In addition to the fixed and suggested traits below, a particular dragon could have *any* advantage – most famously Alternate Form (Human), Danger Sense, Discriminatory Smell, Extra Heads (with Extra Attacks and different breath weapons), and See Invisible – plus worrisome disadvantages: Bad Temper, Bloodlust, Bully, Callous, *Gluttony* . . .

The battlefield has a large impact on a dragon's deadliness, too. A dragon is often *less* dangerous in a dungeon, where it cannot fly high and murder the delvers with impunity.

Small Dragon

A young member of a large subspecies or a mature member of a lesser variety. Small *relative to dragons*, but still huge from a delver's point of view!

ST: 25	HP: 25	Speed: 6.75
DX: 12	Will: 12	Move: 6 (Air Move 13)
IQ: 12	Per: 14	
HT: 15	FP: 15	SM: +3
Dodge: 9	Parry: 10	DR: 3

Bite (14): 2d+3 cutting. Reach C, 1.

Breath (14): Costs 2 FP per use, with no recharge time or limit on uses/day. See *Area and Spreading Attacks (Exploits, pp. 45-46)* to adjudicate area effects and cones, which inflict large-area injury (*Exploits*, p. 53). Effects depend on the dragon:

- **Acid:** A 2-yard-radius area effect directly in front of dragon's head. Everyone within is immersed in acid for a second, taking 1d-1 corrosion and requiring a HT roll to avoid blindness; see *Acid (Exploits, p. 65)*. Double dragon's DR vs. acid.
- **Cold:** A 1-yard-wide × 10-yard-long cone. 2d+2 burning due to extreme cold, not fire – won't set fires. Double dragon's DR vs. cold, and swap Temperature Tolerance (Cold) and (Heat) levels.
- **Fire:** A 1-yard-wide × 10-yard-long cone. 2d+2 burning. Double dragon's DR vs. fire.
- **Poison:** A 2-yard-radius area effect directly in front of dragon's head. Everyone within is exposed to contact poison for

one second and must roll vs. HT; success means 1d injury, failure means 2d injury. Dragon has Immunity to Poison.

Front Claw (14): 2d+3 cutting. Reach C-2.

Hind Claw (12): 2d+4 cutting. Reach C-2.

Horns (14): 2d+3 cutting. Treat as weapon, not as body part, both to attack and parry! Reach C, 1.

Tail (12): 2d+4 crushing *or* double that for knockback only (no damage). Reach C-3.

Wing (14): 2d+3 crushing *or* double that for knockback only (no damage). Reach C-3.

Traits: Bad Grip 2; Extra Attack 1; Flight (Winged); High Pain Threshold; Horizontal; Immunity to Disease; Loner (12); Nictitating Membrane 3; Night Vision 9; Penetrating Voice; Peripheral Vision; Temperature Tolerance 2 (Cold); Temperature Tolerance 4 (Heat); Unfazeable.

Skills: Brawling-14; Diplomacy-12; Fast-Talk-12; Innate Attack (Breath)-14; Tactics-12.

Class: Mundane.

Notes: Dragon can attack *twice* but can use each natural weapon (e.g., "left front claw" or "breath") just once. Dragon may have Magery 1 or 2, up to Energy Reserve 25 (Magical), and wizardly spells! Dragon body parts are *valuable*. Roll against Survival to remove scales, horns, etc.; success salvages parts worth \$1d×2,000, weighing 3 lbs. per \$100 of value (the GM may require PCs who desire dragonhide armor to bring back at least the weight of such armor). Success at Thaumatology allows a Surgery roll to extract magical organs worth *another* \$1d×2,000 but weighing just 0.3 lb. per \$100 of value.

Medium Dragon

A "typical" dragon, if there is such a thing. A true boss monster that could wipe out ill-prepared adventurers.



ST: 35 **HP:** 35 **Speed:** 7.25
DX: 14 **Will:** 14 **Move:** 6 (Air Move 14/21)
IQ: 14 **Per:** 16
HT: 15 **FP:** 15 **SM:** +4
Dodge: 10 **Parry:** 11 **DR:** 6

Bite (16): 4d+2 impaling. Reach C, 1.

Breath (16): As small dragon, but more effective:

- **Acid:** As small dragon, but a 3-yard radius. Double dragon's DR vs. acid.
- **Cold:** As small dragon, but 4d-1 burning. Double dragon's DR vs. cold and swap Temperature Tolerance levels.
- **Fire:** As small dragon, but 4d-1 burning. Double dragon's DR vs. fire.
- **Poison:** As small dragon, but a 3-yard radius. Dragon has Immunity to Poison.

Front Claw (16): 4d+2 cutting *or* impaling. Reach C-3.

Hind Claw (14): 4d+3 cutting *or* impaling. Reach C-3.

Horns (16): 4d+2 cutting. Treat as weapon, not as body part, both to attack and parry! Reach C, 1.

Tail (14): 4d+3 crushing *or* double that for knockback only. Reach C-4.

Wing (16): 4d+2 crushing *or* double that for knockback only. Reach C-4.

Traits: As small dragon, but raise Extra Attack to 2 and Nictitating Membrane to 6, and add Enhanced Move (Air).

Skills: Brawling-16; Diplomacy-14; Fast-Talk-14; Innate Attack (Breath)-16; Tactics-14.

Class: Mundane.

Notes: Dragon can attack *three times*, still using any given weapon once. Dragon may have Magery 1-4, up to Energy Reserve 35 (Magical), and wizardly spells! *Double* the value of body parts.

Large Dragon

An epic monster, fit to challenge armies. Delvers would have to be powerful, well-equipped, and well-organized to stand a chance.

ST: 50 **HP:** 50 **Speed:** 7.25
DX: 14 **Will:** 16 **Move:** 6 (Air Move 14/21)
IQ: 16 **Per:** 18
HT: 15 **FP:** 15 **SM:** +5
Dodge: 10 **Parry:** 11 **DR:** 9

Bite (16): 5d+6 impaling. Reach C, 1.

Breath (16): As small dragon, but more effective:

- **Acid:** As small dragon, but a 4-yard radius. Double dragon's DR vs. acid.
- **Cold:** As small dragon, but 5d+2 burning. Double dragon's DR vs. cold and swap Temperature Tolerance levels.
- **Fire:** As small dragon, but 5d+2 burning. Double dragon's DR vs. fire.
- **Poison:** As small dragon, but a 4-yard radius. Dragon has Immunity to Poison.

Front Claw (16): 5d+6 cutting *or* impaling. Reach C-5.

Hind Claw (14): 5d+7 cutting *or* impaling. Reach C-5.

Horns (16): 5d+6 cutting. Treat as weapon, not as body part, both to attack and parry! Reach C, 1.

Tail (14): 5d+7 crushing *or* double that for knockback only. Reach C-6.

Wing (16): 5d+6 crushing *or* double that for knockback only. Reach C-6.

Traits: As medium dragon, but raise Extra Attack to 3 and Nictitating Membrane to 9.

Skills: Brawling-16; Diplomacy-16; Fast-Talk-16; Innate Attack (Breath)-16; Tactics-16.

Class: Mundane.

Notes: Dragon can attack *four times*, still using any given weapon once. Dragons this big sometimes cause Terror (p. 12). Dragon may have Magery 1-6, up to Energy Reserve 50 (Magical), and wizardly spells! *Quadruple* the value of body parts.

Draug

Draugr (singular: *draug*) are angry, half-rotted corpses of barbarian warriors who are *very* unhappy with their funeral arrangements – or simply protective of their tomb. As the unhallowed dead make poor neighbors and aren't terribly social, they're most frequently encountered alone. However, they occasionally come in groups of up to half a dozen, sometimes more, clustered on old battlefields.

Draugr aren't mindless; they can speak but don't bother to. They don't wander, if only because they can't stray far from their place of burial (or lack thereof). They don't "sleep," either, although they do need to lie down senseless for eight hours a day in their tomb or place of death. They are single-minded, and may even *ignore* delvers who don't try to plunder their gear or nearby valuables. Of course, if a draug has superior equipment – and if it was a (previously) successful delver or warrior chief in life, this is likely – the loot can be very tempting.

ST: 22 **HP:** 27 **Speed:** 7.00
DX: 13 **Will:** 10 **Move:** 7
IQ: 10 **Per:** 10
HT: 15 **FP:** N/A **SM:** 0
Dodge: 11 **Parry/Block:** 12 **DR:** 6 (4 vs. crushing)

Axe (16): 4d+2 cutting. Reach 1.

Broadsword (16): 4d+1 cutting *or* 2d+2 impaling. Reach 1.

Punch (16): 2d+2 crushing (includes +1 for armored fist). Reach C.

Traits: Bad Smell; Bad Temper (12); Bloodlust (12); Combat Reflexes; Dark Vision; Dependency (Rest in own tomb 1/3 of each day or lose 1 HP/hour); Doesn't Breathe; Doesn't Eat or Drink; Frightens Animals; Hidebound; High Pain Threshold; Immunity to Disease; Immunity to Poison; Indomitable; Intolerance (The living); No Blood; Single-Minded; Temperature Tolerance 5 (Cold); Temperature Tolerance 5 (Heat); Unhealing (Total); Vulnerability (Fire ×2).

Skills: Axe/Mace-16; Brawling-16; Broadsword-16; Shield-16; Wrestling-14.

Class: Undead.

Notes: Effective ST for grappling is 23 due to Wrestling skill. Carries a medium shield (DB 2), a broadsword, and an axe. Wears mail (DR 4/2, combined with innate DR 2 above) and a segmented plate helm (DR 4, giving the *skull* total DR 8). Some are buried with *much* better gear, enchanted or of superior quality. A buried-but-lively barbarian lord with a Sword of Wizard Whacking will be *using* it, of course! Unwilling to negotiate.



*When jolted by lightning
monsters, being stunned can
prove deadlier than the burns.*

– Francesco Zombani, Cleric

Electric Jelly

This monstrous “jellyfish” – some 10’ across – moves by levitating, and functions equally well over land or in water. It somehow senses the brains of thinking foes (or so sages claim), and can see all around it, making it nearly impossible to surprise. It zips directly toward any prey it detects, attacking aggressively.

The jelly strikes with “tentacles” of pure electricity, simultaneously zapping up to six targets, stunning and eventually frying them. Opponents who foolishly hit it using bare hands or metal weapons are also jolted! Its single, physical feeding tentacle (a mouth on a stalk) can grapple and suck the life from one victim, healing the creature if it’s wounded – but while doing so, the jelly is limited to five lightning attacks.

The thing has an altitude advantage over ground-bound opponents, hovering at 10’; this gives the jelly +2 to defend and its foes -2 to defend. It divides penetrating damage received by 2 if impaling or by 5 if piercing, thanks to Homogeneous, and is nigh-impervious to lightning (total DR 40).

ST: 35	HP: 35	Speed: 5.50
DX: 10	Will: 12	Move: 11 (Air or Water)
IQ: 5	Per: 12	
HT: 12	FP: 12	SM: +3
Dodge: 8	Parry: N/A	DR: 9

Electrical Aura: 1d+2(5) burning + roll vs. HT at -1 per 2 points of penetrating damage or be physically stunned (roll vs. HT at same penalty every turn to recover). This harms anyone who *is touched* by the jelly, or who *touches* it in close combat or via a metal weapon.

Electric “Tentacles” (14): Up to six attacks! As electrical aura, above, but at reach C-2.

Feeding Tentacle (14): 2d+1 cutting + follow-up 3 HP/second if this pierces DR, healing jelly 1 HP per 3 HP drained. Reach C-2.

Traits: 360° Vision; Aerial; Amphibious; Detect (Nervous Systems); Doesn’t Breathe; Doesn’t Sleep; DR 31 vs. electricity only; Extra Attack 5; Flight (Low Ceiling, 10’); High Pain Threshold; Homogeneous; Immunity to Disease; Immunity to Poison; Invertebrate; No Blood; No Neck; One Arm (Feeding Tube); Pressure Support; Sealed; Uncontrollable Appetite (12) (Mortal Life Force); Unfazeable; Wild Animal.

Skills: Brawling-14; Wrestling-14.

Class: Dire Animal.

Notes: Wrestling gives effective ST 37 for grappling, ensuring that once it latches on its feeding tube, the victim won’t be escaping; apply SM difference to attack rolls when grappling (+3 vs. SM 0 humans). Make an Alchemy roll to collect the jelly’s remains before they liquefy, at -1 per minute after death; success gathers 1d paut potions per point of success.

Elemental

Elementals are tangible spirits (not living beings!) that embody the four alchemical elements: air, earth, fire, and water. Some dwell in nature, in places where their element is strongly in evidence, and may be hostile to delvers who invade those realms. Others are summoned as servants by powerful druids or wizards, who might bind them to guard any place or object.

The elementals presented here are *powerful*, to challenge delvers as monsters. Lesser specimens with lower attributes and few or no special attacks certainly exist.

Air Elemental

A whirling miniature tornado, vaguely humanoid in shape. Wild air elementals are found in windy places such as mountaintops – or *anywhere* in a storm! Though an air elemental has DR 0, it is Diffuse and thus suffers little injury from most attacks.

ST: 17	HP: 22	Speed: 6.00
DX: 11	Will: 9	Move: 12/24 (Air)
IQ: 8	Per: 8	
HT: 12	FP: 12	SM: +1
Dodge: 9	Parry: 9	DR: 0

Air Blast (13): 1d+2 crushing + whirling fury, below. Treat as weapon, not as body part. Reach C, 1.

Lightning Bolt (14): Costs 1 FP per use. 3d burning + roll vs. HT at -1 per 2 points of penetrating damage or be physically stunned (roll vs. HT at same penalty every turn to recover). Ranged, with Acc 4, 1/2D 10, Max 100.

Thunderclap: Costs 2 FP per use. Everyone within two yards of elemental must make a HT roll or be physically stunned (roll vs. HT every turn to recover). Unaffected by DR, but doesn’t affect the deaf.

Whirling Fury: 6d crushing for *knockback only* (no damage). Affects anyone *touched* by elemental or *touching* it in close combat. Doesn’t affect those who hit elemental with weapons, but *does* let elemental strike and parry as if armed.

Traits: Aerial; Diffuse; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Enhanced Move (Air); Flight (Lighter Than Air); Immunity to Disease; Immunity to Poison; No Fine Manipulators; No Neck; Vulnerability (Vacuum and wind-based attacks x2).

Skills: Brawling-13; Innate Attack (Beam)-14.

Class: Elemental.

Notes: Summoned elementals add Reprogrammable and Unnatural; they vanish instantly if wounded to -1xHP, and can also be dismissed by the Banish spell (*Spells*, pp. 59-60).

Earth Elemental

A hulking, crudely humanoid figure made of stone-studded clay. Most often found underground, making it the elemental that dungeon-raiders are most likely to encounter. Earth elementals have hands and can manipulate objects, albeit clumsily.

ST: 25	HP: 25	Speed: 5.25
DX: 8	Will: 9	Move: 5
IQ: 7	Per: 7	
HT: 13	FP: 13	SM: +1
Dodge: 8	Parry: 8	DR: 9

Stony Fist (10): 2d+4 crushing. Treat as weapon, not as body part. Reach C, 1.

Traits: Absolute Direction; Dark Vision; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Ham-Fisted 2; Homogeneous; Immunity to Disease; Immunity to Poison; No Blood; No Neck; Pressure Support; Subsonic Hearing; Tunneling (see notes).

Skills: Brawling-10.

Class: Elemental.

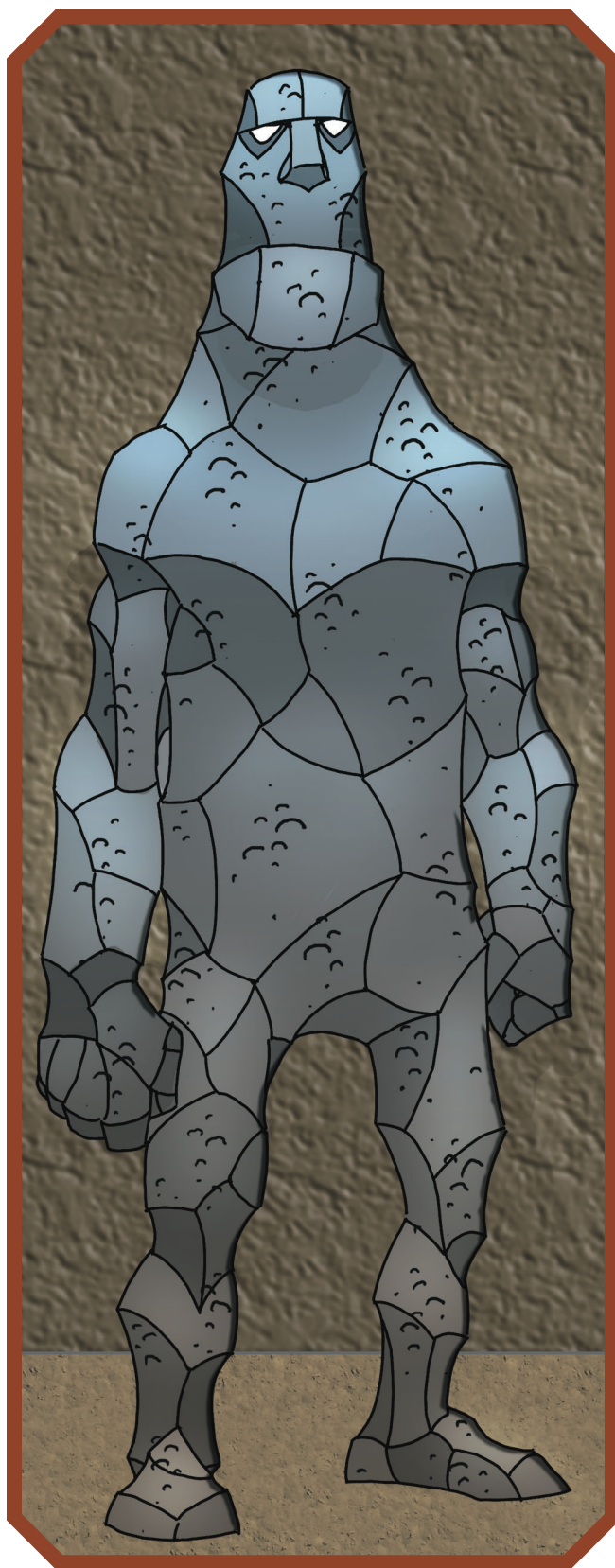
Notes: Can tunnel *through* earth at Move 3 or stone at Move 1 – navigating via Absolute Direction and Dark Vision – to emerge almost anywhere underground! Summoned elementals add Reprogrammable and Unnatural; they vanish instantly if wounded to -1xHP, and can also be dismissed by the Banish spell (*Spells*, pp. 59-60).

Fire Elemental

A mobile flame with a roughly humanoid shape. In the wild, these beings lurk in or near volcanoes and lava, but they sometimes come out to play in (or *set*) wildfires. A fire elemental is hard to harm: it has DR 6, is Diffuse, cannot be harmed in any way by heat or fire, *and* tends to destroy wooden weapons used to strike it!

ST: 15	HP: 17	Speed: 6.00
DX: 12	Will: 10	Move: 6/12
IQ: 8	Per: 8	
HT: 12	FP: 12	SM: +1
Dodge: 9	Parry: N/A	DR: 6

Fiery Blow (12): 1d burning + halo of flame, below. Reach C, 1.



Firebolt (15): Costs 1 FP per use. 2d burning. Ranged, with Acc 3, 1/2D 10, Max 100.

Halo of Flame: 2d burning to anyone *touched* by elemental or *touching* it in close combat. This *can* destroy wooden weapons (*Damage to Objects*, **Exploits**, pp. 55-56), though the danger should be obvious beforehand.

Traits: Bad Temper (12); Diffuse; Doesn't Breathe (but see notes); Doesn't Eat or Drink; Doesn't Sleep; Enhanced Move (Ground); Immunity to Disease; Immunity to Heat/Fire; Immunity to Poison; No Fine Manipulators; No Neck; Pyromania (9); Weakness (1d HP if immersed in water, repeating every minute).

Skills: Innate Attack (Projectile)-15.

Class: Elemental.

Notes: Fire elementals don't breathe and can't be gassed or strangled, but require air in order to burn, experiencing *Suffocation* (**Exploits**, p. 70) without it: FP loss, and then HP loss until death. Summoned elementals add Reprogrammable and Unnatural; they vanish instantly if wounded to -1×HP, and can also be dismissed by the Banish spell (**Spells**, pp. 59-60).

Water Elemental

A walking wave. Wild water elementals are found in almost all bodies of water of any size, including subterranean rivers and lakes. A water elemental has DR 5 and is Diffuse, making it difficult to injure.

ST: 14	HP: 15	Speed: 5.50
DX: 10	Will: 9	Move: 6 (Ground or
IQ: 9	Per: 9	Water)/9 (Water)
HT: 12	FP: 12	SM: +1
Dodge: 8	Parry: 9	DR: 5

Drown: If it starts its turn in close combat with someone of SM 0 or smaller – or can move there on its turn – it can try to engulf its target. No attack roll is necessary! The only defense is a dodge combined with a dive or retreat to leave the hex. Failure to leave means being *pinned* as if with two hands (*Actions After a Grapple*, **Exploits**, p. 41). A pinned victim that breathes experiences *Suffocation* (**Exploits**, p. 70), losing FP and then HP. Treat attempts to attack the elemental while it has someone inside as *Striking Into Close Combat* (**Exploits**, p. 51). The elemental can engulf just one foe at a time but can fight while doing so, though it loses its prey if it leaves the hex.

Water Blast (12): 6d crushing for *knockback* only (no damage). Treat as a jet spell (**Spells**, p. 12) with reach C-3. Can be used to parry as if it were a weapon.

Watery Blow (12): 1d crushing. Reach C, 1.

Traits: Amphibious; Chameleon 1; Diffuse; Doesn't Breathe; Doesn't Sleep; Enhanced Move (Water); Immunity to Disease; Immunity to Poison; Invertebrate; No Neck; Pressure Support; Slippery 5; Vulnerability (Dehydration attacks ×2).
Skills: Brawling-12; Innate Attack (Beam)-12.

Class: Elemental.

Notes: Water elementals that choose to speak can do so underwater or from within the water to those standing on land. Summoned elementals add Reprogrammable and Unnatural; they vanish instantly if wounded to -1×HP, and can also be dismissed by the Banish spell (**Spells**, pp. 59-60).

Speaking from Experience

Summoned elementals are sorcerous guardians, like golems or zombies – violence is inevitable. But wild ones are Nature's citizens. Respect their cave or lake or whatever and they'll let you pass. In the dungeon, earth elementals may even join a quest against unnatural forces carving cursed, abomination-filled tunnels.

– Elin Rock-Talker, Druid

Erupting Slime

"Normal" slime (pp. 48-49) is dangerous only if touched or if it drips on a careless delver. This variety is unusual in that it oozes around, spewing globs of toxic gunk at anything that moves, with the goal of killing the target in order to engulf it and thus reproduce. Left undestroyed in an area with dead bodies, erupting slime will convert a body into a new slime in an hour. This doubling will continue until the slimes run out of corpses. Someone turned to slime cannot be resurrected!

ST: 0	HP: 10	Speed: 6.00
DX: 12	Will: 0	Move: 1 (Ground or Water)
IQ: 0	Per: 10	
HT: 12	FP: 12	SM: 0
Dodge: 9	Parry: N/A	DR: 0

Slimeball (12): Penetrates armor in DR seconds, and then delivers 2d toxic, reduced to 1d toxic with a successful HT roll. Ranged, with Acc 3, 1/2D 10, Max 100.

Traits: Amphibious; Diffuse (Infiltration); Doesn't Breathe; Doesn't Sleep; High Pain Threshold; Immunity to Disease; Immunity to Poison; Invertebrate; No Eyes; No Head; No Manipulators; No Neck; Slithers; Vibration Sense (Air).

Class: Slime.

Notes: Can flow through even the tiniest holes! Nonsentient – *can't* communicate or negotiate. Unaffected by Animal or Plant spells that don't specifically target slimes. A dead erupting slime can be used or sold as one dose of oozing doom (**Adventurers**, p. 116).

Eye of Death

Eyes of death are giant, floating, bloodshot eyeballs, around 3' across. They fly by some form of levitation, steady and whisper-silent. On encountering a living thing, they attempt to kill it with their deadly gaze; they particularly like to slay *wizards*, who often have trouble dealing with the combination of a ranged attack and resistance to magic.

Eyes seem to have no other interests – notably, they neither hoard nor covet treasure. As they never negotiate or communicate, their motivations are likely to remain mysterious. What *isn't* a mystery is that eyes of death are bitter rivals of spheres of madness (pp. 51-52); the two attack each other on sight. Sages speculate that both hail from the same plane, but the truth is unknown and neither eyes nor spheres seem inclined to elucidate!

In combat, an eye will retreat upward on its first defense, for +3, and use an Acrobatic Dodge (*Exploits*, p. 48) on its second, for +2. If facing just one foe, it may do both at once. These bonuses are on top of the +2 vs. melee attacks for *Combat at Different Levels* (*Exploits*, p. 47). Factoring in their Dodge of 12, eyes can be extremely hard to hit. Meanwhile, an eye's death gaze cannot be dodged, blocked, or parried – the creature simply selects a target and stares at it until it dies, although the eye might change targets first.

ST: 5 **HP:** 5 **Speed:** 6.00
DX: 13 **Will:** 12 **Move:** 6 (Air)
IQ: 10 **Per:** 12
HT: 11 **FP:** 11 **SM:** 0

Dodge: 12 **Parry:** N/A **DR:** 0

Death Gaze (Resisted by HT-5): 1d toxic.
This attack ignores all DR! Range 20.

Traits: Acute Vision 8; Aerial; Combat Reflexes; Dark Vision (Color Vision); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Enhanced Dodge 2; Flight; Immunity to Disease; Immunity to Poison; Indomitable; Intolerance (The living); Magic Resistance 10; No Brain; No Manipulators; No Neck; No Vitals; See Invisible; Silence 5; Unfazeable; Vibration Sense (Air).

Skills: Acrobatics-15; Stealth-14 (19 vs. Hearing if moving, 24 if motionless).

Class: Elder Thing.

Notes: The focusing lens of an eye of death can be sliced off *carefully* and reduced to a liquid useful for alchemical mixtures. Make an Alchemy roll to collect the lens before it dries, at -1 per minute after death; success nets a lens worth \$1d×100. Unwilling to negotiate. Truly evil.

Flaming Skull

Flaming skulls are semi-corporeal undead that resemble flying human skulls wreathed in fire. Streaking into close combat, they deliver flaming bites to their living prey. Owing to their size, speed, and diffuse nature, they're difficult targets, and can often inflict great harm before being destroyed. The jury is out on whether they're necromantic creations or free-willed evil spirits who loathe the mortals.

Remember that while flaming skulls are Diffuse and thus difficult to injury, they're *also* Unnatural and dispelled at -1×HP.

ST: 0 **HP:** 20 **Speed:** 6.00
DX: 14 **Will:** 10 **Move:** 12 (Air)
IQ: 10 **Per:** 10
HT: 10 **FP:** N/A **SM:** -5
Dodge: 9 **Parry:** N/A **DR:** 0

Flaming Bite (14): 2 points burning. This attack ignores all DR! Reach C.

Traits: Aerial; Diffuse; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Flight; High Pain Threshold; Immunity to Disease; Immunity to Mind Control; Immunity to Poison; Indomitable; Intolerance (The living); No Eyes; No Manipulators; No Neck; Unfazeable; Unnatural.

Skills: Stealth-14.

Class: Undead.

Notes: Cannot see in the dark, but its flames emit reddish-yellow light equivalent to torchlight, which is good enough. It *can* turn this off to use Stealth! Known variants are freezing skulls (2 HP of cold injury; glow blue) and venom skulls (2 HP of toxic injury; glow green). Unwilling to negotiate. Truly evil.

Air Superiority

Flying monsters are *challenging* for ground-bound delvers. Some, like flaming skulls (above), enter melee. *Combat at Different Levels* (*Exploits*, p. 47) grants them +2 to defend there, while their victims defend at -2. They *can* swoop down, strike, and fly out of reach; that's a Move and Attack, with -4 to hit and a skill cap of 9, but certain fliers (e.g., gryphons, p. 35) ignore these drawbacks!

Other monsters, like eyes of death (pp. 26-27), attack from afar. Retaliating heroes suffer distance penalties to spells and ranged attacks. *Elevation* (*Exploits*, p. 43) gives the latter an *extra* -2.

Finally, fliers can retreat or dodge and "drop" (*Exploits*, p. 50) *upward* in their hex, ceiling permitting. Those with Acrobatics can try Acrobatic Dodge (*Exploits*, p. 48) anywhere, unless restrained.

Flesh-Eating Ape

Flesh-eating apes superficially resemble the banana-eating kind, but have a mouth full of meat-tearing teeth and a predatory temperament. They're strong, combative, and have a nose for flesh, tracking tasty humans by scent. Due to their physical power, adventurers are advised to slay them before they get into close combat and grapple!

ST: 17 **HP:** 17 **Speed:** 6.00
DX: 12 **Will:** 10 **Move:** 7
IQ: 6 **Per:** 10
HT: 12 **FP:** 12 **SM:** +1

Dodge: 9 **Parry:** 10 (unarmed) **DR:** 1

Bite (14): 1d+2 cutting. Reach C, 1.

Fist (14): 2d crushing. Reach C, 1.

Traits: Arm ST 2; Brachiator (Move 4); Discriminatory Smell; Ham-Fisted 1; Wild Animal.

Skills: Brawling-14; Climbing-14; Tracking-14; Wrestling-14.

Class: Dire Animal.

Notes: Flesh-eating apes are smart enough that Animal spells won't work – use Mind Control magic. Arm ST and Wrestling skill give effective ST 21 for grappling, and some apes like to strangle grappled victims (*Actions After a Grapple*, **Exploits**, p. 41); apply SM difference to attack rolls when grappling (+1 vs. SM 0 humans).



*Dire animals are
abominations, not part of
Nature. Even we elves slay them.
– Llandor the Gray, Scout*

Foul Bat

These oversized bats lack the fear of fire and men possessed by normal beasts. Their stench at close proximity can overcome victims before a single bite is delivered, while their mouths carry toxins that make wounds weep and bleed, causing weakness. They're often encountered in distressingly large numbers.

ST: 10	HP: 10	Speed: 6.50
DX: 14	Will: 10	Move: 6 (Air Move 13)
IQ: 3	Per: 10	
HT: 12	FP: 12	SM: 0
Dodge: 9	Parry: N/A	DR: 1

Bite (16): 1d+1 cutting + follow-up 1 FP. Reach C.

Stench (Resisted by HT): Any living being with a sense of smell must resist each turn while within one yard. Roll once regardless of the number of bats. Failure means *nausea* (**Exploits**, p. 65): -2 to all attribute and skill rolls, -1 to active defenses, and possible retching. Nausea lasts for minutes equal to margin of failure.

Traits: Acute Hearing 8; Flight (Winged); No Fine Manipulators; Sonar (20 yards); Striking ST 5; Wild Animal.

Skills: Acrobatics-14; Brawling-16.

Class: Dire Animal.

Notes: Some colonies have a demonic leader who has IQ 10+, Immunity to Mind Control, Indomitable, Magic Resistance 10, and Unfazeable. This boss is a genuine demon – not a dire animal with the Wild Animal trait – and is both unwilling to negotiate and truly evil.

Frost Snake

This white-furred serpent is feared by barbarian cultures in the Frozen North. It hunts by seeking body heat, and can function in the most frigid of environments. Its surprisingly

strong bite delivers venom, and it can also weaken prey with an exhalation of pure cold.

ST: 10	HP: 10	Speed: 7.00
DX: 14	Will: 10	Move: 7
IQ: 2	Per: 12	
HT: 12	FP: 12	SM: 0
Dodge: 10	Parry: N/A	DR: 2

Bite (16): 1d cutting + follow-up 2d toxic (HT-4 to resist). Reach C.

Chill Breath (14): 1d(5) burning due to extreme cold, not fire – won't set fires. Ranged, with 1/2D 5, Max 10, but treat as a melee attack, similar to a jet spell (**Spells**, p. 12).

Traits: DR 20 vs. cold/ice only; High Pain Threshold; Infravision; Striking ST 3; Temperature Tolerance 10 (Cold); Terrain Adaptation (Ice); Vermiform; Wild Animal.

Skills: Brawling-16; Innate Attack (Breath)-14; Stealth-14.

Class: Dire Animal.

Notes: Cold organ worth \$50 to alchemists, who use it in liquid ice potions.

Fungus

You can *eat* mushrooms, right? Some kinds, but most will kill you . . . and not merely because they're toxic. Dungeon varieties are hazardous even to delvers who know better than to nosh on toadstools, as they generate noxious effects – too often in the vicinity of *worse* dangers. And chopping them up (fungus is Homogeneous, so cutting attacks work best) tends to make matters worse before it makes them better.

Dungeon fungus is rooted in place and might resemble a clump of small toadstools, a single huge one, or an outcropping of "shingles" or "shelves." Scholars claim it's a stage in the reproductive cycle of jellies (pp. 38-39), oozes (pp. 44-45), and puddings (pp. 46-47). For mobile, *bitey* fungi, see the crushroom (p. 19).

Fungus relies on Danger Sense to set off its long-range defenses. Invisible filaments permeating the area trigger a reaction if odors, shadows, sounds, or vibrations alien to the fungus come too close. This *just works* within 70 yards! An adventurer who wants to avoid this without being ethereal must be invisible (Invisibility spell), inaudible (Hush or Mage-Stealth spell), scent-free (No-Smell spell), *and* producing no vibrations (as with the Flight spell or Light Walk skill); Stealth is ineffective.

ST: 0	HP: 20	Speed: 4.50
DX: 10	Will: 0	Move: 0
IQ: 0	Per: 12	
HT: 12	FP: 12	SM: 0
Dodge: N/A	Parry: N/A	DR: 2

Long-Range Defense(s): One or more options from *Long-Range Defenses* (p. 29).

Short-Range Defense(s): One or more effects from *Short-Range Defenses* (p. 29).

Traits: Danger Sense (No dice roll required!); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; High Pain Threshold; Homogeneous; Immunity to Disease; Immunity to Poison; Invertebrate; No Blood; No Eyes; No Head; No Manipulators; No Neck; Sessile.

Class: Plant.

Notes: An SM 0 fungus obstructs one hex on a battle map, but larger ones exist: a two-hex radius (three yards wide) corresponds to SM +3, DR 5, and HP 70; a three-hex radius (five yards wide), to SM +4, DR 6, and HP 100; and a four-hex radius (seven yards wide), to SM +5, DR 7, and HP 150. Affected by Plant spells; Wither Plant can kill it but must encompass the full radius and overcome the fungus' HT. All dungeon fungus is poisonous, and a fool who *eats* a piece must roll against HT; success means 1d toxic damage; failure, 2d toxic. Nonsentient – *can't* communicate or negotiate.

Long-Range Defenses

Fungus is troublesome to strangers who are merely nearby. The GM selects or rolls 1d for at least one effect that triggers the instant anyone hostile (e.g., delvers) has a line of sight to it or gets within 70 yards. The local "regulars" *won't* set off fungus.

1-3 – Smoker: The fungus spews dense, inky spores in a 16-yard radius. This completely blocks ordinary vision (treat as total darkness) but not Infravision or other senses. Anyone who breathes the "smoke" must roll vs. HT-2 every second. Failure causes coughing: -3 to DX and -1 to IQ while in the cloud and for minutes equal to margin of failure afterward. Spores dissipate a minute after the fungus is destroyed.

4-5 – Wailer: The fungus produces a terrible noise that attracts trouble. Roll immediately for wandering monsters (*Exploits*, p. 85) at +3. Roll again each minute until the fungus is destroyed.

6 – Psychic Wailer: The fungus emanates psychic harm. Living things within 16 yards suffer 1 point of toxic damage per second. This attack ignores *all* DR! Slaying the fungus ends this effect.

Short-Range Defenses

It's even riskier to interact with dungeon fungus up close! The GM chooses – or rolls 1d for – at least one defensive effect that applies if the fungus is *touched* or *attacked*.

1-3 – Toxic Spores: Touching or attacking the fungus releases a puff of contact poison. This fills an area one hex wide by 1d/2 (round *up*) hexes long, pointed in the direction of the touch or attack, for one second. Anyone there who isn't wearing a sealed outfit (most armor isn't!) must roll against HT. Success means 1d toxic damage; failure, 2d toxic.

4-5 – Unhealthy Spores: Contact produces a spore puff shaped like that of **Toxic Spores**. These spores do no immediate damage, but victims who breathe must roll at HT-6 on any day they're exposed; Resistant to Disease

helps here. Failure inflicts coughing (-3 to DX, -1 to IQ, and cannot use Stealth) and wheezing (-3 to FP score) until the subject receives a Cure Disease spell (*Spells*, p. 36) or a day of Esoteric Medicine treatment (*Patching Up*, *Exploits*, p. 63).

6 – Puffball: Touching the fungus is fine, but if *any* damage penetrates DR, the thing self-destructs! This eliminates the fungus in a crushing explosion: 6d at SM 0, 7d×3 at SM +3, 6d×5 at SM +4, or 9d×5 at SM +5. Apply full damage to enemies touching the fungus; divide by 3 × (range in yards) for anyone else; see *Explosions* (*Exploits*, p. 46). If the fungus also emits **Toxic Spores** or **Unhealthy Spores**, anyone who takes *any* blast damage – whether or not it penetrates DR – *also* suffers one dose of those effects.

Speaking from Experience

*As someone who fights with feet and fists, I avoid fungus, mold, and similar goo. All of it either harms you or spews horrid spores if touched. Go around it if you can, destroy it from afar if you can't. To do either, you must know it's there. Stay sharp! Trust **nothing** that can grow in a dungeon.*

– Masha Deathfoot, Martial Artist

Gargoyle

A stationary gargoyle is easily mistaken for an ugly statue of a humanoid with wings, claws, and a barbed tail. When it moves, it becomes evident that it's a being of flesh, not stone. Comparable in size to humans, gargoyles weigh 30 lbs. more than their height suggests due to wings and a thick hide.

Though stupid, dirty, and unsophisticated, gargoyles definitely understand weapons and armor. And while some would pull the wings off a pixie, the race isn't uniformly evil – a few even find work in town. Too often, however, villains bamboozle them into dark deeds (or simply bribe them with food), while tribes in the wild are territorial about their mountain and cavern homes.

In combat, gargoyles favor long, two-handed melee weapons. They hover overhead, attacking from maximum reach and retreating upward when defending. See *Combat at Different Levels* (*Exploits*, p. 47) for the defensive benefits of flight.

ST: 12	HP: 14	Speed: 5.25
DX: 11	Will: 9	Move: 5 (Air Move 10)
IQ: 9	Per: 9	
HT: 11	FP: 11	SM: 0
Dodge: 8	Parry: 9	DR: 2

Barbed Tail (11): 1d+1 impaling. Treat as weapon, not as body part. Reach C.

Clawed Kick (11): 1d+1 crushing. Reach C, 1.

Clawed Punch (13): 1d crushing. Reach C.

Weapon (12): Any melee weapon, typically a two-handed one with reach 2+; e.g., heavy spear, 1d+3 impaling, reach 2, 3*.

Traits: Appearance (Ugly); Flight (Winged); Gluttony (12); Limited Camouflage (Stone); Night Vision 5; Odious Racial Habit (Dirty, -1 reactions); and *one* of Bad Temper (9), Berserk (9), Bloodlust (9), or Bully (9).

Skills: Brawling-13; Camouflage-10 (12 if motionless next to stone); Stealth-11 (13 if motionless next to stone); and a suitable melee weapon skill (Polearm, Spear, Staff, Two-Handed Axe/Mace, or Two-Handed Sword) at 12.

Class: Mundane.

Notes: These stats represent a gargoyle *warrior*. Non-warriors have ST 10 (and lower damage), DX 10, HP 12, Speed 5.00, and reduced combat skills, and are unlikely to have Berserk or Bloodlust. Great heroes are more competent. Fighters wear armor, most often some kind of leather or scale – add its DR to the creature’s natural DR 2. Body (neck, torso, vitals, groin) protection is modified to let wings protrude, and isn’t interchangeable with human armor; the wings can’t be armored. Gargoyles will negotiate enthusiastically for good-quality food.

Giant Ape

This is a *gigantic* ape. Towering to nearly 25’ and weighing more than five tons, giant apes look exactly like gargantuan gorillas. They’re usually found in the remotest jungles, and on the same lost islands and hidden plateaus as dinosaurs and enormous snakes (p. 31) – but the occasional mad wizard has been known to transport a giant ape to a secret underground lair to serve as a guard!

Giant apes prefer to eat vegetables and fruit, but consider the occasional adventurer a welcome treat. They’re solitary, fiercely defending their territory against other giant apes. While they’ll tolerate a mate, females are even more rarely seen than males.

In combat, a giant ape will use fists, feet, teeth, and grasping hands, punching or grabbing smaller opponents, wrestling and biting larger ones. Giant apes especially like to grapple tiny foes, *squeeze* them, and then spike them to the ground . . . or toss them off a handy cliff.

ST: 43	HP: 43	Speed: 6.50
DX: 12	Will: 12	Move: 6/18
IQ: 6	Per: 12	
HT: 14	FP: 14	SM: +4
Dodge: 9	Parry: 10 (unarmed)	DR: 2

Bite (14): 5d+3 crushing. Reach C, 1.

Grapple (14): Apply SM difference to attack rolls (+4 vs. SM 0 humans). Followed by a spike or squeeze. Reach C-3.

Punch (14): 5d+4 crushing. Reach C-3.

Spike: Small victims (under 1,620 lbs. in weight) who fail to break free from a grapple may be hurled violently to the ground! The only defenses allowed are a dodge (to roll with it) or *unarmed* parry (to twist aside). This does 5d+7 crushing and counts as an All-Out Attack.

Squeeze: Small victims who fail to break free might instead be crushed bodily! Use the ape’s effective ST 47 for the Constriction Attack, which counts as an attack.

Stomp (12): 5d+5 crushing. Reach C.

Traits: Arm ST 2; Bad Temper (9); Constriction Attack; Enhanced Move (Ground); Ham-Fisted 1; Loner (9); Semi-Upright; Wild Animal.

Skills: Brawling-14; Climbing-14; Wrestling-14.

Class: Giant Animal.

Notes: Effective ST 47 for grappling. A bite on someone of SM +1 or smaller counts as a grapple – and the ape may *chew* on the victim, inflicting biting damage each turn as a *free action*. Legends tell of terrifying silverbacks standing nearly 40’ tall: increase SM to +5; raise ST to 65 (69 for grappling), HP to 65, and Move to 6/24; add 2d+4 to all damage figures; give grapples and punches reach C-5; and assume the bite counts as a grapple on a victim of SM +2 or smaller, and the weight limit for a spike is 3,590 lbs. All giant apes are intelligent enough that Animal spells *won’t* work – use Mind Control magic.



Giant Rat

There’s little to be said about giant rats: they’re as cunning and dexterous as regular rats, but *huge*, the size of the children they carry off as food. Almost all dungeons have them – especially sewers. They’re fodder for well-equipped adventurers, but every now and then, 20 or 30 of them will get crazy and swarm a party anyway.

ST: 9	HP: 9	Speed: 6.50
DX: 13	Will: 10	Move: 7
IQ: 5	Per: 12	
HT: 13	FP: 13	SM: -1
Dodge: 9	Parry: N/A	DR: 1

Bite (15): 1d-1 cutting. Reach C.

Traits: Night Vision 5; Semi-Upright; Striking ST 2; Wild Animal.

Skills: Brawling-15; Stealth-15.

Class: Giant Animal.

Notes: After battle, anyone wounded by giant rats must make a HT roll to avoid infection with some disease or other. Sewer rot (-1 on all attribute and skill rolls until stopped with Cure Disease) is typical.



*Catching giant rat or snake
or bug like catching little one,
but more exciting!*

– Miao Miao, Swashbuckler

Giant Snake

Huge serpents often try to eat delvers. Where ordinary snakes avoid noisy prey that travels in armed gangs, giant ones are *aggressive* and often more than match for low-powered adventurers.

Giant Constrictor

This 15'-long (five-hex) snake can sense the body heat of warm-blooded beings, which it likes to ambush from above (*Attacking from Above*, **Exploits**, p. 38). Dropping from a sturdy tree or any convenient raised surface, it coils around a victim and attempts to crush its prey while snapping and biting to fend off other foes. It's a genius among snakes – as intelligent as a large mammalian predator, canny enough to lock down an obviously dangerous fighter first and to retreat if overmatched.

ST: 25	HP: 25	Speed: 6.00
DX: 14	Will: 12	Move: 6
IQ: 4	Per: 11	
HT: 12	FP: 12	SM: +2
Dodge: 9	Parry: N/A	DR: 3

Bite (14): 2d+1 impaling. Reach C, 1.

Grapple (16): Apply SM difference to attack rolls (+2 vs. SM 0 humans). Effective ST for grappling is 27 due to Wrestling skill. Inevitably followed by Constriction Attack, which is a *free action*. Reach C.

Traits: Catfall; Cold-Blooded; Constriction Attack; Infravision; Nictitating Membrane 3; Subsonic Hearing; Vermiform; Wild Animal.

Skills: Climbing-18; Stealth-15; Wrestling-16.

Class: Giant Animal.

Notes: Despite its size, this is an animal, affected by Animal spells – but Regular spells cost triple due to its SM! Aquatic varieties are common threats in water, and have

Amphibious, Vibration Sense (Water), and Swimming-15 *instead of* Catfall, Subsonic Hearing, and Climbing; these *do* breathe, but can hold their breath for 10 minutes. Constrictors with venom (like that of the giant viper, below) exist but are unnatural; treat them as dire animals.

Giant Viper

A *venomous* snake, 8' to 12' long but less muscular than the giant constrictor. It epitomizes the lightning-fast strike, stealing out of nowhere to attack, and moving and reacting more quickly than any ordinary-sized snake. Its venom is evolved for survival in a fantasy world, working instantly instead of over hours or days.

ST: 10	HP: 10	Speed: 7.00
DX: 14	Will: 11	Move: 7
IQ: 3	Per: 11	
HT: 12	FP: 12	SM: 0
Dodge: 11	Parry: N/A	DR: 1

Bite (16): 1d impaling + follow-up 2d toxic, or 1d with a successful HT roll. Reach C.

Traits: Cold-Blooded; Combat Reflexes; Infravision; Nictitating Membrane 1; Silence 4; Striking ST 3; Subsonic Hearing; Vermiform; Wild Animal.

Skills: Brawling-16; Stealth-14 (18 vs. Hearing if moving, 22 if motionless).

Class: Giant Animal.

Notes: Bigger varieties exist! An SM +1 beast has ST 15, HP 15, DR 2, and Nictitating Membrane 2, and bites for 1d+2 impaling at reach C, 1. An SM +2 snake has ST 20, IQ 4, HP 20, DR 3, and Nictitating Membrane 3, and bites for 2d+2 impaling at reach C, 1. Any size might be aquatic, with Amphibious, Vibration Sense (Water), and Swimming-15 *instead of* Silence and Subsonic Hearing; these can hold their breath for two minutes, though huge sea snakes (SM +2) are reputed to be able to last for two *hours*.

Giant Spider

Monstrous spiders armed with webs and venom are common dungeon dangers. They come in all sizes. Bigger ones are smarter, tougher, and rely on the force of their bite to kill prey; smaller ones are more agile and boast deadlier venom.

Giant spider legs aren't built to strike or manipulate. However, the spider can anchor its four rear legs and use each *pair* of front legs as the equivalent of an arm for grappling and pushing things around. Such a grapple is always considered two-handed.

Contrary to tavern tales, spiders can't shoot webbing in battle. However, spider lairs are inevitably web-lined. Handle detection as for traps (*Dealing with Traps*, **Exploits**, p. 23) – and even if detected, crossing *each hex* of webs requires a DX roll at -2. Failure to detect or avoid this danger means being grappled by webs with ST equal to that of the spider which spun them. Anybody who falls down in web hexes is automatically grappled at *twice* the spider's ST.

Being webbed works like being grappled by an opponent: -4 to DX, -2 to blocks and parries, -1 to dodges, and no movement (including changing facing or retreating). Attempts to break free suffer a cumulative -1 to ST per failure – and if this reduces ST below 3, the victim is helpless! Getting tangled in and breaking free from webs won't clear them, but even one point of fire damage will cleanse a hex, freeing anybody entangled there (who suffers the *same* fire damage . . .).



Big Spider

This spider is about 3' across, including the legs, with a 1'-wide body.

ST: 5	HP: 5	Speed: 7.00
DX: 15	Will: 10	Move: 9
IQ: 2	Per: 10	
HT: 11	FP: 11	SM: -1
Dodge: 10	Parry: N/A	DR: 1

Bite (17): 1d-4 impaling + follow-up 4d toxic, or 2d with a successful HT roll. Anyone who loses more than HP/2 to cumulative toxic damage is paralyzed until fully healed. Reach C.

Traits: 360° Vision; Ambidexterity; Extra Legs (Eight Legs); No Fine Manipulators; Spider Climb (Move 7); Semi-Up-right; Subsonic Hearing; Wild Animal.

Skills: Brawling-17; Stealth-15.

Class: Giant Animal.

Notes: This spider attacks only those who reach into its hidey-hole or get entangled in webs (a mere ST 5 – but a respectable ST 10 if the victim falls into them). Victims who get webbed, or bitten and paralyzed, may be swarmed by *more* spiders. Such a spider is agile enough to bite the unarmed face (-5 to hit, for effective skill 12).

Huge Spider

This spider is around 4.5' across, including the legs, with a 1.5'-wide body.

ST: 12	HP: 12	Speed: 6.50
DX: 14	Will: 10	Move: 8
IQ: 3	Per: 10	
HT: 12	FP: 12	SM: 0
Dodge: 9	Parry: N/A	DR: 2

Bite (16): 1d-1 impaling + follow-up 2d toxic, or 1d with a successful HT roll. Anyone who loses more than HP/2 to cumulative toxic damage is paralyzed until fully healed. Reach C.

Traits: As big spider, but Spider Climb is at Move 6.

Skills: Brawling-16; Stealth-14.

Class: Giant Animal.

Notes: A spider this size will ambush from above, attack frontally with the advantage of numbers, or go after victims entangled in webs (effective ST 12).

Humongous Spider

This spider is 6' across, including the legs, with a 2'-wide body.

ST: 19	HP: 19	Speed: 6.00
DX: 13	Will: 10	Move: 7
IQ: 4	Per: 10	
HT: 13	FP: 13	SM: +1
Dodge: 9	Parry: N/A	DR: 3

Bite (15): 2d impaling + follow-up 1d toxic (HT to resist). A victim who loses more than HP/2 to cumulative toxic damage is paralyzed until fully healed. Reach C, 1.

Traits: As big spider, but Spider Climb is at Move 4.

Skills: Brawling-15; Stealth-13.

Class: Giant Animal.

Notes: This monster often hunts *outside* its lair, where it prefers to get the (literal) drop on prey. In its lair, ST 19 webs make it a daunting foe . . . and it *is* smart enough to wait until at least a few delvers are snagged.

Gladiator Ape

Not every mad wizard or strange civilization is satisfied with mere flesh-eating apes (pp. 27-28), while giant apes (p. 30) are colossally impractical to keep and feed. *These* flesh-eaters have been bred as vicious combatants. To improve its ability to maul foes, such an ape is typically equipped with a pair of spiked, shoulder-length metal gloves; has its teeth sharpened; and has a metal skullcap attached to its head, both as armor *and* for head butts!

While sometimes set to guard treasure or a temple, these beasts are also exploited as pit fighters, gladiators, and shock troops. They *aren't* tame – handlers turn them loose on victims and stand back. They've lost the ability to brachiate, but they can still climb after foes . . .

ST: 17 **HP:** 17 **Speed:** 6.00
DX: 12 **Will:** 12 **Move:** 6
IQ: 6 **Per:** 10
HT: 12 **FP:** 12 **SM:** +1
Dodge: 9 **Parry:** 12 **DR:** 1

Bite (18): 2d cutting. Reach C, 1.

Cestus Punch (18): 2d+2 crushing. Treat as weapon, not as body part. Reach C, 1.

Head Butt (18): 2d-1 crushing. Reach C.

Traits: Arm ST 2; Battle Rage (9); Bloodlust (9); Discriminatory Smell; Ham-Fisted 1; Night Vision 5; Striking ST 3; Wild Animal.

Skills: Brawling-18; Climbing-14; Stealth-12; Wrestling-16.

Class: Dire Animal.

Notes: Effective arm ST is 21 for grappling, 22 for striking. Once Battle Rage kicks in, the ape invariably chooses All-Out Attack (Strong): +2 to damage. Cestuses give the arms an *extra* DR 4 (total DR 5) – and special “mage killer” apes might have *meteoric* cestuses! The ape’s headgear gives the skull an *extra* DR 4 (total DR 7), and is worth \$40 if sold as scrap (see *Exploits*, pp. 16-17).

Heavy Metal

Mad wizards have engineered many dire animals like gladiator apes (pp. 32-33). The GM can modify *any* monster after the fact! Bolted-on metal armor adds DR 3+, like the worn kind (*Adventurers*, pp. 108-110). Armored body parts are hard and include caps for claws (hands/feet) or teeth or horns (head): +1 damage with unarmed attacks. Humanoids may have permanently attached melee weapons (see *Corpse Golem*, pp. 18-19, and *Siege Beast*, p. 47); these cannot be dropped but otherwise work as normal weapons, not body parts. Add-ons *might* reduce Move as encumbrance or be enchanted to avoid this (such magic ends when the creature dies).

Goblin-Kin

“Goblin-kin” refers to several related races of brutal humanoids who deem themselves civilized yet behave in a manner more becoming of monsters. Rare individuals find acceptance in town, but most goblin-kin belong to vast hordes that nip at civilization’s heels. Nearly all the rest are goons and cat’s-paws for evil bosses, because they’re just smart enough to organize and just dumb enough not to realize they’re fodder.

All goblin-kin have Social Stigma (Savage) (*Adventurers*, p. 66) among their traits. This makes them “more monstrous” than gargoyles (pp. 29-30), whose only real crimes are being dirty and gluttonous – not uncommon traits even among civilized races. But it still admits they can *be* social, which distinguishes them from barely sapient humanoids that eat people,

like dinomen (pp. 20-21) and ogres (p. 44). The GM can use this Stigma to curb power plays by *delvers* bent on organizing and using goblin-kin as goons and cat’s-paws . . .

Finally, be aware that these stats describe *warriors*, which is mostly what PCs meet. See the notes for non-warriors. Goblin-kin are as diverse as dwarves, elves, humans, and other adventurer races – an individual could have almost *any* trait!

Goblin

Goblins are the smallest of the goblin-kin, and therefore spend their days being bullied by orcs and tossed around by angry hobgoblins. This has led to a cowardly disposition, yet they’re survivors, and deadlier in a fight than the typical human. In combat, they prefer stealthy ambushes involving ranged (and preferably poisoned) weapons, followed by running away.

Goblins stand 2” shorter than humans on average, but like all goblin-kin are densely built and thus no lighter. They resemble nothing so much as misshapen, hunchbacked elves with pointy ears and needle-like teeth. Skin tones vary greatly, but tend toward the greenish.

ST: 11 **HP:** 12 **Speed:** 6.00
DX: 11 **Will:** 10 **Move:** 4
IQ: 9 **Per:** 10
HT: 11 **FP:** 11 **SM:** 0
Dodge: 8 **Parry/Block:** 9 **DR:** 2

Bite (13): 1d-1 cutting. Reach C.

Kick (11): 1d+1 crushing (includes +1 for heavy boots). Reach C, 1.

Long Knife (13): 1d cutting or 1d-1 impaling. Reach C, 1.

Punch (13): 1d-1 crushing. Reach C.

Shield Bash (12): 1d-1 crushing. Reach 1.

Short Bow (13): 1d-1(2) piercing + follow-up 2 points toxic (HT to resist). Ranged, with Acc 1, 1/2D 110, Max 165, Shots 1(2), Bulk -6.

Traits: Appearance (Ugly); Cowardice (12); Infravision; Rapid Healing; Resistant to Disease 5; Resistant to Poison 5; Social Stigma (Savage).

Skills: Bow-13; Brawling-13; Knife-13; Shield-12; Stealth-12.

Class: Mundane.

Notes: Equipped with heavy leather armor (DR included above; *thoroughly* lice-ridden, stinking, and unsalable), small shield (DB 1), long knife, short bow, and 10 bodkin arrows poisoned with monster drool. This puts the goblin at Light encumbrance, as reflected in the stats. A non-warrior would have ST 10 (and lower damage), DX 10, HP 11, Speed 5.25, and reduced combat skills. Leaders have IQ 10+ and higher skills, and often trade bow and arrows for a saber (1d cutting or impaling) to wave around while giving orders. Shamans have IQ 10+ and Power Investiture 1-3 – and goblin gods grant their clerics nasty wizardly spells such as Deathtouch! Goblins are easily intimidated, so they’ll negotiate if cornered . . . and backstab as soon as they aren’t.

Hobgoblin

Hobs are the largest of the goblin-kin. Aggressive, ill-tempered shock troops, they hold the center while the goblins are shooting overhead and sneaking around the back, and the orcs are fussing with siege engines and trained beasts. They're also the *stupidest* of the goblin-kin, *still* holding the center a day after the battle because they were banging shields and shouting war cries too loudly to hear the order to regroup.

Hobgoblins outsize humans, standing on average 6'2" to 7' in height, and weighing 170 to 270 lbs. They resemble leather-skinned barbarians with boar-like tusks and flashing red eyes. Their skin color reflects their habitat: pale and blotchy in cold places, beige and blotchy in deserts, and so on – but always *blotchy*.

ST: 13 **HP:** 16 **Speed:** 5.50
DX: 11 **Will:** 10 **Move:** 4
IQ: 8 **Per:** 10
HT: 11 **FP:** 11 **SM:** 0
Dodge: 7 **Parry/Block:** 9 **DR:** 3

Bite (13): 1d impaling. Reach C.

Kick (11): 1d+2 crushing (includes +1 for heavy boots). Reach C, 1.

Large Falchion (13): 2d+1 cutting *or* 1d-1 impaling + follow-up 1 HP of bleeding injury from rough edge. Reach 1.

Punch (13): 1d+1 crushing (includes +1 for armored fist). Reach C.

Shield Bash (12): 1d crushing. Reach 1.

Traits: Appearance (Ugly); Bad Temper (12); Infravision; Rapid Healing; Resistant to Disease 5; Resistant to Poison 5; Social Stigma (Savage).

Skills: Brawling-13; Broadsword-13; Shield-12; Wrestling-12.

Class: Mundane.

Notes: Effective grappling ST is 14, thanks to Wrestling. Hobgoblins wear scavenged scale, mail, and plate bits that average DR 3 (included above); gaps remove -2 from the penalty for *Attacking Chinks in Armor (Exploits, p. 37)*, and resale value is \$1d×30 as scrap if someone hauls 40-50 lbs. back to town (see *Scrap, Exploits*, pp. 16-17). They wield medium shields (DB 2) and crude, saw-toothed falchions that leave nasty wounds (break as *cheap*, and sell for at most \$125). This puts the hob at Light encumbrance, as the stats reflect. The rare non-warrior would have ST 12 (and

lower damage), DX 10, HP 15, Speed 5.25, and reduced combat skills; hobgoblin myrmidons with better ST, DX, HT, combat skills, and armor are more common. Hobs will negotiate – but only with proven warriors, which usually means the negotiator must slay a few of them using weapons, not magic.

Orc

Orcs are the self-appointed officers of the goblin-kin legions, a status achieved by playing mind games with the dumb hobgoblins and bullying the weaker goblins. They're what ordinary folk assume when you say "goblin-kin," and calling *other* goblin-kin "orcs" greatly peeves any orcs in earshot. It's hard to be out of earshot – orcs have twitchy, pig-like ears that hear everything.

Orcs are larger than humans, standing 5'11" to 6'9" and weighing in at 155 to 245 lbs. They lack the toothiness of their kin but are no more prepossessing. Most are filthy shades of gray, with squashed features that don't fit together right.

ST: 12 **HP:** 14 **Speed:** 5.50
DX: 11 **Will:** 10 **Move:** 4
IQ: 9 **Per:** 10
HT: 11 **FP:** 11 **SM:** 0
Dodge: 7 **Parry/Block:** 9 **DR:** 2

Falchion (13): 1d+3 cutting *or* 1d-3 impaling + follow-up 1 HP of bleeding injury from rough edge. Reach 1.

Kick (11): 1d+1 crushing (includes +1 for heavy boots). Reach C, 1.

Punch (13): 1d-1 crushing. Reach C.

Regular Bow (12): 1d impaling. Ranged, with Acc 2, 1/2D 180, Max 240, Shots 1(2), Bulk -7.

Spiked Shield Bash (12): 1d crushing. Reach 1.

Traits: Acute Hearing 2; Appearance (Ugly); Bully (12); Infravision; Rapid Healing; Resistant to Disease 5; Resistant to Poison 5; Social Stigma (Savage).

Skills: Bow-12; Brawling-13; Shield-12; Shortsword-13.

Class: Mundane.

Notes: Have heavy leather armor (DR 2, included above; too foul to resell), a spiked small shield (DB 1), a saw-toothed falchion (breaks as *cheap*, and sells for at most \$80), a regular bow, 10 regular arrows, and a few flaming arrows (*Adventurers*, p. 105). An orc with this gear has Light encumbrance, already factored into the stats.



I always hear "Orcs are monsters!" – I'm part orc and people say it to my face. Sure, some orc tribes revel in raids and conquest, but human nations are no better. At least with orcs you know exactly where you stand. Humans are so . . . deceptive. Half the time, "savage" orcs turn out to be controlled by an evil human wizard.

– Grükuk Kzaash, Knight

A non-warrior would have ST 11 (and lower damage), DX 10, HP 13, and reduced combat skills. Leaders have IQ 10+ and higher skills, and there are engineers (with Crossbow and Traps at 12+, manning gigantic “tripod crossbows” that can be shot once for 3d impaling) and even trainers of dire beasts (add Animal Handling at 12+). Spellcasters have IQ 10+, Magery or Power Investiture 1-3, and offensive spells. Orcs will negotiate in a formal, military manner – a delver with Leadership *and* Tactics at 12+ can try without penalty, though no deal will work until one extra concession is offered.

Speaking from Experience

Constructs – “golems” – are frustrating because their creators are spellcasters who know how to thwart magic. Mind and body control are ineffective against something that is neither free-willed nor living. Dehydration, freezing, and so forth are as worthless as body control. Jets and missiles work, *if they hit and if they pierce the thing's metal or stony hide. The only reliable magical defense is impractical in combat: a Pentagram spell. Save your energy and send in the warriors.*

– Zephyra, Wizard

Golem-Armor Swordsman

This construct consists of a flesh golem made from a formerly living swordsman and riveted inside solid metal plates that are *also* animated, thereby augmenting strength. It's virtually indestructible . . . and when the flesh golem is slain, the armor reanimates on its own as an “armor golem” and must be destroyed a second time. It's often programmed to get back up *behind* those who turn away after defeating it once – the GM should make a secret Thaumatology roll for PCs who've never fought such a foe, with success revealing this possibility.

Fortunately for delvers, the vast weight of metal used (200 lbs.) makes the thing slow and clanking. It also has the usual human vulnerabilities at the head and vitals. Finally, it's Unnatural, so each life ends at -1×HP.

ST: 13	HP: 13	Speed: 7.00
DX: 13	Will: 10	Move: 2
IQ: 10	Per: 10	
HT: 13	FP: N/A	SM: 0
Dodge: 8	Parry/Block: 12	DR: 17

Broadsword (16): 3d+1 cutting or 1d+4 impaling. Reach 1.
Shield Bash (16): 1d+2 crushing. Reach 1.

Traits: Automaton; Berserk (12); Cannot Learn; Combat Reflexes; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Extra Life 1; High Pain Threshold; Immunity to Disease; Immunity to Poison; Indomitable; No Blood; Reprogrammable; Striking ST 5; Unfazeable; Unhealing (Total); Unnatural.

Skills: Broadsword-16; Shield-16.

Class: Construct.

Notes: Usually carries a broadsword and medium shield (DB 2), either of which may have modifiers or enchantments. The golem's massive armor can't be worn by a man but is worth \$1d×100 as scrap (see *Exploits*, pp. 16-17). No golem will negotiate or reveal useful information.

Gryphon

The gryphon is a beautiful creature with the head, wings, and forefeet of an eagle, and the hindquarters of a lion. A hybrid, it's *immune* to abilities that affect only mammals or only birds. While unnatural, it isn't a true dire animal – the tasks under “Good (Three-Headed) Doggie!” (p. 6) are at -3, not -5. However, many a gryphon is a man-eater, including all those employed as guardian beasts in dungeons, which gives a separate -5.

In combat, airborne gryphons exploit *Combat at Different Levels* (*Exploits*, p. 47) to get +2 to defend against melee attacks and give ground-bound prey -2. Like the eagle, the gryphon is a master of the swooping attack: diving in from afar, striking, and flying out of reach all in a single turn. Space permitting, it will *enter* combat at Air Move 24 for the first hit; after that, it will stay at Air Move 12 in order to maneuver.

ST: 17	HP: 17	Speed: 6.00
DX: 12	Will: 11	Move: 6 (Air Move 12/24)
IQ: 5	Per: 12	
HT: 12	FP: 12	SM: +1
Dodge: 10	Parry: N/A	DR: 2

Beak (14): 1d+2 large piercing. Reach C, 1.

Claw (14): 1d+2 cutting. Reach C, 1.

Swoop (14): 1d+5 cutting (Move 12) or 1d+7 cutting (Move 24). Treat as *Move and Attack* (*Exploits*, pp. 30-31), but without the -4 to skill and skill cap of 9. All the other drawbacks of Move and Attack still apply. Reach C, 1.

Traits: Acute Vision 3; Combat Reflexes; Enhanced Move (Air); Flight (Winged); Quadruped; Wild Animal.

Skills: Brawling-14.

Class: Hybrid.

Notes: Gryphons are valued as symbols of royalty and can supposedly be tamed as riding beasts. One captured alive and delivered to town in a cage will fetch \$5,000. Delvers interested in *buying* gryphons to ride will need to find a seller, fork over \$40,000+, and then locate someone who can teach Riding (Gryphon).

Hellhound

A demon in canine form, capable of spewing flame and (supposedly) eating the souls of the fallen. In return for many weaknesses of flesh-and-blood beasts – notably, it has vital areas – it gains their doggedness, and will fight down to -5×HP if it doesn't fail a HT roll first. It *knows* it will be back! It doesn't count as an animal for any purpose; it's thoroughly demonic.

Hellhounds aren't powerful monsters, but like actual hounds, they band together and use pack tactics (p. 7). Being as smart as the average human, they know the dangers of spells and ranged weapons, and will adapt to avoid them. They'll also lure people into peril – particularly peril involving fire, to which the hounds are resistant (total DR 11).

ST: 11 **HP:** 13 **Speed:** 6.00
DX: 12 **Will:** 11 **Move:** 6/9
IQ: 10 **Per:** 11
HT: 12 **FP:** 12 **SM:** 0
Dodge: 9 **Parry:** N/A **DR:** 1

Bite (14): 1d-1 cutting. Reach C.

Claw (14): 1d crushing. Reach C.

Fire Breath (14): Costs 1 FP per use. 1d burning. Ranged, with 1/2D 5, Max 10, but treat as a melee attack, similar to a jet spell (*Spells*, p. 12).

Traits: Dependency (Loses 1 HP per minute in no-mana areas); Divine Curse (see notes); DR 10 vs. heat/fire only; Enhanced Move (Ground); Immunity to Disease; Immunity to Poison; Quadruped.

Skills: Brawling-14; Innate Attack (Breath)-14; Stealth-11; Tracking-11.

Class: Demon.

Notes: Living flesh inhabited by cursed spirits cannot be healed by clerical spells other than those of evil cultists; treat Minor Healing, Major Healing, etc. as Resisted by HT, with failure to resist inflicting the injury the spell would normally heal. More powerful hellhounds have 2d or 3d burning attacks and up to DR 20 vs. heat/fire; some are “black dogs” that can cast the Curse spell (*Spells*, p. 51). If rumors about soul-eating are true, mortals killed by hellhounds can't be resurrected! Unwilling to negotiate. Truly evil.

Horde Pygmy

Horde pygmies are humanoids that stand a scant 3' tall, with tiny heads, misshapen features, bugged-out eyes, and swollen bellies. They sharpen their teeth to points – the better to eat you with! They have no real culture, although there *are* unconfirmed rumors of shamans who use necromancy to reanimate slain pygmies and victims as zombies. Pygmy life consists mainly of killing things, gathering treasure from those they slay, and cooking people to eat. In short (they hear that a lot), horde pygmies are sneaky, cowardly, underhanded, lowdown, dirty, bushwhacking little cannibals.

Horde pygmies never stand and fight – and when cornered, they typically just cower helplessly and try to escape. They're masters of the hit-and-run raid, however, and while not terribly smart, possess a low cunning. They like to blow darts at opponents and then flee, luring pursuers into prepared traps (snares, pits, deadfalls, trip-ropes, etc.) surrounded by a horde of pygmy ambushers (whence the name!).

Rumor has it that horde pygmies inhabit a jungle-covered, trap-ridden island of evil “somewhere in the far south,” and

somehow travel into and out of dungeons via weird portals provided by the dark god that empowers their shamans. If it exists, such a place would hold much treasure – guarded by pygmies, giant apes (p. 30), leaping leeches (p. 40), slugbeasts (p. 50), triggers (p. 57), and vampires (pp. 58-59).

ST: 5 **HP:** 3 **Speed:** 6.00
DX: 11 **Will:** 8 **Move:** 6
IQ: 8 **Per:** 8
HT: 11 **FP:** 11 **SM:** -2
Dodge: 10 **Parry:** 8 (unarmed) **DR:** 0

Blowpipe (18): 1d-3 small piercing + follow-up 1 point toxic. Ranged, with Acc 1, Max 20, Shots 1(2), Bulk -6.

Traits: Chameleon 2; Compulsive Killing (9); Cowardice (15); Enhanced Dodge 1; Intolerance (Everyone!); Silence 2.

Skills: Blowpipe-18; Climbing-14; Stealth-16 (18 vs. Hearing or Vision if moving, 20 if motionless); Traps-12.

Class: Mundane.

Notes: Horde pygmies are too stupid and cowardly to negotiate *usefully* – if you try, they'll agree to anything and then flee at the first opportunity to shoot more darts at you. Pygmy shamans, if they exist, sport IQ 10+ and Power Investiture 2, and know Necromantic spells (including forbidden rituals for creating zombies) and . . . well, not much else.

Making the Little Guys Dangerous

To turn pests like horde pygmies into *threats*, try:

- Attacking from behind to bypass active defenses.
- Attacking the unarmored face (-5 to hit) – a great target for high-skill, low-damage monsters!
- *Large-Area Injury (Exploits*, p. 53), like a shaman's Explosive Fireball – or gas, like toxic smoke from burning jungle plants. These largely or entirely ignore DR.
- *Multiple Close Combat (Exploits*, p. 51). Several weaklings can subdue someone strong or well-armored.
- Traps (*Exploits*, pp. 70-71) of all kinds.

Horde Zombie

Horde zombies *aren't* necromantic servitors, but victims of a horrible curse. Anyone slain by a horde zombie will rise as one a minute later and try to eat any living person in sight. While capable of speech, horde zombies only ever moan the name of the body part they wish to eat: “Braaaaain,” “Spleeen,” “Skinnnn,” etc.

These undead are mostly weak fodder – but if enough of them attack, the danger of being grappled, pinned, and eaten is real (*Multiple Close Combat*, *Exploits*, p. 51). On the other hand, they're easy to outrun, and usually forget about victims who duck out of sight (6 or less chance of staying on the trail). While Unliving makes them slightly harder to injure, Unnatural ensures they go down at -1×HP.

ST: 13 **HP:** 17 **Speed:** 5.00
DX: 8 **Will:** 8 **Move:** 4
IQ: 8 **Per:** 8
HT: 12 **FP:** N/A **SM:** 0
Dodge: 8 **Parry:** 9 (unarmed) **DR:** 0

Bite or Punch (12): 1d crushing. Reach C.

Traits: Bad Smell; Cannot Learn; Doesn't Breathe; Doesn't Sleep; High Pain Threshold; Immunity to Disease; Immunity to Mind Control; Immunity to Poison; Incorruptible (6); Indomitable; Infectious Attack (Must kill victim); No Blood; Temperature Tolerance 10 (Cold); Uncontrollable Appetite (6) (Flesh); Unfazeable; Unhealing (Total); Unliving; Unnatural.

Skills: Brawling-12; Wrestling-12.

Class: Undead.

Notes: Effective ST for grappling is 15 due to Wrestling skill. While "intelligent," horde zombies are uninterested in negotiation and immune to trickery. They just want to eat. They *aren't* truly evil – they're more a force of nature.

Horrid Skull

This is an undead skull – more artifact than monster – left behind by a wizard who has long since departed the mortal coil. It can't *do* much but sit around, waiting to be smashed . . . oh, and emit slow psychic death! Though easily "killed" by a smart blow, that's rarely as simple as it sounds.

A horrid skull is never just parked out in the open. Deliberately hidden, or buried by the sands of time, it's a trap; tick off the deadly seconds as the delvers desperately search for it (Sense Danger, Sense Evil, Sense Foes, or Sense Spirit will find it), batter apart or unearth its hiding place, and break it. Guarded by a horde of undead that worship it like a creepy idol – zombies (p. 62) that still serve it as their master, or cursed souls of previous victims (perhaps flaming skulls, p. 27) – the heroes will have to fight to get a clear shot at the thing. Levitated over adventurers in battle or carried around by an unliving entity that's immune to its emanations (like a lich, p. 40), it's a fiendish weapon!

ST: 0 **HP:** 5 **Speed:** N/A
DX: N/A **Will:** 0 **Move:** 0
IQ: 0 **Per:** 0
HT: 12 **FP:** N/A **SM:** -5
Dodge: N/A **Parry:** N/A **DR:** 2

Psychic Scream: All living things within 16 yards suffer 1 point of toxic damage per second. This attack ignores *all* DR!

Traits: Brittle; Cannot Float; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; High Pain Threshold; Immunity to Disease; Immunity to Poison; No Blood; No Brain; No Eyes; No Manipulators; No Neck; No Vitals; Pressure Support; Sealed; Unhealing (Total); Unliving.

Class: Undead.

Notes: Nonsentient – *can't* communicate or negotiate. A weaker, time-faded skull might do damage less often, perhaps every 10 seconds, and be a fairer challenge for starting PCs. On the other hand, rumors persist of intelligent lich-skulls with DX 10+; IQ, Will, and Per 12+; dozens, even hundreds of levels of Energy Reserve; Magery 3+; and many spells that enable it to levitate, turn invisible, etc. In all cases, it's truly evil.

Monster or Trap?

Bona fide *traps* don't make sense in every dungeon. In a natural cavern with no intelligent tool-users, who would build them? If laborers (e.g., miners) must work there, who would risk them? The traditional alternative is *trap-like* hazards: collapsing ceilings, hidden fissures, volcanic gas, etc. Another option is to use monsters *as* traps! The horrid skull (above) is the scariest example, but fungus (pp. 28-29), mold (pp. 42-43), and slime (pp. 48-49) all work – as do creatures with trap-like natural weaponry, such as giant spiders (pp. 31-32) and slugbeasts (p. 50).

Ice Weasel

This white-furred weasel with blue highlights and ice-cold blood is adapted for arctic survival. It can nibble with just its front teeth or open wider to bite with its full set; if the latter attack breaks the skin, glands in the weasel's mouth can chill the victim to the bone. Ice weasels are mostly pests – right up until someone falls on or *through* ice, and a whole gang of them come squiggling or swimming out of nowhere, nipping at anything they can reach.

ST: 5 **HP:** 10 **Speed:** 6.00
DX: 13 **Will:** 12 **Move:** 6
IQ: 4 **Per:** 12
HT: 12 **FP:** 12 **SM:** -4
Dodge: 9 **Parry:** N/A **DR:** 0

Chomp (15): Costs 1 FP per use. 1d(3) cutting. Roll vs. HT at -1 per 2 points of penetrating damage or be frozen (paralyzed) for (20 - HT) minutes, minimum 1 minute. Reach C.

Claw (15): 1d-3 crushing. Reach C.

Nibble (15): 1d-4 cutting. Reach C.

Traits: Compulsive Playfulness (15); Dependency (Loses 1 HP per minute in no-mana areas); Double-Jointed; DR 10 vs. cold/ice only; Limited Camouflage (Snow); Quadruped; Temperature Tolerance 8 (Cold); Terrain Adaptation (Ice/Snow); Vulnerability (Heat/Fire x2); Wild Animal.

Skills: Brawling-15; Camouflage-12 (14 if motionless in snow); Stealth-14 (16 if motionless in snow); Swimming-14.

Class: Dire Animal.

Notes: Bigger ice weasels can chomp for 1d+1(3), 1d+2(3), or even 2d(3) cutting, and have up to DR 20 vs. cold/ice.



Natural cold causes fatigue and slow death. Monstrous attacks might do that – or batter you with hail, shred you with ice shards, or inflict frostbite. Being encased in ice or frozen from within can effectively paralyze you!

– Aelin Rock-Talker, Druid

Ice Wyrm

This blind, limbless, 35' "worm" is covered in slick, icy scales. It hunts by body warmth, attacking by biting with a ferocious maw filled with crystalline teeth or by exhaling a paralyzing jet of frost motes – all while simultaneously lashing out with the sting at its nether end, injecting chilling venom. The wyrm is itself near-impervious to cold and has no particular vulnerability to flame. It lacks eyes, and its brain and vital organs are distributed through its body such that it has no true weak points. However, it's a "natural" creature, and once freed from suspended animation in its ice egg, it must eat and breathe like any beast.

Ice wyrm lairs are inevitably glacial places. The heroes will suffer from bad footing (-2 to hit, -1 to defend, +1 movement point/hex) and the cold (*Temperature*, **Exploits**, p. 70). With its Terrain Adaptation and Temperature Tolerance, the wyrm will have the home-ground advantage (pp. 6-7).

ST: 42	HP: 42	Speed: 6.00
DX: 12	Will: 12	Move: 6/12
IQ: 5	Per: 12	
HT: 12	FP: 12	SM: +5
Dodge: 9	Parry: N/A	DR: 4

Bite (12): 4d+1 cutting. Reach C, 1.

Frost Breath (15): A 5-yard-wide × 20-yard-long cone; see *Area and Spreading Attacks* (**Exploits**, pp. 45-46). 3d-1 crushing, no knockback. Roll vs. HT at -1 per 2 points of penetrating damage or be frozen (paralyzed) for (20 - HT) minutes, minimum 1 minute. Five-second recharge between shots.

Sting (12): 4d+2 large piercing + follow-up 1d fatigue. Reach C-5.

Traits: Acute Detect 4; Blindness; Detect (Heat); DR 13 vs. cold/ice only; Enhanced Move (Ground); Extra Attack 1; High Pain Threshold; Ice Armor (see notes); No Brain; No Eyes; No Neck; No Vitals; Regeneration (1 HP/12 hours); Regrowth; Resistant to Disease 3; Resistant to Poison 3; Slippery 5; Temperature Tolerance 10 (Cold); Terrain Adaptation (Ice); Uncontrollable Appetite (12) (Mortal Flesh); Unfazeable; Universal Digestion; Vermiform; Wild Animal.

Skills: Innate Attack (Breath)-15.

Class: Dire Animal.

Notes: The wyrm's Detect works as well in combat as sight would for someone with a Vision roll of 16, and is unaffected by darkness, smoke, etc. Ice Armor absorbs 42 points of *basic damage* from attacks, and must be chipped off before the creature can be injured; the monster's DR 4

(total DR 17 vs. cold/ice) is permanent, and still protects once this is gone. Bite counts as grapple on opponents of SM +2 or smaller! Ice-generating organs are worth \$7,500 to alchemists, who use them in fire resistance and liquid ice potions. Teeth can be turned into 1d very fine large knives; roll vs. Armory (Melee Weapons) once per knife.

Jelly

Jellies are large, slow-moving blobs that creep through confined spaces (narrow tunnels, under beds, and so on), systematically seeking out and sucking up organic matter. Of course, *delvers* are organic, as is much their gear – anything made of cloth, hide, paper, or wood is seen as food. Worse, jellies have natural weaponry that prevents victims from escaping! Add near-invisibility, and the mere existence of jellies makes any tight passage a potential place of terror.

A jelly may simply wait in the *delvers'* path; they get *one* Vision roll at -6 (on top of other visibility modifiers), to spot the slight distortion ahead, with failure meaning the front-most party member *walks into it*. It might instead drop from above; SM +1 specimens can lurk in two-foot-wide apertures, while SM +2, +3, and +4 monsters can manage one-, 1.5-, and two-yard openings. Underwater, danger could come from any direction. Rolls to spot a lurking jelly suffer *another* -2 if concealment allows a roll at all. Walking into a jelly or having one drop on you is a surprise attack – the hapless victim is engulfed without any active defense!

After a jelly has attacked or been attacked, it will be reflexively cautious. If it can trap unengulfed enemies against an obstacle by squidding toward them, it will. If it can't, it's likely to retreat, bringing along any grappled or pinned prey. Accounting for ST and Invertebrate, a jelly can drag 112 lbs. upward or away if SM +1, 312 lbs. if SM +2, 612 lbs. if SM +3, or 1,250 lbs. if SM +4, or push *four times* as much weight ahead of it.

A jelly is difficult to hurt. Injury Reduction 4 divides *all* penetrating damage by four (round *up*) after DR, on top of the effects of Homogeneous on impaling and piercing attacks. If the monster has someone pinned, any attack has a 9 or less chance of inflicting the same damage on the victim as on the jelly (but the victim shares the jelly's DR 2).

ST: 15	HP: 15	Speed: 5.00
DX: 8	Will: 0	Move: 1 (Ground or Water)
IQ: 0	Per: 10	
HT: 12	FP: 12	SM: +1
Dodge: 8	Parry: N/A	DR: 2

Engulf: If the jelly starts its turn in close combat with prey, or can move there on its turn, it tries to engulf its target; no attack roll is necessary and its quarry may defend only by dodging *and retreating*. Failure means being sucked inside and pinned if of lower SM than the jelly, or partly stuck in the jelly and grappled if of equal or greater SM. The victim can break free by winning a Quick Contest of ST (allowed only every 10 seconds if pinned); the jelly has +10 to ST if pinning or +5 if grappling. The typical jelly can pin/grapple one foe; later enemies are pushed along in front of it unless they *win* a Quick Contest of ST to prevent it from moving.

Immobilize (Resisted by HT-4): Anyone who isn't in completely sealed armor and who is pinned or grappled by the jelly, engages it in a shoving match (no matter who wins the Quick Contest of ST), or touches it with bare skin must roll resistance once per second in contact. Failure means paralysis for minutes equal to margin of failure.

Liquefy: Anyone *pinned* takes 1d-1 corrosion damage per second; anyone *grappled* or *shoved* suffers 1d-3 corrosion per second. This is *Large-Area Injury (Exploits, p. 53)*. The prey's organic items and armor permanently lose DR 1 per 5 points of cumulative damage. Inorganic equipment is immune. Dead victims are dissolved and *gone*, while inorganic gear is ejected.

Traits: Acute Detect 10; Amphibious; Detect (Organic Matter); Doesn't Breathe; Doesn't Sleep; High Pain Threshold; Homogeneous; Immunity to Disease; Immunity to Poison; Injury Reduction 4; Invertebrate; Invisibility; No Blood; No Eyes; No Head; No Manipulators; No Neck; Slippery 5; Slithers; Spider Climb (Move 1); Universal Digestion.

Class: Slime.

Notes: An SM +1 jelly can fill a one-yard-wide passage to 6' of height. Larger ones are common: SM +2 fills a two-yard-wide passage, has ST/HP 25, and can pin or grapple two targets; SM +3 fills a three-yard-wide passage to 9', has ST/HP 35, and can pin or grapple three targets; and SM +4 fills a four-yard-wide passage to 12', has ST/HP 50, and can pin or grapple four targets. A feared subclass of jellies absorb victims' *abilities* along with the bodies, allowing the GM to add any trait that seems fun, from Luck to another monster's contact poison! Unaffected by Animal or Plant spells that don't specifically target slimes. Nonsentient – *can't* communicate or negotiate.

Karkadann

A karkadann resembles a lion crossed with a horse . . . and sporting a long, sharp horn on the center of its head. It's almost the *size* of a horse, too. It has a handsome mottled coat of gold, white, and tan.

Karkadann are aggressive and territorial. They prefer to engage their foes directly, charging into close combat with their horn and then staying there to bite and claw. A karkadann can use its horn to parry as well as to gore, and is quite capable of "fencing" with armed opponents!

Karkadann encountered in a group will be a pride: a bull male with ST 22, HP 22, +1 to all listed damage, Bad Temper (9), and Laziness (9); his harem of 1d+4 females (use the stats below); plus an additional 1d+4 young that won't fight. The bull will use the females much as a boss deploys minions: to set up his attacks, flank opponents, and charge dangerous foes. He *will* fight, but he'll exploit his harem to maximize his chances of surviving the fray.

ST: 20	HP: 20	Speed: 7.00
DX: 13	Will: 11	Move: 14
IQ: 4	Per: 12	
HT: 11	FP: 11	SM: +1
Dodge: 11	Parry: 12	DR: 1

Claws (16): 2d cutting. Reach C, 1.

Horn (16): 2d+3 impaling. The initial *slam* with the horn inflicts the same damage at Move 1-4, 2d+5 impaling at Move 5-6, 2d+7 impaling at Move 7-9, and 2d+9 impaling at Move 10-14. Treat as weapon, not as body part. Reach C, 1.

Teeth (16): 2d cutting. A successful bite counts as a grapple, even if no damage penetrates DR. Reach C, 1.

Traits: Bad Temper (12); Combat Reflexes; DR 2 vs. attacks on skull only; Night Vision 5; Quadruped; Temperature Tolerance 1 (Cold); Temperature Tolerance 1 (Heat); Wild Animal.

Skills: Brawling-16; Running-13.

Class: Animal.

Notes: Total *skull* DR is 5. Animal spells affect karkadann normally. Intact karkadann hides can fetch up to \$800. Their horns, useful for making poison antidotes, are worth \$2,500 to alchemists. A horn can also be carved into an ornate (+1 reactions), fine-quality large knife. Roll vs. Armory (Melee Weapons); failure ruins the horn as a knife and reduces its value to alchemists to \$250. Young karkadann can't be tamed but are trendy exotic pets, worth \$1,000 each.

Treat as Weapon, Not as Body Part

Many monster attacks bear the titular note – they involve body parts that are as durable as melee weapons, or are close-range jets or force fields. These attacks aren't *actual* weapons; they cannot be dropped, disarmed, or stolen in any way. They just ignore *Hurting Yourself (Exploits, p. 40)* when weapons parry them or they strike DR 3+. Most can also parry like weapons, though a few cannot (e.g., *Bronze Spider, p. 17*). The GM may exempt more or even *all* monsters from the downsides of attacking and/or parrying unarmed, simplifying combat and putting monsters and delvers on a more equal footing. In all cases, critical misses still go to the *Unarmed Critical Miss Table (Exploits, p. 101)*.

Leaping Leech

These horrid pests infest stagnant or still water. The size of a human pinky, leaping leeches are aptly named: they *jump* out of the water and glom onto victims' unprotected skin. Individually, they're no threat, but they're always found in hordes – and as they can leap up to four yards, even a tiny infested puddle in the middle of a sizable room can threaten a leech attack!

ST: 0 **HP:** 1 **Speed:** 6.50
DX: 16 **Will:** 10 **Move:** 1 (Ground or Water)
IQ: 1 **Per:** 10
HT: 10 **FP:** 10 **SM:** -9
Dodge: 9 **Parry:** N/A **DR:** 0

Leaping (16): Up to 4 yards! Against an armored victim, this targets the face (at -5) or eyes (-9). Leeches can cluster on body parts; only one can fit on a human-sized eye, but there's no practical limit to how many can cling to limbs, extremities, or the head. The leap does no damage, but . . .

Leeching: This attack cannot penetrate *any* DR, not even Tough Skin. One second after hitting bare flesh, though, the leech begins to suck blood. It inflicts 1 HP per second for 1d-2 seconds (minimum 1). Then it's gorged and drops off.

Traits: Amphibious; Gills; Vermiform; Wild Animal.

Skills: Jumping-16; Swimming-18.

Class: Animal.

Notes: A leech that steals 2 HP or more has SM -8 – and if such a distended leech is killed, it *bursts*, showering everything nearby with gore. Anyone (except other leeches!) within one yard must roll vs. HT to avoid being blinded for 1d-3 seconds (minimum 1). A safer option is to pick it off, but leeches are slimy and difficult to remove. Grabbing a leech in one second requires a DX roll, at -9 for SM; *carefully* doing so takes two seconds but requires no roll. Then roll vs. ST at -3 to pull it off; this inflicts 1 HP of injury. Even 1 point of flame damage will make the leech let go.

Lich

A lich is an undead wizard whose alchemically preserved skeleton is animated by necromancy. Megalomania is the usual motivation for choosing this career – most liches are melodramatic Evil Overlords. Between this and their appearance, they simply can't be well-integrated members of society.

Delvers should be aware that their opponent can't be poisoned, starved out, strangled, or caught sleeping; lacks brains and vital organs; and is Unliving. Moreover, Unkillable (Total) means reducing it to -10×HP just turns it into a ghost that will possess a skeleton somewhere and return for vengeance. Its only real weaknesses are crushing attacks (do double injury) and no-mana areas (cause injury, prevent spellcasting, and keep it from returning once destroyed). Of course, no lich would venture anywhere near a place without mana.

On top of all *that*, most liches have had centuries to invent diabolical magic not found in *Spells*, build lairs where they

The Evil Dead

To keep the undead slaves of liches (below) and similar foes effective in the face of the cleric's Turning ability, consider giving such bodyguards Resist Good (p. 11). To further enhance them, steal a page from Protection from Evil (*Spells*, p. 64): Accompany every two *full* Resist Good levels with +1 DR vs. Good – including attacks by clerics and holy warriors!

enjoy a truly unfair home-ground advantage (pp. 6-7), and conjure legions of mindless undead to surround them and screen them from attack.

You have been warned!

ST: 10 **HP:** 10 **Speed:** 7.00
DX: 12 **Will:** 18 **Move:** 7
IQ: 16 **Per:** 16
HT: 14 **FP:** N/A **SM:** 0
Dodge: 10 **Parry:** 11 **DR:** 2

Staff (12): 1d+2 crushing – usually with a horrid spell, like 6d worth of Deathtouch. Reach 1, 2.

Traits: Brittle; Cannot Float; Dark Vision; Dependency (Loses 1 HP per minute in no-mana areas); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Energy Reserve 30 (Magical); High Pain Threshold; Immunity to Disease; Immunity to Poison; Magery 6; No Blood; No Brain; No Eyes; No Sense of Smell/Taste; No Vitals; Skinny; Unfazeable; Unhealing (Heals only when Unkillable is triggered); Unkillable (Total; Achilles Heel, Can be truly killed in no-mana areas); Unliving; Vulnerability (Crushing x2).

Skills: Dozens of spells at skill 20+; Staff-12; numerous IQ-based skills like Alchemy, Hidden Lore, Occultism, Research, Speed-Reading, Thaumatology, Traps, and Writing at 16+.

Class: Undead.

Notes: Favorite spells are at -2 to energy cost and half casting time – or better – due to skill 20+. Energy Reserve can be any size; 30 points is the *minimum*, and liches also wield sizable power items. Some liches possess Power Investiture 6 and evil clerical spells (anything the GM feels dark gods would grant) instead of wizardly abilities. Liches often negotiate – or accept surrenders and then use secret Mind Control spells to bind victims to perform unspeakable services. Truly evil.

Lion

Lions in the wild eat villagers but generally avoid groups of cagey adventurers clad in inedible armor. However, a dungeon boss who enjoys gladiatorial spectacle might rig a room to trap delvers with a group of trained attack lions, while a deranged druid may control lions directly. Whatever the situation, lions *do* coordinate their efforts in combat.

ST: 16	HP: 16	Speed: 6.00
DX: 13	Will: 11	Move: 10
IQ: 4	Per: 12	
HT: 11	FP: 11	SM: +1
Dodge: 9	Parry: N/A	DR: 1

Bite or Claw (15): 1d+1 cutting. Reach C, 1.

Traits: Flexibility; Laziness (12); Night Vision 5; Penetrating Voice; Quadruped; Temperature Tolerance 1 (Heat); Wild Animal.

Skills: Brawling-15; Running-13.

Class: Animal.

Notes: Big lions can have ST and HP up to 20; damage is 1d+2 at 17-18, 2d at 19-20. Lions trained to fight might boast DX 14, Will 12-13, Combat Reflexes (gives +1 to Dodge), or an extra +1 to biting damage from specialized Striking ST or steel fang caps.

Lizard Man

What these tool-using reptiles like about civilization is that it *provides*: people to eat and the technology to produce superior weapons (they *love* polearms with many blades and projections). Fortunately, most favor hot places far from human habitation, where they subsist on giant swamp flies or desert beetles. Still, “lost” dungeons famed for their treasure are often in lizard-man territory, the uppermost levels sheltering lizards who don’t mind monsters in the basement and who appreciate how the place draws tasty treasure-seekers.

Lizard men are reptilian humanoids with long snouts and thick tails. Their beautiful scales might be blue, brown, gray, or green. Though man-sized, the heavy tail and scales mean the typical specimen weighs 30 lbs. more than height suggests. Lizard speech is sibilant, punctuated with tongue-flicks and toothy snaps.

ST: 12	HP: 12	Speed: 5.00
DX: 11	Will: 9	Move: 6
IQ: 9	Per: 9	
HT: 11	FP: 11	SM: 0
Dodge: 8	Parry: 10	DR: 3

Bite (13): 1d-1 cutting. Any hit counts as a grapple, even if it doesn’t penetrate DR. This allows the lizard to *worry* – roll damage each turn as a free action! Reach C.

Clawed Kick (11): 1d cutting. Reach C, 1.

Clawed Punch (13): 1d-1 cutting. Reach C.

Dueling Halberd (14): 1d+6 cutting, 1d+5 impaling (may get stuck – see *Picks*, *Exploits*, p. 39), or 1d+2 impaling. Reach 1, 2*.

Tail Strike (11): 1d+1 crushing. Reach C.

Traits: Disturbing Voice; Nictitating Membrane 2; Odious Racial Habit (Eats other sapient beings, -3 reactions); Peripheral Vision; Temperature Tolerance 3 (Heat); Terrain Adaptation (Sand or Swamp).

Skills: Brawling-13; Polearm-14; Stealth-11; Wrestling-12.

Class: Mundane.

Notes: Terrain Adaptation always matches the surrounding environment. Effective ST for grappling is 13 due to Wrestling skill. Most lizard men have light leather armor (DR 1, adds to natural DR 2) and a dueling halberd (or occasionally a dueling glaive, monk’s spade, naginata, or pollaxe). The armor won’t fit non-reptilians, but is often snakeskin and quite attractive (ornate, +1 reactions): \$300 per 18-lb. suit. Non-warrior lizards have DX 10 and lower combat skills; leaders have +1 or +2 to all four basic attributes, with according effects on secondary characteristics, skills, and damage. Spellcasters are inevitably shamans with IQ 10+, Power Investiture 1-3, and standard clerical spells. Lizard men will negotiate, but only with delvers offering extraordinary weapons (e.g., fine or magical polearms) – or their own body weight in food!

Speaking from Experience

*The entities known as “Elder Things” are not from another plane of existence. However broadly we define “existence,” they are **outside**. One needs abstruse mathematics to grasp this, but not its ramifications: Elder Things are not **from** anywhere, so they cannot be magically banished. Unlike constructs and undead, for which magical processes replace life – and demons, elementals, and spirits, which are made of magic – Things are irreconcilable with both life and magic, so spells that influence either cannot affect them, and most are highly resistant to **all** magic.*

– Zephyra, Wizard

Mindwarper

Mindwarpers are Things From Beyond Time And Space, with genius-level intellect and devastating psychic powers. No mortal has ever survived to describe one, but ancient lore suggests they’re humanoids with pebbly skin (similar to that of a starfish), no nose, and hands and feet that consist of suckers surrounded by writhing cilia instead of digits.

An encounter with a mindwarper generally ends in madness or death. Fortunately for humans, mindwarpers don’t cooperate well. A mindwarper is likely to be a lone dungeon boss, found on the lowest levels, surrounded by mindless fodder – often formerly free-willed captives reduced to low IQ and given the Automaton and Reprogrammable traits through unspeakable *procedures*.

ST: 10	HP: 10	Speed: 5.50
DX: 10	Will: 20	Move: 5
IQ: 18	Per: 18	
HT: 12	FP: 20	SM: 0
Dodge: 8	Parry: 13 (x5)	DR: 10

Psychokinetic Lash (20): 3d crushing. Up to five attacks! Ranged, with Acc 3, 1/2D 10, Max 100. Can be dodged, but not blocked or parried.

Traits: Compartmentalized Mind 4; Dependency (Loses 1 HP per minute in no-mana areas); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Flexibility; Immunity to Disease; Immunity to Poison; Magic Resistance 6; No Blood; No Vitals; Pressure Support; Regeneration (1 HP/second); Temperature Tolerance 4 (Cold); Temperature Tolerance 1 (Heat); Terror; Unfazeable.

Skills: Innate Attack (Gaze)-20; many IQ-based skills at 16-20.

Class: Elder Thing.

Notes: Parries, DR, psychokinetic lash, and Terror are mental ("psionic") abilities, and Compartmentalized Mind lets the mindwarper psychokinetically strike and parry five times per turn! A mindwarper will often feign willingness to negotiate; it may even honor a deal that involves delvers agreeing to a horrible, soul-tainting quest. Truly evil.

Minotaur

Minotaurs resemble muscular humans with shaggy, horned bull's heads (the females, too – comparing a minotauress to a cow is liable to mean going from bull to steer in seconds). Enough "civilized" ones work as farmhands that minotaurs can *sometimes* pass in town. Dim-witted, ill-tempered berserkers are more at home in the dungeon, though.

Minotaurs stand 3" taller than humans on average, with weight appropriate for their height. The horns make them *seem* even larger, and prevent them from using all but custom-made helmets. There's no shortage of evil masterminds happy to provide such headgear, along with weapons and opportunities to slaughter people.

ST: 15	HP: 15	Speed: 6.00
DX: 12	Will: 8	Move: 6
IQ: 8	Per: 10	
HT: 13	FP: 13	SM: 0
Dodge: 9	Parry: 11	DR: 4

Great Axe (16): 2d+5 cutting. Becomes unready after attacking. Reach 1, 2*.

Horns (14): 1d+3 impaling. Treat as weapon, not as body part, both to attack and parry (Parry 10). Reach C, 1.

Kick (12): 1d+3 crushing (includes +1 for heavy boots). Reach C, 1.

Punch (14): 1d+1 crushing. Reach C.

Traits: Absolute Direction; Acute Hearing 2; Appearance (Hideous); Bad Temper (12); Berserk (12); DR 2 vs. attacks on skull only; Peripheral Vision.

Skills: Brawling-14; Stealth-12; Two-Handed Axe/Mace-16; Wrestling-14.

Class: Mundane.

Notes: Effective grappling ST is 17 due to Wrestling skill. This is a typical minotaur employed as a goon, given heavy leather armor (DR 2, added to natural DR 2 above) and a great axe; the armor will fit humans of comparable size, but unplugged horn holes mean chinks in armor on the head are targeted at -8, not -10. Total skull DR is 8. These stats describe a skilled warrior, the only kind of

minotaur ever met in the dungeon. ST, DX, HT, and combat skills could be higher for impressive specimens, and wealthier bosses could provide better weapons and armor – imagine a ST 17 minotaur with DR 9 epic plate and an axe enchanted with Graceful Weapon, at only Light encumbrance and doing 3d+3 cutting per turn! Minotaur encounters generally *start* with an enraged monster barreling into combat, but minotaurs who are simply standing around may negotiate.



*The taller, the less civilized.
Halflings are best. Dwarves and
gnomes value sensible things.
Other townsfolk are bearable.
Minotaurs and ogres will eat you.
– Hap Badapple, Thief*

Mold

Ordinary mold on rations is a familiar annoyance. *Dungeon* mold is much worse; you don't even want to be *near* it. While "just" a passive threat that can't pursue you or spew gunk, it carpets objects and areas in ways that complicate an adventurer's life. When roping down a shaft, stooping under a low ceiling, or squeezing between close walls, the GM might require a DX roll every turn to avoid contact with any mold present.

As mold may involve rolls to avoid contact and more rolls to resist effects, extended exposure can mean lots of rolling. To keep this from getting annoying, have adventurers face mold *briefly* or *individually*. Place it in an area with mobile monsters (forcing the heroes to fight atop it for a short time, until they're free to deal with it), where someone must go alone (so only one person rolls), on something the delvers must interact with and don't dare damage (e.g., an irreplaceable scroll), or inside a chest or along the seams of a door (where contact is brief but inevitable).

Mold is tough to eradicate. On top of its DR, it's Diffuse, so only area, cone, or explosion attacks work normally. Most Missile spells and jets don't qualify – use Concussion, Explosive Fireball, or Explosive Lightning. Thanks to Unkillable, mold must be reduced to -10xHP to perish, which means inflicting 11 HP per square yard, subject to the above complications.

Direct magic is an option, but HT 16 and Magic Resistance 4 mean Regular spells are at -4 and the mold resists at 20, while Area spells have no penalty but Magic Resistance counts double: resistance is 24. Area effects affect all mold in their radius. For Regular spells, pay the energy cost for an SM, look up "Linear Measurement" for that SM on the *Size and Speed/Range Table (Exploits, pp. 97-98)*, and square that distance to find square yards affected; e.g., six times energy cost for SM +5 lets the spell influence 225 square yards of mold.

Work backward for known amounts of mold; e.g., a 50-yard corridor with a square two-yard by two-yard cross section has 400 square yards of walls, floor, and ceiling, so if this were blanketed in mold, it would count as SM +6 and multiply energy cost by seven.

ST: 0	HP: 1*	Speed: N/A
DX: N/A	Will: 0	Move: 0
IQ: 0	Per: 0	
HT: 16	FP: N/A	SM: *
Dodge: N/A	Parry: N/A	DR: 1

Injury: One option from *Color* (below).

Insult: One option from *Texture* (below).

Traits: Diffuse; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; High Pain Threshold; Immunity to Disease; Immunity to Poison; Invertebrate; Magic Resistance 4; No Eyes; No Head; No Manipulators; No Neck; Sessile; Unkillable.

Class: Slime.

Notes: Mold has HP 1 per square yard but indeterminate SM. Though Move is 0, mold will *slowly* grow along vertical or horizontal surfaces, invading any space that isn't sealed. Unaffected by Animal or Plant spells that don't specifically target slimes. Nonsentient – *can't* communicate or negotiate.

Color

If mold is disturbed in any way – touched, walked on, damaged – all mold in the area sheds spores that affect everyone in that area. These settle after an hour, but each new disturbance sets off the mold again!

A mold's color warns of the danger it poses. Roll 3d to choose at random, or roll twice – once for color, once for effect – for weirdly atypical mold.

3-4 – Violet: *Psychedelic*. Make a Fright Check (*Exploits*, pp. 10-11) at -10! Anything that benefits Fright Checks helps normally. Roll hourly if exposure continues. Failure has its usual effects.*

5-6 – Yellow: *Corrosive*. Inflicts 1 point of corrosion damage per second. Keep track of the total and *permanently* reduce (non-orichalcum) armor or item DR by 1 per 5 points.†

7-10 – Green: *Toxic*. Make a HT roll every second; anything that protects against poison helps normally. Each failure costs 1 HP. This injury cannot be healed *in any way* until the subject gets a Neutralize Poison spell (*Spells*, pp. 37-38), a day of Esoteric Medicine treatment (*Patching Up*, *Exploits*, p. 63), or a dose of universal antidote (*Adventurers*, p. 117).*

11-14 – Brown: *Sicken*ing. Make a HT roll at -4; anything that protects against disease helps normally. Roll hourly if exposure continues. Failure means a malaise that gives -2 to all attribute and skill rolls, and -1 to active defenses, until the victim receives a Cure Disease spell (*Spells*, p. 36) or a day of Esoteric Medicine treatment.*

15-16 – Gray: *Putrefying*. Make a HT roll at -4; anything that protects against disease helps normally. Roll hourly if exposure continues. Failure means the victim starts losing 1 HP

per hour that cannot be healed *in any way* until the subject is treated with Cure Disease or Esoteric Medicine. Those killed by this liquefy to goo and are beyond resurrection.*

17-18 – White: *Exploding*. The spores explode! Everyone in the area suffers 3d burning damage. For long walks, assess an explosion every 10 seconds.†

* Area-effect contact agent (*Special Delivery*, *Exploits*, pp. 56-57) that affects living beings; only a sealed suit protects. Rations carried by those in the area are spoiled unless in sealed containers. Dungeon-dwelling monsters may have Immunity to this effect.

† *Large-Area Injury* (*Exploits*, p. 53).

Texture

Mold also comes in a few textures, none of them pleasant. Roll 1d to choose randomly.

1-2 – Rough: Scratchy bordering on sharp, like rock lichen or coral. Adds +1 per die to damage taken by anyone falling on it, or shoved or knocked back into it in a way that causes damage. This also triggers its spores! Increase DR to 2 vs. all attacks.

3-4 – Slippery: Wet and mucus-like. Every second of ground movement over it at Move 2+ requires a DX roll at the "Speed" penalty on the *Size and Speed/Range Table* (*Exploits*, pp. 97-98); e.g., -3 at Move 6. Perfect Balance gives +6. Failure causes a fall; getting up means spending *extra* time in the area. Increase DR to 4 vs. fire.

5-6 – Sticky: Tacky and clingy. Reduce Move by 1 if moving in contact with it. *Any* contact brings some along! Scraping it off exposes the person doing the scraping to 1d seconds of its effects. *Not* doing so means that in 3d hours, the carrier grows enough mold to be considered exposed *constantly*.

Moldy Monsters?

Mold (pp. 42-43) might coat any unliving, stony creature – earth elemental (p. 25), obsidian jaguar (below), stone golem (p. 54), etc. – or undead! The *first* hit on the monster each hour triggers *Color* (above) effects in a two-yard radius. *Texture* (above) matters, too: rough grants +1 DR, slippery adds Slippery 2 and +3 DR vs. fire, and sticky means contact with the monster brings some mold along.

Obsidian Jaguar

This likeness of a great jungle cat is carved from dark volcanic glass and animated by something akin to druidic magic. It's indistinguishable from mundane statuary ... until it pounces (10 yards with a running start!), after which it fights like a living jaguar. Razor-sharp obsidian claws and a hard, glassy hide – neither prone to breakage – make it a dangerous foe.

Obsidian jaguars prefer the night ambush. They'll try *Surprise Attacks (Exploits*, pp. 26-27), forcing rivals relying on Vision to deal with darkness penalties and up to another -3 for jungle concealment. An obsidian jaguar always opens with a pounce (*Exploits*, p. 40). The +4 to skill for pouncing lets it hit its favored target, the neck, at 17 or less. When fighting back, delvers should be aware that their opponent is Homogeneous.

It's said that priests of the lost civilization of Teclá created obsidian jaguars to guard holy places – structures where druidic magic somehow remains potent deep inside, out of Nature's sight. Ciuaclán (p. 18), Demons from Between the Stars (pp. 19-20), giant apes (p. 30), horde pygmies (p. 36), and leaping leeches (p. 40) also feature in these rumors. Delvers plundering ruined temple complexes in the jungle should bear this in mind!

ST: 19	HP: 19	Speed: 7.00
DX: 16	Will: 11	Move: 10
IQ: 4	Per: 15	
HT: 12	FP: N/A	SM: +1
Dodge: 11	Parry: N/A	DR: 5

Bite (18): 2d+1 cutting. Reach C, 1.

Front Claw (18): 2d+1 cutting. The initial pounce does 2d+4 cutting! Reach C, 1.

Hind Claw (16): 2d+2 cutting. Reach C, 1.

Traits: Brittle; Combat Reflexes; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Fanaticism (Guarding holy places); High Pain Threshold; Homogeneous; Immunity to Disease; Immunity to Poison; Indomitable; Night Vision 5; No Blood; Pressure Support; Quadruped; Sealed; Sense of Duty (To priests, ancient gods, or *something*); Striking ST 2; Unfazeable; Unhealing (Total).

Skills: Brawling-18; Jumping-16; Stealth-16.

Class: Construct.

Notes: Despite its resemblance to a beast, Animal spells won't work. Animated by divine energies, not by conventional magic. Unwilling to negotiate. Once destroyed, the choicest hunks of its shattered remains are worth \$1d×200 to craftsmen in town, and weigh 3 lbs. per \$200 of value.

Ogre

Ogres are huge, misshapen humanoids with bloated eyes, warty skin, and a permanent filth layer. They definitely eat people. They are *phenomenally stupid* – but directed by a suitably brainy mastermind, they can be devastatingly effective dungeon dangers.

Ogres stand about 60% taller than humans and weigh *five times* as much. That puts them between 8'5" to 9'9" and 575 and 875 lbs. All are badly stooped and considered SM +1, even at the tall end.

ST: 20	HP: 20	Speed: 6.00
DX: 11	Will: 7	Move: 6
IQ: 7	Per: 7	
HT: 13	FP: 13	SM: +1
Dodge: 9	Parry: 11	DR: 3

Maul (16): 3d+7 crushing. *Does not* become unready after attacking, thanks to ST. Reach 1, 2*.

Kick (11): 2d+1 crushing. Reach C, 1.

Punch (13): 2d crushing. Reach C, 1.

Traits: Appearance (Hideous); Fearlessness 3; High Pain Threshold; Magic Resistance 2; Night Vision 5; Odious Racial Habit (Eats other sapient beings, -3 reactions); Resistant to Disease 5; Resistant to Poison 5.

Skills: Brawling-13; Two-Handed Axe/Mace-16; Wrestling-13.

Class: Mundane.

Notes: Effective ST for grappling is 22 due to Wrestling skill; apply SM difference to attack rolls when grappling (+1 vs. SM 0 humans). Stats reflect a classic ogre brute relying on tough skin for armor and brandishing a huge maul. This is a hardened warrior – lesser ogres have only DX 9-10, DR 2 skin, lower levels of Resistant to Disease and Poison, and weaker combat skills. While DX and skill are unlikely to be *higher* for ogres, ST and HT certainly can be (up to ST 30 and HT 23!), as can Fearlessness and Magic Resistance. One with gainful employment might even have armor. Ogres are too stupid and ravenous to negotiate *usefully* – most counteroffers end in "... an' then I get to eat ya!"

Speaking from Experience

Gotta understand that full-blood ogres love fresh meat an' have big ol' bag of rocks for brains. They eats people because of that, not because of evil. If ogre gets in your way, just give him lots of meat – say, whole cow or two. Kinda cute, really: big muscles, good appetite, don't break when you hug 'em. But be careful with ogres that work for dungeon wizards. Those bad boys **are** kinda evil, 'cause boss tells 'em it's okay to eat people.

– Argua the Barbarian

Ooze

Fungus (pp. 28-29) and mold (pp. 42-43) stay put where you can avoid them. Jelly (pp. 38-39) and slime (pp. 48-49) are slow enough to run from. Ooze isn't as polite – it wants nothing more than to creep all over you in an inappropriate manner. And it's *fast*, and hard to keep out.

Ooze is a genuine monster resembling a giant amoeba. It isn't a *smart* monster, but it doesn't simply pursue prey reflexively. In particular, oozes cooperate about as well as social insects. That last point is important, as ooze can split when damaged, whereupon the doughty delvers have doubled their fun . . .

Ooze makes the perfect wandering monster. Its extraordinary senses let it detect delvers' footfalls on a roll of 17 or less! If the group is trying to walk softly, the GM should treat this as a secret Quick Contest against their *worst* Stealth skill. Unless they *win*, the ooze will head their way over any surface (horizontal or vertical) and through the tiniest crack at Move 8, corroding a path through "impenetrable" obstacles.

As ooze can sense vibrations precisely enough not to need light, it's likely to attack from darkness (-1 to -9 to Vision) while clinging to a ceiling (another -2), striking downward with a whippy pseudopod. Fighting an ooze overhead or on a wall uses *Combat at Different Levels* (*Exploits*, p. 47) – and on top of exploiting that bonus to defend, ooze will retreat along whatever surface it's on. It can't grapple or *be* grappled, and relies on being Diffuse and regenerating 1 HP/second to survive injury.

ST: 0	HP: 12	Speed: 7.00
DX: 16	Will: 12	Move: 8
IQ: 1	Per: 12	
HT: 12	FP: 12	SM: 0
Dodge: 11	Parry: N/A	DR: 0

Stinging Touch (16): 1d+1 corrosion + follow-up 1d+1 toxic (HT-4 to resist). Corrosion is only to targeted body part, but keep track of it: armor there *permanently* loses DR 1 per 5 points of cumulative damage. If blocked or parried by a shield or a weapon, *that* starts to corrode. Orichalcum gear won't corrode – but orichalcum armor provides the wearer with DR, not total immunity. Any failed HT roll to avoid death by someone taken to -1xHP or worse by either facet of this attack means the victim liquefies to ooze food and is beyond resurrection. Reach C, 1.

Touch-Me-Not (Resisted by HT-4): Fools touching an ooze with bare skin must resist or take 1d+1 toxic. Duh.

Traits: Combat Reflexes; Diffuse (Infiltration); Division (see notes); Doesn't Breathe; Doesn't Sleep; High Pain Threshold; Immunity to Disease; Immunity to Mind Control; Immunity to Poison; Indomitable; Invertebrate; No Eyes; No Fine Manipulators; No Neck; No Head; Regeneration (1 HP/second, but only if on a surface); Sensitive Touch; Slithers; Spider Climb (Move 8); Subsonic Hearing; Temperature Tolerance 5 (Cold); Temperature Tolerance 5 (Heat); Unfazeable; Vibration Sense (Air); Wild Animal.

Class: Slime.

Notes: Ooze is Diffuse and affected normally only by area, cone, or explosive attacks. Other attacks are less effective *and* risk making it multiply: Whenever such a blow causes ooze to roll against HT to stay alive (at -1xHP and below), success means it lives and failure by 3+ means it dies – but failure by 1 or 2 ("mortal wound") indicates the energy of the killing blow enables it to absorb part of whatever it's on (ground, tree, wall, etc.) and split into *two* oozes! Initial HP equal half of the parent's full score (a HP 12 critter yields two HP 6 oozes, one of those gives

two HP 3 specimens, and so on), but Regeneration can top it up to HP 12 – and newly spawned oozes slither away and take All-Out Defense (Increased Dodge) until fully regenerated. Unaffected by Animal or Plant spells that don't specifically target slimes. Far too stupid to negotiate!

Peshkali

Peshkali are powerful demonic sentinels set to guard forgotten places. A peshkali has a muscular, vaguely humanoid torso with *six* arms, while its lower body is that of a great serpent. What it lacks in sorcery or astonishing powers, it makes up in strength and martial prowess.



ST: 20 **HP:** 20 **Speed:** 6.00
DX: 12 **Will:** 14 **Move:** 6
IQ: 10 **Per:** 14
HT: 12 **FP:** 12 **SM:** 0
Dodge: 10 **Parry:** 13 (x6) **DR:** 4

Grapple (16): Effective ST for grappling is 22 due to Wrestling skill. May use snake body and up to six arms, gaining +2 to skill *and* ST per body part used after the first two! Inevitably followed by Constriction Attack, which counts as an attack. Reach C.

Weapons (18): Six clubs (3d+3 crushing), scimitars (3d+3 cutting or 2d impaling), or spears (2d+1 impaling). Reach 1.

Traits: Combat Reflexes; Constriction Attack; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Double-Jointed; Extra Arms 4; Extra Attack 5; Immunity to Disease; Immunity to Poison; Indomitable; Infravision; No Blood; No Brain; No Neck; No Vitals; Slithers; Supernatural Durability (Can be killed only after all six arms are crippled); Unfazeable.

Skills: Broadsword-18 or Spear-18; Wrestling-16.

Class: Demon.

Notes: Can attack *six times* but can use each body part – arm (to use a weapon or grapple) or serpent tail (to grapple) – just once. Unwilling to negotiate. Truly evil.

Speaking from Experience

Among the worst monsters are those with many arms – consider the peshkali, which has six. Some pointers on battling these: Bear a large shield, as that lets you ward off the thing's many blows using both hands, and forces the creature to attack around the bulwark along lines you can predict and thus readily defend. Retreat judiciously, buying time to react to each strike in turn. Prioritize disabling those arms, which both endanger you and protect your adversary's vital areas. Finally, never fight alone – there's no dishonor in bringing five allies to match a foe with six blades.

– Sir Yvor Gryffyn, Knight

Pudding

A pudding is a flattened hemisphere of rubbery *stuff* – dry, wrinkly, and rough to the touch. It moves by expanding and contracting, humping up in the middle with each “step.” To attack, it does something similar, forcefully contorting itself to deal punishing blows with surprising reach. After running down prey and battering it into submission, the pudding crawls on top and digests it *slowly*.

A pudding is stretchy enough to negotiate openings a mere 1.5' wide, and can compress itself and suddenly release the energy to displace four-ton obstacles and rupture portals

weaker than vault doors. Its elastic nature also means injury is *halved* (Injury Reduction 2), cumulative with the effects of Homogeneous. With effective HT 16 thanks to Hard to Kill and Hard to Subdue, delvers are *very* likely to have to reduce a pudding to -5xHP to kill it.

More bad news: Puddings are smart, about as canny as dire tigers or wolves, and have *tastes*. Though they'll feed on corpses, most prefer to eat unconscious victims alive. They seem to enjoy it when their dinner twitches as it's dissolved.

ST: 40 **HP:** 40 **Speed:** 6.25
DX: 12 **Will:** 11 **Move:** 6
IQ: 4 **Per:** 14
HT: 13 **FP:** 13 **SM:** 0
Dodge: 9 **Parry:** N/A **DR:** 5

Bash (14): 4d+4 crushing. Reach C, 1.

Devour: Can use the movement portion of any maneuver to crawl atop anyone who's lying down and currently unable to make active defenses (for whatever reason). This is a free action, costs no movement points, and automatically pins the target. A victim who regains defenses (e.g., wakes up) may try to break free immediately and again every 10 seconds thereafter. This pin inflicts 1 point of corrosion damage to flesh every 10 seconds unless the subject's outfit is sealed. Anyone killed this way is *digested* and beyond resurrection; gear is unharmed.

Traits: 360° Vision; Dark Vision; Discriminatory Taste; Doesn't Breathe; Doesn't Sleep; Hard to Kill 3; Hard to Subdue 3; High Pain Threshold; Homogeneous; Immunity to Disease; Immunity to Mind Control; Immunity to Poison; Indomitable; Injury Reduction 2; Invertebrate; Magic Resistance 5; No Blood; No Eyes; No Fine Manipulators; No Head; No Neck; Sadism (12); Slithers; Unfazeable; Wild Animal.

Skills: Brawling-14; Stealth-12; Tracking-18.

Class: Slime.

Notes: Tracking skill assumes the pudding can *taste* the trail, so countermeasures that merely eliminate footprints inflict no penalty. Unaffected by Animal or Plant spells that don't specifically target slimes. Smart enough to understand anything an IQ 4 animal would in theory; alien, ravenous, and totally unwilling to negotiate in practice.

Other Flavors

The common pudding is black, but there are rarer varieties with additional abilities:

Brown: Limited Camouflage (Sand), Temperature Tolerance 5 (Heat), Terrain Adaptation (Sand), and the ability to tunnel through sand at Move 3.

Gray: Materializes from the Astral Plane to make a surprise attack, fights for 15 seconds, and then dematerializes, taking pinned victims with it, turning them into NPC ghosts.

Green: Amphibious, Limited Camouflage (Swamp), and Slippery 5, with 1d+1 toxic (HT-4 to resist) as a follow-up.

Red: Additional DR 13 vs. heat/fire and Temperature Tolerance 70 (Heat), with 2 points burning injury as a follow-up.

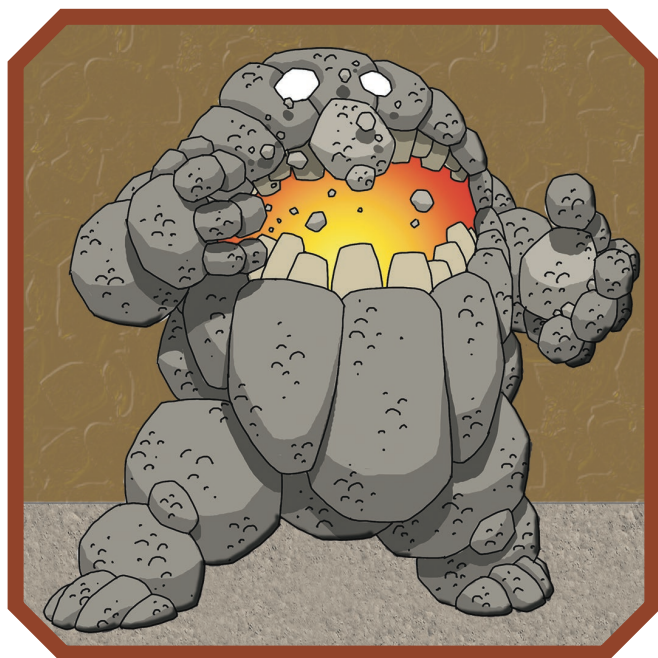
White: Extra DR 10 vs. cold/ice, Limited Camouflage (Snow), Temperature Tolerance 10 (Cold), and Terrain Adaptation (Ice/Snow), with 2 points cold injury as a follow-up.

Rock Mite

Rock mites are mineral-eating *things* that resemble headless stone pygmies. A rock mite's torso is lumpy and egg-shaped. Its legs are stumpy, ending in flat, slate-like "feet," while its arms terminate in "hands" of rock with four "fingers" radiating from the center. It uses its hands to convey chunks of rock to a "mouth" near the top front of its torso. This jagged maw is filled with a magma-like substance that melts down the mite's mineral-rich meals.

It isn't clear whether rock mites are animate stone or something else entirely. They *aren't* intelligent, yet they obviously act in harmony with one another. Not only do they eat, they sleep, crouching down in such a way that they appear to be little more than a rock pile. They clearly dislike being bothered, too; if a mite is approached too closely or molested in any way (e.g., a delver mistaking a sleeping mite for a rock and *sitting* on it!), it will attack. And rock mites are never alone. Other mites nearby will swarm the offender, grappling and then biting repeatedly until they've slain their victim and consumed any gems or other stones on the corpse.

ST: 12	HP: 12	Speed: 5.00
DX: 10	Will: 12	Move: 4
IQ: 0	Per: 9	
HT: 13	FP: 13	SM: -1
Dodge: 8	Parry: 8 (unarmed)	DR: 5



Bite (10): 1d-1 cutting + follow-up 2d burning. Any bite counts as a grapple, and inflicts 2d burning every turn thereafter! Treat as weapon, not as body part. Reach C.

Traits: Bad Temper (12); Brittle; Doesn't Breathe; DR 25 vs. heat/fire only; Homogeneous; Immunity to Disease; Immunity to Mind Control; Immunity to Poison; Lifting ST 6; Mute; No Blood; No Head; Pressure Support; Regeneration (1 HP/12 hours, but only if in contact with stone); Sealed; Single-Minded; Stubbornness (12); Weakness (Shape Earth or Earth to Air inflicts 3d HP/casting).

Skills: Wrestling-10.

Class: Mundane? Despite appearances, it *isn't* an elemental!

Notes: Lifting ST gives effective ST 18 for grappling. Unaffected by Animal or Mind Control spells. Nonsentient – *can't* communicate or negotiate. Rumors claim rock mites are the "drone workers" of a larger rock-man civilization, whose metal-filled lairs are guarded by a warrior caste with *huge* jaws and a *crushing* grip.

Siege Beast

These gigantic, stooped humanoids are stupid, ill-tempered, and completely loyal to the dark forces that control whatever dungeon they're found in. Their purpose in life is to tow siege engines and guard gateways. They wade into battle with a massive hammer like a meat tenderizer riveted to one hand and steel bands nailed directly to their leathery hide. Fortunately for delvers, siege beasts are flesh-and-blood creatures, not constructs, and thus subject to poison, strangulation, and blows to vital areas.

ST: 30	HP: 30	Speed: 6.00
DX: 12	Will: 12	Move: 5
IQ: 8	Per: 8	
HT: 12	FP: 18	SM: +2
Dodge: 9	Parry: 11	DR: 10

Hammer (16): 5d+5 crushing. Cannot be dropped! Reach 1, 2.

Mailed Fist (16): 3d+3 crushing. Reach C, 1.

Metal Boot (14): 3d+4 crushing. Reach C-2.

Traits: Bad Temper (12); Fanaticism; Hard to Kill 4; High Pain Threshold; Very Rapid Healing.

Skills: Axe/Mace-16; Brawling-16.

Class: Mundane.

Notes: Siege beasts *aren't* supernaturally bound and *can* be tricked or even negotiated with. Mind control also works – but given the triple cost to cast spells on SM +2 targets, that isn't always practical. A siege beast's "weapon" and "armor" consist of 180 lbs. of low-quality scrap (see **Exploits**, pp. 16-17).

Skeleton

Animated skeletons are among the lowliest of necromantic servitors. Though utterly loyal and incorruptible, they lack initiative, are unable to learn, and can't even speak.

Thus, they're mostly good for fighting, which they do as well as any warrior with similar stats. While Unliving and tough (DR 2), they suffer double injury from crushing blows and are Unnatural (dispelled at -1xHP).

ST: 11 **HP:** 11 **Speed:** 8.00
DX: 13 **Will:** 8 **Move:** 8
IQ: 8 **Per:** 8
HT: 12 **FP:** N/A **SM:** 0
Dodge: 11 **Parry/Block:** 10 **DR:** 2

Bony Claw (14): 1d-1 crushing. Reach C.

Longbow (14): 1d+1 impaling. Ranged, with Acc 3, 1/2D 165, Max 220, Shots 1(2), Bulk -8.

Shield Bash (14): 1d-1 crushing. Reach 1.

Weapon (14): Axe (1d+3 cutting), shortsword (1d+1 cutting or 1d impaling), small mace (1d+3 crushing), spear (1d+1 impaling), etc. Reach 1.

Traits: Appearance (Monstrous); Automaton; Brittle; Cannot Float; Cannot Learn; Dependency (Loses 1 HP per minute in no-mana areas); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; High Pain Threshold; Immunity to Disease; Immunity to Mind Control; Immunity to Poison; Indomitable; Mute; No Blood; No Brain; No Eyes; No Sense of Smell/Taste; No Vitals; Reprogrammable; Single-Minded; Skinny; Temperature Tolerance 5 (Cold); Temperature Tolerance 5 (Heat); Unfazeable; Unhealing (Total); Unliving; Unnatural; Vulnerability (Crushing x2).

Skills: Bow-14; Brawling-14; Climbing-13; Knife-13; Shield-14; Stealth-13; *one* of Axe/Mace-14, Shortsword-14, or Spear-14.

Class: Undead.

Notes: Skull DR is still only 2. Unaffected by Death Vision or Sense Life, but susceptible to Pentagram, Sense Spirit, and Turn Zombie. This skeleton is made from a bandit, castle guard, militiaman, or other low-end warrior, and equipped as a skirmisher and archer: one-handed melee weapon, small shield (DB 1), longbow, and 10-20 arrows. More impressive fighters can have better combat stats and gear – maybe even armor fit for a skeleton! Though *not* truly evil, the magic animating it usually is. No undead servitor will negotiate or reveal useful information.

Slime

Slimes are the slowest goo that could be deemed “mobile.” Like jellies (pp. 38-39), they roam in search of organic matter. Unlike their distant cousins, they don't favor the large, living kind – they're genuine scavengers.

A slime resembles nothing so much as a particularly disgusting puddle of . . . well, of *something*. It's easily mistaken for stagnant water, rancid grease from a weeks-old cookout, or that business the half-ogre wandered off take care of. Of course, you wouldn't expect those things on the ceiling (well, half-ogres *can* be gross that way).

On the ceiling, in a tree, or high up on a wall, slime is difficult to see: Vision rolls to notice it suffer -2 for an overhead threat or -5 when fleeing at a run, plus any darkness penalty (e.g., -3 for torchlight) and another -2 in a moist, mossy environment. Slime just beyond a low archway, up a shaft, or on the far side of a branch *can't* be seen without risking exposure. Slime lurking above will drop on any substantial food source (e.g., a delver) it senses no more than five yards below – an aimed *ranged* attack with effective skill 13, but at -5 to hit the upturned face of someone stealing a quick peek. The victim can block or dodge if the initial Vision roll succeeded, but at -2 for attack from above.

To avoid mistaking slime on the ground for a puddle and stepping in it calls for a similar Vision roll. Failure means walking into the slime and being attacked without defense. Swimming in slime-filled waters *guarantees* contact!

It's hallowed hack 'n' slash tradition that some monsters vomit monster-grade slime – an option for any creature with a breath attack. The attacker rolls against Innate Attack (Breath) to hit and the recipient may dodge or block. Any hit is localized to the targeted body part; see *Disgusting Slime Effects* (p. 49) for implications. Hit or miss, the target's hex now contains a slime! People slimed this way have one turn to leave the hex before they're deemed to be walking in slime for *further* bad effects.

ST: 0 **HP:** 1 **Speed:** 5.00
DX: 8 **Will:** 0 **Move:** *
IQ: 0 **Per:** 8
HT: 12 **FP:** N/A **SM:** 0
Dodge: 11 **Parry:** N/A **DR:** 0

Drip From Above (13): Pick one option from *Disgusting Slime Effects* (p. 49).

Unwelcome Contact: Stepping in or touching slime has the same effect as being dripped on.

Traits: Acute Detect 10; Amphibious; Detect (Organic Matter); Diffuse (Infiltration); Doesn't Breathe; Doesn't Sleep; DR 24 vs. heat/fire only; Enhanced Dodge 3; High Pain Threshold; Immunity to Disease; Immunity to Poison; Invertebrate; No Eyes; No Head; No Manipulators; No Neck; Slithers; Spider Climb.

Class: Slime!



I define monsters by how they eat: Spooky ones, like skellies, don't. Vicious ones, like ogres, chew you up. Gross ones, like slimes, dissolve you.

– Puddin' Noddington, Thief

Notes: Slime moves *verrry slowwwly* – mere inches per second (Move 0.05 to 0.1) – but when it’s up high and senses anything organic at most five yards below, it stops clinging and lets gravity take its course, reaching its target in a second or less. Once slime drops or is detected, it’s easily destroyed; it can open holes in itself to let attacks pass through (whence Dodge 11), but it’s too slow to retreat. Treat every square yard of slime as a *separate* entity; don’t batch it together like mold (pp. 42-43). Unaffected by Animal or Plant spells that don’t specifically target slimes. Nonsentient – *can’t* communicate or negotiate.

Disgusting Slime Effects

Slime harms living tissue on contact. A victim slimed from above or swimming through slime is *drenched* and affected immediately. A localized touch causes effects in seconds equal to that body part’s DR. A glove, boot, or helmet can be pulled off before the slime gets through (*Donning and Removing Armor*, *Adventurers*, p. 110), but other garments are too cumbersome to remove in time.

Slime effects require HT rolls at -5 to resist; anything that protects against poison helps normally. Armor DR has no effect beyond delaying the inevitable. A Neutralize Poison or Instant Neutralize Poison spell (for both, see *Spells*, pp. 37-38) – or the universal antidote (*Adventurers*, p. 117) – immediately ends ongoing effects but doesn’t heal injury or prevent re-exposure.

In fact, HP lost to slime cannot be healed until ongoing injury ends – whether on its own or through magical intervention. Re-exposure before such poison has run its course *does not* trigger new immediate (first-exposure) effects, or worsen penalties or injury rolls, but *does* reset duration to five minutes. Anyone slimed to death liquefies into slime and cannot be resurrected!

Choose an effect or roll 1d:

- 1 – Aggressively Flesh-Eating:** Roll resistance on initial exposure and again every minute for five minutes. Each failure means 1d corrosion, while success means 1 point (thus, total injury is from 6 points to 6 *dice*). For one minute after each resistance roll, all DX, IQ, skill, and self-control rolls suffer a penalty equal to the associated injury (i.e., from -1 to -6), halved (round down) for High Pain Threshold or doubled for Low Pain Threshold. Someone affected only on an extremity or limb takes injury to just that body part. Actual HP loss can’t exceed the amount needed to cripple (over HP/3 or HP/2), but keep rolling – if *total* injury is at least twice that, the body part rots off! Someone drenched in slime has no injury limit but must roll on the *Hit Location Table* (*Exploits*, pp. 99-100); if this indicates a limb or extremity, assess crippling or dismemberment on the basis of total HP loss. Damage affects flesh, never gear.
- 2-3 – Flesh-Eating:** As **Aggressively Flesh-Eating**, except that failure to resist inflicts only 1d-2 corrosion (minimum 1 point), while success deals *no* injury. Pain, crippling, and dismemberment can still occur.
- 4-5 – Toxic:** Roll resistance on initial exposure and again every minute thereafter for five minutes. Each failure

means 1d toxic. On a success, halve this and round *up* (for 1-3 points). This is general injury – it applies whether the victim was drenched or just touched the slime with one body part. If cumulative injury exceeds 2/3 of the target’s HP, the subject is *also* nauseated (*Exploits*, p. 65): -2 to all attribute and skill rolls, -1 to active defenses, and possible retching. This lasts until healed above that point.

- 6 – Lethal:** As **Toxic**, except that failure inflicts 2d toxic while success means 1d. Nausea sets in at the same injury level.

Beyond Resurrection

Resurrection (*Exploits*, pp. 62-63) is *expensive*, but delvers who’ve survived many adventures will accumulate the wealth – and player attachment – to make it happen. Regardless, resurrection isn’t possible if:

- At -10×HP or worse due to *burning*, *corrosion*, or *cutting* damage.
- Decapitated.
- Killed by a creature whose description says so. Slime-class monsters digest or rot the body (which can’t be reanimated as undead, either). Hellhounds (pp. 35-36) eat the soul!
- Transformed after death by Infectious Attack; see *Horde Zombie* (pp. 36-37) and *Vampire* (pp. 58-59).

Slorn

Slorn are eight-legged, fire-breathing lizards. They dwell in rocky badlands – and deep underground, near geothermal heat sources that keep them toasty. They *aren’t* cold-blooded; they just like warmth. This includes hot meals . . . slorn *love* to roast their victims’ meat before eating!

While slorn aren’t fast, they’re physically powerful and almost tireless. Because of this, some reptilian races tame them for use as mounts. A typical slorn has a Basic Lift of 125 lbs, allowing it to bear 375 lbs. as Medium encumbrance (Move 3) or 750 lbs. as Heavy encumbrance (Move 2). If the slorn bites on its turn, its rider suffers -2 to attack. Fire-breath attacks aren’t as disruptive – the penalty is only -1.

Slorn are also notoriously hard to finish off in combat. Supposedly “dead” slorn have been known to get back up and resume the fight. They dislike giving up pursuit of anything that provoked them – or that *tasted* good.

ST: 25	HP: 25	Speed: 5.00
DX: 11	Will: 10	Move: 5
IQ: 3	Per: 10	
HT: 12	FP: 12	SM: +2
Dodge: 8	Parry: N/A	DR: 2

Bite (13): 2d+3 cutting + follow-up 1d burning. Reach C, 1.
Flame Breath (13): 2d+2 burning. Treat as a jet spell (*Spells*, p. 12) with reach C-3.

Traits: DR 15 vs. heat/fire only; Extra Legs (Eight Legs); Fit; Hard to Kill 2; Horizontal; No Fine Manipulators; Recovery; Regeneration (1 HP/12 hours); Regrowth; Single-Minded; Stubbornness (12); Temperature Tolerance 10 (Heat); Wild Animal.

Skills: Brawling-13; Innate Attack (Breath)-13.

Class: Dire Animal.

Notes: Variant slorn crop up with abilities based on acid (follow-up and breath change from burning to corrosion; extra DR is vs. acid), cold (damage remains burning but cannot set fires, and victims must roll vs. HT at -1 per 2 points of penetrating damage or be momentarily paralyzed, rolling vs. HT at the same penalty every turn to recover; extra DR is vs. cold/ice; Temperature Tolerance changes from Heat to Cold), or poison (follow-up and breath change from burning to toxic; extra DR becomes Immunity to Poison). Too stupid to negotiate. As only fresh-hatched slorn can be trained as mounts, slorn eggs are valuable to suitable traders and trainers; each intact egg is worth \$500 to such people.

Breaking Down Corrosion

Not all corrosion attacks (*Exploits*, p. 53) are universal; some reduce the HP and DR of specific materials only. Acid spiders (p. 16), yellow molds (pp. 42-43), oozes (pp. 44-45), and slugbeasts (p. 50) – and acid-breathing dragons (pp. 21-23) and slorn (pp. 49-50) – attack with acid that harms *everything but orichalcum*. The jelly (pp. 38-39) secretes enzymes that digest *flesh and organic equipment* (cloth, leather, etc.). Pudding (pp. 46-47), slime (pp. 48-49), and spore cloud (pp. 52-53) enzymes digest *flesh only*, never gear. In all cases, living beings heal one level of natural DR for each HP healed.

Slugbeast

While this slimy monstrosity resembles a giant slug, it's far more deadly. Capable of oozing its way along ceilings and walls – and through openings as narrow as 6" across – it's a voracious carnivore. It constantly trails a path of sticky slime behind it; anyone who walks on this is grappled by the feet with effective ST 15. The monster eventually returns to check the gunk (say, when it hears the struggles of trapped victims) and devour *any* organic matter stuck there – living, dead, or undead. Slugbeasts are *always* hungry!

The slugbeast can extend two pseudopods with which to lash foes. Those struck are likely to end up glued to the beast's sticky, *corrosive* skin. Once someone is stuck, the slugbeast wraps a pseudopod around the victim and starts crushing. The captive is also slowly dissolved by the beast's digestive ooze, and eventually reduced to a puddle of nutrients that the monster slowly absorbs.

Slugbeasts are moderately tough foes, with DR 20 vs. crushing damage and all the benefits of Homogeneous. Fortunately for delvers, the slugbeast shares its smaller kin's widely known Weakness to salt – though it takes a human-sized handful (0.25 lb.) to trigger this. A successful Naturalist *or* Survival (Swampland) roll at +3 will reveal this flaw.

ST: 16	HP: 16	Speed: 5.00
DX: 10	Will: 10	Move: 5
IQ: 2	Per: 10	
HT: 10	FP: 10	SM: +2
Dodge: 8	Parry: N/A	DR: 0

Digestive Slime: 1 point/second corrosion to anything touching the slugbeast, or that it touches or grapples. This is a *free action*.

Pseudopod Blow (12): 1d+1 crushing + follow-up 1 point corrosion. Anyone hit is *stuck* to the pseudopod regardless of whether the attack penetrates DR. Treat this as a ST 15 grapple. Reach C, 1.

Pseudopod Crush: On later turns, stuck victims who fail to break free are considered grappled with effective ST 18 (due to Wrestling skill) and subject to Constriction Attack. This, too, is a *free action*. Reach C.

Traits: Cast-Iron Stomach; Constriction Attack; Double-Jointed; DR 20 vs. crushing only; Gluttony (9); Homogeneous; Infravision; Invertebrate; No Fine Manipulators; No Head; No Neck; Slithers; Spider Climb (Move 2); Sticky (see notes); Weakness (Contact with salt inflicts 1d HP/second); Wild Animal.

Skills: Brawling-12; Stealth-14; Wrestling-12.

Class: Dire Animal.

Notes: Weapons, fists, etc. striking the slugbeast are stuck (grappled) until the warrior *wins* a Quick Contest of ST against ST 15 to pull free; each attempt takes a turn, and the weapon or body part suffers 1 point/second of corrosion damage in the interim! Affected normally by Animal spells. Too stupid to negotiate. Slugbeast slime can be distilled into an acid of value to alchemists; a successful Alchemy roll and five minutes' work yields slime worth \$15 per point of success.

Specter

"Ghost" describes *any* spirit of a dead mortal bound to the material world by a curse or unfinished business. Not all ghosts are evil – indeed, spirits of heroes who've perished in the dungeon have been known to appear to other delvers and warn them of danger. A "specter," however, *is* evil. Such a ghost kills to accumulate power with which to break its curse or pursue some selfish mission (often one of vengeance).

A specter is incorporeal, and normally invisible to anyone not using the Astral Vision spell. Ordinary senses and even the See Invisible spell cannot detect it. The Sense Evil, Sense Foes, or Sense Spirit spell – or the holy Detect Evil ability – will reveal a hostile presence but not a precise location.

To affect the world, a specter must manifest as a transparent, luminescent form (no darkness penalties to see it). This apparition is *horrific*; e.g., a grievously wounded or headless person, or a rotting or wormy corpse. Mortals must roll an immediate Fright Check (**Exploits**, pp. 10-11) upon first glimpsing it.

Visible or not, a specter is intangible and wholly immune to material dangers: blows, acid, flame, lightning, pressure and temperature extremes, etc. Only people and objects under the influence of Affect Spirits (**Spells**, p. 59) – and weapons enchanted with Ghost Weapon (**Exploits**, p. 79) – can harm it. These injure the specter as if it were Diffuse (it's a mass of ectoplasm, not a living being!), and it must roll against HT at -1×HP, -2×HP, -3×HP, and -4×HP, with any failure indicating it's truly dead; at -5×HP, it's destroyed.

Most magic is ineffective against specters, but Communication and Empathy, Mind Control, and Necromantic spells can affect them. However, while the specter is invisible, spells that do anything but detect it are at -5 for crossing dimensions, on top of any range penalties – and casters without Astral Vision suffer *another* -5 to Regular spells, as they cannot see their subject.

ST: 0	HP: 10	Speed: 5.00
DX: 10	Will: 16	Move: 5 (Any)
IQ: 10	Per: 10	
HT: 10	FP: N/A	SM: 0
Dodge: 8	Parry: N/A	DR: 0

Life-Draining Touch (10): 1d+1 toxic. This attack ignores *all* DR save for that of armor with Affect Spirits on it *and* heals the specter the same number of HP that it inflicts! Reach C.

Traits: Appearance (Horrific); Callous; Dark Vision; Diffuse; Disturbing Voice; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Frightens Animals; Ghost Form (see notes); Hidebound; High Pain Threshold; Immunity to Disease; Immunity to Poison; Incurious (9); Indomitable; Single-Minded; Terror; Unfazeable; Unhealing (Heals only by draining life); and *one* of Divine Curse to haunt an area, Fanaticism to a dark cause, Obsession (9) with a sinister quest, or Uncontrollable Appetite (12) for stealing life.

Skills: Any known in life!

Class: Undead.

Notes: Ghost Form lets the specter travel through *any* medium (even solid matter) at full Move, makes it immune to physical dangers and most magic, and enables it to switch between being an invisible presence (detectable only with magic, affected by magic at -5, and can't affect the world) and an apparition (visible, causes Terror, and can drain life); transformation either way requires 10 seconds of concentration. More powerful specters have superior attributes, inflict more damage, cause penalized Fright Checks, use magic (add Magery or Power Investiture, an Energy

Reserve, and spells), and/or transform more quickly. Specters acquire power by *killing*; adventurers who flee from or drive off a specter may return to face a scarier foe. Willing to negotiate with those who can aid it with its quest or curse – or who offer living sacrifices! Truly evil.

Speaking from Experience

Less-than-solid monsters are among the most challenging of Evil's minions. Some are vapor or ectoplasm; others are truly insubstantial. All are difficult or impossible to destroy with blows. Fortunately, the gods have given us two tools suited to the task: The Affect Spirits spell empowers any weapon – or a person's hands! – to wound even wholly immaterial beings. Enchanted "ghost weapons" bear a similar effect permanently. How effective these things are depends on the entity. Some, like the specter, remain highly resistant to harm, while others, like spirit guardians and toxifiers, can be struck as though made of solid matter.

– Sister Miriam Suntemple, Cleric

Sphere of Madness

This Elder Thing is something mortals can *describe* but not usefully *understand*; all that's known is that spheres attack eyes of death (pp. 26-27). By appearances, it's a putrid brown-green sphere just under 3' in diameter, ringed with eyes above the equator. An armored, crab-like arm projects from either side, ending in vicious pincers. Four suckered tentacles ring a horrid squid-like beak below, and four more tentacles and another beak adorn the top. The sphere moves via creepy, gliding levitation, dropping from above to engulf its victim's head, crush the skull, and eat the tasty brains inside.

Thanks to 360° Vision and Vibration Sense, it's hard to surprise and impossible to flank spheres, while spheres often achieve surprise by *Attacking from Above* (**Exploits**, p. 38). A sphere exploits *Combat at Different Levels* (**Exploits**, p. 47) to penalize foes' defenses (-2) and get a bonus to its own (+2) – and until it grapples prey, it will retreat upward for +3 or use Acrobatic Dodge (**Exploits**, p. 48) for +2. The Thing will stay put after it grabs someone, but then the victim is grappled for a *further* -2 to Parry and -1 to Dodge, can't retreat, and is an easy target for the beak.

ST: 17	HP: 17	Speed: 7.00
DX: 14	Will: 10	Move: 14 (Air or Water)
IQ: 10	Per: 10	
HT: 14	FP: 14	SM: 0
Dodge: 10	Parry: 11	DR: 6

Crab Pincers (16): 1d+4 cutting. Any hit counts as a grapple, regardless of whether it penetrates DR. Treat as weapon, not as body part. Reach C, 1.

Octopus Tentacles: Victims who fail to break free from a pincer grapple are handed off to four tentacles the following turn (uses up one attack) and subject to Constriction Attack from then on (a *free action* on a grappled victim!).

This grapple has effective ST 23 (for Wrestling and using four tentacles). Reach C.

Squid Beak (16): 1d+2 large piercing. Can only bite a grappled victim, but a hit lets the sphere *worry*, rolling beak damage every turn as a *free action*. Reach C.

Traits: 360° Vision; Aerial; Amphibious; Constriction Attack; Doesn't Breathe; Doesn't Sleep; Extra Attack 1; Extra-Flexible; Flight; High Pain Threshold; Immunity to Disease; Immunity to Poison; Magic Resistance 10; No Brain; No Neck; No Vitals; Unfazeable; Unnatural; Vibration Sense (Air).

Skills: Acrobatics-14; Brawling-16; Stealth-14; Wrestling-16.

Class: Elder Thing.

Notes: Can attack *twice* each turn. Tentacle grapple, Constriction Attack, and beak normally target the entire head of an upright humanoid; apply skull DR to damage. Effective ST 19 when grappling with pincers, thanks to Wrestling, rising to ST 23 when employing four tentacles; use ST 23 for crushing heads. Unwilling to negotiate. Truly evil.



Things without vital spots, gas and spore clouds that arrows zip right through, spirits that aren't even there . . . I hate monsters! Give me a foe I can shoot.

– Llandor the Gray, Scout

Spirit Guardian

This intangible-but-visible being is tasked (by the gods, Nature, or long-lost sorcery) with repelling interlopers from an area. Indoors, it might guard an altar or room, even an entire building or dungeon. Outdoors, it may protect a grove, a river, or any other clearly defined territory.

A spirit guardian might *look like* a person, creature, or plant, or resemble an inanimate object styled as such an entity (e.g., a statue). Its outward appearance suits its domain: a wilderness spirit may appear as an animal or tree, while a temple spirit is more likely to be mistaken for a priest, divine servitor, or piece of religious iconography. Form has no effect on function, however!

All spirit guardians are immune to harm from any material source other than people and objects under the influence of Affect Spirits (**Spells**, p. 59), and weapons enchanted with Ghost Weapon (**Exploits**, p. 79). These affect such a spirit as if it were living, even if it looks inanimate – though body parts are illusory and all hits count as torso hits. As for magic, only Communication and Empathy, Mind Control, and Necromantic spells are effective; Animal, Body Control, and Plant spells *don't* affect spirits that resemble living beings, Earth spells don't work on apparent statues, and so on.

A spirit guardian will command intruders in its domain to leave immediately. If they comply, it will offer no violence. Otherwise, it will attempt to eject them telekinetically. Enemies who remain there will be pummeled by loose objects. There's always *something* suitable nearby unless the trespassers take steps. Removing all bric-a-brac and furniture indoors is a simpler matter than eliminating all stones and branches outdoors!

ST: 17	HP: 17	Speed: 6.50
DX: 12	Will: 16	Move: 6 (Any)
IQ: 12	Per: 14	
HT: 14	FP: N/A	SM: 0
Dodge: 9	Parry: N/A	DR: 0

Eject: At the *start* of the spirit's turn, roll a Quick Contest of ST between it and each person it's aware of in its domain. If the spirit wins, it shoves its rival away from the center of the area by a number of yards equal to its margin of victory.

Pummel: At the *end* of the spirit's turn, after resolving ejection, each person it can detect remaining in its domain is pelted with loose scenery for 1d+1 crushing as *Large-Area Injury* (**Exploits**, p. 53). The only defense is *Taking Cover* (**Exploits**, p. 50), which must succeed *and* move the defender outside the spirit's domain.

Traits: 360° Vision; Aerial; Danger Sense; Dark Vision; Divine Curse (Must stay in and guard area); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Hidebound; High Pain Threshold; Immunity to Disease; Immunity to Poison; Incurious (9); Indomitable; No Blood; No Eyes; No Fine Manipulators; No Head; No Neck; No Vitals; See Invisible; Single-Minded; Spirit Form (see notes); Unfazeable.

Skills: Appropriate to area – Naturalist for forest guardians, Theology for temple guardians, and so on.

Class: Spirit.

Notes: Spirit Form lets the guardian cross *any* medium (even solid matter) at full Move, and renders it immune to physical dangers and most magic. The guardian's abilities work only in its domain, and the spirit has Dependency on mana, Nature's strength, or sanctity – but as the area is always suffused with supernatural energy and the spirit cannot leave, these details aren't noteworthy. Guardians of larger areas have more ST and HP; use ST to resolve ejection and thrust-1 as pummeling damage. Will negotiate with visitors who leave as soon as asked; *won't* bargain with those who refuse. Might even admit people who meet a certain criterion (e.g., druids, for a sacred grove).

Spore Cloud

Fungi (pp. 28-29) and molds (pp. 42-43) often attack with spores. Such bursts do harm and quickly dissipate; they aren't notably persistent, never mind aggressive. They might serve to propagate the species, but they don't truly have a life of their own.

There are beings that exist *primarily* as cohesive clouds of airborne spores, however. Such spore clouds exhibit rudimentary swarm intelligence, and scour their environment for living creatures to inoculate. Scholars theorize that these life forms fill a niche similar to slimes (pp. 48-49) in areas where there are few convenient places to drip from or pool in.

A spore cloud never makes attack rolls – regardless of its combat maneuver, if it ends its turn in close combat with someone, it hits unless its target uses *Taking Cover* (**Exploits**, p. 50) to escape the hex. A victim who moves into *more* spores is hit anyway! A fighter foolish enough to run through a spore cloud, even briefly, is also hit, no defense allowed. Regardless of how many hexes of spores are traversed, roll resistance only once per turn, on the victim's turn.

Defensively, a spore cloud gets its full Dodge vs. attacks from all directions. It favors All-Out Defense (Increased Dodge) for +2, as this *still* lets it maneuver at Move 7 to engulf and harm targets. It may retreat in any direction. If hit, remember it's Diffuse and hard to injure – though area effects and cones work normally, and explosions inflict double injury.

ST: 0	HP: 2	Speed: 7.00
DX: 14	Will: 12	Move: 14 (Air)
IQ: 1	Per: 12	
HT: 14	FP: N/A	SM: 0
Dodge: 14	Parry: N/A	DR: 0

Contact Agent (Resisted by HT-2): Select one option from *It Touched Me!* (below). Reach C.

Respiratory Agent (Resisted by HT-2): Select one option from *I Breathed Some!* (below). Reach C.

Traits: Aerial; Combat Reflexes; Diffuse (Infiltration); Doesn't Breathe; Doesn't Sleep; Enhanced Dodge 3; Flight (Lighter Than Air); High Pain Threshold; Immunity to Disease; Immunity to Mind Control; Immunity to Poison; Indomitable; Invertebrate; No Eyes; No Head; No Manipulators; No Neck; Unfazeable; Vibration Sense (Air); Vulnerability (Explosions x2); Wild Animal.

Class: Slime.

Notes: A spore cloud is a swirling, tornado-like column that fills one hex on a battle map. Normally, several clouds appear (at least 1d+1, but more if the GM wants!) and maneuver in formation. Treat each as a separate creature, and use the rules in this write-up *instead* of *Swarm Attacks* (p. 8). Unaffected by Animal or Plant spells that don't specifically target slimes. Far too stupid to negotiate!

It Touched Me!

Those who come into contact with spores must roll vs. HT at -2 on any turn they do. Anything effective against poison works normally; ordinary, unsealed DR is worthless. Each failure costs FP or HP. Enough harm leads to symptoms that won't abate until the victim is healed above the indicated threshold. The GM may opt to roll 1d.

1-2 – Blinding: 1 HP of corrosion damage to flesh (not gear).

Effects are most intense for the eyes – cumulative injury past 2/3 of HP leads to Blindness (*Adventurers*, p. 57).

3-4 – Overheating: 1 FP of fatigue damage that cannot be restored without water and cool surroundings. Cumulative fatigue past 1/3 of FP gives Unfit (*Adventurers*, p. 67): -1 to *future* HT rolls, and double FP costs from exertion (though not from this poison). Those who are already Unfit, naturally or due to another effect, grow Very Unfit: -2 to HT rolls, and halved FP recovery rate.

5-6 – Sensitivity: 1 HP of toxic damage. This breaks down the body's defenses against slime toxins. Cumulative injury past 2/3 of HP means all future corrosion, fatigue, or toxic damage from any slime-class monster – this one included! – is doubled.

Bad Touch!

Some monsters needn't select Attack, All-Out Attack, or Move and Attack maneuvers, *be* attacked, or activate special abilities to "attack." Sharing an opponent's hex suffices for water elementals (p. 26), jellies (pp. 38-39), spore clouds (pp. 52-53), and swarms (pp. 54-55) – and for puddings (pp. 46-47) whose prey is defenseless on the ground. Foul bats (p. 28), spirit guardians (p. 52), toxifiers (pp. 56-57), and undead slimes (p. 58) affect even greater areas. Such creatures normally take the Move maneuver to end up in their target's hex; if brief contact is harmful, they'll pass through as many enemy hexes as possible! When in danger, they use All-Out Defense (Increased Dodge) to move at half speed while receiving +2 to Dodge. In all cases, victims must use *Taking Cover* (**Exploits**, p. 50) to reach an unaffected hex in order to escape ill effects.

I Breathed Some!

Those who breathe must make a HT roll at -2 on any turn involving time in the cloud, unless holding their breath (**Exploits**, p. 21). Anti-poison countermeasures are effective; DR isn't. Each failure inflicts harm that accumulates to cause lasting symptoms until the victim is healed above the indicated threshold. The GM may choose to roll 1d.

1-2 – Confusion: 1 FP of fatigue damage. Cumulative fatigue past 1/3 of FP leads to -2 to IQ, also reducing Will, Per, and associated skills (including spells!). Past 1/2 of FP, this worsens to -4. Past 2/3 of FP, the victim must also roll 5 or less each turn to do anything but Do Nothing and defend.

3-4 – Coughing: 1 HP of toxic damage. This irritates the lungs – cumulative injury past 1/3 of HP causes uncontrollable coughing giving -3 to DX and -1 to IQ, and making Stealth impossible.

5-6 – Shakes: 1 HP of toxic damage. Cumulative injury past 1/3 of HP gives -2 to DX. Past 1/2 of HP, this worsens to -4. Past 2/3 of HP, add Total Klutz (*Adventurers*, p. 62): any failure at a DX-based task becomes a *critical* failure.

Stone Golem

A stone golem is a magical automaton created as a guardian. Most golems found in dungeons have outlived their creators, and carry out obscure orders completely by the letter. Some warn delvers away from particular places or actions, attacking only those who fail to heed the warning; others attack on sight.

ST: 20 **HP:** 30 **Speed:** 6.25
DX: 11 **Will:** 8 **Move:** 6
IQ: 8 **Per:** 8
HT: 14 **FP:** N/A **SM:** +1
Dodge: 9 **Parry:** 9 **DR:** 4

Stone Fist (12): 2d-1 crushing. Treat as weapon, not as body part. Reach C, 1.

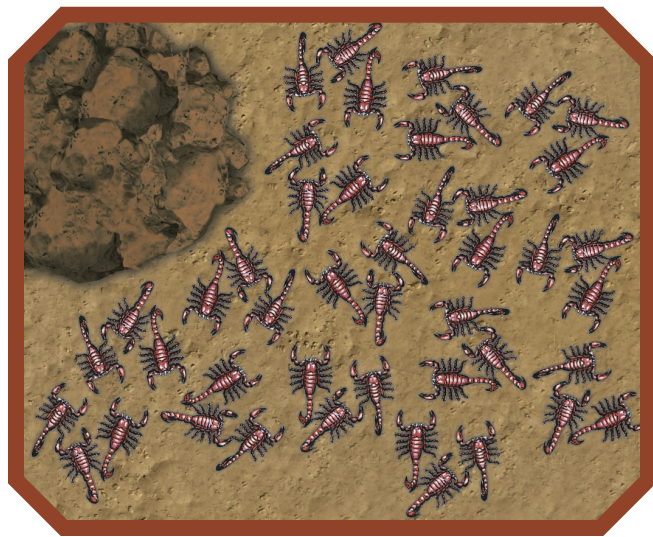
Weapon (13): Oversized maul (3d+8 crushing, reach 1, 2*) or executioner's sword (3d+6 cutting, reach 1, 2).

Traits: Automaton; Cannot Learn; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; High Pain Threshold; Homogeneous; Immunity to Disease; Immunity to Poison; Indomitable; No Blood; Pressure Support; Reprogrammable; Unfazeable; Unhealing (Total); Unnatural.

Skills: Brawling-12; Two-Handed Axe/Mace-13 or Two-Handed Sword-13.

Class: Construct.

Notes: This is a *basic* model; there's no actual limit to ST, HP, DR, or skill. If clad in armor, add armor DR to natural DR 4; e.g., DR 6 plate would give total DR 10. No golem will negotiate or reveal useful information.



Swarms

Many biting and stinging creatures that aren't individually threatening are bona fide monsters when they swarm. The following table provides the stats needed to use *Swarm Attacks* (p. 8) with a variety of such minute menaces.

Type: The creatures in the swarm.

Move: The number of yards a *cohesive swarm* can move per turn (individual creatures are often faster).

"G" indicates ground movement. The swarm crawls or scurries. It can damage only targets standing on the ground. It's susceptible to stamping feet.

"A" indicates air movement. The swarm is unaffected by pits and other ground-level obstacles, and can pursue flying targets. It's susceptible to being smashed with a shield.

"W" indicates water movement. The swarm can attack only targets in the water, but isn't susceptible to "free" attacks with feet or a shield.

Damage: Damage inflicted *per second* on those in a swarm hex. For bigger beasts (e.g., bats, birds, piranha, rats, and snakes), DR protects, subject to *Large-Area Injury (Exploits*, p. 53). Smaller ones bear the following mark:

* DR 0 clothing protects completely for two seconds – DR 1+ armor, for five – and then provides no protection (listed damage is automatically *penetrating*).

HP: Hit Points of injury needed to *disperse* one hex of swarm (most of the individual creatures are driven off, not slain). Swarms are Diffuse, but Air Jet and Water Jet spells cause their full damage.

Notes: Special rules for such a swarm.

Type	Move	Damage	HP	Notes
Army Ants	2G	1d* cutting	15	
Bats	8A	1d cutting	8	[1]
Bees	6A	1 point* toxic	12	
Birds	8A	1d piercing	8	[2]
Centipedes, Scorpions, Spiders	2G	1d-1* toxic	15	[3]
Fire Ants	2G	1 point* toxic	15	
Hornets, Wasps	6A	2 points* toxic	12	
Mosquitoes	6A	1 point* fatigue	12	[1, 4]
Piranha	4W	2d cutting	8	
Rats	4G	1d cutting	6	[1]
Small Snakes	2G	1d-3 cutting	10	[5]

Notes

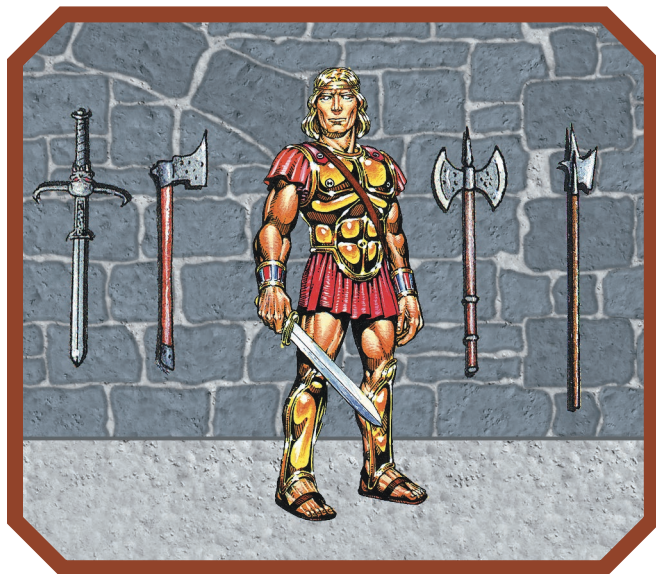
[1] Often carry disease! If injured at all, roll vs. HT, adjusted for Resistant to Disease, after the encounter. Failure means sewer rot (-1 on all attribute and skill rolls), the shakes (-2 to DX and DX-based skills), or worse; see *Disease (Exploits*, pp. 66-67). Effects last until treated with Cure Disease.

[2] Angry birds peck for the eyes. Any victim who takes injury over HP/10 in a turn must roll vs. HT. Failure means one eye is blinded. See *Crippling (Exploits*, p. 61) for effects and duration.

[3] Toxic damage per turn may be higher for exceptionally deadly varieties. For *all* varieties, a successful roll vs. HT, adjusted for Resistant to Poison, halves toxic damage (round down) that turn.

[4] Dispersed by strong magical wind – any Air Jet, Concussion, Sandstorm, Shape Air, Spark Storm, or Windstorm – regardless of damage.

[5] For venomous snakes, a victim who takes 1 HP or more from the cutting attack *also* suffers a toxic follow-up of 1d-1 or more (depending on variety) that turn. A successful roll vs. HT, adjusted for Resistant to Poison, halves toxic damage (round down).



Sword Spirit

A sword spirit was originally an elven, half-elven, or human swashbuckler who grew obsessed with but one activity and a single weapon: dueling and some kind of sword, respectively. Eventually, his mania led him to cheat to win a duel. For this he was cursed by an unknown god to wander the world and punish other dishonorable duelists, fighting constantly yet never improving his skills. Despite the name, a sword spirit *isn't* undead, but a mundane being made faerie. It resembles a member of its former race, with vacant, staring eyes and a cold, disturbing voice – a solitary creature, interested only in dueling and fruitless practice.

A sword spirit might be encountered randomly as it travels the world, but it's usually seeking a specific swordsman famous for skill . . . or for cheating. It's compelled to duel *any* swordsman it finds, whether mortal or another sword spirit. On meeting such an adversary, the spirit will challenge that person to a one-on-one swordfight to the death. If this opponent cheats – e.g., by receiving helpful spells from allies – or if a group attacks the spirit, the monster will become even more effective. Part of the curse's irony is that the spirit now *despises* cheaters!

These stats describe a broadsword master, but similar spirits exist for every variety of sword. Some have higher skill. Most wear armor; this one has light leather armor (DR 1), but heavier or magical armor is possible. *Every* sword spirit

possesses an exceptional, sometimes magical blade; thus, a sword spirit is useful when the GM feels like giving out a nifty magical sword but wants the future owner to bleed for it!

ST: 13
DX: 16
IQ: 11
HT: 12

HP: 13
Will: 14
Per: 11
FP: 12

Speed: 8.00
Move: 8
SM: 0

Dodge: 12

Parry: 17

DR: 1

Fine Broadsword (23): 2d+7 cutting *or* 1d+6 impaling. Reach 1.

Traits: Ambidexterity; Cannot Learn; Combat Reflexes; Compulsive Dueling (6); Disturbing Voice; Enhanced Parry 2 (Broadsword); Higher Purpose 2 (Kill cheaters); Striking ST 2; Unkillable (Achilles' Heel, Sword blow); Weapon Bond (*Its* broadsword); Weapon Master (Broadsword).

Skills: Acrobatics-18; Brawling-18; Broadsword-22; Jumping-18.

Class: Faerie.

Notes: Higher Purpose gives the spirit +2 on *all* dice rolls in any situation *but* a strict one-on-one duel with no allies, no spells, and only the gear each fighter had at the moment of the challenge! Achilles Heel for Unkillable is triggered by a death blow with any metal weapon covered by a *Fencing Weapons* (*Adventurers*, p. 81) or *Swords* (*Adventurers*, pp. 81-82). The stats already incorporate the effects of traits and fine blade quality, but don't forget that Weapon Master means multiple parries have a cumulative -2 (not -4) – or -1 if the spirit uses a fencing weapon – and Rapid Strikes are at -3 (not -6). Compulsive Dueling compels the spirit to duel master swordsmen to the death. Sword spirits can negotiate, but are only *interested* in dueling master swordsmen.

Throttler

These immortal spirits were punished eons ago by a goddess who confined them to hulking material bodies resembling green ogres. Nobody remembers *why*. They enjoy few spirit gifts yet suffer most spirit weaknesses, such as susceptibility to sorcerous repulsion and binding. Their sole remarkable ability is that of transforming into one specific human form – a trick used to approach travelers in order to strangle them as sacrifices to their goddess. Like as-Sharak (p. 16), some throttlers believe that murdering can reverse their curse. Many simply find humans tasty.

Throttlers are living, breathing, *reproducing* mortals. They're cursed to reincarnate as the spawn of their living brethren, instantly transforming the young into full-strength specimens. Thus, their families might exhibit mixtures of human forms that let them *pose* as human families, but Granny and Pappy Throttle, Buck Throttle and his wife Daisy, Cousin Cletus Throttle, young Joe-Bob and Shane Throttle, and little Emma-Sue Throttle all use full-strength monster stats in their unchanged forms. And throttlers believe the family that slays together stays together.

Having throttlers attempt to strangle armed adventurers in combat is *suicidal* – any Evil Overlord can confirm that well-armed ogres (p. 44) make better thugs. The classic ploy is for throttlers in human form (usually young-looking ones) to come running and screaming for help, with their armed-and-armored associates pursuing them in natural form. Once the heroes are bravely positioned between “ogres” and “innocents,” things get ugly.

ST: 20 **HP:** 20 **Speed:** 5.50
DX: 10 **Will:** 10 **Move:** 6
IQ: 10 **Per:** 12
HT: 12 **FP:** 12 **SM:** +1
Dodge: 8 **Parry:** 12 (unarmed) **DR:** 2

Kick (16): 2d+1 crushing. Reach C, 1.

Neck Grapple (15): Followed by strangling (*Actions After a Grapple, Exploits*, p. 41). Reach C, 1.

Punch (18): 2d crushing. Reach C, 1.

Traits: Alternate Form (Human); Bloodlust (9); Divine Curse (see notes); High Pain Threshold; Night Vision 9; Obsession (9) (Throttling people); Resistant to Disease 5; Resistant to Poison 5; Temperature Tolerance 5 (Cold); Temperature Tolerance 5 (Heat).

Skills: Brawling-18; Stealth-14; Tracking-14; Wrestling-18.

Class: Mundane (but note Divine Curse!).

Notes: Affected by anything that normally affects spirits only, despite being physical beings: Command Spirit, Pentagram, Repel Spirits, Sense Spirit, and Turn Spirit affect throttlers as written; Entrap Spirit renders them insubstantial to be sealed in a container; and Banish teleports them to the ruins of their goddess' temple! Effective ST 22 when grappling, thanks to Wrestling; apply SM difference to attack rolls when grappling (+1 vs. SM 0 humans). Most pose as “innocent victims,” but some stomp around being ogres, with armor, weapons, and combat skills to match. Green.

Tiger

Tigers are solitary cats, happy to hunt easier prey than delvers. Despite this, groups of them sometimes menace adventurers. That's because they have a combination of features that makes them popular with dungeon-keepers everywhere: canny and dangerous, yet not so large that magically

conjuring, controlling, or enhancing them demands vast amounts of energy – and not magic-resistant, as dire animals and supernatural monsters often are.

ST: 17 **HP:** 17 **Speed:** 6.00
DX: 13 **Will:** 11 **Move:** 10
IQ: 4 **Per:** 12
HT: 11 **FP:** 11 **SM:** +1
Dodge: 10 **Parry:** N/A **DR:** 1

Bite or Claw (15): 1d+2 cutting. Reach C, 1.

Traits: Combat Reflexes; Flexibility; Limited Camouflage (Jungle); Night Vision 5; Quadruped; Temperature Tolerance 1 (Cold); Temperature Tolerance 1 (Heat); Wild Animal.

Skills: Brawling-15; Stealth-13 (15 if motionless in jungle); Swimming-13.

Class: Animal.

Notes: Tigers can be *huge*, with ST and HP up to 22; damage is 2d at 19-20, 2d+1 at 21-22. Tigers used as monsters are typically trained or bred to emphasize their craftiness, and might have DX 14, Per 13-14, a level or two of Silence, and higher Stealth skill.

Toxifier

Toxifiers might be mistaken for ghosts due to their smudgy, semisolid appearance. However, they're actually demonic clouds of greenish contact poison. They attack simply by standing near victims and engulfing them in a lethal mist. They're largely unaffected by weapons other than those specifically designed to injure spirits, and unusually strong-willed and thus difficult to repel with magic.

ST: 0 **HP:** 10 **Speed:** 6.00
DX: 14 **Will:** 16 **Move:** 12 (Air)
IQ: 10 **Per:** 10
HT: 10 **FP:** 10 **SM:** 0
Dodge: 10 **Parry:** N/A **DR:** 0

Toxic Attack (Resisted by HT-4): Contact agent emanated in a two-yard radius. Each second, those in the area must resist or take 1d toxic damage. Roll just once in overlapping areas. If injury exceeds 2/3 of HP, the victim suffers *nausea* (*Exploits*, p. 65): -2 to attribute and skill rolls, -1 to active defenses, and possible retching. Nausea lasts until healed above that point.



Dungeons are full of deceptions: Is that “man” a human, a faerie in mortal guise, or perhaps even a huge green ogre – or a dragon – that changes shape? Is that translucent figure a genuine ghost or a being of air or vapor? Never trust your eyes without magic; I prefer Mage Sight, but Aura and Know Illusion have their place.

– Jag Fairchild, Bard

Traits: Aerial; Diffuse (see notes); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Dread (Holy Objects; 5 yards); Enhanced Dodge 1; Flight (Lighter Than Air); High Pain Threshold; Immunity to Disease; Immunity to Poison; Indomitable; No Manipulators; Silence 2; Unkillable (Achilles Heel, Magic weapons); Vibration Sense (Air); Vulnerability (Wind x2).

Skills: Acrobatics-16; Stealth-14 (16 vs. Hearing if moving, 18 if motionless).

Class: Demon.

Notes: Hard to injure due to being Diffuse, but weapons enchanted to affect spirits or insubstantial entities bypass this and do damage normally. Unwilling to negotiate. Truly evil.

Triger

A triger is nothing more (or less) than a mutant tiger (p. 56) with three heads. It can bite *three* times instead of once – and this bite is deadlier than a regular tiger bite due to the unusual strength needed to support two extra necks and heads!

ST: 19	HP: 19	Speed: 6.00
DX: 13	Will: 11	Move: 10
IQ: 4	Per: 12	
HT: 11	FP: 11	SM: +1
Dodge: 10	Parry: N/A	DR: 1

Bite (15): Up to three attacks! 2d cutting. Reach C, 1.

Front Claw (15): 2d cutting. Reach C, 1.

Hind Claw (13): 2d+1 cutting. Reach C, 1.

Traits: Combat Reflexes; Extra Attack 2; Extra Heads 2; Flexibility; Limited Camouflage (Jungle); Night Vision 5; Peripheral Vision; Quadruped; Temperature Tolerance 1 (Cold); Temperature Tolerance 1 (Heat); Wild Animal.

Skills: Brawling-15; Stealth-13 (15 if motionless in jungle); Swimming-13.

Class: Dire Animal.

Notes: Some mutant tigers have even more heads! For every Extra Head, add +1 to ST (every +2 to ST gives +1 damage), +1 to HP, and another Extra Attack. Triger skins are prized for rugs, and can fetch up to \$1,000 apiece – more, if they have many heads.

Troll

Trolls are lean, green killing machines. Singly or in packs of a dozen or more, they may turn up almost anywhere – in wilderness, the dungeon, even sewers beneath town. They are carnivorous and *love* children, but can digest anything organic. Nothing eats *them*, though; troll flesh is altogether unwholesome.

Tavern tales portray trolls as stupid, but they're clever, cunning hunters. They're also curious, investigating anything interesting that comes along. Their origins are a mystery. They seem to be sexless; there are only a few, possibly

Speaking from Experience

*Countless monsters heal remarkably quickly, but a few – most famously trolls and werewolves, but also oozes, and doubtless certain Elder Things – can do so almost instantly. Most such beings can be foiled: oozes by depriving them of contact with matter, trolls by injuring them with fire or acid, werewolves by using silver. Whether or not such countermeasures are feasible, always combine your efforts to **slay** one such enemy rather than merely wound several. Anything that causes ongoing harm is especially valuable – luring or levitating the enemy into a crusher or pit of acid, dousing the creature with alchemist's fire, or casting a persistent spell such as Fire Cloud, Geyser, Hail, or Spark Cloud. Be sure your stratagem can actually harm your opponent, though; werewolves, for instance, are extremely resistant to everything **but** silver.*

– Uncle Seamus, Wizard

spurious reports of old trolls; and troll children are unknown. Trolls have no culture but occasionally live in large communities, dominated by the strongest. All hoard treasure, which is mixed up with the remains of previous victims.

Those fighting trolls should be aware of their regenerative abilities. Hacked-off body parts crawl together and reattach themselves after battle; *destroyed* body parts, including the head, grow back. Even pulverized trolls coalesce into limbs, torso, and head, and then the larger bits reattach themselves – or, if kept apart for long (2d hours), each piece grows a mouth and starts to eat, growing into a full troll in 1d days. Only fire or acid can kill trolls (common knowledge that requires no roll to recall), so they fear nothing – including such attacks. Many a troll sports scars from acid or fire wielded by some now-dead foe!

ST: 20	HP: 20	Speed: 6.25
DX: 13	Will: 10	Move: 6
IQ: 10	Per: 10	
HT: 12	FP: 12	SM: +1
Dodge: 10	Parry: 11 (unarmed)	DR: 0

Bite (15): 2d cutting. Counts as a grapple on creatures of SM 0 or less. Reach C, 1.

Claws (15): 2d+1 cutting. Arms are *remarkably* long and gangly, and have reach C-2.

Traits: Acute Taste and Smell 3; Ambidexterity; Bloodlust (9); Combat Reflexes; Curious (9); Dark Vision; Extra Attack 2; Gluttony (9); High Pain Threshold; Immunity to Disease; No Brain; No Vitals; Overconfidence (9); Recovery; Regeneration (1 HP/second, but not vs. burning or corrosion damage); Regrowth; Unfazeable; Universal Digestion; Unkillable (Total; Achilles' Heel, Burning or corrosion damage).

Skills: Brawling-15; Stealth-14; Wrestling-15.

Class: Mundane.

Notes: Can attack *three times* per turn, usually two claws and a bite. Effective ST 22 when grappling, owing to Wrestling; apply SM difference to attack rolls when grappling (+1 vs. SM 0 humans). Bigger trolls exist – simply raise ST! – and there are legends (though no first-hand reports) of giant, two-headed, and even *vampire* trolls. Troll chieftains have Tactics at 10+. Can occasionally be bribed.

Undead Slime

This isn't a dead slime reanimated by a deranged necromancer . . . it's the congealed residue of deliquesced zombies (in simplified Barbarian: a zombie horde that's more rotten than usual). Physically, it's a circular puddle of stink five yards across. Enough zombie rot in one place seems to develop a hive mind – like some insects – but because it requires neither food nor shelter, it sticks to doing what it does best: being a monster. The gunk might have an eyeball or femur floating in it, but it lacks limbs and mouths; it strikes by bloating up with corpse gas, *shoving* its victims, and then deflating, leaving behind a horrid stench.

Destroying undead slime takes patience. Being Diffuse, it suffers only 2 HP of injury from most attacks and just 1 HP from impaling or piercing ones (damaging Area spells and *explosive* Missile spells still do their usual damage). Since the thing has 45 HP, delivering the 90 points of injury required to reduce it to -1×HP – where Unnatural kicks in – requires lots of hits. This is time-consuming but easy to do if the delvers have room to fall back, but most undead slime lurks where that isn't the case, such as at the bottom of a pit.

ST: 45	HP: 45	Speed: 5.00
DX: 8	Will: 8	Move: 1 (Ground or Water)
IQ: 1	Per: 8	
HT: 12	FP: N/A	SM: +4
Dodge: 8	Parry: N/A	DR: 0

Pfff: Billows out, automatically hitting anyone within three yards. The only defense is *Taking Cover* (**Exploits**, p. 50), which must succeed *and* move the defender out of range. On a hit, roll 10d crushing for *knockback only* (no damage); see *Knockback* (**Exploits**, p. 53) for effects, like being knocked down and hurled into walls. Anyone backed up against a hard surface when hit is instead trash-compacted for 5d-1 crushing – and this is actual damage!

Ssss (Resisted by HT): Smell-based emanation within three yards. Subjects who don't resist are *nauseated* (**Exploits**, p. 65): -2 to all attribute and skill rolls, -1 to active defenses, and possible retching. Nausea lasts for minutes equal to margin of failure.

Traits: Amphibious; Bad Smell; Detect (Life); Diffuse; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; High Pain Threshold; Immunity to Disease; Immunity to Magical Control; Immunity to Poison; Indomitable; Invertebrate; No Eyes; No Head; No Manipulators; No Neck; Slithers; Temperature Tolerance 10 (Cold); Unfazeable; Unhealing (Heals only by absorbing corpses); Unnatural.

Class: Slime/Undead.

Notes: Unaffected by Animal, Necromantic, or Plant spells, but injured by Turn Zombie. Must absorb corpses to heal; restores HP equal the corpse's HP in life, taking a day per 4 HP healed. Stats describe a slime five yards across, but bigger slimes sometimes form: a seven-yard one has SM +5, ST/HP 75, 17d shove (or 8d+1 crushing), and attacks that affect everything within five yards; a 10-yard one has SM +6, ST/HP 100, 22d shove (or 11d-1 crushing), and attacks that reach seven yards. *Not* truly evil – more of a thaumatological accident. Far too stupid to negotiate!

Speaking from Experience

*Turning is not equally effective against all undead. Flaming skulls are easily cowed, while lichs, specters, and vampires are strong-willed and likely to flee only the most forceful of clerics. Skeletons and zombies, and the less-common draugr, pose little challenge – but a few are animated by neutral forces, or even by Good if the deceased was wronged by Evil, and the spirits within do not fear the righteous. Horde zombies and undead slimes are supernatural accidents rather than malicious entities, and likewise cannot be turned. And the effort is pointless against a horrid skull, as it cannot flee! If levitating lich-skulls exist, **those** could be affected but would probably be no less defiant than other lichs.*

– Sister Miriam Suntemple, Cleric

Vampire

Every adventurer knows what a vampire is: An undead being cursed to sustain itself on the blood of the living rather than with bread and ale, that must avoid the sun's touch, and that has to spend hours a day resting in a dank tomb. These are serious problems, but "cursed" is relative – vampires enjoy impressive strength, speed, and durability.

Yet much of what people "know" about vampires is dead wrong! They can't change shape, aren't normally repelled by holy symbols (only clerics with the Turning ability can accomplish that), have no trouble crossing running water or entering a home, aren't terribly charming, and prefer armor to opera cloaks. Stakes through the heart and fire are no more harmful than they would be for a mortal, though they *do* prevent the vampire from dissolving into mist (which happens only at -10×HP, thanks to Unkillable) and eventually returning. Their problems with holy water and garlic *are* genuine – mostly.

ST: 20	HP: 20	Speed: 9.00
DX: 12	Will: 15	Move: 9
IQ: 12	Per: 15	
HT: 12	FP: N/A	SM: 0
Dodge: 12	Parry: 10	DR: 7

Bite (14): 2d cutting. If this penetrates DR, it drains 3 HP and heals the vampire 1 HP. This drain can be *maintained* if the vampire grapples the victim, bites, and holds on. Reach C.

Greatsword (14): 3d+5 cutting at reach 1, 2 or 2d+2 impaling at reach 2.

Traits: Dark Vision; Dependency (Rest in own tomb 1/3 of each day or lose 1 HP/hour); Divine Curse (Treat holy water as *Acid*, *Exploits*, p. 65); Doesn't Breathe; Dread (Garlic; 1 yard); Frightens Animals; Immunity to Disease; Immunity to Poison; Infectious Attack (Must *kill* victim with bite); Uncontrollable Appetite (12) (Mortal Blood); Unhealing (Heals only by sucking blood); Unkillable (Total; Achilles Heel, Wooden stake through vitals, or fire damage); Unliving; Weakness (1d HP in sunlight, repeating every minute).

Skills: Brawling-14; Stealth-14; Two-Handed Sword-14; Wrestling-14.

Class: Undead.

Notes: Effective ST when grappling is 22, thanks to Wrestling. Can heal only by sucking blood, and those *killed* this way return as NPC monsters. Divine Curse and Dread are extremely variable; the GM is welcome to change the particulars. Most vampires are undead lords with good armor and weapons; there are countless possibilities, but the stats describe one who avoids encumbrance by going with heavy plate (DR 7) and a greatsword. Many are wizards, with Magery, Energy Reserve (Magical), and spells. Vampires who resist their Uncontrollable Appetite might make deals – *evil* deals that favor the vampire. Truly evil.

Lend Me Your Eyes!

Some mindwarpers (pp. 41-42) boast mind-control powers that let them perceive whatever their void brutes (below) do. Similar tricks suit other master-slave pairs; e.g., liches (p. 40) with zombies (p. 62). At a minimum, the heroes won't be able to surprise a foe whose "possessed" minions detect them. If they *fight* the fodder, the boss will know about any abilities, equipment, and tactics they use. Powerful overlords might even channel magical or psychic attacks through their thralls!

Void Brute

These humanoids are former *humans* bred into slave-creatures of the mindwarpers (pp. 41-42). Their name derives from legends claiming that mindwarpers dwell in an airless realm between dimensions. Void brutes clearly don't – but the name stuck.

A void brute is heavily muscled, with a disproportionately bulky upper body atop a wasp-thin waist and stumpy legs; a large, shark-like mouth brimming with sharp teeth; and wide-set eyes that lack pupils, showing only plain white orbs. It's completely without a neck, its eyes, mouth, and nose slits

sitting high on its chest. It wears a leather harness and little else, and carries an outsized club with which to pound foes. Given the chance, a brute will grab an opponent, hold its prey at arm's length, and bludgeon the victim to death with its club, resorting to grappling and biting if disarmed.

Void brutes have an effective HT 15 to avoid unconsciousness or death thanks to their base HT and Very Fit – and when Berserk kicks in, the additional +4 amplifies this to an effective HT 19. Combined with the lack of two high-value targets (skull and neck), this makes them extremely hard to kill. Slaying a void brute typically requires taking it to -5xHP, which amounts to 102 points of injury.

ST: 17	HP: 17	Speed: 7.50
DX: 13	Will: 10	Move: 7
IQ: 8	Per: 10	
HT: 13	FP: 13	SM: +1
Dodge: 10	Parry: 10	DR: 2

Bite (16): 1d+2 cutting. Reach C, 1.

Oversized Knobbed Club (15): 4d+2 crushing. Reach 1.

Punch (16): 2d+1 crushing. Reach C, 1.

Traits: Arm ST 5; Berserk (12); Hidebound; High Pain Threshold; Mute; No Head; No Neck; Peripheral Vision; Resistant to Disease 5; Resistant to Poison 5; Slave Mentality; Stubbornness (12); Unfazeable; Very Fit; Very Rapid Healing.

Skills: Axe/Mace-15; Brawling-16; Wrestling-15.

Class: Mundane.

Notes: DR is tough skin, which doesn't protect against contact agents. Effective ST 24 when grappling, thanks to Arm ST and Wrestling; apply SM difference to attack rolls when grappling (+1 vs. SM 0 humans). Psychically enslaved – not to mention Mute – and *unable* to negotiate. In some cases, a mindwarper with psychic mind-control abilities might be in direct control of the brute, or at least borrowing its eyes. This can be all kinds of bad.

Watcher at the Edge of Time

Watchers resemble tall, slender, four-armed elves sans hair, pupils (they have milky orbs for eyes), or a mouth. Their nostrils and ears are mere slits. Their flesh is smooth and bone-colored. Sages claim this appearance is a persistent illusion, and that watchers are *actually* pulsating light globules with four glowing pseudopods for attacking foes and interacting with the world.

Whatever they look like, watchers move *far* faster than ordinary mortals, teleport, and control the pace of any encounter. As for what they watch or want, nobody knows. They're found only in places where wizards tried and failed to unlock Gate magic – a clue, at least.

ST: 12	HP: 12	Speed: 10.00
DX: 18	Will: 12	Move: 10 (Teleportation)
IQ: 10	Per: 18	
HT: 12	FP: 12	SM: 0
Dodge: 14	Parry: 13 (x4)	DR: 0

Hook-Shaped Shortswords (18): Up to four attacks! 1d+2 cutting. Reach 1.

Traits: Absolute Direction; Altered Time Rate; Detect (Gate Magic); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Enhanced Time Sense; Extra Arms 2; Extra Attack 3; Indomitable; Injury Reduction 2; Magic Resistance 6; Mute; No Blood; No Vitals; Resistant to Disease 8; Resistant to Poison 8; Teleportation (see notes); Unfazeable.

Skills: Body Sense-18; Shortsword-18.

Class: Elder Thing.

Notes: Enhanced Time Sense guarantees that a watcher acts first against delvers who lack that advantage, while Altered Time Rate lets it take *two* maneuvers when it acts (e.g., it could pick two Attack maneuvers, attacking *eight* times). Teleportation is extra-fast movement through clear space; it allows Move 10 in any direction and in any medium (ground, air, water). The path needn't be a straight line, and must go around – not through – people and obstacles. Once per turn, the watcher can also teleport defensively, blinking out of the path of any attack on a roll of 18 or less. Shortswords are unremarkable, aside from being so curved as to be useless for thrusting. Unwilling to negotiate.

Werewolf

"Werewolf" refers to several different creatures. Most traditionally, it describes members of humanoid races who are cursed to change into great wolves on the full moon. As most temples are willing to remove this curse for free due to its danger to civilization, such monsters are rare – and anyway, they avoid armed, armored delvers for the same reasons natural animals do.

Then there are those whose natural form is that of a humanoid wolf-*man* with a beast's head, claws, fur, and tail; they can assume non-monstrous forms, but do so only to avoid unwinnable fights. These monsters frequently attack delvers visiting isolated dungeons and wilderness, and are what most people mean by "werewolf." Still, they share powers and vulnerabilities with traditional werewolves, which has led to speculation about a connection.

Against adventurers without silver weapons, werewolves are DR 15 monsters that don't care if their unarmed attacks are parried (most weapons just bounce off), and that regenerate 1 HP per second if wounded. Silver neutralizes their edge and inflicts double injury, compensating for their high HP and reducing them to little more than beast-men. Even so, werewolves are *cunning* beast-men who cooperate and employ pack tactics (p. 7).

ST: 18	HP: 18	Speed: 6.00
DX: 12	Will: 10	Move: 9
IQ: 10	Per: 11	
HT: 12	FP: 12	SM: 0
Dodge: 10	Parry: 11 (unarmed)	DR: 15 (<i>not</i> vs. silver)

Bite or Claw (14): 2d+1 cutting. Reach C.

Traits: Acute Hearing 3; Acute Taste and Smell 3; Alternate Form (Human); Appearance (Hideous); Bloodlust (12); Combat Reflexes; Discriminatory Smell; Disturbing Voice; Dread (Wolfsbane; 1 yard); Gluttony (12); High Pain Threshold; Immunity to Disease; Immunity to Poison; Night Vision 2; No Fine Manipulators; Odious Racial Habit (Eats other sapient beings, -3 reactions); Penetrating Voice; Recovery; Regeneration (1 HP/second, but not vs. damage from silver); Silence 1; Striking ST 4; Temperature Tolerance 5 (Cold); Vulnerability (Silver x2).

Skills: Brawling-14; Stealth-12 (13 vs. Hearing if moving, 14 if motionless); Tracking-15.

Class: Mundane.

Notes: Hearing roll is 14 and Smell roll is 18 for detecting delvers! Individuals may be bigger (more ST, HP, and Striking ST), sneakier (higher Night Vision and Silence), or more skilled. Clawed hands prevent weapon use. Against a group carrying wolfsbane and bristling with silver weapons, werewolves will stay hidden or pretend to be human – but if they can't, they'll negotiate. Truly evil.



*Common folk think
werewolves are big wolves
that show up on the full
moon. The reality is worse!
They can change shape
at any time and are nigh-
unkillable without silver.*

– Uncle Seamus, Wizard

Wildman

Some hypothesize that wildmen – who resemble big, furry humans – were the gods' first crack at creating Man. Elves and faeries frequently opine that the gods should have stopped there, since wildmen don't set fires or build cities. Others think wildmen are beast-people, like cat-folk. Wildmen themselves don't theorize much, and prefer to thump things with clubs.

Wildmen are human-sized and can use human gear without modification. The only major physical differences are fur, coarser features, and more developed arm muscles. (Like a lot of barbarians, actually.)

Encounters with wildmen needn't be violent. Delvers who respect Nature and avoid ground sacred to the wildmen – make a *Per*-based Theology (Druidic) roll to spot the signs – won't have trouble. Those who are careless, or who use a cave claimed by wildmen as a way into or out of a dungeon, will be ambushed from concealment.

Thanks to their connection to Nature, wildmen can influence and even train giant and dire animals at no penalty, and may sic such beasts on their foes!

ST: 13	HP: 13	Speed: 5.00
DX: 11	Will: 9	Move: 5
IQ: 9	Per: 12	
HT: 11	FP: 11	SM: 0
Dodge: 8	Parry: 9	DR: 1

Kick (11): 1d+1 crushing. Reach C, 1.

Punch (13): 1d crushing. Reach C.

Stone-Headed Club (12): 2d+3 crushing. Reach 1.

Traits: Animal Empathy; Appearance (Unattractive); Arm ST 1; Brachiator (Move 3); Social Stigma (Savage); Temperature Tolerance 2 (Cold).

Skills: Axe/Mace-12; Brawling-13; Camouflage-12; Climbing-13; Stealth-12; Tracking-12; Wrestling-12.

Class: Mundane.

Notes: Effective ST 15 when grappling, thanks to Arm ST and Wrestling. These stats represent a wildman; females aren't often warriors, and have ST 12 (and lower damage), DX 10, HP 12, and reduced combat skills, but superior Camouflage and Stealth, and a tendency to climb up high and pelt foes with large stones (Throwing-12, 1d-2 crushing) to support their males and guard beasts. A wildman generally carries a stone-tipped club (treat as a mace) and wears hides (DR 1, included above); more advanced gear is *extremely* unlikely, and wildman conscripts given such equipment never get used to it: -2 to combat skills. Spellcasters are always shamans with IQ 10+, Power Investiture 1-3, and druidic spells. Wildmen will negotiate with anyone who hasn't violated one of their taboos.

CREATING MONSTERS

Although there are plenty of monsters here, they'll eventually become familiar – *too* familiar. Fortunately, monsters are fun to create and not difficult to design. You don't "build" them with character points, like delvers. You simply fill in the blanks noted in *Reading Monster Stats* (p. 15), bearing in mind the situations in Chapter 1 and the advice in *Balancing Encounters (Exploits, pp. 85-86)*.

What's most important is to have a clear vision – *this* is a creature of flame, *this* is a plague demon, and *this* four-headed dire wolf is otherwise a dire wolf. Try to keep everything consistent with your goal: flame creatures need burning attacks and DR vs. fire, plague demons need attacks defined as "disease" (even if these work just like any other attack) so that Resistant to Disease and Cure Disease apply, and four-headed things need Extra Heads. The first few times, consider varying an existing monster, perhaps changing an acid spider or frost snake's acid or cold powers to fire powers, having a hellhound exhale toxic damage (disease!) instead breathing fire, or adding extra biting attacks to a dire wolf. Get fancy later, when you're familiar with the game.

Also remember that battles should be entertaining for everyone. As GM, you must accept that the PCs are the heroes and the players will get bored if they have no chance of victory – yet you need to have fun, too! Monsters ought to be *interesting* and *challenging*, but try not to over-use the following:

One-shot kills. "Dodge or die," "HT roll or die," and so on should be rare – part of an exciting boss fight. Hold off with such abilities until the PCs have potent-but-limited resources they can expend to avoid them. Make sure the rewards are proportional to the risks, too.

Insurmountable defenses. A fight where the heroes can't land a blow or make a spell work is *boring*. That doesn't

mean monsters should be wimpy. Part of being a monster-slayer is working to learn a creature's fatal flaw!

Mr. Flighty. Monsters that hover out of reach, teleport, or hit and run at insane speeds get *tiresome* for melee fighters. If such adventurers make up a significant proportion of the party, save these abilities for serious bosses – or at least until the heroes gain similar capabilities (or better missile weapons!).

One body part, one attack. Most creatures must focus on one task at a time. They can no more bite, claw, sting, and breathe acid all at once than a human can simultaneously swing two swords, kick with both feet, head-butt, and cast a spell. Save this shtick for lone beings intended to engage a half-dozen heroes – bosses, huge creatures, and things with extra body parts.

Needlessly complex abilities. "It attacks three times, hits twice. If you fail either defense, remember by how much – you'll have to roll vs. DX to avoid being swallowed, at -1 per point of failure. You got swallowed? Make HT rolls every turn to avoid two sorts of damage, and if you're hurt, make Will rolls at -1 for every *two* points of this injury and *three* of that one. Failure means rolling on this special Insanity Table." That sound you hear is your players snoring.

Automatic upscaling. The game's *overall* threat level must rise as the delvers accumulate character points and gear, or things will get boring – but a monster's power should stay in line with its niche. If a village needs saving from dire mice, the fact that ordinary townsfolk without special abilities or combat skills are alive to ask for help means the mice probably aren't that nasty; don't turn the mice into deadly bosses when capable heroes show up. The occasional pushover is good for player morale. (But nothing says the giant mice can't be accidental creations of the sewer-dwelling lich nobody knows about . . .)



Zombie

Rotting corpses reanimated by dark necromancy – not by strange contagion or other “natural” causes – are by far the most common undead servitors. There isn’t a lich (p. 40) out there without a small army of these, and vampires (pp. 58-59) employ them as well. Zombies cannot be bribed or corrupted, but their mental faculties are so limited that they’re useful only as fodder in a fight, or for menial tasks such as turning winches and carrying palanquins.

Truly evil monsters turn cadavers into zombies by binding evil spirits within or using mass possession. Turning (*Adventurers*, p. 21) affects such undead. However, possession lets the reanimator share up to its own level of Resist Good (p. 11) with its servants – maybe even borrow their senses!

Zombies are Unliving and slightly harder to injure, but also Unnatural and thus dispelled at -1×HP.

ST: 13	HP: 17	Speed: 6.00
DX: 12	Will: 8	Move: 4
IQ: 8	Per: 8	
HT: 12	FP: N/A	SM: 0
Dodge: 8	Parry/Block: 9	DR: 2

Punch (13): 1d-1 crushing. Reach C.

Shield Bash (13): 1d crushing. Reach 1.

Weapon (12 or 13): Axe (2d+1 cutting), broadsword (2d cutting or 1d+2 impaling), mace (2d+2 crushing), morningstar (2d+2 crushing), etc. Reach 1.

Traits: Appearance (Monstrous); Automaton; Bad Smell; Cannot Learn; Dependency (Loses 1 HP per minute in no-mana areas); Disturbing Voice; Doesn’t Breathe; Doesn’t Eat or Drink; Doesn’t Sleep; High Pain Threshold; Immunity to Disease; Immunity to Mind Control; Immunity to Poison; Indomitable; No Blood; No Sense of Smell/Taste; Reprogrammable; Single-Minded; Temperature Tolerance 5 (Cold); Temperature Tolerance 5 (Heat); Unfazeable; Unhealing (Total); Unliving; Unnatural.

Skills: Brawling-13; Shield-13; Wrestling-13; *one of* Axe/Mace-13, Broadsword-13, or Flail-12.

Class: Undead.

Notes: Unaffected by Death Vision or Sense Life, but susceptible to Pentagram, Sense Spirit, and Turn Zombie. Effective grappling ST is 14, thanks to Wrestling. This zombie is made from a beefy gang enforcer, foot soldier, or similar melee fighter, and equipped as a bargain-basement shock trooper: one-handed melee weapon, medium shield (DB 2), and heavy leather armor (DR 2, included above). This results in Light encumbrance, which is already figured into the stats. Zombies will rot, eventually becoming skeletons (pp. 47-48) if they last long enough – though some are preserved as mummies with IQ 10, No Brain, and No Vitals, but which catch fire and burn for 1d-1 injury per second if they receive a *major wound* from fire. *Not* truly evil, though the magic animating it usually is. No undead servitor will negotiate or reveal useful information.

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- Super Jump, 12.
- Supernatural Durability, 12.
- Temperature Tolerance, 12.
- Terrain Adaptation, 12.
- Terror, 12.
- Universal Digestion, 12.
- Unkillable, 12.
- Unliving, 12.
- Vibration Sense, 12.
- Disadvantages Index**
- Aerial, 12.
- Appearance, 12.
- Automaton, 12.
- Bad Grip, 13.
- Bad Smell, 13.
- Battle Rage, 13.
- Brittle, 13.
- Cannot Float, 13.
- Cannot Learn, 13.
- Cold-Blooded, 13.
- Dependency, 13.
- Disturbing Voice, 13.
- Divine Curse, 13.
- Dread, 13.
- Hidebound, 13.
- Horizontal, 13.
- Incurious, 13.
- Invertebrate, 13.
- Lifebane, 13.
- Mute, 13.
- No Fine Manipulators, 13.
- No Manipulators, 13.
- No Sense of Smell/Taste, 13.
- Odious Racial Habit, 13.
- Quadruped, 13.
- Reprogrammable, 13.
- Sadism, 13.
- Semi-Upright, 14.
- Sessile, 14.
- Slave Mentality, 14.
- Slithers, 14.
- Uncontrollable Appetite, 14.
- Unhealing, 14.
- Unnatural, 14.
- Vermiform, 14.
- Vulnerability, 14.
- Weakness, 14.
- Wild Animal, 14.
- Monster Index**
- Acid spider, 16.
- Ape, *flesh-eating*, 27-28; *giant*, 30; *gladiator*, 32-33.
- as-Sharak, 16.
- Bat, *foul*, 28; *swarm*, 54-55.
- Bear, 16-17.
- Bronze spider, 17.
- Bugbear, 17.
- Ciuacácl, 18.
- Constrictor, *giant*, 31.
- Corpse golem, 18-19.
- Crushroom, 19.
- Demon from Between the Stars, 19-20.
- Demon of Old, 20.
- Dinoman, 20-21.
- Dire wolf, 21.
- Doomchild, 21.
- Dragon, 21-23.
- Draug, 23.
- Electric jelly, 24.
- Elemental, 24-26.
- Erupting slime, 26.
- Eye of death, 26-27.
- Flaming skull, 27.
- Flesh-eating ape, 27-28.
- Foul bat, 28.
- Frost snake, 28.
- Fungus, 28-29.
- Gargoyle, 29-30.
- Ghost, 50-51.
- Giant animals, 30-32.
- Gladiator ape, 32-33.
- Goblin, 33.
- Goblin-kin, 33-35.
- Golem, *corpse*, 18-19; *swordsman*, 35; *stone*, 54.
- Golem-armor swordsman, 35.
- Gryphon, 35.
- Hellhound, 35-36.
- Hobgoblin, 34.
- Horde pygmy, 36.
- Horde zombie, 36-37.
- Horrid skull, 37.
- Ice weasel, 37.
- Ice wyrm, 38.
- Jelly, 38-39.
- Karkadann, 39.
- Leaping leech, 40.
- Lich, 40.
- Lion, 40-41.
- Lizard man, 41.
- Mindwarper, 41-42.
- Minotaur, 42.
- Mold, 42-43; *on other monsters*, 43.
- Obsidian jaguar, 43-44.
- Ogre, 44.
- Ooze, 44-45.
- Orc, 34-35.
- Peshkali, 45-46.
- Pudding, 46-47.
- Rat, *giant*, 30-31; *swarm*, 54-55.
- Rock mite, 47.
- Siege beast, 47.
- Skeleton, 47-48.
- Skull, *flaming*, 27; *horrid*, 37.
- Slime, 48-49; *erupting*, 26; *undead*, 58.
- Slorn, 49-50.
- Slugbeast, 50.
- Snake, *giant*, 31; *swarm*, 54-55.
- Specter, 50-51.
- Sphere of madness, 51-52.
- Spider, *acid*, 16; *giant*, 31-32.
- Spirit guardian, 52.
- Spore cloud, 52-53.
- Stone golem, 54.
- Swarms, 54-55; *attacks*, 8.
- Sword spirit, 55.
- Throttlar, 55-56.
- Tiger, 56.
- Toxifier, 56-57.
- Triger, 57.
- Troll, 57-58.
- Undead slime, 58.
- Vampire, 58-59.
- Viper, *giant*, 31.
- Void brute, 59.
- Watcher at the edge of time, 59-60.
- Werewolf, 60.
- Wildman, 60-61.
- Zombie, 62; *horde*, 36-37.

MONSTERS, TRAPS, AND DISEASES/POISONS

Monster Name: _____		Class: _____	
ST: _____	HP: _____	Speed: _____	
DX: _____	Will: _____	Move: _____	
IQ: _____	Per: _____		
HT: _____	FP: _____	SM: _____	
Dodge: _____	Parry: _____	DR: _____	
Attack: _____			
Attack: _____			
Attack: _____			
Attack: _____			
Traits: _____			
Skills: _____			
Notes (Weapons, Armor, etc.): _____			

To make it easy to keep track of frequently used monsters and traps, record their stats in “index card” format (3” x 5” cards work well). It’s handy to have a box full of danger ready for impromptu encounters!

For creature ideas, see *Creating Monsters* (p. 61). For details on making traps, see *Exploits*, pp. 70-71; for diseases, *Exploits*, pp. 66-67; for poisons, *Exploits*, pp. 69-70.

Trap Name:	
Detect:	
Disarm:	
Avoid:	
Save:	
Effects:	
Shots:	
Rearm:	
Steal:	
Location Requirements:	
Notes:	

Disease/Poison Name: _____

Exposure/Delivery: _____

Resistance Roll: _____ Special Bonuses: _____

Schedule: _____

Effects: _____

HP/FP Threshold: _____ Symptom: _____

HP/FP Threshold: _____ Symptom: _____

Recovery: _____

Treatment: _____

Notes (on detection, use by delvers, etc.): _____