

Monster Island

The Game of Giant Monster Combat™

Monster Pack II

Credits

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All situations, incidents and persons portrayed within are fictional and any similarity without satiric intent to individuals living or dead is strictly coincidental.

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Introduction

This is a free add-on for **MONSTER ISLAND: THE GAME OF GIANT MONSTER COMBAT**, published by Firefly Games. You must have **MONSTER ISLAND** to use this pack, which contains 53 pre-generated monsters complete with histories and game statistics. Some kaiju in this pack use the new monster powers from **ESCAPE FROM MONSTER ISLAND**.

About Monster Island



MONSTER ISLAND: THE GAME OF GIANT MONSTER COMBAT is a 32-page game of creating and fighting giant monsters imprisoned on a tropical island by the UN Science Alert Corps. The game includes a cardstock insert of foldable color monster figures, or you can play using your own toy monsters, plastic dinosaurs and stuffed animals. Stock #FGS1001, ISBN 1-890305-37-5, SRP \$9.95.



The sequel, **ESCAPE FROM MONSTER ISLAND**, contains expansion rules for fighting armies and smashing cities. Or you can play the armies defending Earth's great cities against the rampaging kaiju. Play using your plastic army men and other toys, or the cardstock insert of color counters. Stock #FGS1003, ISBN 1-890305-51-0, SRP \$9.95.

About Firefly Games

Based in California, Firefly Games is the creation of game industry veteran Patrick Sweeney. Established in 2002, Firefly Games produces inexpensive, exciting games with broad appeal. Contact Firefly Games at patrick@firefly-games.com or visit our website at www.firefly-games.com.



New Monsters

The UN Science Alert Corps keeps full dossiers on the activities of giant monsters, also known as kaiju, all over the world. Here are some more corps records on the titanic creatures threatening the Earth.

Brantax

Created By: Damon C Bradshaw
Probable Origin: Mutated Beast
First Recorded Appearance: Winnipeg, Manitoba, Canada, 1960

Threat Level: High

History: Brantax is a 100 foot tall goose with a gigantic brown and gray body, crushing rubbery black webbed feet, and a long, agile black neck that ends in a hideous black and white head, with a huge cavernous bill that emits deafening honks of terror.

During the 1950s, the Canadian goose was thought to be extinct. But nature has strange ways of bringing equilibrium. In the cold recesses of the Great White North, on a secluded island of Lake Manitoba, the last flock of geese (a mere baker's dozen), huddled for warmth. A skinny, runt female, by some miraculous stroke of meta-nature, laid an egg, even though she hadn't consummated with her life-mate before he was gorily mauled by a fox. Upon that egg lay the hopes of survival for the entire species... And when it hatched, shortly before its mother was also mauled by a fox, Brantax emerged... Obviously he wasn't 100 feet tall at that point, but he soon grew to immense stature by eating handouts of concession stand food from visitors at a nearby zoo which he dropped in on occasionally. With his unstoppable size, gigantic crushing webbed toes, and terrifying honks, he led the dwindling birds back from the very brink of oblivion... And this is the testament to his power: CANADA GEESE ARE NOW EVERYWHERE.

Attributes		Derived Attributes	
Strength	6	Life	45
Reflexes	6	Evade	16
Health	9	Toughness	8
Mind	2	Daze	11
		Move	8

Powers

Honks: Blast, 4d6 (4)

Wings: Flying, 9" (3)

Zagora Six

Created By: Jeffrey Durkin
Probable Origin: Alien
First Recorded Appearance: Toronto, Canada, 1993

Threat Level: Extreme

History: One hundred feet of chitin covered terror, Zagora Six combines the most hideous aspects of insect, arachnid and lizard. The head is a mass of jet black eyes, topped off by a gaping, mandible surrounded maw. 6 powerful, clawed arms line its body, jutting out from the dull brown carapace that armors it from head to toe. Two powerful legs propel the creature at speeds of up to 60 miles per hour. Finally, a scale covered tail protrudes from its hindquarters, ready to snap skyscrapers in half. Over its right breast is emblazoned a bright blue 6.

On the night of January 12, 1993, Toronto was treated to a spectacular light show. A vast fireball streaked through the sky, crashing into Lake Ontario. Little did the unlucky inhabitants know, the fireball was no common meteor, it was a starship. 10 light years from Earth, people of the planet Kemdan had been fighting each other for decades. Using their advanced genetic engineering technology, they had created war beasts, massive monsters, bred to destroy the enemy. The starship that crashed had been heading towards an enemy colony

world when its cargo of war beasts broke free, slaughtering the crew and gutting the ship. Only by an unholy miracle did one of them survive, Zagora Six. After freeing itself from the wreckage, the creature made its way to the city, following its instinct to destroy everything in its path. When the night was over, Toronto had been laid waste. Its buildings flattened, the CN Tower a crumpled ruin. Zagora's reign of terror had begun.

Attributes		Derived Attributes	
Strength	9	Life	45
Reflexes	5	Evade	15
Health	9	Toughness	9
Mind	2	Daze	11
		Move	7
Powers			
Armor: Armor, +2 to Toughness (2)			
Running: Running, +3" to Move (1)			
Tail: Hand-to-Hand Attack, +4d6 to Strikes (2)			

Josuki

Created By: Reid San Filippo

Probable Origin: Mutated Beast

First Recorded Appearance:

Southeastern coastal city of Fuzhou, China

Threat Level: High

History: One hundred foot tall, upright walking Panda Bear.

During a research experiment to increase the health and longevity of the nearly extinct panda bear, several miss-matched labels resulted in unknown chemicals being injected into a poor test panda, named Josuki. Quickly, Josuki became enraged by pain and broke free of his holding pen. He charged through every door he found until he exited the building. Once free, he headed off to the safety of the nearby mountain forest. Overnight, the unknown chemicals transformed Josuki into a giant beast with a limitless appetite for wood of all sorts. He then devoured the forest and the local fishing village next to it. Luckily, the authorities were able to restrain him with sonic attacks and transport him to Monster Island.

Attributes		Derived Attributes	
Strength	9	Life	45
Reflexes	6	Evade	16
Health	9	Toughness	9
Mind	3	Daze	12
		Move	8

Powers

Thick Hide: Armor, +3 to Toughness (3)

Gorgoron, the living earth

Created By: Brian Lujan

Probable Origin: Mutated Beast

First Recorded Appearance: Tokyo, Japan, 1965

Threat Level: High

History: A monstrous mass of living earth. It walks on two powerful legs made of earth and stone. It's back covered with trees and shrubbery and its broad shoulders supporting a mound-like head. Its mouth is a gaping maw from which can be seen the red glow of magma in its belly.

The devastating effects of chemical weapons once used to battle the radioactive beasts of Monster Island, the very earth itself has manifested itself in the shape of Gorgoron. It has shown itself to have the ability to meld with the earth at a moments notice and spring forth again long distances away. It prefers to devour earth and stone which seems to increase its mass as well as heal wounds that it suffers in battle. After eating large quantities of earth, it melds with the ground and lies dormant until it hungers once more.

Attributes		Derived Attributes	
Strength	7	Life	35
Reflexes	5	Evade	15
Health	7	Toughness	7
Mind	2	Daze	9
		Move	6

Powers

Earth Meld: Tunneling, 9" (3)

Healing: Regeneration, 2 Life point(s) per Turn (4)

Stone Body: Armor, +2 to Toughness (2)

Kojirashan

Created By: Steve Stelter

Probable Origin: Alien

First Recorded Appearance: Osaka, Japan, 1976

Threat Level: Extreme

History: A massive grayish green insectoid creature that crawls about on six legs. Kojirashan's head features three multifaceted eyes (which flash red, blue, and green when he uses his powers) and a mandible that delivers a powerful bite. Spikes protrude along his back, and he can launch some of them as explosive missiles. Kojirashan can emit a freeze ray from the end of his massive tail.

Kojirashan was the enormous ruler of a distant alien planet, who forced the people there to worship him as a god. Over the centuries he devoured so many people, and caused so much damage to his home, that he eventually turned the whole planet into a frozen wasteland. Thus, in 1976, he headed to Earth hoping to terrorize and rule this new world's inhabitants.



Attributes		Derived Attributes	
Strength	5	Life	45
Reflexes	6	Evade	16
Health	9	Toughness	7
Mind	2	Daze	11
	Move		8

Powers

Freeze Ray: Entangle, 4d6 (4)

Back Spikes: Blast, 4d6 (4)a

however, mutated him, growing his brain to enormous proportions until it finally burst from his body. However, the mutation gave his brain powers of flight and tremendous durability, and his tentacles are strong enough to smash buildings. Cerebrak can also generate electrical charges from his enormous cerebrum and throw bolts with crackling, earth-shaking effect. Additionally, Cerebrak has a great memory and never forgets a grudge.

Cerebrak

Created By: Tom Pigeon

Probable Origin: Alien/Atomic Horror

First Recorded Appearance: Tokyo, Japan, 1950

Threat Level: Extreme

History: A giant, pulsating, floating brain with a dozen thick, wiry tentacles branching off from all sides.

Cerebrak is an alien who crash landed on Earth in 1940. Trapped in his craft, he survived wounded and barely alive until an atomic test reinvigorated him. The radiation,

Attributes		Derived Attributes	
Strength	5	Life	30
Reflexes	6	Evade	16
Health	6	Toughness	6
Mind	4	Daze	10
		Move	6

Powers

Flight: Flying, 6" (2)

Durable: Armor, +3 to Toughness (3)

Electrical Charge: Blast, 4d6 (4)

Scumpy the Clown

Created By: Michael Barsness

Probable Origin: Alien

First Recorded Appearance: Washington DC, United States, 1953

Threat Level: High

History: Scumpy the Clown has an evil clown's head, complete with reptile's eyes, fangs, and a forked tongue. Its body resembles that of a snake in a polka-dotted body sock, with no limbs and whatnot. No one knows what's actually inside that purple-and-pink garment, though. Scumpy the Clown was first seen in July of 1953 when he sprang fully formed from the brow of Joseph McCarthy in the midst of a HUAC session. Later examination showed a tiny extra-dimensional rift in the middle of Joe's forehead. Since then, Scumpy has attacked several vodka distilleries and orphanages and once rampaged through Tijuana for the better part of a week.

Attributes		Derived Attributes	
Strength	5	Life	35
Reflexes	6	Evade	16
Health	7	Toughness	6
Mind	3	Daze	10
	Move		7

Powers

Rubbery Body: Armor, +3 to Toughness (3)

Tight Squeeze: Hand-to-Hand Attack, +8d6 to Grabs (4)

Serpent Speed: Running, +6" to Move (2)

Megamodin

Created By: Nate Brown

Probable Origin: Atomic Horror

First Recorded Appearance: Chernobyl, Russia, 1989

Threat Level: Extreme

History: A giant lizard with metallic scales, Megamodin's back is covered in spiky toxic quills which it can fire at its foes. Its beaked face is finished off with two grand upturning tusks. Its tail is tipped with a dense cluster of quills like a manticore.

While numerous attempts had been made to

salvage the ruins of Chernobyl, each attempt has failed due to the incredible levels of radiation. What these searches have failed to discover was the terrible abomination incubating, nourished by the deadly radiation. Finally, in 1989, Megamodin escaped and began raking a swath of terror across Russia in its way to reach Monster Island in search of a worthy challenge.

Attributes		Derived Attributes	
Strength	6	Life	30
Reflexes	4	Evade	14
Health	6	Toughness	6
Mind	2	Daze	8
		Move	5

Powers

Nuclear Body: Absorption, type, 2 point(s) to Strength (4)

Metallic Scales: Armor, +3 to Toughness (3)

Toxic Quills: Blast, 3d6 (3)

Nuclear Regeneration: Regeneration, 1 Life point(s) per Turn (2)

Spore X

Created By: Ralph Dula

Probable Origin: Atomic Horror/Alien

First Recorded Appearance: Beijing, China, 1977

Threat Level: Extreme

History: Spore X resembles a giant mushroom, ten stories tall, with gemstone-like growths spaced irregularly about its cap, which function both as sensory organs and as outlets for its power beam attacks. It moves about slowly by undulating its stalk. Its bright orange and white coloration makes it easily seen by other monsters during night battles.

Spore X was created by the Chinese government, which feared that the monsters which regularly ravage Japan would turn their attention to the Asian cradle of Communism. Hoping to create a servile monster that could be used to defend them from other kaiju, the Chinese experimented on combining the genetic material of monsters (gathered from the sites of various monster battles) with spores gathered from

a meteorite which had fallen to Earth. The project suffered failure after failure, until the sample material was exposed to radiation. Then the spores took root in the genetic material, and from them Spore X was born. Spore X quickly proved to be uncontrollable, wrecking havoc with the poisonous spores it released from its gills and the energy blasts it fired from its sensory organs. With great effort by the Chinese military Spore X was subdued and transported to Monster Island.

Attributes		Derived Attributes	
Strength	2	Life	35
Reflexes	4	Evade	14
Health	7	Toughness	5
Mind	1	Daze	8
		Move	6
Powers			
Gemstones: Blast, 5d6 (5)			
Spores: Blast, 5d6 (5)			
Fast Regrowth: Regeneration, 3 Life point(s) per Turn (6)			

Heijora

Created By: David Thun
Probable Origin: Living Fossil
First Recorded Appearance: San Francisco, USA, 2001
Threat Level: High

History: A gigantic prickly prehistoric hedgehog, with a cute expression and the ability to fire razor-sharp quills or turn into a giant rolling prickly ball of destruction. Heijora first appeared in San Francisco Bay following police reports of a mysterious "Hedgehog Cult" who claimed to have summoned the beast as a giant prickly messenger of divine wrath. The U.S. military was unable to stop the creature until it was discovered Heijora was controllable by little children, who find giant prehistoric hedgehogs to be cute. An intrepid team of cute children wrested control of the creature from the evil cultists (who turned out to be alien invaders from Dark Moon X, using arcane technology to awaken ancient prehistoric monstrosities-like Heijora), after which Heijora defeated the cultists' alternate doomsday weapon, Mecha-Heijora. Today,

the monster roams free under cautious military supervision in Marin County, and is known as "The Giant Prickly Friend of All Children."

Attributes		Derived Attributes	
Strength	5	Life	35
Reflexes	6	Evade	16
Health	7	Toughness	6
Mind	4	Daze	11
		Move	7
Powers			
Quills: Blast, 5d6 (5)			
Rolling: Running, +6" to Move (2)			
Rolling Ram: Hand-to-Hand Attack, +2d6 to Rams (1)			

Karuda

Created By: Nathan Sharp
Probable Origin: Mutated Beast/ Living Fossil
First Recorded Appearance: New York, USA, 2001
Threat Level: High

History: A 100-feet long mutated armadillo, Karuda was mutated when the small tropical island he lived on was hit by an atomic bomb and sank. He was able to swim away in time and only absorb a small amount of radiation. He has a thick smooth shell on his back and three sharp prongs on the end of his tail. He curls into a ball to roll at high speeds or to avoid attack. He will only fight when given no other choice, and will constantly seek a way to escape his foe.

First seen attacking New York without warning in 2001, Karuda was quickly chased off. It was later determined that he lived in the sea near Florida, and had followed a large boat in search of food. He currently resides 20 miles off the coast of Florida, and tourists frequently sail out to watch him on days when the ocean is clear.

Attributes		Derived Attributes	
Strength	3	Life	35
Reflexes	6	Evade	16
Health	7	Toughness	5
Mind	4	Daze	11
		Move	7

Powers

Shell: Armor, +5 to Toughness (5)
Tail Spikes: Hand-to-Hand Attack, +4d6 to Strikes (2)
Rolling: Running, +6" to Move (2)
Swimming: Swimming, 3" (1)

Zor-Gul

Created By: Ferry Bazelmans
Probable Origin: Atomic Horror
First Recorded Appearance: São Luís, Brazil, 1978

Threat Level: Extreme

History: Zor-Gul is a hideous collection of teeth, limbs and putrid flesh. Composed of the dying bodies of thousands of wild animals, it slumbers deep in the Amazonian rainforests where it was born. Its face, if it can be called that, is made up by the agonized facial structures of the animals it sprang into existence from. It leaks a trail of goo and putrefied tissue behind it as it slowly shambles through the dense jungle. It reeks of death and decay and its wails have been known to drive sane men mad.

In 1978, the NSA conducted top-secret tests with small-scale nuclear devices in the Brazilian rainforest, using sectioned-off tracts of forest. One of these devices inadvertently ended up in a section of rainforest designated as an animal shelter and it exploded, burning up acres and acres of vegetation. An unforeseen side-effect however, was the emergence of a semi-sentient mass of coagulated flesh quickly dubbed Zor-Gul, after a horror described in ancient Sumerian texts. The NSA has tried to contain this abomination, but have failed in every attempt to this day.

Attributes		Derived Attributes	
Strength	5	Life	35
Reflexes	5	Evade	15
Health	7	Toughness	6
Mind	2	Daze	9
		Move	6

Powers

Wail: Blast, 3d6 (3)
Undead: Regeneration, 4 Life point(s) per Turn (8)

Trilobite

Created By: Kris Havlak
Probable Origin: Living Fossil
First Recorded Appearance: San Francisco, USA, 1999

Threat Level: High

History: A giant tri-lobed crustacean, the Trilobite's tough armored hide renders it nigh-impervious to external threats. A plethora of nimble limbs make the creature equally agile on land or in the water. It attacks with a terrible bite capable of puncturing an elephant's hide.

Presumed to have become extinct with the passing of the Mesozoic era, a number have seemed to have survived in the dark recesses of the ocean's trenches. The first was sited off the coast of the Bay Area by a fisherman, but others have been located near Honolulu, Melbourne, and Tokyo.

Attributes		Derived Attributes	
Strength	4	Life	35
Reflexes	5	Evade	15
Health	7	Toughness	6
Mind	2	Daze	9
		Move	6

Powers

Armored Hide: Armor, +6 to Toughness (6)
Extra Legs: Running, +3" to Move (1)
Extra Legs: Swimming, 6" (2)
Bite: Hand-to-Hand Attack, +6d6 to Strikes (3)

Attila

Created By: Steven Roman

Probable Origin: Radioactive Demon
Spawn

First Recorded Appearance: New York,
USA, 1972

Threat Level: Extreme

History: A huge elongated fish, fiery red in color, with silvery arms and legs. His needle-shaped nose tapers to a point, with which he can inject poison into his opponents, and his back is covered with a bony ridge, similar to a stegosaurus that radiates electricity.

Attila was created when the US began dumping its radioactive waste into the sea. Some of the drums drifted into the deepest parts of the Atlantic Ocean and began leaking poison into the surrounding waters, mutating the marine life. One of the drums landed in an ancient temple in sunken Atlantis. Over time, the radioactive waste corroded a crypt where a demon had been sealed. The newly-freed demon possessed the nearest life form adapted to its new environment, hoping to escape the sea and find another body to steal later. Unfortunately, the nearest life form was a mutated fish. Ancient Atlantean demon-magic fused with modern radioactivity in an as-yet unknown fashion, warping the demon's mind and causing the creature to attain monstrous size. The result: ATTILA!

Attributes		Derived Attributes	
Strength	5	Life	35
Reflexes	5	Evade	15
Health	7	Toughness	6
Mind	3	Daze	10
		Move	6

Powers

Sharp Nose: Hand-to-Hand Attack, +4d6 to Strike (2)

Electrical Aura: Absorption, radiation, 1 point to Strength (2)

Fish: Immunity to Drowning (5)

Swimming: Swimming, 3" (1)

Ramagon the Hyperoyster

Created By: Geoffrey Batchelar

Probable Origin: Alien

First Recorded Appearance: Vancouver,
Canada, 1986

Threat Level: Ultra

History: An oyster shaped creature roughly 100 feet in diameter. Its shell is harder than diamond, allowing Ramagon to travel through space. It walks on a mass of tentacles which project out from barnacle-shaped openings on its underside. When it opens its shell, a giant, shimmering pearl can be seen. This pearl fires white hot death beams.

Scientists at the UN Science Alert Corps White Mountain Observatory tracked Ramagon's arrival as it hurtled into the ocean off the coast of Vancouver. Extrapolating the trajectory, they determined it came from somewhere in the Oort Cloud outside our solar system, possibly from a mysterious tenth or eleventh planet. Ramagon's rampage was halted and the beast was transported to Monster Island.

Attributes		Derived Attributes	
Strength	4	Life	40
Reflexes	5	Evade	15
Health	8	Toughness	6
Mind	2	Daze	10
		Move	7

Powers

Hardened Shell: Armor, +5 to Toughness (5)

Death Ray: Blast, 5d6 (5)

Swimming: Swimming, 3" (1)

King Ankylorah

Created By: Sean Doyel

Probable Origin: Living Fossil

First Recorded Appearance: San
Francisco, USA, 1989

Threat Level: High

History: Giant bipedal anklyosaur with clawed hands and feet, a parrot-like beak and a spiked club tail. Two spikes protruding over his shoulders from his back shoot out like spears.

An earthquake in 1989 unleashed this terror



Gorzon

Created By: Larry Hill

Probable Origin: Alien / Intergalactic Warmonger

First Recorded Appearance: SupaCity, USA, 2001

Threat Level: Ultra

History: Gorzon is a giant mutant alien with an oversized green head with bizarre red and blue veins pulsing just under skin. His eyes are solid black egg shapes. He also wears a silver and grey armored space suit of his own design, which contains a lightweight nearly impervious armor, a hyper-speed rail gun, and jet booster boots. He also telepathically controls a trio of UFO-like saucers that can fly and are armed with electrical discharge cannons powerful enough to disintegrate an army tank.

Gorzon is a mutant alien that was forced to leave his own world after experimenting on his own body and brain, and creating weapons of mass destruction. It aims to take over a large city on the eastern coast of the U.S. and has been thwarted on three separate occasions.

from hibernation just south of S.F. After venting his rage upon the unsuspecting city, King Ankylorah submerged beneath the bay. It is believed he is still there.

Attributes		Derived Attributes	
Strength	6	Life	35
Reflexes	5	Evade	15
Health	7	Toughness	7
Mind	2	Daze	9
		Move	6

Powers

Back Spikes: Blast, 3d6 (3)

Spiked Tail: Hand-to-Hand Attack, +4d6 to Strikes (2)

Breathe Water: Immunity to Drowning (5)

Attributes		Derived Attributes	
Strength	4	Life	30
Reflexes	6	Evade	16
Health	6	Toughness	5
Mind	4	Daze	10
		Move	6

Powers

Space Suit: Armor, +4 to Toughness (4)

Rail Gun: Blast, 3d6 (3)

Jet Boots: Flying, 6" (2)

Flying Saucers: Blast, 1d6 (1)

Pandorran

Created By: Trevor Jones

Probable Origin: Mutated Beast

First Recorded Appearance: Forests of China, 1956

Threat Level: High

History: Once a cute Panda bear, toxic waste caused this once lovable creature to turn into a gigantic furry terror. Pandorran is

now a giant demonic fur-clad monster with curved horns protruding from his head, spine, and sides of his arms and legs. He is capable of great feats of strength and breathing out toxic green gas from his mouth.

This creature was once a happy bamboo munching panda. Due to high amounts of toxic waste being illegally dumped in the Chinese forests and poisoning the vegetation that the pandas lived in and ate this one panda became a huge mutant monster now known as Pandorran.

Attributes		Derived Attributes	
Strength	7	Life	35
Reflexes	5	Evade	15
Health	7	Toughness	7
Mind	3	Daze	10
		Move	6
Powers			
Fur and Bones: Armor, +3 to Toughness (3)			
Toxic Breath: Blast, 3d6 (3)			
Horns: Hand-to-Hand Attack, +4d6 to Strikes (2)			

Rendthor

Created By: James Lundberg

Probable Origin: Bio-Robot

First Recorded Appearance: Iowa City, Iowa, 1993

Threat Level: Extreme

History: Basically humanoid in shape. Rendthor has a head with three eyes and three giant horns coming out of the back. Its body is covered in small dark metallic steel scales. Rendthor also has retractable claws the size of the horns on its left hand. Rendthor is 100 ft. tall.

Rendthor was created by two very disturbed graduate students at the University of Iowa, in their attempt to get jobs working for the U.S. defense department. Unfortunately their experiment in bio-robotics grew out of control and it ran off, causing all sorts of destruction along the way.

Attributes		Derived Attributes	
Strength	7	Life	30
Reflexes	5	Evade	15
Health	6	Toughness	7
Mind	4	Daze	10
		Move	6
Powers			
Metallic Scales: Armor, +4 to Toughness (4)			
Horns: Hand-to-Hand Attack, +8d6 to Strikes (4)(2)			

Magu Magu

Created By: Ray Boemler

Probable Origin: Living Fossil Horror

First Recorded Appearance: Zuma, USA, 2002

Threat Level: Ultra

History: Magu Magu is a horrific walking prehistoric mutant nightmare. Monstrous proportion, armored scales, spines, multi-tailed/-headed/-limbed, and so much more. A terrible traffic accident between a US government transport vehicle, carrying an experimental nanite/virus called X-091, and a commercial rig, carrying an extensive Smithsonian Institute traveling dinosaur collection, resulted in the horror named Magu Magu. Magu Magu is an Anasasi word for Walking Death. The introduction of X-091 to the bones of the prehistoric creatures created something that could never have been imagined, a combined horror of writhing limbs, spiked tails, and two terrible maws full of massive teeth. Magu Magu proceeded to attack and destroy Zuma, consuming an incredible percentage of the people and animals. Magu Magu is apparently insatiable in his hunger.

Attributes		Derived Attributes	
Strength	7	Life	40
Reflexes	5	Evade	15
Health	8	Toughness	8
Mind	2	Daze	10
		Move	7
Powers			
Scales: Armor, +3 to Toughness (3)			
Extra Head: Extra Heads, x1 (5)			

Cerebaphage

Created By: Clement Grene
Probable Origin: Mutated Beast/Robot
First Recorded Appearance: Stalingrad, USSR, 1974

Threat Level: Extreme

History: Resembles nothing so much as a huge praying mantis, with a hard horny carapace and feelers. The creature's forearms have been tipped with steel, and its sensitive underbelly has been coated with bio-steel. Various robotic adjustments to its eyes and brain allow it to sense heat and its long, frail feelers wave gently when warmth is detected. It attacks by leaping and holding the prey still in its mandibles, then slowly and neatly sawing off the top of their head and slurping out the brain with a long proboscis. It later regurgitates the brain into a designated trough.

The Cerebaphage was designed by a top-secret branch of the KGB as part of a planned offensive in the Cold War. It was hoped that many of these could be made and infiltrated into America, there to attack and ingest the brains of top American scientists working on nuclear weapons. The Cerebaphages would regurgitate them and the brains would be shipped back to Russia for experimentation. However, the project went up in flames, as one of the scientists on the project lost his nerve when suddenly confronted with the first Cerebaphage created, and attempted to sabotage the entire plan and kill the single creature already made. The first part succeeded... The Cerebaphage escaped the burning laboratories and made its way out into the world. It still devours brains, as it has been programmed, although there are no longer any remaining to use the

increasing number of squishy objects the creature piles up.

Attributes		Derived Attributes	
Strength	7	Life	35
Reflexes	6	Evade	16
Health	7	Toughness	7
Mind	2	Daze	9
		Move	7
Powers			
Tough Carapace: Armor, +3 to Toughness (3)			
Leaping: Leaping, 6" (2)			
Mandibles: Hand-to-Hand Attack, +6d6 to Grabs (3)			

Helen

Created By: Mike "Talien" Tresca
Probable Origin: Living Fossil
First Recorded Appearance: America, 1792

Threat Level: High

History: Helen looks an awful lot like a mountain. This explains a lot. Helen stuck her head out once, confirming that what was formerly Mount St. Helens was, indeed, a gigantic turtle. Helen's gender is unknown, because no one is strong enough to flip her over to check.

Helen is the world's largest turtle. It's possible that the Hindu belief about a giant turtle holding up the Earth actually originated with Helen. The U.S. military keeps Helen inactive by stuffing her full with vegetation, which causes her to snooze for decades at a time. All in all, Americans are proud of their "Pet Turtle." They even forgive that awkward gas incident in 1980, AKA, "The Fart Heard 'round the World."

Attributes		Derived Attributes	
Strength	9	Life	40
Reflexes	5	Evade	15
Health	8	Toughness	9
Mind	4	Daze	12
		Move	7
Powers			
Shell: Armor, +4 to Toughness (4)			

Terratos

Created By: Morgan Davey

Probable Origin: Living Fossil/Mutated Beast

First Recorded Appearance: Mar del Plata, Argentina, 1974

Threat Level: Extreme

History: An extremely large crocodile-like monster, roughly 100 feet long, with thick, spined scales.

The government of Argentina performed secret atomic tests in waters off the coast of Antarctica in 1973. A frozen, but still-living tylosaur was subjected to intense gamma radiation, causing its immediate revival and disappearance into the cold southern waters. Seven months later, it reappeared near Mar del Plata, vastly larger and more powerful. The creature devastated the city then went on a rampage across Eastern South America, demolishing Buenos Aires and Rio de Janeiro. Though a primarily aquatic creature, Terratos can function quite well on land. His thick scales have proved invulnerable to all manner of projectile weapons, including a



Tomahawk missile salvo used in a failed attempt to protect Puerto Rico in 1992.

Attributes		Derived Attributes	
Strength	6	Life	35
Reflexes	4	Evade	14
Health	7	Toughness	7
Mind	2	Daze	9
		Move	6

Powers

Thick Hide: Armor, +4 to Toughness (4)

Swimming: Swimming, 6" (2)

Aquatic: Immunity to Drowning (5)

Technosaur

Created By: Neil Ammer II

Probable Origin: Living Fossil/Robot/ Alien

First Recorded Appearance: Chicago, USA, 1901

Threat Level: High

History: A dinosaur made up of the body of a t-rex, the head of triceratops, the tail and back of stegosaurus, with robotic arms and chest, and the left eye is a laser cannon.

Created by aliens to destroy earth, it was first seen in Chicago and is responsible for the fire that nearly destroyed the city. It was defeated by using a large electric generator which freed it from the alien's control. It then turned on the aliens and destroyed their ship. It then headed to the far north to live in peace for the rest of its life... or until the Earth is threatened again.

Attributes		Derived Attributes	
Strength	4	Life	35
Reflexes	5	Evade	15
Health	7	Toughness	6
Mind	4	Daze	11
		Move	6

Powers

Scales and Metal: Armor, +3 to Toughness (3)

Tail Whip: Hand-to-Hand Attack, +4d6 to Strikes (2)

Mechanical Grip: Hand-to-Hand Attack, +4d6 to Grabs (2)

Laser Cannon: Blast, 3d6 (3)

Geraatu

Created By: Christopher Casey

Probable Origin: Mutated Plant/Atomic Horror

First Recorded Appearance: Los Angeles, USA, 1967

Threat Level: High

History: An enormous formless mass, 100 feet in diameter, dark greenish-purple in color and like strawberry preserves in consistency: syrupy with soft "chunks" in suspension. Spherical in water and amoebic on land.

Once a colony of ocean algae, Geraatu was created by illegal atomic waste dumping off the California coast. Geraatu developed a higher level of intelligence but still sees the world as a single-celled organism would: devour and breed. Its primary attack is merely to flow over and drown its victim. During its initial attack on humankind, Geraatu discovered the value of a human life and has since been reluctant to attack humans, even in self-defense. Geraatu is especially vulnerable to fire.

Attributes		Derived Attributes	
Strength	3	Life	45
Reflexes	5	Evade	15
Health	9	Toughness	6
Mind	4	Daze	13
		Move	7

Powers

Engulf: Hand-to-Hand Attack, +6d6 to Grabs (3)

Ocean Algae: Swimming, 3" (1)

Ocean Algae: Immunity to Drowning (5)

Olajingu

Created By: Stephen Bush

Probable Origin: Incarnation of Retribution

First Recorded Appearance: Melbourne, Australia, 1973

Threat Level: Extreme

History: Its slick fur is the color of an oil slick and it's eyes are the color of revenge in dreams, ember red. His bill is the color of orange pith. The spurs off his hind legs gleam like steel. Though most often on all fours, he seems to have no trouble standing 10 stories on hind legs... uncharacteristic even for a giant platypus.

Scotland has Nessie and the seas their giant squid. But Australia too is known for huge animals, and it is not unknown for indigenous peoples who feel they've been slighted. It is said, late in 1964, one upset shaman decided it was time to call on an ancient vision, to protest the rape of the land he held dear and to assuage the cries of a contingent of those who felt their land was full of invaders. A spirit was called and channeled into the least likely of hosts, but a host who is an anomaly, unique in all the world and a living symbol of what man does not know about the mind behind creation. A platypus was infused with the power of a land's anguish and rose up to crush the cities of those who would claim a land their ancestors were not born in as their own. The rolling sandstorms that assault the coastal cites of Australia are mighty, but in 1973, one contained the silhouette of a vengeful beast. Few sightings have occurred, one in

1982, another in 1991, and it's arrival is unpredictable, but always accompanied by the storms...

Attributes		Derived Attributes	
Strength	9	Life	45
Reflexes	6	Evade	16
Health	9	Toughness	9
Mind	3	Daze	12
		Move	8
Powers			
Platypus: Swimming, 6" (2)			
Spurs: Hand-to-Hand Attack, +2d6 to Strikes (1)			

Karilua

Created By: Jens Falkesgaard
Probable Origin: Living Fossil
First Recorded Appearance: Madras, India, 1737

Threat Level: Extreme

History: A Karilua looks like a bizarre hybrid of lungfish and eel, only of monstrous proportions. Some mature specimens have been estimated to reach 100 feet in length. These creatures use a powerful and devastating electrical shock whenever they feel threatened. Quite naturally they seem to be immune to most electrical attacks themselves crushing high-voltage masts with great abandon. Karilua are seldom seen at sea and venture onto land even more rarely. When they do, it seems to be for the purpose of laying eggs. Once a nest has been established the Karilua defends it aggressively until the young hatch. Young Karilua average some 10 feet in length as hatchlings.

The first recorded "attack" by a Karilua occurred when one leveled a third of 18th century Madras before roaming inland and nesting. Two years later it lifted the siege when it retreated to the sea with its young, this time choosing another route. A few of the young were isolated, killed and dissected on the spot. It has been speculated that this race of "monsters" is a freak of evolution having not only survived but also grown virtually unhindered in the 325 million years since the first amphibians climbed ashore.

The monster is mentioned in several myth-cycles around the Indian Ocean and occasional hints can be found of its presence in Oceania.

Attributes		Derived Attributes	
Strength	3	Life	30
Reflexes	5	Evade	15
Health	6	Toughness	5
Mind	1	Daze	7
		Move	6
Powers			
Electrical Discharge: Blast, 3d6 (3)			
Fish: Swimming, 6" (2)			
Fish: Immunity to Drowning (5)			
Electrical: Immunity to Electricity (5)			

Jaaku

Created By: Timothy Lira
Probable Origin: Alien/Mutated Beast
First Recorded Appearance: Nagasaki, Japan, 1968

Threat Level: Extreme

History: A gigantic quadruped measuring 50ft. (ground to shoulder) by 100ft. (nose to tail). Jaaku's skin is made of iridescent scales with a mane of dark brown hair along its spine. Its form is that of a mutated bear, Jaaku's name comes from the Japanese for "wickedness".

Jaaku's origin is that as a precursor to an invasion from outer space. In 5000 BC, a meteorite landed in Japan containing the seed that was to become Jaaku. The seed took control of the nearest life form (a bear) and began to germinate. Merging with the bear, the seed took on some of it's host's traits and went into hibernation. Jaaku slept for 6000 years until stirred by a nuclear blast. Awakened, the full horror of Jaaku come to light as the armies of man tried to defeat it. The creature's main function is to create discord among the population. Army units turned on friends and fought. This affect was most damaging to kaiju, allied to fight Jaaku, as they turned on each other.

Attributes		Derived Attributes	
Strength	9	Life	45
Reflexes	6	Evade	16
Health	9	Toughness	9
Mind	1	Daze	10
		Move	8

Powers

Powerful Legs: Running, +3" to Move (1)

Claws: Hand-to-Hand Attack, +4d6 to Strikes (2)

Strong: Hand-to-Hand Attack, +4d6 to Grabs (2)

Attributes		Derived Attributes	
Strength	5	Life	35
Reflexes	4	Evade	14
Health	7	Toughness	6
Mind	1	Daze	8
		Move	6

Powers

Scorching Breath: Blast, 3d6 (3)

Magma Body: Immunity to Lava (5)

Super-Hot Body: Hand-to-Hand Attack, +4d6 to Grabs (2)

Magma Body: Armor, +3 to Toughness (3)

Mineomax

Created By: Abram Barnett

Probable Origin: Living Fossil/Alien

First Recorded Appearance: Thera Isl., Mediterranean, approx. 3000 B.C.E.

Threat Level: Extreme

History: A burning, seething mass of rock, 100' long, 25' wide crosses the land like a volcanic slug on the lubrication of the melting earth's crust. Before it, the very air screams and ignites, the stones crack, & the seas boil away in shock at a breath that rivals the touch of the Sun itself...

The people of Mineo had an advanced civilization, including hot & cold running water facilities, enclosed sewer systems, & an extensive knowledge of the natural sciences. Unfortunately, they were the first to meet what a later researcher named, "Mineomax," a worm-like denizen of the Earth's mantle whose natural body temperature rises at times to 3000+ K. At the core of its metabolism is a little-understood reaction of uranium and iridium, elements far more common deep within the planet than at the surface. As Mineomax's nervous system is based upon high-temperature superconductors (including some isotopes of gold) it reacted very slowly upon emerging from the ruined cinder-cone of Thera, though upon breaching the Sea's choppy, hissing surface, it swiftly heated to 2/3 of its "healthy" temperature & proceeded to rampage across the eastern hemisphere, in search of that which it must have to survive: Radiation! In time, it found its way to Monster Island.

Kazura

Created By: Deirdre Brooks

Probable Origin: Atomic Horror

First Recorded Appearance: Los Angeles, United States, 1961

Threat Level: Extreme

History: Kazura is a one hundred foot long, multi-headed rattlesnake. The heads radiate from the central body, which is 75 feet in length, and each of the heads is 25 feet in length. The body ends with a spiked rattle large enough to smash trains, tour buses, and small buildings in one blow, and can shatter windows and eardrums for hundreds of feet with a shake. Kazura can spray acidic venom from each of its mouths or simply bite anything up to the size of a typical RV or bus and swallow it whole.

Kazura was originally a nest of unhatched rattlesnake eggs in the Nevada desert. Nuclear testing (Operation Nougat) buried the nest under the sand and fused the sand to glass. The eggs, incubated by the intense radiation, hatched, and the snakes that slithered forth fused together into one entity. The infant Kazura burst from the irradiated landscape and began consuming its way to Los Angeles. By the time it came out of the desert, it was at full size and managed to devastate a wide swath of urban landscape before it was distracted through over stimulation of its sense of taste/smell.

Attributes		Derived Attributes	
Strength	4	Life	30
Reflexes	5	Evade	15
Health	6	Toughness	5
Mind	1	Daze	7
		Move	6

Powers

Extra Heads: Extra Heads, x2 (10)

Tail Bash: Hand-to-Hand Attack, +2d6 to Strikes (1)

Venom: Blast, 3d6 (3)

Doragon

Created By: Daniel Palácio

Probable Origin: Robotic Atomic Horror

First Recorded Appearance: Tokyo, Japan, 1948

Threat Level: Extreme

History: A long, metallic silver serpent with large claws, glowing red eyes, and no wings (it is based on an elegant Eastern dragon).

Doragon was Japan's attempt to build a war



machine capable of destroying an American city during WWII. They lost the war seconds before the beast was finished, and the project was shelved. A few years later, the evil Dr. Akamaizaa, chief scientist of the Doragon project, was fired by the Japanese government. He unleashed the giant monster upon Tokyo in a fit of anger..

Attributes		Derived Attributes	
Strength	9	Life	45
Reflexes	6	Evade	16
Health	9	Toughness	9
Mind	4	Daze	13
		Move	8

Powers

Metallic Body: Armor, +2 to Toughness (2)

Onikage

Created By: Scott Earls

Probable Origin: Living Fossil

First Recorded Appearance: Tokyo, Japan, 2000

Threat Level: Extreme

History: A giant 100 foot tall black draconic beast with four powerful legs, six giant wings, a pair of horns on its head and the ability to breathe out dark purple flame. It can also fly

When the Japanese government was digging for oil off the coast of Japan they discovered Onikage sleeping. The sound of the drills aroused him and he proceeded to lay waste to half of Tokyo.

Attributes		Derived Attributes	
Strength	5	Life	45
Reflexes	5	Evade	15
Health	9	Toughness	7
Mind	2	Daze	11
		Move	7

Powers

Wings: Flying, 9" (3)

Horns: Hand-to-Hand Attack, +4d6 to Rams (2)

Flame Breath: Blast, 4d6 (4)

Amphibilex

Created By: Chris Fischer

Probable Origin: Alien newt

First Recorded Appearance: Jeddah,
Saudi Arabia, 1982

Threat Level: High

History: It appears to be an enormous fire belly newt with flashing red eyes, often surrounded by a light mist. The Amphibilex eggs came to Earth during the first attempt to harvest comets for ice in the early 1980's. The tadpoles destroyed several fishing vessels in the Red Sea. The Saudi Arabian army, with the help of NATO forces, was able to destroy the majority of the larvae before they evolved. The adult, dubbed Amphibilex by a vacationing biologist, devastated Jeddah before disappearing into the ocean depths and was seen only rarely before its capture by the UN Science Alert Corps. Amphibilex is capable of coming onto dry land for short periods of time (under four hours), and exudes both a soporific mist that damages men, animals and kaiju alike, as well as a caustic slime that serves to dissolve flesh and protect against attack.

Attributes		Derived Attributes	
Strength	6	Life	35
Reflexes	4	Evade	14
Health	7	Toughness	7
Mind	2	Daze	9
		Move	6

Powers

Amphibian: Swimming, 6" (2)

Amphibian: Immunity to Drowning
(5)

Soporific Mist: Blast, 3d6 (3)

Slime Covering: Armor, +1 to
Toughness (1)

Omi-1

Created By: J.T.

Probable Origin: Cellular Construct

First Recorded Appearance: Nagano,
Japan, 1968

Threat Level: High

History: A construct with a shell (shiny like that of a dung beetle). It has no eyes and uses modified sonar to see, hence the 2 cavities that look like eyes. It has a sucker like appendage for a mouth, circular, long and filled with razor sharp teeth to digest rocks and other materials. Walking on eight crab-like legs, this hardy creature has the ability to regenerate wounds quickly and coupled with the thick tough chitin it can withstand a tremendous amount of punishment

A construct made by a conglomerate of scientists that was developed for farming deep sea environs capable of "terra-forming" areas for later undersea colonies. It was developed to "digest" unacceptable areas, rocky outcroppings etc and its by-product leaves rich and productive soil, excellent for a new wave of undersea colonization. It lives on a diet of silica and non-organic substances. A die of a special silica was used to draw Omi-1 to eat unwanted areas. This grand experiment went awry when it was found that Omi-1 preferred the refined metals and structure of buildings! Although still controllable with the use of silica dies, the Omi-1 project was cancelled due to the unpredictable nature of this creature. Omi-1 was later drawn into a deep underwater fissure and was thought destroyed using a low yield nuclear device...Until recently, when reports of off-shore oil platforms near Japan collapsed and disappeared. Investigators found radioactive sludge, almost identical to what Omi-1 would have left behind after digesting metals. The trench that Omi-1 should have been buried in shows no sign of disturbance but seismic activities have increased 10 fold in the area. If the readings are true, then Omi-1 would had to have grown 10 times the Probable Original size. Research is still pending on this theory. In the mean time, the lead scientist for this project is missing along with the formula for the silica die....

Attributes		Derived Attributes	
Strength	3	Life	30
Reflexes	5	Evade	15
Health	6	Toughness	5
Mind	2	Daze	8
		Move	6

Powers

Shell: Armor, +3 to Toughness (3)

Bite: Hand-to-Hand Attack, +4d6 to Strikes (2)

Regeneration: Regeneration, 2 Life point(s) per Turn (4)

Submersible: Immunity to Drowning (5)

The Tunguska Firebird

Created By: Tim Emrick

Probable Origin: Living Fossil/Atomic Horror

First Recorded Appearance: Tunguska, USSR, 1962

Threat Level: Ultra

History: A vaguely birdlike cloud of smoke and fire, shot through with occasional flares of blue, lightning-like energy. When standing on the ground, with its "wings" spread, it rather resembles a mushroom cloud in outline.

Russian folk tales of a Firebird were closer to the truth than most people thought, until the Atomic Age. In 1962, a secret Soviet A-bomb test near Tunguska had an unexpected result: instead of the expected mushroom shape, the radioactive cloud took the shape of a gigantic birdlike monster. While the Soviet military tried to contain the enraged creature within the remote Tunguska region of Siberia, scientists struggled to explain the thing's existence. One academician, Yuri Plogevna, devised the most popular theory: Like the Phoenix of Arabia, the Firebird had lived for countless ages, dying and being reborn through fire every hundred years. The last rebirth occurred here in Tunguska in 1908, causing the famous but little-understood blast reported at that time. The Firebird was dormant at the time of the 1961 test, and was prematurely "regenerated." If Plogevna's theory is correct, then the

Firebird has returned, this time even more monstrous and powerful, but dangerously unstable. The creature has been destroyed at least twice since then, causing massive damage as the remaining cloud exploded with great force. The Firebird somehow reformed a few weeks or months later each time.

Attributes		Derived Attributes	
Strength	7	Life	40
Reflexes	6	Evade	16
Health	8	Toughness	8
Mind	1	Daze	9
		Move	7

Powers

Wings: Flying, 9" (3)

Flame: Blast, 5d6 (5)

Anacondiz

Created By: P.J. Perry

Probable Origin: Mutated by exposure to nuclear waste.

First Recorded Appearance: Brasilia, Brazil, 2005

Threat Level: High

History: Anacondiz is a 100-foot long, fierce anaconda that was exposed to high levels of radioactive waste. It is dark green with red and black oval spots. Anacondiz is female and weighs approximately 4 tons. This fierce creature has a gland, which emits a venomous musk, which can kill household pets and small children, and can incapacitate adults. It is unknown as to whether or not Anacondiz has any spawn. Anacondiz can move at high speed on the ground.

In the spring of 2003, Anacondiz attacked Brazil's capital city, laying waste to a series of warehouses on the outskirts, and decimating some power lines and cars. The Brazilian National Army was immediately called to the scene and a brief battle ensued. Anacondiz fled to the neighboring jungles and has not been seen since. A month after the attack of Anacondiz, scientific researchers followed the trail of the gigantic anaconda a dozen miles into the jungle and found high amounts of radiation. There was a nesting area that had been recently

abandoned. This area was within a mile of a rather unkempt nuclear waste dumpsite. The Brazilian government has since sent out a series of teams consisting of military personnel and scientists to search for Anacondiz. Also, the government has taken steps to clean the waste site within the tropical jungle from which this creature emerged. DNA tests have determined that Anacondiz is female, but it is unknown as to whether she has laid any eggs or whether she is indeed fertile.

Attributes		Derived Attributes	
Strength	9	Life	45
Reflexes	6	Evade	16
Health	9	Toughness	9
Mind	2	Daze	11
		Move	8
Powers			
Musk: Blast, 3d6 (3)			
Slithering: Running, +3" to Move (1)			

Karakon

Created By: Russell Baldwin
Probable Origin: Alien
First Recorded Appearance: Juneau, United States, 2001

Threat Level: Extreme

History: Its large red eyes are hidden beneath a transparent flap of skin. The toxic, black, oil-like film covering its skin hides the large combat scars that cover its neck and chest. Lacking arms, it has a prehensile tongue, with spikes that stick out its sides, with a length of 9 or so meters, which it uses to attack and devour prey. Standing at 30 meters tall, the bipedal beast can run at high speed.

The monster known as Karakon comes from a faraway planet, where it had terrorized the local sentients, along with many creatures of its type. Being naturally peaceful and advanced people, they captured the beasts and sent them to the far reaches of space.

This beast landed on Earth, where Alaska is now located, in the middle of an Ice Age and entered a long hibernation. Recent oil drillings have awakened it from its slumber and it is ready to wreak havoc on a new world.

Attributes		Derived Attributes	
Strength	9	Life	45
Reflexes	6	Evade	16
Health	9	Toughness	9
Mind	3	Daze	12
		Move	8
Powers			
Film Covering: Armor, +1 to Toughness (1)			
Running: Running, +6" to Move (2)			

Kiriketza

Created By: John Kantor
Probable Origin: Atomic Horror
First Recorded Appearance: Nagasaki, Japan, 1959

Threat Level: High

History: Kiriketza is - for all intents and purposes - a giant cricket. It moves by walking slowly or making giant flying leaps - the longest of which can launch it many miles. It can attack by rearing up on its rear legs and grappling with its forelegs and biting, by making a leap and head-butting its opponent, or with sonic waves made by rubbing its legs together. These waves can destroy buildings, incapacitate humans without ear protection, infuriate or drive off other creatures. When Kiriketza is happy, it makes a soothing musical tone that can be heard for many miles.

Kiriketza started out as an innocuous cricket kept as a good-luck pet by its owner, a shopkeeper on the outskirts of Nagasaki. The shop was destroyed and the owner badly injured by the atomic bomb blast. His last action before dying was to free the small cricket in hopes that it would survive and someday bring good fortune back to the city. The little cricket found its way to a large cave network nearby, where - affected by the radiation it had received - it grew year by year. Fourteen years later - an auspicious

number - Kiriketza made its appearance, saving the city from destruction by another giant monster. Kiriketza burrowed its way back into the cave network, and the last that was heard from it was its soothing song, seemingly emanating from the very earth itself.

Attributes		Derived Attributes	
Strength	7	Life	35
Reflexes	5	Evade	15
Health	7	Toughness	7
Mind	3	Daze	10
		Move	6
Powers			
Leaping: Leaping, 12" (4)			
Sonic Waves: Blast, 4d6 (4)			

Rapa Neutron

Created By: Andrew j Lucas
Probable Origin: Alien Robot
First Recorded Appearance: New Guinea 1965
Threat Level: Extreme
History: A living stone head idol from Easter Island. Created by exotic radiation and an alien endoskeleton fueled by the heart of a Neutron Star. Rapa Neutron was tasked with conquest of Earth for his alien masters from Alpha Centauri. The first of a mighty army the Rapa landed on a remote island in the southern hemisphere intending to launch their troops outward in a campaign of submission. Unfortunately the Rapa Empire did not count on the combined might of a Earth bred monster army rising against them. Ultimately the invasion failed and all the Rapa Robots were destroyed - save one. Since then millennia have passed and the Centauri empire is prepared to try again. Rousing their slumbering robot (now worshipped by foolish humans and surrounded by crude earth made idol) they plan to strike again.

Attributes		Derived Attributes	
Strength	6	Life	30
Reflexes	6	Evade	16
Health	6	Toughness	6
Mind	3	Daze	9
		Move	6
Powers			
Endoskeleton: Armor, +3 to Toughness (3)			
Laser Eyes: Blast, 4d6 (4)			
Jets: Flying, 6" (2)			

Gila

Created By: David Fuchko
Probable Origin: Atomic Horror
First Recorded Appearance: Phoenix, U.S.A., 1999
Threat Level: High
History: Gila is a giant Gila monster. He is green, and has massive spikes coming out of his tail and along his back. The tail spikes ooze acid. Gila has a venomous bite, can fling his tail spikes at his enemies, and can burrow through the ground extremely fast. Gila was a normal gila monster until the first Atomic blast at Los Alamos. It mutated him, but the process took many years, until he finally awakened. Gila detected the city of Phoenix, and proceeded to the city and thoroughly wrecked it. The U.S. military was able to drive him off, but suffered many losses. Gila has not been spotted since then.

Attributes		Derived Attributes	
Strength	5	Life	40
Reflexes	5	Evade	15
Health	8	Toughness	7
Mind	2	Daze	10
		Move	7
Powers			
Acid Coated Spikes: Hand-to-Hand Attack, +2d6 to Rams (1)			
Venomous Bite: Hand-to-Hand Attack, +4d6 to Strikes (2)			
Tail Spikes: Blast, 4d6 (4)			
Burrowing: Tunneling, 9" (3)			



Himotokang

Created By: Luis Eduardo Mesa

Probable Origin: Ancient Creature/Atomic Horror

First Recorded Appearance: Ancient China, 2000 B.C.

Threat Level: Extreme

History: A red dragon with a lion-like mane, like a typical Chinese dragon. It has a humanoid body with tail and long neck. His veins and eyes glow purple from the radiation poisoning.

According to ancient scriptures, Himotokang was the protector of the ancient Chinese civilization until civil war and power struggles left the creature confused, he could not protect his people from each other, and went into an apparent eternal sleep. Nearly 4,000 years later, Chinese atomic bomb tests awoke Himotokang and nuclear fallout infected the creature both mentally and physically. He now had an insatiable urge to feast on whatever gets in his way until he

can pacify his hunger, and Himotokang has acquired new abilities from the radiation that will help him find what he seeks.

Attributes	Derived Attributes
Strength 6	Life 40
Reflexes 6	Evade 16
Health 8	Toughness 7
Mind 2	Daze 10
	Move 7

Powers

Radioactive Body: Absorption, radiation, 2 point(s) to Strength (4)

Fast Metabolism: Regeneration, 2 Life point(s) per Turn (4)

Kingchilla

Created By: Eric Edwards

Probable Origin: Living Fossil

First Recorded Appearance: Mexico City, Mexico, 2001

Threat Level: High

History: Kingchilla, in almost every respect, looks like a silver-grey chinchilla; except he is huge. The beast, when reared back on his hind legs, stands 100 feet tall. His standard attack is a devastating pounce, easily strong enough to knock over building. His dreaded "dust-whirl" kicks up enough of a dust storm to choke any monster.

Kingchilla has existed in the Mexican desert for an untold time. Despite his size, it has been relatively easy for him to survive unseen. Those that did find him, were never found again themselves. The only humans who knew of his existence prior to his appearance in Mexico City are a tribe of Mayans who remained secreted from the rest of the world. One human has managed to capture Kingchilla's attention enough to allow him to be petted, or scratched behind the ear. She is Mayankalah, High Priestess of the tribe. In March 2001, the Mayan tribe mostly died out due to illegal dumping of chemicals in their environment. The corporations dumping the toxic waste were not aware of the harm they caused, but Kingchilla fully intends to teach them.

Attributes		Derived Attributes	
Strength	7	Life	35
Reflexes	5	Evade	15
Health	7	Toughness	7
Mind	3	Daze	10
		Move	6

Powers

Pounce: Hand-to-Hand Attack, +4d6 to Grabs (2)

Leaping: Leaping, 6" (2)

Dust-Whirl: Blast: 4d6 (4)

Juggerknight

Created By: Michael Mendóza

Probable Origin: Mutated Beast

First Recorded Appearance: Toms River, USA, 1993

Threat Level: High

History: Juggerknight resembles a knight in full plate with spiky armor of rock-hard calcium and interior of some 500 smaller amoebae. The exoskeleton gives him strength disproportionate to his size, while his amoebae make him very tough to kill — they simply separate when his body is damaged, then reform into Juggerknight.

Juggerknight was created when multiple colonies of slime mold were exposed to toxic waste. The colonies merged together, gaining a semblance of intelligence. Juggerknight then went on a rampage, leveling Princeton University, among other locations. He was finally driven into the Bermuda Triangle, and has not been seen since.

Attributes		Derived Attributes	
Strength	7	Life	35
Reflexes	5	Evade	15
Health	7	Toughness	7
Mind	2	Daze	9
		Move	6

Powers

Armor: Armor, +3 to Toughness (3)

Hard To Kill: Regeneration, 3 Life point(s) per Turn (6)

HamaKoro

Created By: Reuben Lai

Probable Origin: Mutated Beast/Living Fossil

First Recorded Appearance: Xingjian, China, 1957

Threat Level: High

History: Nominally resembling a 30m wide big horned toad, with real horns! HamaKoro has dry dark scaly skin, enormous curved tusks and a singular horn protruding from between its yellow flaming eyes, and very foul breath.

HamaKoro was the result of a prehistoric saber-tusked toad being mutated by a massive meteor strike that occurred in 15000 BC near the modern day town of Xingjian in the western steppes of China. The mutation also prolonged the creature's life as well as increasing its size. The local nomads have been telling legends about the giant Toad God for generations. HamaKoro was buried in a freak landslide in 1590 and not being able to move, decided to nap. 367 years later, archaeological work around site woke up the little beastie. Not having eaten for the past 3 centuries, HamaKoro is very hungry.

Attributes		Derived Attributes	
Strength	9	Life	45
Reflexes	4	Evade	14
Health	9	Toughness	9
Mind	2	Daze	11
		Move	7

Powers

Horn: Hand-to-Hand Attack, +4d6 to Rams (2)

Foul Breath: Blast, 4d6 (4)

Grakobold

Created By: Kris Havlak

Probable Origin: Mutated Beast

First Recorded Appearance: Johannesburg, South Africa, 1989

Threat Level: High

History: The Grakobold is a hideous 100' mutation of the spotted hyena. Vaguely

humanoid in form, it walks on two legs yet boasts a giant dog-like head and hideous mandibles. Its hide is densely hairy and reeks of flies and rotting flesh. In combat the Grakobold bites ferociously and attempts to defeat his opponents with its vicious claws. Presumed to have originated somewhere to the north of Johannesburg due to the near-extinction of hyenas in South Africa, the creature was first spotted in the farmlands outside Johannesburg terrorizing livestock. The UN Sciencee Alert Corps quickly captured the creature and eliminated all evidence of its existence. The beast was transported to Monster Island and is believed to be the last of its kind, the plains which hosted its evolution cannot support many such creatures. However, the UN has not eliminated the possibility of the existence of another such creature.

Attributes		Derived Attributes	
Strength	8	Life	45
Reflexes	5	Evade	15
Health	9	Toughness	9
Mind	2	Daze	11
		Move	7
Powers			
Mandibles: Hand-to-Hand Attack, +6d6 to Strikes (3)			
Thick Hide: Armor, +2 to Toughness (2)			
Running: Running, +3" to Move (1)			

ExoEbi

Created By: Thomas Iverson
Probable Origin: Robot/Mutated Beast
First Recorded Appearance: Sapporo, Japan, 1975

Threat Level: Extreme

History: A giant cyborg shrimp. Capable of destruction in the sea, on land, and... in the air? Armed with beam weapons and a fearsome tail flick!

November 1st, 1975. "The Day That Sushi Fought Back." No matter how one names the day, that time is associated with fear by millions of helpless citizens. At approximately 6:46PM a bright aerial light

was seen racing towards the city of Sapporo. As the frightened residents of Hokkaido called the Japanese Defense Forces, the light was seen to be a massive technological horror: a shrimp, impossibly massive, encased in a cold metallic sheen. The terror, dubbed by the press as "ExoEbi", landed and cut a swath of destruction towards the sea. It is unknown who could design such a creature, or why ExoEbi even exists. Only one thing is known: it lives to destroy those who enjoy raw seafood.

Attributes		Derived Attributes	
Strength	6	Life	35
Reflexes	5	Evade	15
Health	7	Toughness	7
Mind	3	Daze	10
		Move	6
Powers			
Cyborg Plating: Armor, +1 to Toughness (1)			
Swimming: Swimming, 6" (2)			
Jets: Flying, 6" (2)			
Beam Weapons: Blast, 3d6 (3)			
Tail Flick: Hand-to-Hand Attack, +2d6 to Strikes (1)			

Armor-dillo

Created By: Brett J Schofield
Probable Origin: Mutated Beast
First Recorded Appearance: Kansas City, USA, 1876

Threat Level: High

History: A colossal armadillo, complete with furry snout and impenetrable shell. Measures 100ft long. Its eyes glow eerily green at night.

The humongous beast known as Armor-dillo was first discovered during a gold rush in southern Texas. Greedy miners tunneled into the great beast's lair, awakening it from centuries of deep slumber. Startled and disoriented, Armor-dillo retreated into his iron-hide shell and proceeded to roll to safety, flattening anyone and anything in its path. Word soon got out of the titanic horror, and trigger-happy posses set out across the plains to hunt Armor-dillo. Hundreds of normal armadillos were slaughtered, and

many trappers boasted that they had slain the mighty beast, but none of these stories were true. Eventually a Native American tribe stumbled across the gigantic beast's tracks, and in days scores of people were on its trail. Armor-dillo was hounded back to his lair, now abandoned, and a final confrontation took place. The mammoth rodent was beaten back deep into its lair, and dynamite detonated at its feet. The ground cracked and caved in, and Armor-dillo plummeted into the sightless depths. Legends of the monstrous, misunderstood creature persist to this day, and some say Armor-dillo still lives, waiting for the time when it will be called forth...

Attributes		Derived Attributes	
Strength	7	Life	40
Reflexes	5	Evade	15
Health	8	Toughness	8
Mind	2	Daze	10
		Move	7
Powers			
Shell: Armor, +4 to Toughness (4)			
Rolling Ram: Hand-to-Hand Attack, +8d6 to Rams (4)			

Electro-Mitosaur

Created By: Stephen Reilly
Probable Origin: Mutated Beast / Atomic Horror

First Recorded Appearance: Manila, Philippines, 1946

Threat Level: Extreme

History: A gigantic semi-transparent blob like mass of 500 or so tank sized cells, each one has a blue or orange nucleus. It attacks by firing electrically charged acidic cells at it's opponents and using cellular division to replace the lost bits.

Electro-Mitosaur was a tiny single celled organism living on an electric eel until blasted by radiation at the end of WWII. It grows wildly when it encounters electricity, each cell splitting and growing in size. Its thirst for electricity drew it towards Manila, as it followed the cross-country power lines. It grew to it's present size after draining the Philippines of power in 1946.

Attributes		Derived Attributes	
Strength	3	Life	30
Reflexes	5	Evade	15
Health	6	Toughness	5
Mind	2	Daze	8
		Move	6
Powers			
Electrical Blast: Blast, 4d6 (4)			
Fast Cell Division: Regeneration, 2 Life point(s) per Turn (4)			
Electrical Metabolism: Absorption, electricity, 3 point(s) to Blast (6)			

Iseebi

Created By: Eric Hite
Probable Origin: Divine Kaiju/Living Fossil
First Recorded Appearance: Osaka, Japan, 2015

Threat Level: High

History: Iseebi looks like a two legged crab. Altogether it has two legs and two pinchers one of which is bigger than the other. It can generate lightning bolts from each pincher and fly by shooting flames from out of two openings in the back of its shell. It stands thirty meters tall and weights 15,000 tons. Iseebi is the last surviving member of a prehistoric type of crab and it is also the god of the undersea kingdom of Moguru-Shi. The Moguruians are a race of fish-like humanoids that hate the surface dwellers. Because of our polluting their water they asked Iseebi to destroy the humans. The god-monster agreed and swam to the surface where it went to Osaka and leveled the city. The JSDF (Japan Self Defense Force) developed a powerful laser that trapped Iseebi inside a block of ice. Iseebi remained trapped inside the iceberg floating around the sea North of Japan until the UN Science Alert Corps towed the monster to Monster Island.

Attributes		Derived Attributes	
Strength	4	Life	35
Reflexes	5	Evade	15
Health	7	Toughness	6
Mind	2	Daze	9
		Move	6

Powers

Lightning Bolts: Blast, 3d6 (3)

Flame Jets: Flying, 6" (2)

Aquatic: Swimming, 6" (2)

Aquatic: Immunity to Drowning (5)

Gammatron 2020

Created By: Sean Wipfli

Probable Origin: Giant Robot / Cyborg

First Recorded Appearance: Supacity, USA, 2001

Threat Level: High

History: A huge gleaming silver and white robot, with large jet wings on his back and a single large red eye in his head.

Gammatron 2020 is the protector of SupaCity. He is controlled by a living human brain, the brain of the famous monster hunter Yoshiro Tanaka, who nearly died in an attack by intergalactic warmonger Gorzon. His abilities include an eye laser, heavy armor and jet powered flight.

Attributes		Derived Attributes	
Strength	5	Life	35
Reflexes	6	Evade	16
Health	7	Toughness	6
Mind	3	Daze	10
		Move	7

Powers

Jet: Flying, 6" (2)

Eye Laser: Blast, 4d6 (4)

Armor: Armor, +3 to Toughness (3)



Orcinus

Created By: Evan Waters

Probable Origin: Mutated Beast

First Recorded Appearance: Seattle, Washington, 1977

Threat Level: High

History: Body of a giant 100' killer whale, but with powerful, muscular arms and legs. Intensive dumping of radioactive waste into the Pacific by several nations, US, Russia, and Japan in particular, began to create random mutations among sea-life around the early 1970s. Being particularly susceptible to radiation, killer whales underwent rapid mutation until finally a young calf grew into a giant, super-intelligent sea beast. Angered by both this new plague and the constant hunting of its kind by man, Orcinus went on a rampage across the west coast of North America, blasting fishing vessels to smithereens with sonic waves and crushing oil rigs in its claws. However the creature's intelligence allowed it to communicate with humans, and so it is not entirely hostile, but now only destroys when its kind is threatened.

Attributes		Derived Attributes	
Strength	7	Life	40
Reflexes	5	Evade	15
Health	8	Toughness	8
Mind	4	Daze	12
		Move	7

Powers

Sonic Waves: Blast, 3d6 (3)
Swimming: Swimming, 9" (3)

Ogra

Created By: Patrick Reding

Probable Origin: Ogra no know

First Recorded Appearance: Tokyo, Japan, 1998

Threat Level: Extreme

History: Ogra big ogre with big club. Ogra tall as big pointy tower. Orga smash big pointy tower!

Ogra sleep. Ogra hungry. Ogra wake up. Ogra find big city. Ogra smash big city. Big city full of tasty things. Ogra sleep again.

Attributes		Derived Attributes	
Strength	9	Life	50
Reflexes	6	Evade	16
Health	10	Toughness	10
Mind	2	Daze	12
		Move	8

Powers

Club: Hand-to-Hand Attack, +6d6 to Strikes (3)

albeit in a more benign form. Some unexplained suffocations led to the discovery of what may possibly have been flocks of birds affected by the intense smoke. Vanished suddenly, and gave no life signs thereafter until the mid-19th century industrial era where pollution surges caused the reappearance of the menace. It acquired at that time its distinctive murkiness with the coal-soiled atmosphere and the number of victims began once again to swell. Eventually kept at bay by a team of international scientists using powerful air-propellers. Not heard from again until the nineties, where merging with modern smog made further attempts to dispatch it with once-successful methods useless.

Attributes		Derived Attributes	
Strength	4	Life	45
Reflexes	6	Evade	16
Health	9	Toughness	7
Mind	3	Daze	12
		Move	8

Powers

Flying: Flying, 9" (3)
Smother: Hand-to-Hand Attack, +10d6 to Grabs (5)

BigBlown

Created By: Alexandre Major

Probable Origin: Mutated Beasts

First Recorded Appearance: London, England, 1666

Threat Level: High

History: A flying mass of filth and spores, with an almost-palpable texture and a big yellow eye in the middle. Indistinctly in the shape of a giant bird. Flies at great speeds, and leaves dirt and foul marks on buildings as it brushes them.

Appeared after the Great Fire of London,