

BRUTAL

Big Bad Ball Busting Bloody Battles

DRAGONS AND FAIRIES RELEASE 2.0

BRUTAL is a Hack-and-Slash
Fantasy Horror Game
Created and freely distributed by
DAVID J. STANLEY

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ILLUSTRATORS

Originally this game had little to no images. However, thanks to the many suggestions and to the amazing talent of numerous artists, this second release looks much, much better.

David Wong, "Primary Illustrator" Original character races, and many of the initial monsters
Zac Henderson Additional drawings of the newly created character races
James Bolinger Lot's and lot's of Catlings
Andy Hopp Many more, amazing monsters to fill our pages
Larry Elmore The creator and owner of the Zeetvah character race
Eric Barnett Awesome clipart and horrific images of a fearful sort

EDITORS

Special thanks to everyone else involved, especially the editors. If you find any errors, typing mistakes, etc. PLEASE visit www.BrutalRPG.com and submit feedback to David J. Stanley.

Kristina Stanley Daughter of David, and best damn proof-reader in the world
Catherine Stanley Wife of David, beautiful lady, very supportive

BRUTAL

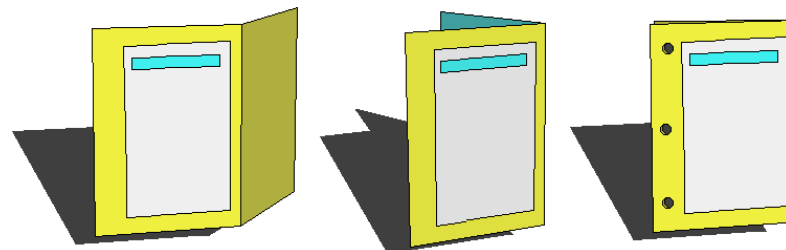
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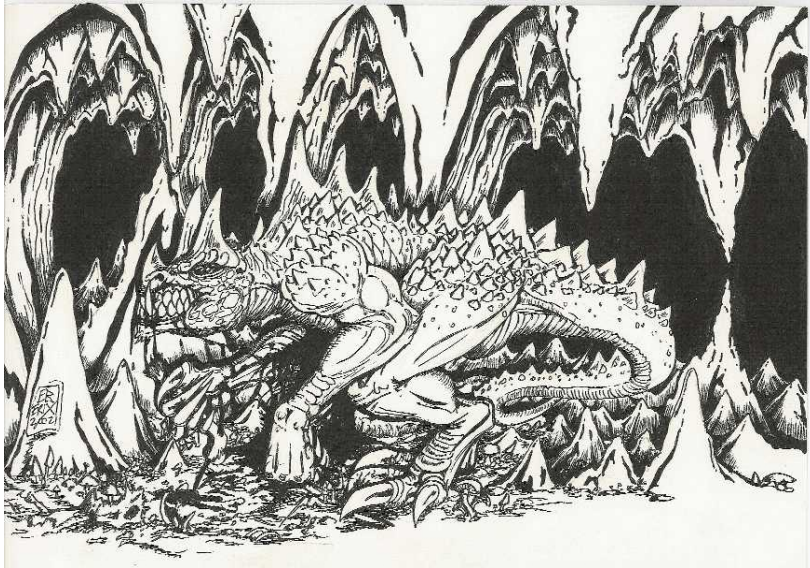
ZEETVAH

ZEETVAH is a trademark of Larry Elmore. A special thanks goes out to Larry Elmore for allowing me (David J. Stanley) to include them in this game. Larry Elmore still owns exclusive © copyright to the Zeetvah race, All Rights Reserved. To learn more about Zeetvahs, visit the adventures of "Snarf Quest" on-line at <http://www.larryelmore.com/zGallery/AGSnarf/AGSnarf.html>

FOLDING INSTRUCTIONS

This is a FREE PRESS document, and you are responsible for any and all printing, folding, and binding of this document that you choose to implement. It is expected that you will fold each page as shown below and punch holes to add to your binder (half-sized 5.5 x 8.5). Another alternative is to fold each page as shown below and have a printer shop such as Kinko's® or OfficeMax® bind it using either comb binding or spiral binding. If you opt for the comb or spiral binding, it is highly recommended that you have them add a clear cover to the front, and a solid black cover to the back.





CAVE DRAGON

Say: (CAAV DRAG-un)

MIND ABILITIES

Willpower	4
Intellect	1
Nature	4
Corruption	1

BODY ABILITIES

Strength	6
Movement	4
Coordination	4
Combat	8

FIXED ATTRIBUTES

Life Force	6
Size	6
Speed	6"
Dark Vision	36"

NATURAL ATTACK & DEFENSE

Spiked Skin	8
Bite	8
Magic	1

APPEARANCE

Cave Dragons appear as small dinosaurs or perhaps small wingless dragons with big legs. Their entire bodies are covered with spikes and they love small cramped spaces, the deeper and the darker the better.

To the dim-witted, they might appear somewhat like a Dragon, but have no relation to dragons.

WANDERING

Most Cave Dragons are encountered alone in the deepest and darkest regions of a large system of caves with plenty of smaller critters to eat. These creatures are animals with no intelligence, and no language ability.

SPECIAL ABILITIES

- **NONE** – A Cave Dragon has no special abilities

TREASURE

Cave Dragons have no treasure.

EXPERIENCE POINTS

A Cave Dragon is worth 20 E.P. for the group



DRAGON

Say: (DRAG-un)

MIND ABILITIES

Willpower	12
Intellect	12
Nature	12
Corruption	8

BODY ABILITIES

Strength	18
Movement	12
Coordination	12
Combat	18

FIXED ATTRIBUTES

Life Force	18
Size	18
Speed / Fly	18" 36"
Dark Vision	36"

NATURAL ATTACK & DEFENSE

Scales	12
Claws and Bite	12
Magic	18

APPEARANCE

Dragons appear as massive flying reptiles. Some have wings while others don't but still fly. They come in a variety of colors with a variety of heads and tails. The heads of dragons can appear as giant lizards, huge goats, angry lions, vicious snakes, etc. The tails can appear as long whips, spiked hammers, devil spades, etc. Some dragons breath fire, while others spit acid or produce a cloud of chlorine gas. There are no limits to their variations, but all are huge powerful immortal creatures who speak all languages and remember all legends like they happened only yesterday.

The Dragons of BRUTAL are the utmost powerful, deadly creatures imaginable. They are meant to remind the characters that BRUTAL is not meant to be an easy game. No cry babies hers. And no matter how tough your heroes get, they can still be squashed in just seconds by a Dragon!!!

WANDERING

When spotted flying overhead, they won't likely attack. From their great height they can see many, many other creatures and more than likely they are not looking for you. Dragons found wandering are either searching for someone special or searching for a big tasty bit of food to eat, like a horse, swamp lizard, or prolorlop. However, if you are headed directly toward their lair, well then they might just swoop down and stop you in your tracks!

Every Dragons has a weakness. Some are suckers for flattery. Others will do anything before letting you kill an innocent child. Finding and exploiting a Dragon's weakness is cruel yet effective and powerful evil masters often use some sort of blackmail to force mighty Dragons into servitude. But occasionally, a good Dragon volunteers to work with a "good" friend (never a "good" master).

SPECIAL ABILITIES

- **HUMAN FORM** - Every Dragon is either a male or a female and may assume their Human form of the same gender at will as often as they like. It does however require one action to change forms.

As Humans, they wear armor, carry weapons, and earn experience points. Many dragons are peaceful and gentle who often appear as Humans. But most dragons are ferocious creatures who distrust Humans and view most Humanoids as a wide spread disease that slowly destroys the beautiful world they once knew.

- **CRUSHING LAND** - When landing from flight or jump, they may attempt to crush a character (or two if they are within 6 inches of each other). This is treated as a 12d Attack with "Crushing Blow", but this is merely a move and is not considered to be one of their two actions per round.
- **SPIN TAIL** - When moving on the ground, they may freely turn 360 degrees (a full circle) causing their tail spin about and attack everyone within 6 inches as a 12D Attack with "Impact", but this is merely a move and is not considered to be one of their two actions per round. Dragons can also move 18 inches twice each round, and each move may include the Spin Tail maneuver.
- **FIRE** - Some dragons eat ash and breath fire, but Dragons can only breath fire once every 10 rounds. Breathing fire requires two actions: (1) breath in, and (2) breath out. These two actions do not have to occur together. A dragon may breath in while safely up in the air, then swoop down, fight for a few rounds, then eventually breath out when it makes the most sense. A dragon's fire breath can be used to causes either a circle of fire 9" radius, or a stream of fire 3" wide and 18" long. All in the path of the fire breath suffer 2d points of damage immediately, then must roll their defense against a 10d attack.



- **CHLORINE CLOUD** - Some dragons move about within a cloud of chlorine gas, 9 inch radius, and follows them as a trailing cloud that last 10 rounds after they leave an area. Using this trailing cloud, these dragons can quickly to spread the chlorine gas out to cover a much larger area. All within the Chlorine gas suffer 1d of damage per round.
- **LIGHTNING** – Some dragons can spit forth magnificent burst of electricity 3 times a day. These lightning bursts surround the dragon in a 9 inch radius, and extend forward in the direction they spit to reach those as far away as 18 inches. All within the lighting burst suffer 3d of damage.

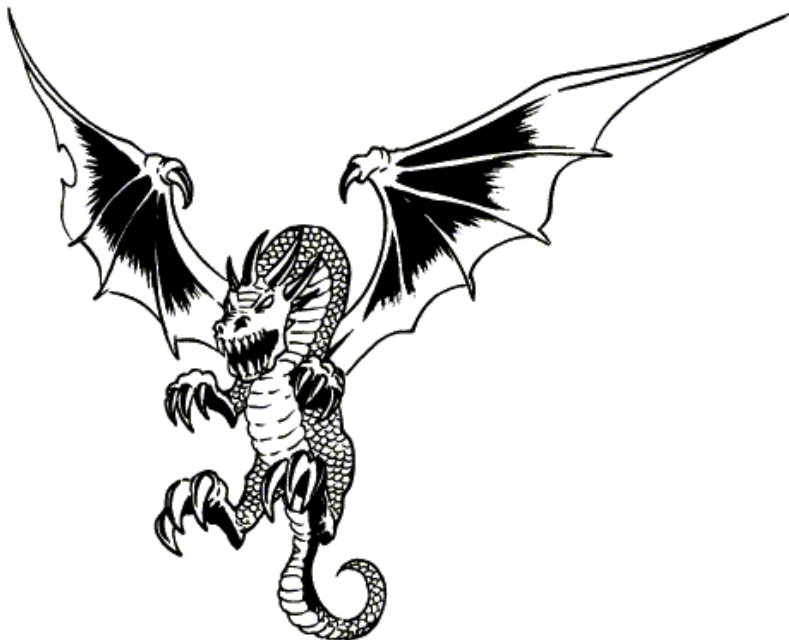
- **SPRAY ICE** – Some dragons can spray out a cone of freezing 3 times a day. This freezing breath covers everything in a sheet of ice. The floors and walls become cold and slippery. The ceiling drips icicles. And characters caught in the spray suffer 4d of damage and must roll their Strength vs. 8d to break free.
- **SPIT ACID** – Some dragons can spit streams of acid with deadly accuracy once every 5 rounds. These liquid darts can hit targets as far away as 24 inches, cause 2d of instant damage, and are then treated as a 12d attack for additional damage.
- **SHADOW MASTERS** – Some dragons are able to appear as shadows (see the monster) These dragons can also step into one shadow (first action) and out of another shadow (second action). When stepping across shadows in this manner, a dragon can pass through walls and the shadows can be as far as 48 inches apart.
- **MAGIC** – Most dragons have the ability to cast spells by reading spell glyphs just like the characters do. But in addition to this, Some dragons also know 1 to 6 random spells that they can cast in a single action without reading any spell glyph.
- **BASILISK** – Some dragons can petrify their victims, turning them into stone statues by simply gazing into each other's eyes. When spotting a basilisk dragon all of the characters must roll their Movement vs. 8d. Those who roll higher suffer 2d of immediate damage, but those who roll equal or less are turned to stone.
- **HYDRA** – Some dragons have multiple (1 to 6) heads. In such cases, each head will have it's own Life Force, Hit Points, and Attack. And all of the heads must be killed to bring down the horrific beast. Also realize that each head may have a different appearance and different special ability.

TREASURE

Dragons have a lot of treasure. Thousands of gold coins; tons of gems and jewelry; magical weapons and armor galore. All piled high is some place they call home.

EXPERIENCE POINTS

A Dragon is worth 1000 to 6000 E.P. based on what makes sense to the adventure writer.



DRAGON WASP

Say: (DRAG-un WASP)

MIND ABILITIES

Willpower	4
Intellect	1
Nature	4
Corruption	1

BODY ABILITIES

Strength	4
Movement	8
Coordination	8
Combat	8

FIXED ATTRIBUTES

Life Force	5
Size	2
Speed / Fly	9"
Dark Vision	18"

NATURAL ATTACK & DEFENSE

Scales	6
Claws and Bite	4
Magic	1

APPEARANCE

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

To the dim-witted, they might appear somewhat like a Dragon, but have no relation to dragons.

WANDERING

The original Dragon Wasps were created by a powerful Lich names "Waspnabstur". He lived in a tall black tower in the middle of a swamp surrounded by these tiny flying dragons. Since they've never been seen anywhere else, we can only assume that they are almost always found guarding the home of a very powerful Lich.

Dragon Wasps are very aggressive and will attack immediately, fighting to the death. However they are even more territorial and will not chase after those who leave the local vicinity, 36 inch radius from some focal point.

SPECIAL ABILITIES

- **GROUP ATTACK** – Dragon Wasps communicate with each other telepathically. They instinctively know how to fly and fight in formations gaining the maximum advantages possible. For each Dragon Wasp encountered, they all get a cumulative +1d modifier to all their attacks.

For Example – If 5 Dragon Wasps are found, they each get a +5d attack modifier. If two are killed, then the remaining three each get a +3d attack modifier.

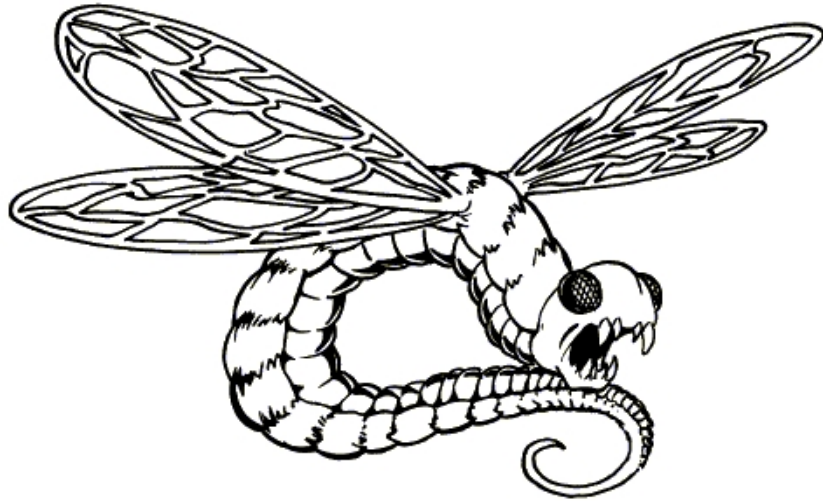
- **MAGIC WEAPONS ONLY** – Only be harmed by spells or magic weapons.

TREASURE

The creation of these creature requires a 100 gold coin gem to be planted in the head of each beast. Each of these gems has a 1 in 6 chance of retaining the telepathic ability after the Dragon Wasps is killed. However, this telepathic ability only works with other characters who also have one of the telepathic enabled gems from the same group of Dragon Wasps. Maximum range is 48 inches.

EXPERIENCE POINTS

A Dragon Wasp is worth 35 E.P. for the group



DRAGON WORM

Say: (DRAG-un WORM)

MIND ABILITIES

Willpower	12
Intellect	1
Nature	6
Corruption	1

BODY ABILITIES

Strength	8
Movement	8
Coordination	8
Combat	8

FIXED ATTRIBUTES

Life Force	18
Size	18
Speed / Fly	15"
Dark Vision	36"

NATURAL ATTACK & DEFENSE

Thick Skin	8
Claws and Bite	8
Magic	1

APPEARANCE

Dragon Worms appear as gigantic dragon flies, as big as 200 feet long. A few legends speak of these creature, but none have ever really been seen, or perhaps no one has ever lived to tell of it.

To the dim-witted, they might appear somewhat like a Dragon, but have no relation to dragons.

WANDERING

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

Dragon Worms are extremely aggressive and eat everything they see. There isn't much else to tell. They just move very fast, and eat just about everything in sight.

SPECIAL ABILITIES

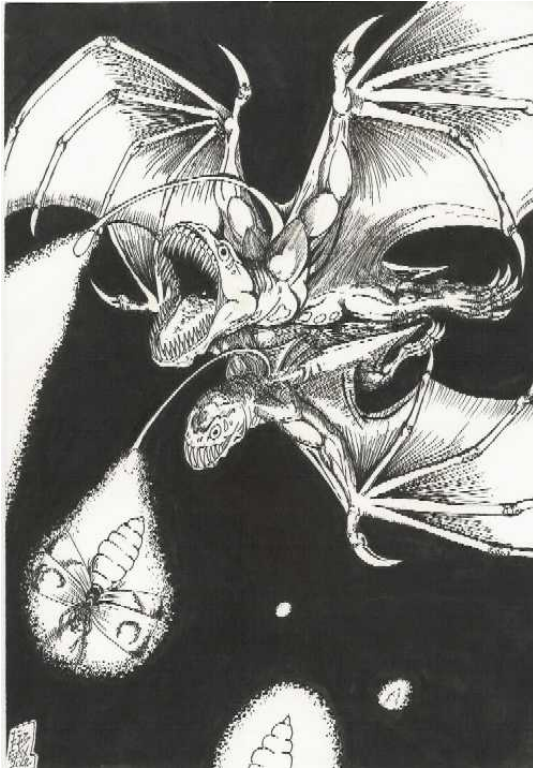
- **NONE** – A Dragon Worm has no special abilities.

TREASURE

Dragon Worms have no treasure.

EXPERIENCE POINTS

A Dragon Worm is worth 150 E.P. for the group



FLASH DRAGONS

Say: (FLASH DRAG-un)

MIND ABILITIES

Willpower	4
Intellect	3
Nature	4
Corruption	1

BODY ABILITIES

Strength	3
Movement	5
Coordination	5
Combat	8

FIXED ATTRIBUTES

Life Force	3
Size	3
Speed / Fly	3" 6"
Dark Vision	12"

NATURAL ATTACK & DEFENSE

Thick Skin	2
Bite or by weapon	2
Magic	1

APPEARANCE

Flash Dragons appear as large Humanoid bats. These "bat-men" have bat like wings, but they are not connected to their Human-like arms which often hold shields or wield weapons. And dangling out about 3 inches in front of them is a tiny, yet very intense ball of light that is held out by some "front" tail-like appendage.

To the dim-witted, they might appear somewhat like a Dragon, but have no relation to dragons.

WANDERING

Typically a swarm of 7 to 12 Flash Dragons will be encountered flying in the night, or anytime at all within cold dark caves. Though they look a bit like Humans, they are barely intelligent, and they have their own language. ! in 6 of them will speak the common trade language and be willing to trade small shiny objects for ale, wine, shields, and weapons.

Those who can not speak the trade language seem content to fly off, chase after, and eat as many small flying insects as they can.

SPECIAL ABILITIES

- **BLINDNESS** – They can point their light out in front of them like a "flash light" as far as 12 inches away. This bright light temporarily blinds their victims for 1 to 6 rounds. If caught in the light, a character must roll their Movement vs. 6d to successfully look away in time and avoid being blinded.

TREASURE

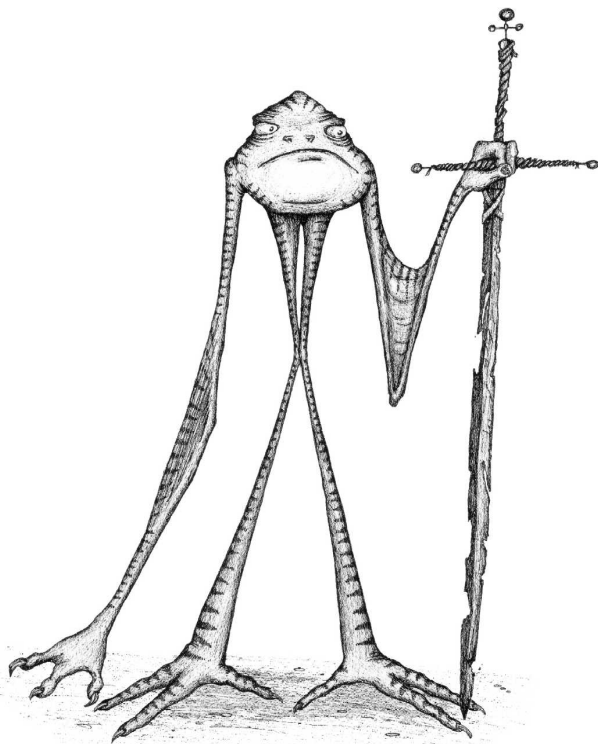
Each Flash Dragons will carry 3 to 18 small shiny objects. They have no idea of their true values or why, an think of them all as the equivalent of 10 gold coins each. They will use these shiny objects to buy stuff and do not want to hear about which ones you like and which ones you do not like. They don't trust you and after a trade is agreed upon (say 5 shiny objects for a new sword), they will give you as many random shiny objects as agreed upon. Roll below to see what you get...

Roll each shiny object randomly as 2d6

2	100 gold piece gem
3-4	5 gold piece gem
5-6	worthless bit of metal
7-9	1 gold piece gem
10-11	10 gold piece gem
12	500 gold piece gem

EXPERIENCE POINTS

A Flash Dragon is worth 20 E.P. for the group



SIRMICULOUS QWEONE

Say: (SLERM-ik-ee-loss KWEEM)

MIND ABILITIES

Willpower	4
Intellect	6
Nature	4
Corruption	6

BODY ABILITIES

Strength	2
Movement	6
Coordination	6
Combat	8

FIXED ATTRIBUTES

Life Force	3
Size	1
Speed	6"
Dark Vision	0"

NATURAL ATTACK & DEFENSE

Skin	2
Sword	3
Magic	9

APPEARANCE

Sirmiculous Qweone are small heads with long arms on long legs. They are found in wet regions and they use their long legs to squat in the water so as to keep their heads just above the water level. They are somewhat intelligent, wield weapons, and can communicate a bit. They speak with croaking grunts and are very superstitious. They will only eat certain fish, worms, and frogs during certain phases of the moon. They are about 3 and a half feet tall.

There is also a creature known as Sirmiculous Wheeps who stand only 1 foot tall. They tend to be found along the sides of quiet streams.

WANDERING

Most Sirmiculous Qweone wield old rusty swords. They aren't very frightening or smart, but surprisingly they are experts at fighting. They leap about spinning, twirling, flipping and doing cart-wheels while wielding their swords with deadly accuracy.

They also love to use their long legs to trip other creatures and find this to be especially funny if a fierce monster is chasing the creature they trip.

SPECIAL ABILITIES

- **EXPERT ATTACK** – Sirmiculous Qweone get a +4d modifier to all attack rolls!
- **PARRY** – If loosing a battle they go to All-out-defense and use the +4d attack modifier as a +4d defense modifier.
- **INVISIBLE** – They can become invisible for 10 rounds once a day, and almost always hide from those they don't know.

TREASURE

Sirmiculous Qweone have no treasure, except for some fresh fish.

EXPERIENCE POINTS

A Sirmiculous Qweone is worth 15 E.P. for the group



UNICORN

Say: (YOO-nee-KORN)

MIND ABILITIES

Willpower	18
Intellect	18
Nature	12
Corruption	1

BODY ABILITIES

Strength	10
Movement	9
Coordination	7
Combat	13

FIXED ATTRIBUTES

Life Force	9
Size	4
Speed	6"
Dark Vision	36"

NATURAL ATTACK & DEFENSE

Magical Skin	5
Claws	5
Magic	18

APPEARANCE

The fabled Unicorns are almost always pictured as beautiful horses with one single magical horn. And though a Unicorn can indeed shape change into a horse at will, their true form is that of a Humanoid-like beast that resembles a half-horse.

Unicorns can also shape change into a Human form as well, but even when appearing as a horse or Human, they can not hide their single horn.

WANDERING

Unicorns are ver reclusive and will run away rather than risk be detected. They are very intelligent, have their own language, and can speak with animals at will. As such they are often found with many animal friends. They are believed to live very long lives and frolic with woodland creatures and young innocent Human girl children.

Dispite the artistic renderings of Unicorns attacking by stabbing with their single horn, they do not attack in this manner. If forced to fight, they typically stand up, wear armor, wield weapons, and cast spells. Most Unicorns will know dozens of spells. There is a 3 in 6 chance that then know any spell glyph. They don't need to read spell glyphs to cast spells glyphs they already know.

SPECIAL ABILITIES

- **IMMUNE TO SURPRISE** – Unicorns can never be surprised.
- **TRUE SIGHT** – Unicorns can see invisible, secret, hidden, etc. at will
- **HUMAN FORM** – Unicorns can assume a human form at will but they can not hide their one single horn.
- **HORSE FORM** – Unicorns can assume a horse form at will but they can not hide their one single horn.
- **SPEAK WITH ANIMALS** – Unicorns can speak with animals at will.
- **MAGIC WEAPONS** – Only be harmed by spells and magic weapons.

TREASURE

Unicorns carry no treasure, but almost always know of some buried, forgotten treasure near by. Typically in a crypt, tomb, temple, monster lair, etc.

EXPERIENCE POINTS

A Unicorn is worth 95 E.P. for the group