

BRUTAL

Big Bad Ball Busting Bloody Battles

STRANGE AND BIZARRE 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

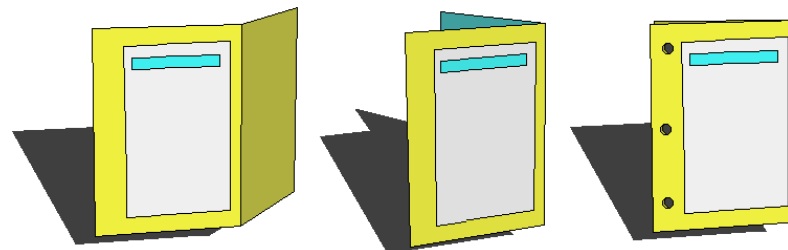
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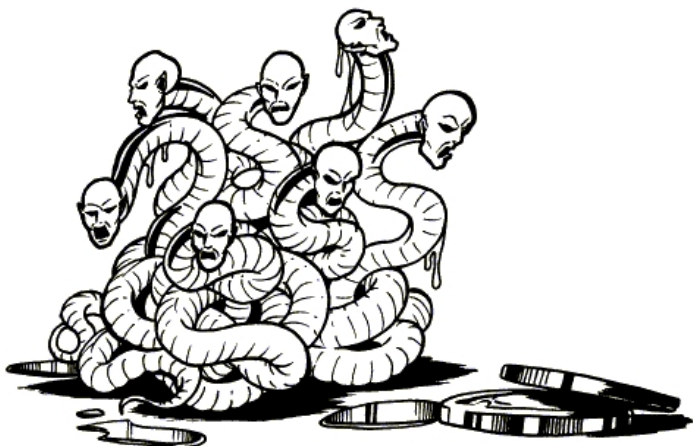
ZEETVAH

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.





ANGEL HAIR

Say: (AIN-gell HAIR)

MIND ABILITIES

Willpower	1
Intellect	1
Nature	1
Corruption	1

BODY ABILITIES

Strength	1
Movement	1
Coordination	1
Combat	1

FIXED ATTRIBUTES

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

NATURAL ATTACK & DEFENSE

None	0
None	0
Magic	1

APPEARANCE

Angel Hair appears as a pile of tiny squirming worms with human-like heads, only 1 to 3 inches long.

WANDERING

They are typically found beneath rocks in cold dark places, where they live in a perpetual orgy, feeding off of rotting flesh and insects.. They are harmless if left alone.

SPECIAL ABILITIES

- **DELICIOUS** – Very tasty to eat
- **POISONOUS** – The slime of a living Angel Hair worm is very, very poisons. The body of a living Angel Hair worm is the only known anecdote.

The poison must be ingested (food or drink), and any one who so much as licks their finger after touching a live Angel Hair will immediately suffer 3 dice of damage as they wince over and collapse in pain. The poison attacks the stomach and other organs causing the victim to cough and spit blood. The victim must then roll their Life Force vs. 8d or collapse dead in 1 to 6 rounds. During this time they may only be saved by eating a live worm!

Alcohol may will kill Angel Hair and neutralize their poisonous slime, but only before it's ingested.

Angel Hair slime loses it's poisonous affect in 1 to 6 hours after being separated from a living Angel Hair worm.

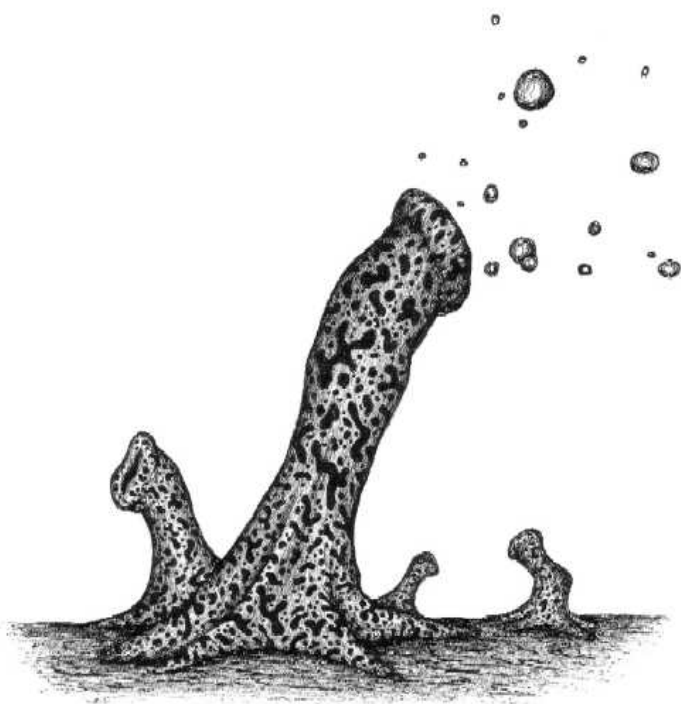
- **HOST BODY** – The bodies of those who die from the poison of an Angel Hair slime, will rot very quickly (1 to 6 hours), then burst open filled with hundreds more Angel Hair worms inside.
- **MAGIC WEAPONS ONLY** – Only be harmed by enchanted or Legendary weapons.

TREASURE

Angel Hair have no treasure.

EXPERIENCE POINTS

A pile of Angel Hair is worth 6 E.P. for the group of them, if killed or harvested.



ATHLOQUIA

Say: (ATH-low-KWEE-ya)

MIND ABILITIES

Willpower	1
Intellect	1
Nature	1
Corruption	1

BODY ABILITIES

Strength	1
Movement	1
Coordination	1
Combat	1

FIXED ATTRIBUTES

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

NATURAL ATTACK & DEFENSE

None	0
None	0
Magic	1

APPEARANCE

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

WANDERING

Athloquia are most commonly found in warm, damp areas and are actually a type of flatworm, sort-of-thing. When relaxed, they spread themselves out very thin, almost flat, and are very difficult to spot. When excited (by the presence of life), they instinctively gather into a more worm-like shape then spit tiny reproductive spores into the air.

There have been some insane reports of gigantic Athloquia that actually roam about warm damp caves and dungeons. Mad men have told stores of them reaching heights as large as 5 and 6 feet tall!

LF=5d, SZ=5d, Speed=3"

SPECIAL ABILITIES

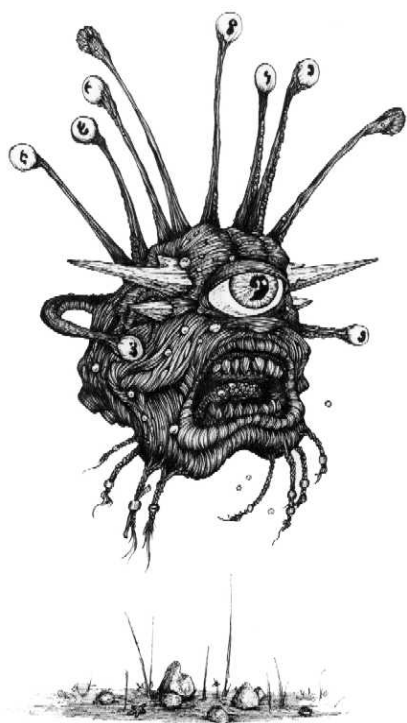
- **DIFFICULT TO SEE** – A flat Athloquia has a Hidden rating = 7d
- **SPORES** – The very tiny spores fly harmlessly through the air, and attach to moving objects. Everyone within 12-inches of an Athloquia spitting spores must roll their Life Force vs. 6d or accidentally breath in some spores. Breathing in spores causes no damage, but it does make the victim unable to speak for 1 to 6 hours. Quite horrible for spell casters!

TREASURE

Athloquia have no treasure.

EXPERIENCE POINTS

An Athloquia is worth 6 E.P.



BEHEADER

Say: (bee-HED-er)

MIND ABILITIES

Willpower	8
Intellect	0
Nature	3
Corruption	1

BODY ABILITIES

Strength	4
Movement	4
Coordination	4
Combat	8

FIXED ATTRIBUTES

Life Force	5	Per Eyestalk
Size	6	
Speed - Bounce	9"	
Dark Vision	18"	

NATURAL ATTACK & DEFENSE

Tough Skin	5
Big Bite	9
Magic	1

APPEARANCE

Beheaders appear as very large leathery heads. The top of a Beheader is covered with 7 to 12 eyestalks that range from 2 to 4 feet in length. Beheaders have only one gigantic eye and float about 3 feet above the ground.

Some Beheaders have horns, and some have facial hair. Though many stories speak of them as floating about, they only float when resting. Beheaders move by bouncing off the ground and walls.

WANDERING

Beheaders are mindless, destructive beasts. They bounce very rapidly about looking for prey. They take random bites off just about anything they encounter, then rapidly bounce away. They will always attempt to bite off a victim's head. Success occurs if the victim dies in a single bite attack.

If a head is taken, then the Beheader keeps the head save in a fleshy pouch inside the beast's mouth. There the victim's head is infested with larvae, who warp and distort the head as they mature, pushing their eyestalks through the head and filling the brain pan with buoyant gas. Once a young beheader gets too big for the mother's amrsupium, the mother spits the young head out wher it immediatley begins its own life of mindless destruction. Young heads still retain some of their original size and shape and can be the head of just about anything: horse, dog, snake, human, dwarf, etc.

SPECIAL ABILITIES

- **DESTRUCTIVE** – Beheaders only take one bite, then run away leaving behind a destructive trail of headless bodies.
- **BIG BAD BALL BUSTING BLOODY BITE** – Ouch!
- **DIFFICULT TO KILL** – Each eyestalk has its own Life Force, and all must be killed to bring the beast down!

TREASURE

Beheaders have no home and no treasure.

EXPERIENCE POINTS

A Beheader is worth 40 E.P.



BIRD BRAIN

Say: (BIRD-brain)

MIND ABILITIES

Willpower	9
Intellect	1
Nature	1
Corruption	1

BODY ABILITIES

Strength	12
Movement	2
Coordination	2
Combat	8

FIXED ATTRIBUTES

Life Force	4
Size	3
Speed	3"
Dark Vision	6"

NATURAL ATTACK & DEFENSE

Variable Skin	3
Variable Attack	3
Magic	2

APPEARANCE

Bird Brains appear as robotic-humanoid constructions that always contain a birdcage somewhere within the construction (usually as high up as possible). The birdcage will always have a living bird inside it, and the rest of the body can be made up of just about anything, ..living or otherwise. Basically, they are a golem, and if the bird can turn and see in all directions, then the golem can see in all directions without turning around.

Bird Brains communicate through the bird who squaks out rudimentary speech like a parrot. Normally, the birds have been trained to speak in the common trade language, but this is not always the case.

WANDERING

These magical constructs are controlled by the bird in the cage. The bird only follows simple commands from its master.

When encountered, they more often than not guarding something. Some move on wheels, some have legs, and some even have legs built like a spider. Perhaps they could also be made with wings?

They are normally human-sized, but they may be smaller, bigger, or much, much bigger!

Each Bird Brain is different and their ability ratings may vary. Those listed are the minimal ratings.

SPECIAL ABILITIES

- **VARIABLE** – Different Bird Brains will have different special abilities.

Examples

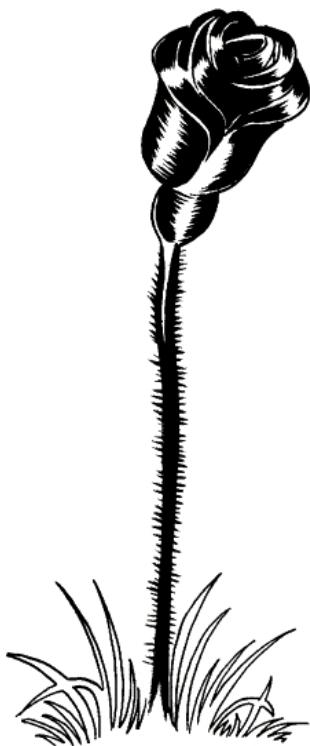
1. Rolling treads treat all Terrain as 2d
2. Pinchers grab and squeeze after successful attack
3. Crossbow for arm, with automatic reload

TREASURE

Bird Brains have no treasure.

EXPERIENCE POINTS

A Bird Brain is worth 25 to 150 E.P.



BURNING ROSE

Say: (BURN-ing ROSE)

MIND ABILITIES

Willpower	1
Intellect	1
Nature	1
Corruption	1

BODY ABILITIES

Strength	1
Movement	1
Coordination	1
Combat	1

FIXED ATTRIBUTES

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

NATURAL ATTACK & DEFENSE

None	0
None	0
Magic	1

APPEARANCE

Burning Roses appear as tall fuzzy stems with beautiful flowers on top, and somewhat resembles a long-stem rose, yet they are a bit larger.

WANDERING

From 2 to 7 Burning Roses will be found growing in a small patch.

Burning Roses are filled with a thick, dark black liquid used for magical ink when creating your own spell glyphs (See book, BRUTAL Magic).

Though they are beautiful, the fuzzy stem causes a burning sensation if touched. The sensation last 1 to 6 days and itches like crazy. During this time, the character suffers from a -1 adjustment to all of their Movement and Coordination rolls.

SPECIAL ABILITIES

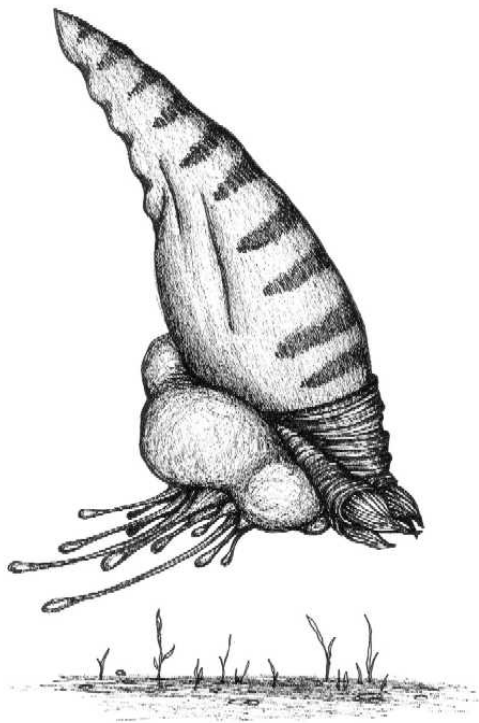
- **POISONOUS** – Weapons coated with the inky back juices of the rose will fester, burn, and continue to suffer 1d of damage per hour for 1 to 3 hours.

TREASURE

Burning Roses have no treasure.

EXPERIENCE POINTS

A Burning Rose is worth 2 E.P.



CURRDLELURD

Say: (KUR-dul-urd)

MIND ABILITIES

Willpower	3
Intellect	1
Nature	3
Corruption	1

BODY ABILITIES

Strength	18
Movement	3
Coordination	3
Combat	8

FIXED ATTRIBUTES

Life Force	7
Size	10
Speed Float	3"
Dark Vision	36"

NATURAL ATTACK & DEFENSE

Thick Skin	5
Massive Bite	8
Magic	1

APPEARANCE

Currdleurds appear large herd animals about the 5 times the size of a cow. They look like large floating crabs moving slowly over grassy wetlands. They communicate with low-pitched moans and hums and are about as smart as a pet dog.

WANDERING

Currdleurds graze on plants. Though they look like shells, they aren't. They have thick skin and a lot of meat. They float through the air on gas filled bladders. This enables them to graze wetlands more easily.

Currdleurds also eat meat. They fight and feed using their four huge chelicerae. They aren't particularly mean or ferocious, but they are very big and have been known to eat other animals like antelope and stuff like that.

SPECIAL ABILITIES

- **NONE**– No special abilities.

TREASURE

Currdleurds have no treasure.

EXPERIENCE POINTS

A Currdleurd is worth 10 E.P.



DEVIL SHROOM

Say: (DEV-vil shroom)

MIND ABILITIES

Willpower	9
Intellect	1
Nature	6
Corruption	1

BODY ABILITIES

Strength	1
Movement	3
Coordination	3
Combat	5

FIXED ATTRIBUTES

Life Force	2
Size	1
Speed	3"
Dark Vision	0"

NATURAL ATTACK & DEFENSE

Thick Skin	3
Claws and Bite	4
Magic	1

APPEARANCE

At first glance Devil Shrooms appear as a small patch of 7 to 12 dull gray mushrooms found growing from the bones of the dead. But they are actually small creatures who bury themselves in the dirt.

Similar to their cousin the "Mandrake Root", these things are part plant and part beast. They live like large rats buried in the dirt. Their head look-like some sort of gray mushroom. Their four legs are covered with a hairy root system. And their tails stick up out of the ground appearing like the spaded-tail of the devil.

WANDERING

They rest in the dirt harmlessly. If a single Devil Shroom is disturbed, then all of them in the patch react at the same time. Their hidden eyes and mouth suddenly open as they quickly dig up out of the dirt to attack with claws and bite.

SPECIAL ABILITIES

- **SURPRISE ATTACK** – During the first round of attack, those who were trying to pick up or examine the mushroom head are attacked with a +2d modifier and all damage is doubled.
- **PARALYSIS** – A successful bite of a Devil Shroom paralyzes the victim for 3 to 18 rounds. All Devil Shroom will attempt to attack those not paralyzed first. Once all are paralyzed, they wander off.
- **MAGICAL CURE** – The blood of a recently killed Devil Shroom will reverse paralysis and petrification.

TREASURE

Devil Shrooms have no treasure.

EXPERIENCE POINTS

A Devil Shroom is worth 12 E.P.



DEVIL TREE

Say: (DEV-vil tree)

MIND ABILITIES

Willpower	9
Intellect	4
Nature	7
Corruption	3

BODY ABILITIES

Strength	18
Movement	9
Coordination	9
Combat	8

FIXED ATTRIBUTES

Life Force	12
Size	10
Speed	0"
Dark Vision	36"

NATURAL ATTACK & DEFENSE

Tough Bark	8
Immense Bite	8
Magic	1

APPEARANCE

Devil Trees appear as ancient trees with lifeless branches.

WANDERING

Devil Trees can't move about, but they can attack those who come too close.

When one or more creatures pass by, their branches they attempt the Grab and Hold action on everyone within 12 inches. To do this the Devil Tree must use one action and roll its Movement ability against the Movement of everyone it is trying to grab.

Once one or more victims are "grabbed", the Devil Tree will open its hidden eyes and mouth then use its first action each round to eat one "grabbed" victim selected randomly by having them roll their Corruption rating where the highest roll wins (er, in this case loses!). The bite of a Devil Tree is harmless to those not yet grabbed, but once grabbed, it eats with its bite attack and almost always kills a character in a single round! Meanwhile, the Devil Tree uses its second action to try and Grab and Hold one or more other victims.

SPECIAL ABILITIES

- **HORRIFIC** – The old dead tree is gosh darn scary looking. A Willpower roll vs. 3d is required to approach within 12 inches of the tree.

Note: You would think the tree wouldn't want to scare potential food away, but reverse psychology has prevailed through natural selection. Thus the Devil Tree is scary and the characters are tempted to get closer to it.

All characters who roll their Willpower and succeed are now within 12 inches and may be grabbed!

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

TREASURE

Buried within the immense roots of the Devil Tree will be 2 to 7 random magic items.

EXPERIENCE POINTS

A Devil Tree is worth 75 E.P.



DEVOURER

Say: (dee-VOWER-ur)

MIND ABILITIES

Willpower	4
Intellect	2
Nature	8
Corruption	1

BODY ABILITIES

Strength	4
Movement	4
Coordination	3
Combat	5

Per head

FIXED ATTRIBUTES

Life Force	3	Per head
Size	6	
Speed	3"	
Dark Vision	12"	

NATURAL ATTACK & DEFENSE

Leathery Skin	4
Many Bites	3
Magic	1

APPEARANCE

A Devourer appears as a large snake with many heads filled with hundreds of sharp teeth. The heads have no eyes, and the body is covered with sucker cups for climbing walls and ceilings.

WANDERING

Devourers are discovered by chance while roaming about dungeons, caverns, and other underground labyrinths. They roam about mindlessly eating everything they find.

They are always in all out attack mode:

All Out Attack: Defense = 4d (per head), Attack = 9d per head, and Counter Attack = 6d (per head)

SPECIAL ABILITIES

- **MANY HEADS** – A typical Devourer will have from 2 to 12 heads. Each head has it's own Life Force, Hit Points, and Attack. All of the heads must be killed to slay the beast. All heads get a counter attack!!!
- **FREE MOVEMENT** – They move along walls and ceilings as swiftly as they do on floors.
- **MAGIC WEAPONS ONLY** – Only be harmed by enchanted or Legendary weapons.

TREASURE

Devourers have no treasure.

EXPERIENCE POINTS

A Devourer is worth 25 E.P.



EVisCERATOR

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

MIND ABILITIES

Willpower	9
Intellect	1
Nature	5
Corruption	1

BODY ABILITIES

Strength	9
Movement	12
Coordination	12
Combat	38

FIXED ATTRIBUTES

Life Force	8
Size	6
Speed / Jump	9" 18"
Dark Vision	36"

NATURAL ATTACK & DEFENSE

Hard Shell	8
Claws and Bite	6
Magic	1

APPEARANCE

An Eviscerator always appears alone, and looks like the most horrific monster imaginable. It's a massive creature with 6 eyes, 2 legs, 2 horns, 4 spikes, 2 tails, 4 arms that end in claws, 2 arms that end in sharp points, and 2 arms with hooks to drag prey into its teeth-filled jaws!

WANDERING

When encountered, an Eviscerator is always attacking. It has no lair, keeps no treasure, and is always hungry. Though not intelligent, it will always attack that which is trying to run away prior to that which is staying to fight. However everyone will eventually get a turn for it will not leave until everyone is dead and mostly eaten.

Eviscerators have been known to attack dragons?!

SPECIAL ABILITIES

- **IMPOSSIBLE TO BLIND** – The six eyes are actually 3 different pairs that each see the world differently. They see all creatures on all planes of existence, invisible, or hiding.
- **GREAT LEAP** – When someone is trying to escape, they will attempt to leap and turn so as to land and face the front of the escaping prey. They can leap up to 18 inches even if there is a low ceiling.
- **STENCH** – Eviscerators eat constantly and during the battle they produce a foul odor through farting and anal leakage, with a 1 in 6 chance each round that they spurt a spray of excrement from their lower back side. This has no ill effect on the characters, but it's very gross and therefore worth mentioning.
- **MULTIPLE VERY DEADLY ATTACKS** – They have a very high Combat rating, ...used for multiple attacks with a 5d attack adjustment each: 4 x claws, 2 x sharp points, 1 x bite.

If they ever attack and fail to hit a victim, or if there is only one victim alive, then they instinctively switch into an all out attack mode on the target the next round. Their all out attack mode uses their extra attack adjustments as +1d feint modifiers.

Standard Attack Mode: Defend = 11d, Attack = 11d (7 times), Counter Attack = 9d

All Out Attack Mode: Defend = 9d, Attack = 18d (only 1 time), Counter Attack = 9d

TREASURE

Eviscerators have no treasure.

EXPERIENCE POINTS

An Eviscerator is worth 150 E.P.



FLOATING BALL

Say: (FLOAT-ing ball)

MIND ABILITIES

Willpower	12
Intellect	1
Nature	12
Corruption	1

BODY ABILITIES

Strength	6
Movement	2
Coordination	2
Combat	1

FIXED ATTRIBUTES

Life Force	6
Size	3
Speed Float	9"
Dark Vision	0"

NATURAL ATTACK & DEFENSE

Spongy	7
Wet Skin	0
None	0
Magic	1

APPEARANCE

Floating Balls appear as large wet sponges dripping profusely as they float about almost randomly.

WANDERING

Floating Balls are always encountered randomly floating about. They mover rapidly, but always in a random direction. If there are 4 different directions possible then there is a 25% chance for each direction. If there are 5 different directions possible then there is a 20% chance for each direction. And so on...

If they are attacked, or if they randomly bump into a character, the Floating Ball releases an electrical burst of energy.

SPECIAL ABILITIES

- **ELECTRICAL BURST** – All characters within 9 inches suffer 3d of immediate damage! It will continue to move about randomly, but will instinctively burst electricity every round for 1 to 6 additional rounds.
- **DRAGON'S HEART** – Floating Balls breath in air through it's sponge skin and convert it to water that flows through the spongy body, then drips out on to the ground below. Inside the Floating Ball is a very large beating heart that looks oddly like some sort of dragon sculpture.

After killing a Floating Ball, the heart falls to the ground still beating. If left unharmed, the heart will grow a new spongy body and live again!

The heart has magical properties and is very valuable. If a living, beating, dragon heart is eaten by a single character, then the character gains a permanent +2d modifier to their Life Force and gets to roll 2 six-sided dice for additional max hit points.

Unfortunately, many actual Dragons have been hunted down and killed by those who misunderstood the "Dragon Heart" reference.

- **MAGIC WEAPONS ONLY** – Only be harmed by enchanted or Legendary weapons.

TREASURE

Floating Balls have no treasure.

EXPERIENCE POINTS

A Floating Ball is worth 25 E.P.

Eating a live, beating, "Dragon Heart" earns 100 E.P. for one single character



FLURMILION

Say: (flur-MILL-yun)

MIND ABILITIES

Willpower	9
Intellect	1
Nature	3
Corruption	1

BODY ABILITIES

Strength	3
Movement	1
Coordination	1
Combat	5

Per tendril

FIXED ATTRIBUTES

Life Force	7
Size	3
Speed	0"
Dark Vision	0"

NATURAL ATTACK & DEFENSE

Hard Fungus	6
Tendril	5
Magic	1

APPEARANCE

Flurmilion appear as human-sized fungus balls with a great many large pointy spikes. Surrounding them, scattered on the ground, are many, many bones and perhaps a few items of value.

WANDERING

Flurmilion have 2 to 7 extendable tendrils that are covered in tiny barbs, like jellyfish stingers. These cause horrible itching and burning as well as paralysis. Victims fall to the ground twitching madly then die quite quickly.

Flurmilion also have 2 or 3 tendrils specially adapted for feeding. They extend these tendrils to slurp up the juices of the recently deceased bodies.

SPECIAL ABILITIES

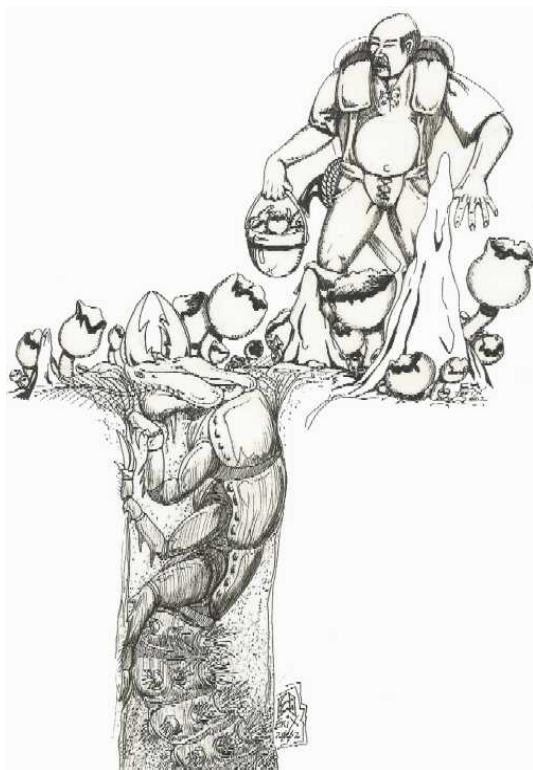
- **IMMUNE TO FIRE** – When confronted with fire, a dry powdery cloud of spores automatically extinguishes the flames, and this has the added bonus of healing the fungus 7 to 12 hit points instantly.
- **EXTENDING TENDRILS** - The tendrils of the Flurmilion can reach out at targets as far away as 12 inches. After a successful attack the target must roll their Life Force vs. 6d or suffer from the itchy burning paralysis. These victims collapse helplessly to the ground twitching madly, and suffer 1d of damage each round for 2 to 12 rounds!
- **ALL OUT ATTACK** – The Flurmilion always uses All Out Attacks giving it a 5d attack adjustment per tendril and a +1d modifier to all attack rolls, but it also gets no defense adjustment at all.
- **INSTINCTIVE COUNTER ATTACKS** – Flurmilion typically save 3 attacking tendrils for attacking those who attack it. When attacked, it instinctively extends an attack tendril back in the direction the attack came from.

TREASURE

The ground surrounding the Flurmilion will be littered with 10 to 60 gold coins and 1 to 6 random magic items.

EXPERIENCE POINTS

A Flurmilion is worth 55 E.P.



GARDEN LURKER

Say: (GAR-dun-LUR-ker)

MIND ABILITIES

Willpower	4
Intellect	1
Nature	4
Corruption	1

BODY ABILITIES

Strength	12
Movement	4
Coordination	4
Combat	8

FIXED ATTRIBUTES

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

NATURAL ATTACK & DEFENSE

Soft Skin, and Hard Shells	1 7
Bite	8
Magic	1

APPEARANCE

At a glance, a Garden Lurker appears as a large flat rocks in and amongst a collection of plants.

WANDERING

Garden Lurkers can be found alone, or in groups of many, many more. They wait motionlessly until stepped upon then react quick to bite and hold the victim's leg. With a successful bite, their jaws automatically lock and become very difficult to pry open. Then, locked onto a leg or not, they retreat down deep into their burrow, hopefully pulling down some prey along with them.

Garden Lurkers have very large worm-like bodies that extend 20 to 30 feet in length. The top six feet of the worm, (the part with the head) has 6 powerful legs and is covered with a very hard system of shells.

SPECIAL ABILITIES

- **SURPRISE ATTACK** – They are difficult to spot, Hidden = 8d, and gain a +2d attack modifier when stepped on by mistake. If a surprise attacks is successful, then damage is doubled.
- **LOCKING JAW** – Garden Lurkers have evolved over time to have a large bony jaw that automatically locks in the closed position. They get a +5d modifier to their Strength roll when someone tries to pry their jaw open. Once bitten, and locked, the victim suffers 1d damage each round and is quickly dragged deep down into the earth.
- **DEEP DARK BURROW** – Their burrows can go down as deep as 100 to 150 feet. As they drag their prey down, the burrows are designed to collapse in on themselves and bury the Garden Lurker and his victim.
- **FIRE RESISTANCE** – Garden Lurkers have extremely hard shells that make them immune to fire and heat. A skilled blacksmith could manufacture Plate armor for a human if provided the shells of 3 different adult Garden Lurkers. Such armor would be extremely light weight and retain the fire and heat resistance.

TREASURE

Garden Lurkers have no treasure. Those who dig deep enough 150 feet or more, may find various scattered magic items 2 to 7 of them, but this could take months, perhaps years!

EXPERIENCE POINTS

A Garden Lurker is worth 45 E.P.



GARGOYLE

Say: (GAR-goil)

MIND ABILITIES

Willpower	9
Intellect	7
Nature	4
Corruption	2

BODY ABILITIES

Strength	9
Movement	4
Coordination	4
Combat	13

FIXED ATTRIBUTES

Life Force	6
Size	4
Speed / Fly	6" 3"
Dark Vision	18"

NATURAL ATTACK & DEFENSE

Stone Skin	8
Claws and Bite	5
Magic	7

APPEARANCE

Gargoyles mostly appear as tiny statues of winged demons, resting motionlessly upon high lofts and building top ledges. No two gargoyles look the same. Some are larger, some have multiple arms, some have tails, and some don't have wings.

WANDERING

Gargoyles stay as still as possible and their gray, stone-like skin makes them appear as a statue. They will wait until the opportune moment, then attack or run away. Gargoyles are highly intelligent and can cast spells and use magic items.

The ability ratings listed are a starting point. Some are weaker others are stronger. Gargoyles are as different from one another as Humans are.

SPECIAL ABILITIES

- **SLOW FLYERS** – Gargoyles are normally slow flyers, almost comical, but some can be very, very fast. Their wings are normally quite small and beat rapidly as the tiny stone demon putters about the air.
- **MAGIC WEAPONS**– Only be harmed by spells and magic weapons.

TREASURE

Gargoyles don't carry any coins or gems, but they sometimes (50%) have 1 or 2 magic items that they know how to use.

EXPERIENCE POINTS

A Shadow is worth 6 E.P.



GIANT RAT

Say: (GY-ent RAT)

MIND ABILITIES

Willpower	1
Intellect	1
Nature	6
Corruption	1

BODY ABILITIES

Strength	1
Movement	1
Coordination	1
Combat	5

FIXED ATTRIBUTES

Life Force	2
Size	1
Speed	6"
Dark Vision	36"

NATURAL ATTACK & DEFENSE

Thick Skin	2
Claws and Bite	2
Magic	1

APPEARANCE

Giant Rats appear as large rodents with thick fur, yellow teeth, and long gray hairless tails, 1.5 feet tall.

WANDERING

Giant Rats are found as 3 to 18 screeching rodents chasing after you. They hiss, drool, scratch and bite. These creatures tend to live in villages and towns, especially where there is a lot of waste that they can dig through. They live in large groups, scurry about, scavenge for food, and occasionally attack living creatures in swarms.

SPECIAL ABILITIES

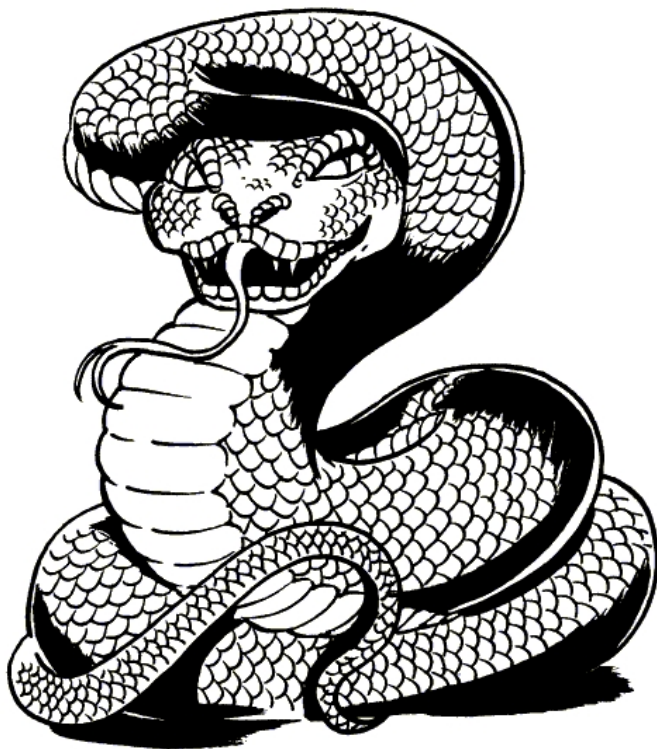
- **NONE** – Giant Rats have no special abilities

TREASURE

Giant Rats have no treasure.

EXPERIENCE POINTS

A Giant Rat is worth 5 E.P.



GIANT SNAKE

Say: (GY-ent SPY-dur)

MIND ABILITIES

Willpower	4
Intellect	1
Nature	4
Corruption	1

BODY ABILITIES

Strength	8
Movement	8
Coordination	8
Combat	8

FIXED ATTRIBUTES

Life Force	9
Size	3
Speed	3"
Dark Vision	12"

NATURAL ATTACK & DEFENSE

Scales	5
Bite	5
Magic	1

APPEARANCE

Giant Snakes come in as many different types as do their smaller cousins. Some constrict and squeeze their victims, while others spit poison.

WANDERING

Some Giant Snakes build nests out of mighty tree limbs, while others hunt. Some even live in spider communities surrounding a queen spider.

SPECIAL ABILITIES

VENOMOUS – A venomous snake travels alone and hunts prey.

- **POISON** – The venom of a venomous snake requires a Nature roll vs. 6d or immediately become paralyzed for 1 to 6 hours and very likely swallowed whole for dinner.

CONSTRUCTOR – A constrictor snake travels alone and hunts prey.

- **CONSTRUCT** – The constrictor snake can wrap one character per round, with a max of 10 character wrapped at any one time. The wrapped characters are squeezed for 1d points of damage each round. A Strength roll vs. 12d is required to escape.

TREASURE

Giant Snakes have no treasure.

EXPERIENCE POINTS

A Giant Snake is worth 25 E.P.



GIANT SPIDER

Say: (GY-ent SPY-dur)

MIND ABILITIES

Willpower	4
Intellect	1
Nature	4
Corruption	1

BODY ABILITIES

Strength	6
Movement	8
Coordination	8
Combat	8

FIXED ATTRIBUTES

Life Force	9
Size	5
Speed / Fly	6"
Dark Vision	18"

NATURAL ATTACK & DEFENSE

Thick Skin	4
Bite	4
Magic	1

APPEARANCE

Giant Spiders come in as many different types as do their smaller cousins. Some are tall with very long legs, while others are short with thick, hairy legs.

WANDERING

Some Giant Spiders build webs to catch their prey, while others hunt. Some even live in spider communities surrounding a queen spider.

SPECIAL ABILITIES

HUNTER – A hunter spider travels alone and hunts prey.

- **SURPRISE ATTACK** – It leaps out from dark corners, or perhaps it was clinging to the ceiling. The single random target must roll their Nature vs. the Spider's Coordination. If the Spider wins, then they get a free attack with a +2d modifier, and all damage (if any) is doubled.

DRONES – From 3 to 18 hopping drones spiders will die to protect their queen spider

- **FAST HOPPERS** – They burst from the nest climbing on the floors, walls and ceilings and attack in swarms from all sides! They move very quickly and can leap up to 18" once every other round.

QUEEN – The queen spider is shiny black with a large egg sack. She is quite helpless but does have a venomous bite.

- **POISON** – The venom of a Queen Spider requires a Life Force roll vs. 5d or become very sick for 1 to 6 days. After which, you must roll a Life Force vs. 5d again. Success indicates a permanent -1 adjustment to your Life Force, and Failure indicates you died. There is no known anecdote.

WEB – A web building spider builds a web trap and waits for victims to stumble into it.

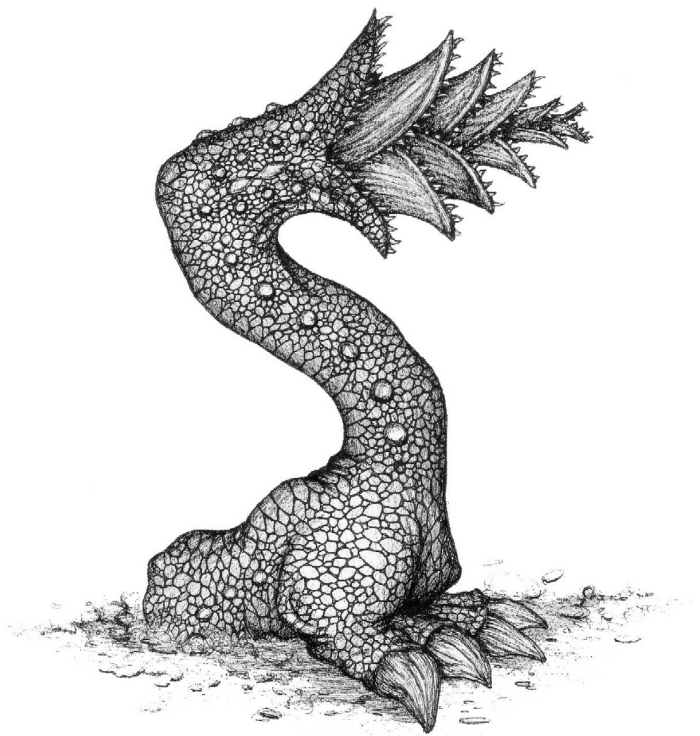
- **SPIN A WEB** – It builds a web trap, Hidden = 6d, Trap = 6d. If caught in a web, the victim can not move. The victim may try to escape by making a Strength roll vs. 12d. Friends who are not stuck in the web, can combine their strength to free the victim. If not freed from the web, the victim grows weak -1 to Strength each hour, then dies of suffocation when their Strength reaches zero.
- **WEB ATTACK** – It can spit out a sticky web from its anus as a 12d attack. Success causes no damage, but indicates that the victim is covered in the web and is treated as if in a web trap (see above).

TREASURE

Giant Spiders have no treasure.

EXPERIENCE POINTS

A Giant Spider is worth 25 E.P.



GIRKOLOP

Say: (GUR-ka-lop)

MIND ABILITIES

Willpower	4
Intellect	1
Nature	4
Corruption	1

BODY ABILITIES

Strength	12
Movement	4
Coordination	4
Combat	8

FIXED ATTRIBUTES

Life Force	7
Size	7
Speed	3"
Dark Vision	9"

NATURAL ATTACK & DEFENSE

Awesome Scales	9
Claws and Bite	5
Magic	1

APPEARANCE

Girkolops appear as a solitary succulent cactus-like plant, maybe 5 feet tall.

WANDERING

Girkolops roam about rocky areas. They burrow beneath the substrate or amongst the rocks, with just their heads above ground to appear as a large plant. They have short stubby tails and their hind legs are merely vestigial nubs. Males also have devilish horns on their heads.

When something comes too close to the "plant" (within 6 inches) the Girkolop snatches at it, then gallops off quite quickly, but tires very easily and slows down .

Their skin resembles that of a dragon with intricate scales fastened together and overlapping in parts. They form perhaps one of the best natural defenses possible.

SPECIAL ABILITIES

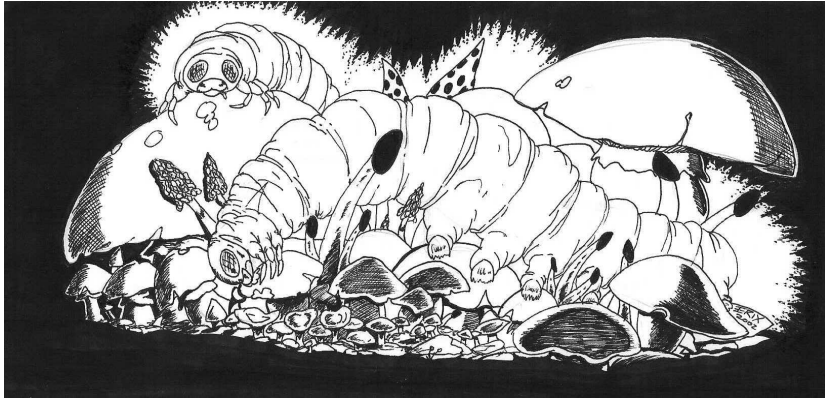
- **SHORT GALLOP** – A Girkolop can gallop 12 inches a round for 4 rounds.

TREASURE

Girkolops have no treasure.

EXPERIENCE POINTS

A Girkolop is worth 25 E.P.



GLOW SHROOM

Say: (GLO-SHROOM)

MIND ABILITIES

Willpower	1
Intellect	1
Nature	1
Corruption	1

BODY ABILITIES

Strength	1
Movement	1
Coordination	1
Combat	1

FIXED ATTRIBUTES

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

NATURAL ATTACK & DEFENSE

None	0
None	0
Magic	1

APPEARANCE

Glow Shrooms appear as large patches of small mushrooms that illuminate cold dark caves where moisture is present. Upon further investigation, it's easy to determine that the glow actually comes from small caterpillars that are moving about amongst the small rocks and such. These "Glow Shroom" caterpillars appear quite harmless and seem content to continue casually munching away on the delicious mushrooms.

WANDERING

As the 7 to 12 Glow Shroom caterpillars move about, they create an eerie glow that casts odd shadows that move about on the walls in a spooky way. These dancing shadows and pulsing glow can have different affects on those who encounter it.

Roll 1d6 for each character:

1. Willpower vs. 6d or become convinced of the healing properties of resting amongst the Glow Shrooms, and insist on sitting peacefully in the mushroom patch for 1 to 6 hours.
2. Life Force vs. 3d or become mesmerized and fall asleep for 10 to 60 minutes.
3. Discover that the mushrooms are safe to eat, and begin to eat them only to find that they taste terrible and cough and gag "Loudly" as you spit them back out. This is harmless but might warn other creatures near by of your presence.
4. Willpower vs. 6d of become awestruck by the shadows and begin to move and dance in such a way as to cast your own shadows on the wall for 1 to 6 rounds.
5. Become overwhelmed with the mad desire to eat a Glow Shroom caterpillar, only to choke and vomit with disgust. Willpower vs. 8d to swallow them, or spit them out quickly. Those who choose to swallow them and succeed find that they have a healing power and cure 1d of damage instantly, but only if you can swallow them.
6. Become fascinated by their random movements and begin to study them looking for a pattern of some sort. Willpower vs. 10d or insist on observing them for 7 to 12 hours. After which an Intellect vs. 8d reveals that they never move over some areas. There will be 1 to 6 different areas where natural gems occur from their crystallized excrement.

SPECIAL ABILITIES

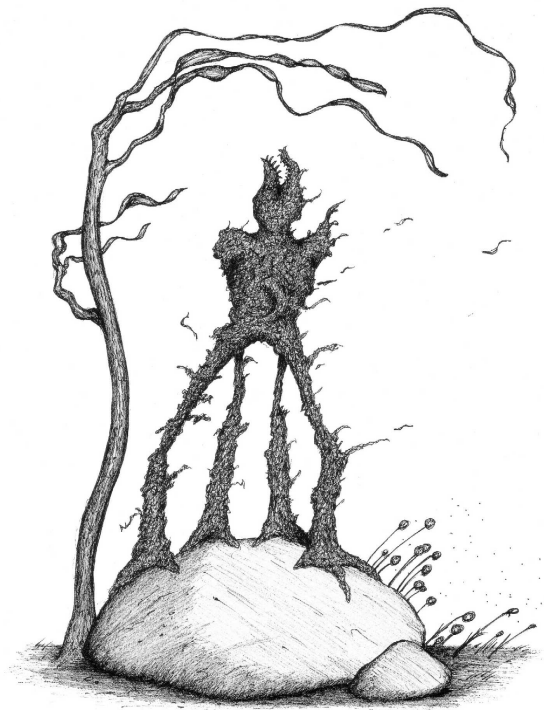
- **NATURAL LIGHT** – When found, captured, and placed in a clear glass jar (or empty lantern) Glow Shrooms can emit light in an 18 inch radius without sparking a fire or casting a spell. However Glow Shrooms can't live in captivity and die within 2 or 3 hours.

TREASURE

Glow Shrooms have 1 to 6 gems worth 100 to 600 gold coins each, but can you find them?

EXPERIENCE POINTS

A Glow Shroom is worth 0 E.P.



HOJAROGOTIJIE

Say: (HO-jar-o-go-TEE-jee-ae)

MIND ABILITIES

Willpower	12
Intellect	9
Nature	13
Corruption	1

BODY ABILITIES

Strength	4
Movement	8
Coordination	3
Combat	7

FIXED ATTRIBUTES

Life Force	6
Size	3
Speed	3"
Dark Vision	15"

NATURAL ATTACK & DEFENSE

Bark-like Skin	3
Sticks and Stones	2
Magic	12

APPEARANCE

Hojarocotijie appear as Human-sized creatures made of our moss and rotting leaves. They will always have a head but may or may not have 2 or more arms and legs.

WANDERING

Hojarocotijie are gaurdians of deep dark forests and such. They are intelligent creatures who can speak with all manners of living creatures including humanoids, plants and animals. They enjoy a very private lifestyle and can live for thousands of years. Though peaceful and thoughtful, they can be deadly enemies to those who would bring harm and destruction to the area they choose to protect.

They can fight with sticks and stones, but prefer to cast spells when in a seriously battle.

SPECIAL ABILITIES

- FREELY COMMUNICATE** – When a Hojarocotijie speaks all creatures hear them speak in their native language.

- INSTANT SPELLS** – Hojarocotijie can cast the following spells in a single action:

Wither WoodRating=8, Range=12", Duration=None, Resist=None
Causes all non magical wooden items to age and fall apart.

Heat MetalRating=10, Range=12", Duration=10 rounds, Resist=None
Causes all non magical metal to get very hot. Willpower vs. 8d to not drop them. 1 point of damage per round for armor being worn.

Bug SwarmRating=10, Range=18", Duration=10 rounds, Resist=None
Calls thousands of tiny flying and crawling insects to swarm about a single target making them unable to case spells, and causing them to suffer a –2d modifier to all attack and defense rolls.

Rock to Mud to EarthRating=16, Range=9", Duration=None, Resist=None
Causes a 9 inch square region of ground to change from rock, mud or earth to rock, mud, or earth. For example, turn some earth to mud in round 1, then turn the mud to rock in round 2, causing everyone in the are to become stuck in solid stone.

Wall of FlamesRating=14, Range=27", Duration=10 rounds, Resist=None
Conjures an 18-inch wall of flames, that does not need to be straight.

Extinguish all FlamesRating=12, Range=9", Duration=None, Resist=None
Smothers all flames within a 9-inch radius.

TREASURE

Hojarocotijie have no treasure.

EXPERIENCE POINTS

A Hojarocotijie is worth 6 E.P.



HOQWI TOLIM

Say: (HOK-why-TOE-leem)

MIND ABILITIES

Willpower	3
Intellect	3
Nature	3
Corruption	1

BODY ABILITIES

Strength	4
Movement	4
Coordination	4
Combat	7

FIXED ATTRIBUTES

Life Force	5
Size	3
Speed	6"
Dark Vision	0"

NATURAL ATTACK & DEFENSE

Leather and Staff	3
Staff	2
Magic	1

APPEARANCE

Hoqwi Tolim appear as Human-sized creatures with strange heads, 4 arms and 4 legs. Awkward movers, they prefer conversation, especially about nature.

WANDERING

Hoqwi Tolim live in small villages, mostly in communal settings, dwelling in large mud huts and adobe buildings. They are relatively intelligent, about as smart as Humans, but with simpler motives. They enjoy the outdoors and like to commune with nature. Most of them strive to obtain and learn new spell glyphs, but prefer spells that do not harm nature or go against the natural order of all living things.

In general they are gregarious (jovial and friendly) and yet inquisitive. They live in their own communities, where they enjoy puzzles and philosophy, but they also interact readily with other creatures. They love parties, especially those that include big feasts, and fruits and eggs are their favorite dishes.

When confronted aggressively they will flee and are surprisingly quick runners though they can't climb or swim very well. When cornered or forced to fight they prefer to cast spells, but only if they happen to have found some spell glyphs, ...just like the characters have to do.

SPECIAL ABILITIES

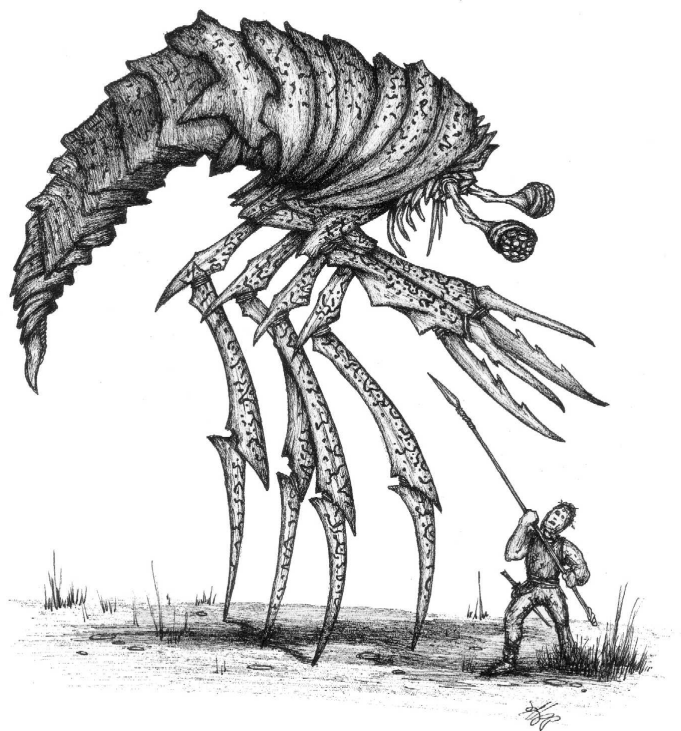
- **SPELL GLYPHS** – 1 in 6 will have a Magic rating = 7 to 12, and carry a bag containing 1 to 6 rocks with spell a random glyph on them.
- **STAFF BONUS** – Using their 4 arms, they gain a +2d modifier to attack rolls and defense rolls with the staff.

TREASURE

Each Hoqwi Tolim will have 11 to 16 gold coins. Some may also have a few spell glyphs as well (See above).

EXPERIENCE POINTS

Each Hoqwi Tolim is worth 25 E.P.



HUSHLIOR

Say: (hoosh-LEE-ore)

MIND ABILITIES

Willpower	4
Intellect	1
Nature	4
Corruption	1

BODY ABILITIES

Strength	6
Movement	4
Coordination	4
Combat	10

FIXED ATTRIBUTES

Life Force	12
Size	12
Speed	6"
Dark Vision	0"

NATURAL ATTACK & DEFENSE

Hard Shells	8
Claws and Bite	8
Magic	1

APPEARANCE

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

WANDERING

Most Hushlior are encountered swimming in large families far out at sea, but for reasons not yet know, they sometime beach themselves, lie on the sand for a few hours, then begin to walk about lost and in a frightful panic. They walk on huge legs covered in extremely hard shells and attack anything that moves.

SPECIAL ABILITIES

- **ALL OUT ATTACK** – Hushlior always all out attack with two attack a round, one attack with each claw.

TREASURE

Hushlior have no treasure.

EXPERIENCE POINTS

A Hushlior is worth 40 E.P.



IRON JAW

Say: (I-urn JAW)

MIND ABILITIES

Willpower	6
Intellect	1
Nature	6
Corruption	1

BODY ABILITIES

Strength	6
Movement	8
Coordination	8
Combat	8

FIXED ATTRIBUTES

Life Force	10
Size	10
Speed	6"
Dark Vision	36"

NATURAL ATTACK & DEFENSE

Thick Skin	5
Bite	8
Magic	1

APPEARANCE

Iron Jaws appear as huge millipedes with bizarre eyes and a large mouth filled with teeth.

WANDERING

Typically, an Iron Jaw is found alone in the largest of the deep dark caves far, far below. Occasionally they wander closer to the surface in search for food.

SPECIAL ABILITIES

- **WHIP-LIKE MOVEMENT** – Not only do Iron Jaws have a deadly bite, but they are capable of raising their neck and head in such a way as to strike targets as far as 18" away!

TREASURE

do Iron Jaws have no treasure.

EXPERIENCE POINTS

An Iron Jaw is worth 45 E.P.



JHIZI DYNHO

Say: (geez-I dun-no)

MIND ABILITIES

Willpower	5
Intellect	3
Nature	3
Corruption	1

BODY ABILITIES

Strength	4
Movement	3
Coordination	4
Combat	4

FIXED ATTRIBUTES

Life Force	5
Size	5
Speed	3"
Dark Vision	36"

NATURAL ATTACK & DEFENSE

Thick Skin	6
Odd Horn	5
Magic	1

APPEARANCE

Jhizi Dynhos appear as humanoid-like slugs standing (sort-of) 6 feet tall at the eyes, or 8 feet tall at the top of their odd looking, canopy-like horn thing.

WANDERING

Jhizi Dynhos are great diggers, using their upper horn and their tusk like teeth. But strangely they are rarely seen digging. Instead, they are more often found in small underground villages near a natural source of fresh water.

Jhizi Dynhos can't swim or climb, and they dislike steps and ladders, so their villages contain many swooping, curvy roads and their building look like large bowls with rounded rims.

Jhizi Dynhos are intelligent creatures interested in trade. They mostly drink cold water and eat raw mushrooms and live earth worms. They have no crafts so all they can offer is some protected lodging in exchange for some ale or good wine, which they love very much.

For every 5 found, there will be a village guard. Thus 1 in 6 will have in increased Combat ability rating. CB = 7 to 12

Occasionally (1 in 6) a village will have a shaman who dabbles with Magic Spell Glyphs. MG = 7 to 12

SPECIAL ABILITIES

- **EVISCERATE** – They can disembowel a victim using their upper horn and mighty tusk-like teeth. This requires two actions: **FIRST** attack with a downward hooking with the horn (normal attack with damage), then **SECOND** lift and rip with their teeth for 4d additional damage!

TREASURE

Jhizi Dynhos have no treasure.

EXPERIENCE POINTS

A Jhizi Dynho is worth 25 E.P.



JURASSIC BEETLE

Say: (jur-ASS-ik BEE-tul)

MIND ABILITIES

Willpower	8
Intellect	1
Nature	2
Corruption	1

BODY ABILITIES

Strength	8
Movement	5
Coordination	6
Combat	13

FIXED ATTRIBUTES

Life Force	5
Size	5
Speed	6"
Dark Vision	12"

NATURAL ATTACK & DEFENSE

Hard Shell	5
Claws and Bite	4
Magic	1

APPEARANCE

Jurassic Beetles are large creatures with a horny head and a hard shell covered with hard spikes.

WANDERING

They burrow a lot and are often encountered in the loose rubble of crumbled buildings. Swarms of these creatures (3 to 18) can be found bursting out of the rocks while your exploring the natural caverns.

SPECIAL ABILITIES

- **CLIMB WALLS AND CEILINGS** – They can climb on walls and ceilings without penalty to their movement. However, they can not fly.

TREASURE

Jurassic Beetles have no treasure.

EXPERIENCE POINTS

A Jurassic Beetle is worth 12 E.P.



MILLI-LIZARD

Say: (MIL-lee LIS-zard)

MIND ABILITIES

Willpower	3
Intellect	3
Nature	1
Corruption	8

BODY ABILITIES

Strength	2
Movement	2
Coordination	2
Combat	4

FIXED ATTRIBUTES

Life Force	2
Size	1
Speed	3"
Dark Vision	9"

NATURAL ATTACK & DEFENSE

Thick Skin	2
Bite	2
Magic	1

APPEARANCE

Milli-Lizards appear as tiny cute lizards with big soft eyes. They have four legs and a long tail. Surprisingly, they are intelligent, friendly and capable of some simple conversation.

WANDERING

Milli-Lizards are typically encountered as small, friendly, talking lizards sitting on their hind legs trying to get the attention of the characters. They will chat friendly-like and share their knowledge of the local area in hopes of earning someone's trust.

When asked to join the group, they will feign reluctance at first but then hint that they can be encouraged to come if offered some free ale or perhaps even wine.

But never trust a Milli-Lizard, because they will eat you first chance they get. They can retract their big soft eyes into deep protective sockets, then unfold their many hidden legs, and pull back their lips to reveal a small jaw filled with razor sharp teeth. Then they will climb into your clothes and rip you to shreds!

SPECIAL ABILITIES

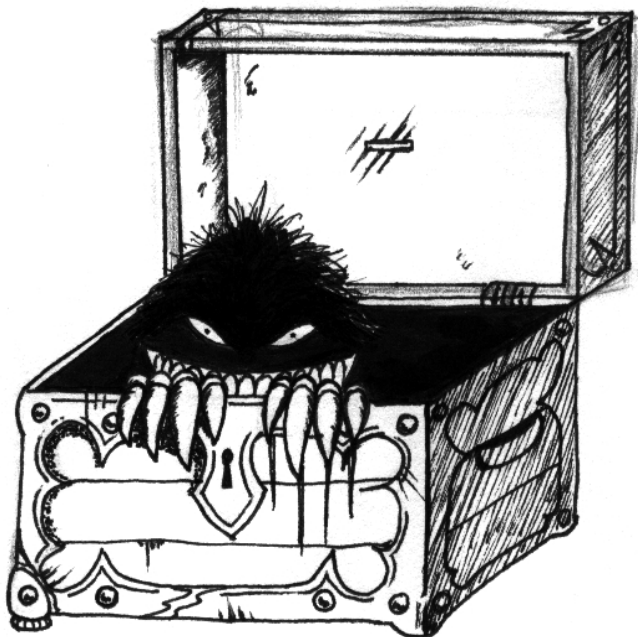
- **CUTE** – They can "Disguise" themselves to appear as cute lizards with big soft eyes and only four legs. Those who attempt to see them for who they really are must attempt the Detect Disguise action and roll their Intellect vs. the Corruption of the Milli-Lizard.
- **MANY LEGS** – A Milli-Lizard will attempt to climb up underneath your clothes and scurry around until you die. As they do this, they cause 1d of damage per round for 1 to 6 rounds.
- **TINY BITE** – If confronted they run. If cornered they bite.

TREASURE

Milli-Lizards have no treasure.

EXPERIENCE POINTS

A Milli-Lizard is worth 15 E.P.



MUNCHY

Say: (MUN-chee)

MIND ABILITIES

Willpower	1
Intellect	2
Nature	2
Corruption	6

BODY ABILITIES

Strength	1
Movement	6
Coordination	6
Combat	10

FIXED ATTRIBUTES

Life Force	2
Size	1
Speed	6"
Dark Vision	12"

NATURAL ATTACK & DEFENSE

Tough Skin	3
Bite	4
Magic	1

APPEARANCE

A Munchie appears as small bundle of black fur, 1 foot wide. Over 50% of their entire body is very their large mouth. Above their mouth is a small pair of yellow eyes. And beneath their round bodies are two arms that they also use as legs.

WANDERING

Munchies are always encountered as traps. They hide inside things then sit quietly and wait for weeks. They surprise their victims, take a few good bites to fill their small stomachs, then scurry off as quickly as they can, and hide the first chance they get.

SPECIAL ABILITIES

- **SURPRISE ATTACK** – A Munchie surprises with a +3d modifier. To surprise use one action and roll their Coordination +3d vs. the victim's Nature. If successful, they get a free surprise attack with a +2d attack modifier. Then damage, if any, is doubled.
- **SURPRISE BITE** – Normally a surprise is only good for one attack, but the Munchie gets to take two bites so quickly that if the surprise is successful the +2d attack modifier and double damage apply to both bites!
- **ALL OUT ATTACK** – They hope for a surprise attack and go for the all-out-attack as well. This gives them two surprise bite attacks as...
Bite (4d) + Attack (5d) + All Out (1d) + Surprise (2d) = 12d each!
- **GOOD AT HIDING** – They gain a +3d modifier to Hide and Sneak

TREASURE

Munchies have no treasure.

EXPERIENCE POINTS

A group of Munchies is worth 12 E.P.



NIGHT DEMON

Say: (NITE DEE-mon)

MIND ABILITIES

Willpower	4
Intellect	1
Nature	4
Corruption	1

BODY ABILITIES

Strength	6
Movement	6
Coordination	6
Combat	8

FIXED ATTRIBUTES

Life Force	7
Size	7
Speed	18"
Dark Vision	36"

NATURAL ATTACK & DEFENSE

Thick Skin	4
Claws and Bite	4
Magic	1

APPEARANCE

Night Demons appear as reptile like wolves, as big as 14 feet long.

WANDERING

When exploring a cave, or some crumbled ruins, or dark forest, you might just hear the howling of 1 to 6 Night Demons. They always howl first, then race in for the kill, chasing after those who run away like sport and attacking from behind.

SPECIAL ABILITIES

- **HOWLING HORROR** – The howling of a Night Demon causes all who hear it to roll their Willpower vs. 5d (+1d per Night Demon) or run away. If no one runs away, the Night Demons go away.
- **FRICK'N FAST DUDE** – A Night Demon can move 18 inches each action and is more then qualified at catching those who are running away.
- **BACK ATTACK** – When catching someone who is running away in fear, the Night Demon gets a +2d Attack modifier for attack from behind, and the victim is unable to attack back, because they must use every action they have to keep trying to escape and run away!

Occasionally, the animals play sport with their prey and let it go only to chase after and catch it again, and again, and again.

TREASURE

Night Demons have no treasure.

EXPERIENCE POINTS

A Night Demon is worth 35 E.P.



ONEC

Say: (ON-ek)

MIND ABILITIES

Willpower	4
Intellect	1
Nature	4
Corruption	1

BODY ABILITIES

Strength	9
Movement	5
Coordination	5
Combat	8

FIXED ATTRIBUTES

Life Force	8
Size	10
Speed / Fly	9"
Dark Vision	0"

NATURAL ATTACK & DEFENSE

Thick Skin	5
Claws and Bite	7
Magic	1

APPEARANCE

Onecs appear as huge, ugly beast with very long legs and big awkward teeth, ..30 feet tall.

WANDERING

These animals are found digging up burrowing animals or thrashing trees and using their pointy claws to spear the monkeys and birds that jump out of them

SPECIAL ABILITIES

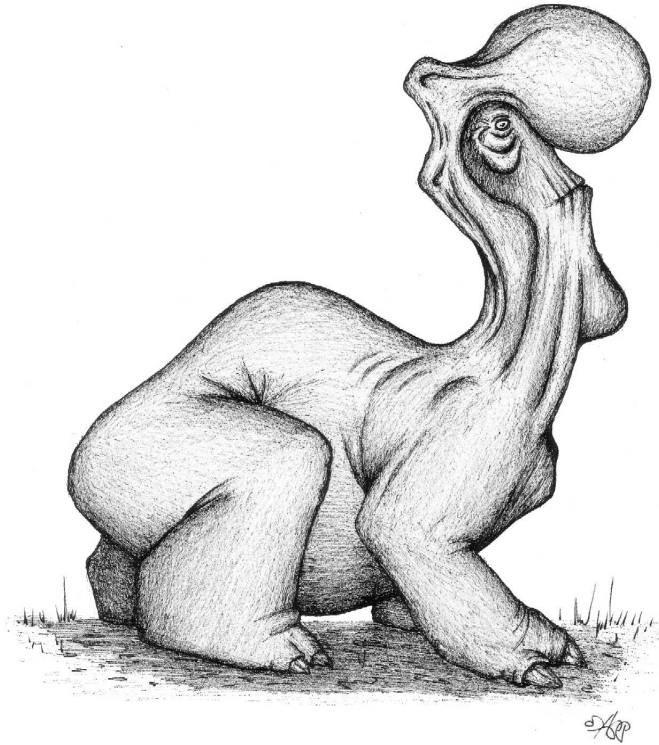
- **EXTREME JUMP** – An Onec can leap 36 inches every other round.
- **GRIND TEETH** – Once an Onec bites a victim, it grinds its three big teeth causing 3d of additional damage.

TREASURE

Onecs have no treasure.

EXPERIENCE POINTS

An Onec is worth 40 E.P.



PORLORLOP

Say: (por-LOR-lop)

MIND ABILITIES

Willpower	2
Intellect	1
Nature	2
Corruption	1

BODY ABILITIES

Strength	12
Movement	4
Coordination	4
Combat	5

FIXED ATTRIBUTES

Life Force	6
Size	8
Speed	3"
Dark Vision	0"

NATURAL ATTACK & DEFENSE

Thick Skin	3
Stomp	3
Magic	1

APPEARANCE

Porlorlops appear somewhat like big camels with thick feet and a very big nose. The large gular swelling over their head that resemble a large round nose is commonly referred to as their "honker" because they inhale and inflate it, then communicate by blowing air out in a manner of an elephant seal.

WANDERING

Porlorlops are typically found grazing in small herds or while being used as beasts of burden.

SPECIAL ABILITIES

- **GREAT HONK** – A Porlorlop can make a sound so loud that it can be heard 12 miles away.

TREASURE

Porlorlops have no treasure.

EXPERIENCE POINTS

A Porlorlop is worth 5 E.P.



PORTLY FROG

Say: (PORT-lee FROG)

MIND ABILITIES

Willpower	4
Intellect	1
Nature	4
Corruption	1

BODY ABILITIES

Strength	8
Movement	4
Coordination	3
Combat	8

FIXED ATTRIBUTES

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

NATURAL ATTACK & DEFENSE

Thick Skin	4
Bite	7
Magic	1

APPEARANCE

Portly Frogs live in and under muck, and stay motionless for so long that they can grow a good patch of weeds on their heads, thus they appear as lumpy mud piles covered with swamp grass and such.

WANDERING

Portly Frogs are often encountered in groups of 2 to 7. When approached within 24 inches, they leap toward their victims (possibly twice) and attack with their tongues.

Portly Frogs have a great jump and awesome teeth, but these pale in comparison with their mighty tongue. They can hit targets as far away as 12 inches with these tongues, but prefer not to risk such distances unless necessary.

SPECIAL ABILITIES

- **BIG JUMP** – A Portly Frog can move 3 inches or jump 9 inches every action!
- **TONGUE ATTACK** – Portly Frogs have a powerful tongue capable of attacking targets as far away as 12 inches. The victim only rolls their defense adjustment (armor has no effect). If successful there is no damage, but the victim is stuck to the end of the tongue and is pulled back in to the Portly Frog in the same action. The Tongue Attack is not the same as the Bite attack so a Portly Frog can tongue and bite in the same round!

Note: Quick thinking characters can give up a shield, and let the Portly Frog retrieve the shield and thus survive a tongue attack.

TREASURE

Portly Frogs have no treasure.

EXPERIENCE POINTS

A Portly Frog is worth 20 E.P.



QUILL

Say: (KWILL)

MIND ABILITIES

Willpower	2
Intellect	1
Nature	2
Corruption	1

BODY ABILITIES

Strength	2
Movement	4
Coordination	4
Combat	5

FIXED ATTRIBUTES

Life Force	1
Size	1
Speed / Swoop	3" 12"
Dark Vision	15"

NATURAL ATTACK & DEFENSE

Thick Skin	2
Claws and Bite	2
Magic	1

APPEARANCE

Quills appear as many (3 to 18) large feathers swooping down from the tops of trees and caves. An equal number of Quill wait their turn to swoop down next round.

WANDERING

Only half of the Quill will swoop down and attack and those that do fly as fast as they can to all-out-attack, a single random victim. This is an instinctive behavior of natural selection. Once on the ground they are quite helpless, so their only hope is to kill somebody and frighten everyone else off. Everyone who witnesses the first wave of swooping Quills will hopefully tear of in fear, running for cover.

The second wave of Quills will never attack. They wait for the first wave to eat their fill then slowly crawl and climb their way back up.

SPECIAL ABILITIES

- **ALL OUT ATTACK** – All attacking Quills will instinctively all-out-attack the same random victim. Stinger (2d) + Attack (5d) + All Out (1d) = 8d attack each!
- **FEAR** – The sight of swooping Quills attacking someone causes fear. Everyone must roll their Willpower vs. 7d or run away for 2 to 12 rounds in search of cover.

TREASURE

Quills have no treasure.

EXPERIENCE POINTS

A Quill is worth 4 E.P.



RAUNCHY FOAM

Say: (RON-chee FOME)

MIND ABILITIES

Willpower	1
Intellect	1
Nature	1
Corruption	1

BODY ABILITIES

Strength	1
Movement	1
Coordination	1
Combat	8

FIXED ATTRIBUTES

Life Force	5
Size	5
Speed / Fly	3"
Dark Vision	0"

NATURAL ATTACK & DEFENSE

None	0
Acid Splash	8
Magic	1

APPEARANCE

Raunchy Foam appear as foaming puddles of soap that move about stretch out appendages and even mimic other body parts like giant heads with biting jaws.

WANDERING

Raunchy Foam are almost always found alone and are very curious by nature. They "slop" along, minding their own business, until they happen to wander near a living creature. They can detect life in an 18-inch radius, and for as long as they can detect it, they will follow it, and try to consume it in hopes of understanding it.

Raunchy Foam can not climb ropes, ladders or walls, can't go up stairs, and can not pass through lines of salt or sand.

No attacks physical or otherwise will harm it, but a circle of sand or salt will contain it, and one pint of alcohol will kill one Life Force of it.

SPECIAL ABILITIES

- **IMMUNE TO FIRE** – When attacked with fire, they produce a chlorine gas cloud. The cloud last 2 to 12 rounds and expands 6 inches feet per round. It will cause twice as much damage as the fire would have caused. So a flaming torch that would normally cause 1d of fire damage, creates a chlorine gas that caused 2d of damage each round a character remains within it

The fire also cures the Raunchy foam or all damage in makes it bigger, +1 to Life Force along with additional Hit Points too.

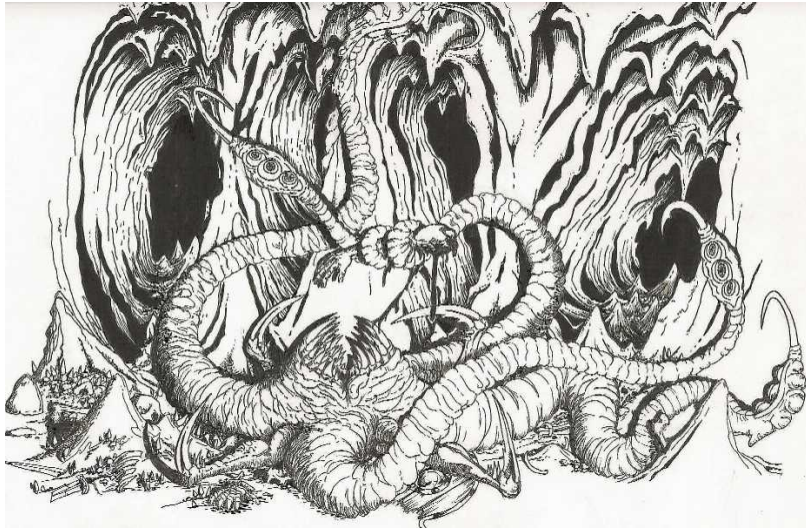
- **LIVING ACID** – It is essentially a living puddle of acid covered with foam. It's touch causes 1 dice of damage. Weapons used against it are destroyed by the bile acid within seconds. Enchanted weapons resist the acid (3 in 6), while Legendary weapons resist the acid (5 in 6).

TREASURE

Raunchy Foam have no treasure.

EXPERIENCE POINTS

A Raunchy Foam is worth 25 E.P.



ROCKLING

Say: (ROK-ling)

MIND ABILITIES

Willpower	4
Intellect	1
Nature	4
Corruption	1

BODY ABILITIES

Strength	6
Movement	4
Coordination	2
Combat	8

Per arm

FIXED ATTRIBUTES

Life Force	8	Per arm
Size	12	
Speed / Fly	3"	
Dark Vision	0"	

NATURAL ATTACK & DEFENSE

Thick Skin	5
Hook	5
Magic	1

APPEARANCE

Rocklings appear as gigantic starfish found on the floors of large dungeon rooms, or big caves. Each of their arms attack separately and are equipped with both suckers and with sharp hooks. The center body is home to a huge teeth-filled opening where body parts are stuffed in and devoured as quickly as possible.

WANDERING

A Rockling will have 3 to 8 (d6+2) arms. Each arm will have it's own Life Force, Hit Points, Combat Rating, and Attack. Each arm must be killed individually, and then the mouth dies automatically.

Attacks to the mouth would seemingly kill the entire beast more quickly, but you would be mistaken. The mouth is not the brains that can grow lost arms. But rather the arms are the brains that can re-grow a lost mouth. Even more strange is how individual arms all share the same mouth?

SPECIAL ABILITIES

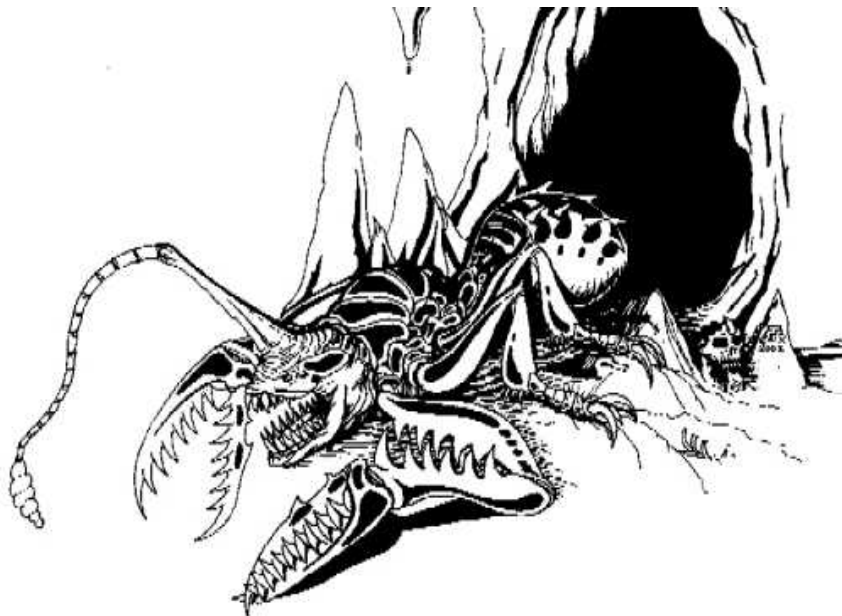
- **NONE** – A Rockling has no special abilities

TREASURE

The floor of a Rocklings cave will have 30 to 180 gold coins scattered about as well as 2 to 7 random magic items.

EXPERIENCE POINTS

A Rockling is worth 6 E.P.



SCORPION SPIDER

Say: (SKOR-pee-un SPY-dur)

MIND ABILITIES

Willpower	4
Intellect	1
Nature	4
Corruption	1

BODY ABILITIES

Strength	8
Movement	6
Coordination	4
Combat	18

FIXED ATTRIBUTES

Life Force	12
Size	8
Speed	6"
Dark Vision	18"

NATURAL ATTACK & DEFENSE

Hard Shell	6
Claws and Bite	6
Magic	1

APPEARANCE

Scorpion Spiders are horrific monsters that live in caves and mountainsides. Like a spider they have 4 (not 8) legs and a large bulbous region in the back. Like a scorpion they have two deadly claws. Also, even more oddly, is the rattlesnake-like appendage that dangles in front of them off their head.

WANDERING

The rattlesnake thing is used to attract prey and is otherwise harmless. It can climb and leap extraordinarily well. And if hungry they will (4 in 6) leave their cave to chase after food.

SPECIAL ABILITIES

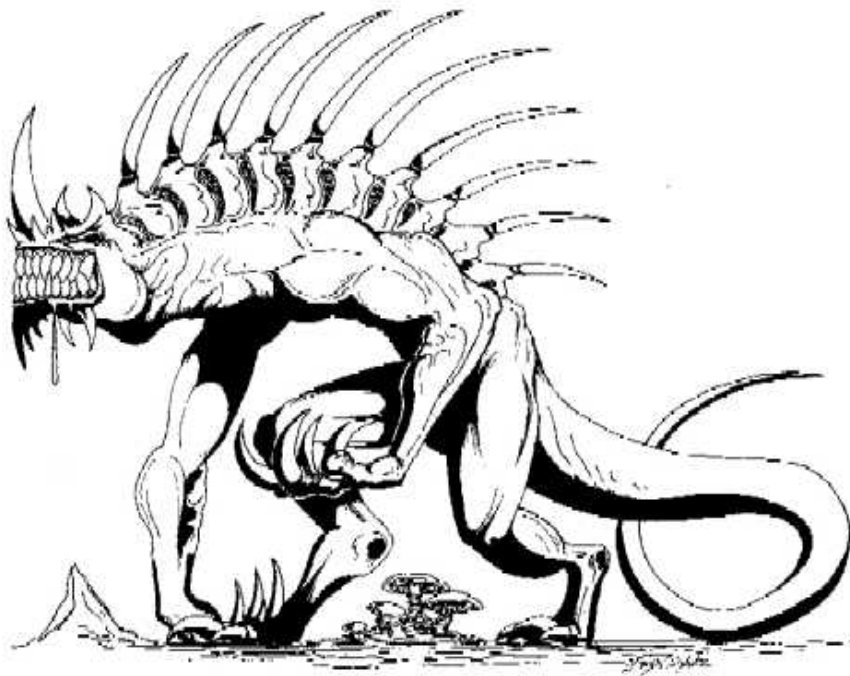
- **MULTIPLE ATTACKS** – A Scorpion Spider has a high Combat rating and uses it for multiple attacks: Claw, Claw, and Bite.
- **FREE MOVEMENT** – A Scorpion Spider can move over the ground, and climb walls equally well.
- **GREAT JUMPERS** – A Scorpion Spider can jump 12 inches once every round.

TREASURE

Scorpion Spiders have no treasure.

EXPERIENCE POINTS

A Scorpion Spider is worth 75 E.P.



SPIKED-BACK LIZARD

Say: (SHA-doah)

MIND ABILITIES

Willpower	4
Intellect	1
Nature	4
Corruption	1

BODY ABILITIES

Strength	7
Movement	8
Coordination	4
Combat	18

FIXED ATTRIBUTES

Life Force	7
Size	4
Speed	3"
Dark Vision	36"

NATURAL ATTACK & DEFENSE

Thick Skin	4
Claws and Bite	4
Magic	1

APPEARANCE

Spiked-Back Lizards appear as Human-sized lizards hunched over with a row of long spikes down the center of their back followed by a 10 foot long tail. Their head, which is mostly a jaw filled with many, many teeth, is topped with a single horn that looks similar to the spikes along their back. They walk about almost upright but use the knuckles of their hands to stabilize their stride like an ape.

WANDERING

Typically 2 to 7 Spiked-Back Lizards will be found drooling, hissing, and fighting over a few scattered broken bones from their last victim. Once they see you, there's really not a lot to do but run away or fight them off.

SPECIAL ABILITIES

- **MULTIPLE ATTACKS** – A Spiked-Back Lizard has a high Combat rating and uses it for multiple attacks: Claw, Claw, and Bite.
- **ALL OUT ATTACK** – Not the smartest move, but darn deadly, all Spiked-Back Lizards always use an all-out-attack all the time.

Claw, Claw, Bite Bite (4d) + Attack (5d) + All Out (1d) = 10d attack each

TREASURE

Spiked-Back Lizards have no treasure.

EXPERIENCE POINTS

A Spiked-Back Lizard is worth 55 E.P.



SWAMP LIZARD

Say: (SWAMP LIZ-urd)

MIND ABILITIES

Willpower	4
Intellect	1
Nature	4
Corruption	1

BODY ABILITIES

Strength	13
Movement	4
Coordination	4
Combat	13

FIXED ATTRIBUTES

Life Force	12
Size	7
Speed	3"
Dark Vision	12"

NATURAL ATTACK & DEFENSE

Hard Scales	8
Claws and Bite	5
Magic	1

APPEARANCE

Swamp Lizards are fierce animals that can move equally well on land, in water, and through mud. They are reptile with black eyes, large teeth, and big nasty claws.

WANDERING

Most Swamp Lizards are found working as beasts of burden.

From 2 to 7 will be found together in the wild, where they can be very aggressive and it is best to leave them alone. But once they catch your sent, get ready for a fierce long battle.

SPECIAL ABILITIES

- **FREE MOVMENT** – Move equally well on land, in water, and through the mud.

TREASURE

Swamp Lizards have no treasure.

EXPERIENCE POINTS

A Swamp Lizard is worth 80 E.P.



THIRD EYE

Say: (THIRD I)

MIND ABILITIES

Willpower	6
Intellect	6
Nature	3
Corruption	1

BODY ABILITIES

Strength	2
Movement	2
Coordination	2
Combat	1

FIXED ATTRIBUTES

Life Force	1
Size	1
Speed	0"
Dark Vision	9"

NATURAL ATTACK & DEFENSE

Soft Skin	2
None	0
Magic	1

APPEARANCE

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

WANDERING

Third Eyes "meld" with their host and share what they are seeing with their host. However this process involves a thin root to be planted within the host. The process drains the host of 1 Life Force and 1 to 6 Life Points. The loss is permanent.

Some rare Third Eyes are said to have Magic ratings that combine in a manner similar to the way Intellect and Willpower do. But the existence of such Third Eye has never been truly documented and this is commonly believed to be only a rumor, ..and nothing more.

SPECIAL ABILITIES

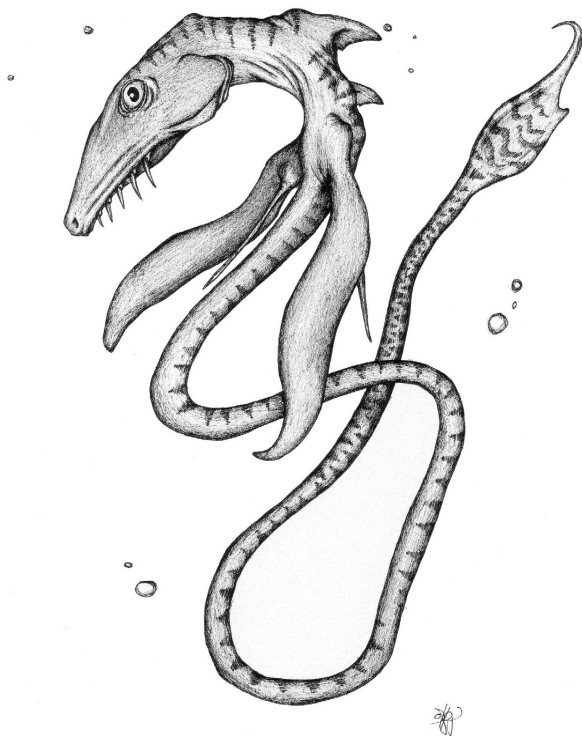
- **SHARED VISION** – The Third Eye and the host can both see what both are seeing at all times.
- **INCREASED INTELLECT** – Their Intellect is combined, so a Host makes an Intellect roll as the combination of his Intellect rating plus the Third Eye's Intellect rating.
- **INCREASED WILLPOWER** – Their Willpower is combined, so a Host makes a Willpower roll as the combination of his Willpower rating plus the Third Eye's Willpower rating.
- **DEATH ROOT** – If forced off a living host, the host dies. If killed, the Host suffers 4d of instant damage.

TREASURE

Third Eyes have no treasure.

EXPERIENCE POINTS

A Third Eye is worth 25 E.P.



THRACKEL

Say: (THRAK-ul)

MIND ABILITIES

Willpower	9
Intellect	18
Nature	6
Corruption	1

BODY ABILITIES

Strength	4
Movement	5
Coordination	3
Combat	6

FIXED ATTRIBUTES

Life Force	9
Size	8
Speed Swim	12"
Dark Vision	36"

NATURAL ATTACK & DEFENSE

Thick Skin	3
Bite	3
Magic	1

APPEARANCE

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

WANDERING

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

Just the facts, ..they are very smart fish. They live thousands of years and travel far and wide. They can communicate using most languages, but prefer to simply chirp and whistle to get sailors to follow them. After all, those sailors can be so slow and stupid that speaking with them can be a tedious chore and enduring test of patience.

SPECIAL ABILITIES

- **FAST SWIMMERS**– A Shadow may only be seen when light is shown behind it.

TREASURE

Thrackels have no treasure.

EXPERIENCE POINTS

A Thrackel is worth 15 E.P.



TONGUES

Say: (TONGZ)

MIND ABILITIES

Willpower	4
Intellect	1
Nature	4
Corruption	1

BODY ABILITIES

Strength	3
Movement	3
Coordination	12
Combat	8

FIXED ATTRIBUTES

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

NATURAL ATTACK & DEFENSE

Thick Skin	3
Tail Stinger	3
Magic	1

APPEARANCE

Tongues appear as slimy red tongues that slip in and out of cracks in the walls, as if trying to lick you as you pass by.

WANDERING

Despite their appearance, these snake-like creatures are not attached to the wall. They are in fact, quite mobile. Tongues are merely red, slimy snakes that like to burrow into the sides of walls. When they lash out with their tails, they tend to look like giant tongues.

Typically a wall with Tongues is home to a family or group of d6+3 tongues.

SPECIAL ABILITIES

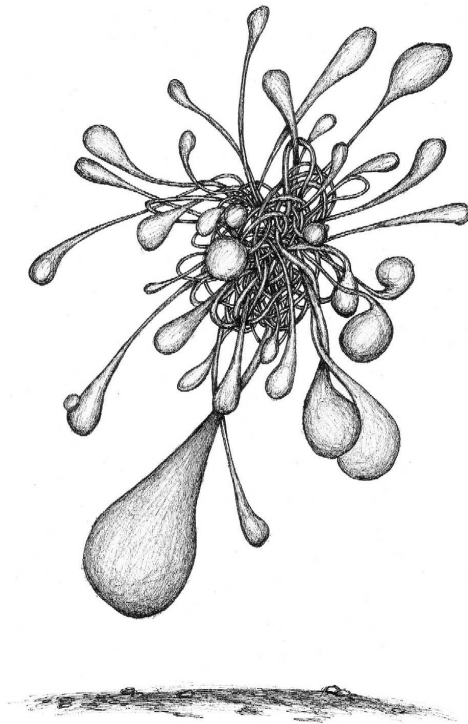
- **SURPRISE ATTACK** – A group of Tongue surprise with a +3d modifier. To surprise they use one action and roll their Coordination +3d vs. the victim's Nature. If successful, they get a free surprise attack with a +2d attack modifier. Then damage, if any, is doubled.

TREASURE

Tongues have no treasure.

EXPERIENCE POINTS

A Tongue is worth 15 E.P.



VERMIGHAST

Say: VERM-ih-GAST)

MIND ABILITIES

Willpower	4
Intellect	1
Nature	4
Corruption	1

BODY ABILITIES

Strength	12
Movement	12
Coordination	4
Combat	4

FIXED ATTRIBUTES

Life Force	12
Size	9
Speed Float	9"
Dark Vision	0"

NATURAL ATTACK & DEFENSE

Jelly Body	5
None	0
Magic	1

APPEARANCE

Vermighast appear as large jelly-fish flying through the air. Their bodies are in a constant state of change as big bubbles shrink and get sucked into the center, and new little bubbles form and grow as they extend outward.

WANDERING

Vermighast move quickly about and aggressively envelop their victims. There is no defense roll against them, and once inside you may only attempt to escape by rolling your Strength vs. the Vermighast's Strength.

SPECIAL ABILITIES

- **CHOPPING DOESN'T HURT**– Cutting and chopping at a Vermighast only causes it to separate into two or more smaller ones who may optionally go off in two different directions, or more likely stay and fight as they join back together.
- **FIRE BOMB**– Fire causes it to turn many colors like the rainbow. As these ribbons of color move about faster and faster the Vermighast grows larger, then explodes in 1 or 2 rounds! This does kill the Vermighast, but creates a 12d attack on everyone still within 12 inches, and a 8d attack to everyone else.
- **ENVELOPE** - A Vermighast can envelope as many as 4 different Human-sized creatures, and while enveloped, you are lifted off the floor and twisted and pinched causing 2d of damage each round. Once a victim is killed, their juices are absorbed and the torn skin and broken bones fall to floor making room to envelope another victim.
- **MAGIC WEAPONS ONLY** – Only be harmed by spells or magic weapons.

TREASURE

Vermighast have no treasure.

EXPERIENCE POINTS

A Vermighast is worth 40 E.P.