

RARR!
I'M A MONSTER
PUBLISHING

MONSTER MENAGERIE

For Use With Monsters!
Monsters! & T&T 7.5
And Above



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MONSTER MENAGERIE

A SUPPLEMENT FOR MONSTERS! MONSTERS! AND TUNNELS & TROLLS



BY CHARLIE FLEMING
COVER AND ART BY JON TOWERS

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MONSTER MENAGERIE

A while ago I created a whole bunch of monsters as a creative exercise and just for fun. I shuffled the lot off to Jeff Freels with the idea that we might get a book of monsters for use with *Tunnels & Trolls* that he could publish and keep the proceeds for his transplant fund. That book is still in the works, but every once in a while my mind wanders back to those monsters.

Recently I had the thought that these monsters might make good Player Characters for *Monsters! Monsters!*, Ken St. Andre's other game where you get to play the Bad Guys. I wrote them up and collected them into this tome you have on your computer or tablet screen. I've also included some notes to use them in *Tunnels & Trolls* as well.

My good friend and artist, Jon Towers had been asking me if I had any covers I wanted him to do so I sent the original draft to him. A few days later I got the awesome cover that graces the front to this book (Creators take note, it would behoove you to hire Jon for a cover or two, just sayin'). Jon also did the cover for the first collected Hobb Sized Adventures. I always tell him he makes my stuff look too good and now I have to step up my game with the content to live up to the cover. Hopefully I did that.

Charlie Fleming

Monsters! Monsters! And *Tunnels & Trolls* were written and designed by Ken St. Andre and is a trade mark of Flying Buffalo, Inc. Check out more great T&T products at <http://www.flyingbuffalo.com>

Check out <http://deluxetunnelsandtrolls.wordpress.com> and the Trollgod's Trollhalla at <http://trollhalla.com> for more great T&T info.

Cover and interior art by Jon Towers - www.jonnyaxx.com for more info and comics.

The Jeff Freels transplant fund - <http://jeffwerx.com/tf2.html>

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Carpp:

STR x1.25 CON x1 DEX x1 INT x.75 LK x1 CHR x.5 WIZ x1 SPD x1 HT x.1 WT x1

Carpp are very similar in physiology to Toadlings, with the exception of being evolved from fish as opposed to toads. That being said, socially they are the antithesis to Toadlings and usually live in poor waterside shanty towns doing common labor. They are amphibious and can live outside of water, as they usually do. Their skin produces a mucous like film that keeps them moist and from drying out. They have webbed hands and feet but no claws. Their hands allow them to use any weapon they choose. They can also use any armor as well.

In Tunnels & Trolls, Carpp can be Warriors, Rouges or Citizens, but not full fledged Wizards.

Dark Walkers:

STR x1 CON x1.25 DEX x1.25 INT x1 LK x1 CHR x.25 WIZ x1 SPD x1 HT x1 WT x1

Dark Walkers are dark hooded and robed men turned undead by the most vile of wizards. Their flesh, as is their odor, is rotten and decayed. The only weapons that a Dark Walker can use is a bone sword that grows out of and into their hands(3+4 dice). They can grow an unlimited amount of bone swords as they break. It takes 1 round to fully grow a new one. Dark Walkers are also immune to level 1 Take That You Fiend Spells and level 2 only does half damage to them.

Due to the evil nature of Dark Walkers, they do not make good player characters in Tunnels & trolls as they would most likely try and kill the other players.



Eeeks:

STR x1 CON x1.25 DEX x1.5 INT x.5 LK x1 CHR x1 WIZ x1 SPD x1.25 HT 2 feet
WT 75 lbs.

Eeeks are 2 foot tall humanoids with thin bodies and extra large heads. They live in tribes and are primitive by nature. Eeeks dress in loin cloths and only use armor and weapons that is made by their tribes. They are strong, ferocious, and relentless fighters that do not give up easily.

Eeeks are mostly Warriors(Warrior armor bonus applies). If when creating an Eeek character a 9(after modification, which means a natural roll of 18) in Intelligence, a Dexterity of 10 and a Wizardry of 12 or more then the character qualifies to be an Eeek Shaman.

Eeek Shamans worship Nature in general as a deity. They can also perform a few low level spells. There are some advanced level spells for Shamans of exceptional INT due to TARO(Triples Add and Roll Over). For a Shaman who gains INT through Adventure Points advancement, the Shaman must make a Save Roll equal to the level of the spell against their INT to learn the new spell.

Eeek Weapons:

Eeek Javelin	Dice: 2+2	STR: 5	DEX: 8	Cost: 5	Weight: 10	Range: 20 yards
Eeek Spear	Dice: 3	STR: 6	DEX: 8	Cost: 7	Weight: 13	Range: 15 yards
Eeek Sling	Dice: 2	STR: 2	DEX: 10	Cost: 1	Weight: 1	Range: 30Yards
Eeek Dagger	Dice: 1+4	STR: 2	DEX: 5	Cost:1	Weight:: 10	

Eeek Helmets:	Hits: 2	STR: 4	Cost: 10	Weight: 25	
Eeek Chest Armor	Hits: 3	STR: 6	Cost: 10	Weight: 15	Hangs from neck
Eeek Bracers	Hits: 1	STR: 2	Cost: 5	Weight: 5	
Eeek Shield	Hits: 2	STR: 4	Cost: 8	Weight: 15	

Eeek Shaman Spells:

Level 1 (INT 9 DEX 10):

Cloak

WIZ Cost: 5

Range: Personal/10 feet

Duration: 2 rounds

Power Up?: 1 extra round duration and person per level

Description: This spell causes 1 person or object to blend into the background like camouflage.

Commune

WIZ Cost: 4

Range: Personal

Duration: 2 rounds

Power Up?: 1 extra rounds duration per level

Description: The Shaman can communicate with the natural surroundings of the immediate area to find out what has previously happened there.

Doolittle

WIZ Cost: 4

Range: Personal

Duration: 2 rounds

Power Up?: Can communicate with 1 animal per level

Description: The Shaman can understand and communicate with animals.

Dust Up

WIZ Cost: 7

Range: 20 feet

Duration: 1 round

Power Up?: 1 extra rounds duration per level

Description: Causes a 5x5 cloud of dust to rise up into the faces of the targets.

Snag

WIZ Cost: 7

Range: 15 feet

Duration: Immediate

Power Up?: Affect 1 extra person per level

Description: Causes vegetation to rapidly grow and trip 1 target.

Level 2: (INT 10 DEX 11)

Blast-air

WIZ Cost: 7

Range: 25 feet

Duration: Immediate

Power Up?: None

Description: Throws a blast of air that can stop a thrown object/missile in mid-air or knock over a human sized or smaller object.

Trap

WIZ Cost: 8

Range: 15 feet

Duration: 2 rounds

Power Up?: Extra rounds duration and number of targets per level.

Description: Causes vegetation to rapidly grow and entangle 1 target.

Wall

WIZ Cost: 9

Range: 20 feet

Duration: Permanent

Power Up?: Extra 5x5 feet per level

Description: The Shaman can create a 5x5 dirt wall.

Level 3: (INT 11 DEX 13)

Animal Control

WIZ Cost: 12

Range: 20 feet

Duration: 2 rounds

Power Up?: Extra rounds duration per level

Description: The Shaman can control 1 animal that will obey his or her's commands

Summon Insects

WIZ Cost: 9

Range: 15 feet

Duration: 2 rounds

Power Up?: None

Description: Summons a 3x3 swarm of any type of insects that will go or do whatever the Shaman tells it to do

EEKS may make decent player characters in Tunnels & Trolls, but they do have a tendency to attack first and not worry about asking any questions whatsoever later.

Gobstones:

STR x1 CON x1 DEX x1 INT x1 LK x1 CHR x1 WIZ x1 SPD x.75 HT x.75 WT x1.25



Gobstones are a race of goblins who's bodies are made out of living stone. They live in mountains, ruins, and dungeons and stay away from swamps, marshes, or anything else that has to do with water. Only their skin is stone. They have normal organs on the inside. Their skin naturally takes 3 hits. Other than that they are just as vile as regular goblins only less smelly.

In Tunnels & Trolls, Gobstones would act very similar to the normal, garden variety Goblins. Other than their skin and their aversion to water, they are the same.

Mini-taur:

STR x2 CON x2 DEX x1 INT x.75 LK x1 CHR x1.25 WIZ x1 SPD x1 HT x.5 WT x1.25

Mini-taurs are pint sized versions of full sized minotaurs. They were originally created by an evil wizard for use as henchmen in dungeons. A few have gotten free from the wizard and now roam Trollworld on their own. They can only use one handed weapons and no full sets of armor, only pieces, because of their size and shape.

In Tunnels & Trolls, Mini-taurs can wear any armor as long as it is fitted and made to their size and shape. Free Mini-taurs who are player characters tend to be very helpful and feel like they have a duty to "do good" because they are thankful for their freedom. They are feisty fighters and will be overly protective of their companions.

The Prometheus

Prometheus are beings made up from the parts of many other beings. They can be created by powerful Wizards(none specifically in particular). After the parts have been assembled(usually sewn) the wizard then casts a spell called ***It's Alive!***(WIZ Cost: 213, Range: 10 ft., Duration: Permanent, Power Up: No, Description: Brings to life a body assembled of of once living parts).

To create a Prometheus PC you need to combine the character sheets of the last 8 dead adventurers you had randomly Into a pile. Take the top one and use it's STR as the STR for your Prometheus. Take the INT from the next character in the pile as your INT. Keep doing this with each character sheet until all of your attributes are filled. Now multiply STR and CON by 1.5, DEX by .75 and CHR by .25. Multiply HT and WT by 1.25 as well.



Prometheus are both a Kindred(technically) and a Character Type. Though magically created, they cannot wield magic. They can use magic weapons. Because of their odd shape they cannot use full sets of armor, however due to their build their body alone can absorb 1 hit of damage. Prometheus also have an aversion to large fires. If they encounter a large fire they must make a Level 3 Save Roll against their INT or they will flee in panic. Torches and campfires make them a little uneasy but otherwise they aren't afraid of them.

Shroom Kin

STR x.5 CON x.75 DEX x1.25 INT x1 LK x1 CHR x1.25 WIZ x1 SPD x2 HT x.2
WT x.015

Shroom Kin grow to be anywhere from 8 inches to 1.5 feet tall. Most Shroom Kin grow up in villages in darkish, dampish places. They are indeed mushrooms with arms and legs.

Though they may seem primitive, they are as civilized as any of the kindred on Trollworld. Shroom Kin can be any character type in Tunnels & Trolls.



Shroom Kin weapons:

Shroom Spear	Dice: 2+1	STR: 5	DEX: 6	Cost: 10	Weight: 10	Range: 10 yards
Shroom Sling	Dice: 2	STR: 2	DEX: 8	Cost: 5	Weight: 1	Range: 30 Yards
Shroom Dagger	Dice: 1+3	STR: 2	DEX: 5	Cost: 10	Weight: 10	
Shroom Blowpipe - As per T&T rules						
Shroom Boomerang	Dice: 2+3	STR: 4	DEX: 11	Cost: 30	Weight: 8	Range: 35 yards

Shroom Shields	Hits: 3	STR: 3	Cost: 10	Weight: 20
Shroom Light armor	Hits: 3	STR: 4	Cost: 30	Weight: 40
Shroom Heavy armor	Hits: 6	STR: 6	Cost: 50	Weight: 75

Toadlings:

STR x1 CON x1 DEX x1.25 INT x1.25 LK x1 CHR x.5 WIZ x1 SPD x1 HT x1 WT x1

Toadlings are humanoid toads. They are slimy and foul to smell or look at. They also have a tendency to leave a trace of slime wherever they go. Despite their atrociousness, Toadlings have developed a society of high living and consider their kind to be the pinnacle of intelligence and sophistication. When provoked however, they attack in a most barbarous way with their barbed tongues(2+3 dice) and/or clawed, webbed hands(3 dice).

In Tunnels & Trolls, Toadlings can be any character type the desire. They mostly lean towards being Rogues and Wizards however.



Bullets, Booze, Blood and Blasphemy

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