

MONSTER MASH

A DUNGEONSLAYERS SUPPLEMENT

~ VOLUME ONE ~



BY TIM HARTIN

DUNGEONSLAYERS
AN OLD-FASHIONED ROLEPLAYING GAME

MORE MONSTERS!

Welcome to Monster Mash

Half of the fun in a fantasy game are the many monsters that the player characters may encounter. The monsters may be based on creatures from mythology, or monstrous versions of real creatures, or directly from the Gamemaster's imagination.

To make the Gamemaster's job a bit easier, this volume contains 40+ monsters for use in a Dungeonslayers campaign. Obviously this volume cannot cover the wide variety of potential fantasy based monsters but it is a start.

I would like to thank Christian Kennig for his help in perfecting the Dungeonslayers monster stats. Without his aid, this PDF wouldn't be possible.

I would also like to thank all those who were involved in creating Dungeonslayers in the first place. It is a wondrous game that allows the imagination to fly.

Grab some pencils, paper and dice, and get ready to brave the dark dungeons and fight the monsters that lurk in here.

Tim Hartin

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BANSHEE

<u>Body 6</u>	<u>Agility 8</u>	<u>Mind 8</u>
Strength 1	Reflexes 2	Reason 1
Toughness 2	Dexterity 2	Aura 3
Melee Attack:	13 (7 + 6 Chilling Touch)	
Dodge:	10	
Target Spell:	15 (10 + 5 Banshee wail)	
Defense:	8 (Noncorporeal)	
Hitpoints:	18	XP: 112

Banshee Wail: The mournful wail from a banshee is enough to scare its listeners to death (+5 banshee wail attack); **Flight**; **Mind immunity** (against mind affecting spells like *Sleep*); **Noncorporeal:** Only magical damage

BUGBEAR

<u>Body 10</u>	<u>Agility 10</u>	<u>Mind 4</u>
Strength 3	Reflexes 3	Reason 2
Toughness 2	Dexterity 2	Aura 0
Melee Attack:	14 (13 + 1 Flail, Enemy's Defense -1)	
Dodge:	11 (13 - 2 Size)	
Defense:	14 (12 + 2 Leathery hide)	
Hitpoints:	44	XP: 103
Keen Bugbear Senses: Good eye sight and a keen nose for scents gives the bugbear +4 Perception.		

CENTAUR

<u>Body 8</u>	<u>Agility 12</u>	<u>Mind 6</u>
Strength 2	Reflexes 4	Reason 2
Toughness 2	Dexterity 2	Aura 1
Melee Attack:	11 (10 + 1 Axe)	
Ranged Attack:	16 (14 + 2 Longbow)	
Dodge:	14 (16 - 2 Size)	
Defense:	10	
Hitpoints:	30	XP: 82

Horse body: Can gallop at a rate of +2m per round (Speed: 9). A back kick is considered a +4 Melee Attack.

COLLOSAL SQUID

<u>Body 14</u>	<u>Agility 12</u>	<u>Mind 0</u>
Strength 4	Reflexes 3	Reason 0
Toughness 3	Dexterity 3	Aura 0
Melee Attack:	21 (18 + 3 Tentacles)	
Dodge:	11 (15 - 4 Size)	
Defense:	17	
Hitpoints:	108	XP: 150

CYCLOPS

<u>Body 12</u>	<u>Agility 6</u>	<u>Mind 2</u>
Strength 3	Reflexes 2	Reason 1
Toughness 3	Dexterity 1	Aura 0
Melee Attack:	17 (15 + 2 Great Club)	
Ranged Attack:	10 (7 + 3 Boulders)	
Dodge:	4 (8 - 4 Size)	
Defense:	15	
Hitpoints:	100	XP: 135

DEMON DOG

<u>Body 10</u>	<u>Agility 8</u>	<u>Mind 0</u>
Strength 3	Reflexes 3	Reason 0
Toughness 2	Dexterity 1	Aura 0
Melee Attack:	15 (13 + 2 Bite)	
Ranged Attack:	14 (9 + 5 Breath of Fire)	
Dodge:	11	
Defense:	13 (12 + 1 Tough hide)	
Hitpoints:	22	XP: 107

Breath of fire: Can be used every d20 rounds; Range DXx10m; cone-shaped; only magical Defense

ETTIN

<u>Body 12</u>	<u>Agility 6</u>	<u>Mind 2</u>
Strength 4	Reflexes 2	Reason 1
Toughness 2	Dexterity 1	Aura 0
Melee Attack:	19 (16 + 2 Two-headed +1 Club)	
Dodge:	6 (8 - 2 Size)	
Defense:	15 (14 +1 Leathery hide)	
Hitpoints:	48	XP: 92

Two-Heads: One head will always be on alert - hard to surprise (+2 Perception); the two heads allow the ettin to use its body with greater intensity (+2 melee attack).

FIRE LION

<u>Body 10</u>	<u>Agility 8</u>	<u>Mind 0</u>
Strength 3	Reflexes 2	Reason 0
Toughness 2	Dexterity 2	Aura 0
Melee Attack:	18 (13 + 5 Fiery bite)	
Ranged Attack:	18 (10 + 8 Breath of Fire)	
Dodge:	10	
Defense:	12 (Body of Fire)	
Hitpoints:	22	XP: 132

Breath of fire: Can be used every d20 rounds; Range DXx10m; cone-shaped; only magical Defense; **Body of Fire:** Can only be harmed with magical weapons or spells.

GIANT TOAD

<u>Body 8</u>	<u>Agility 6</u>	<u>Mind 0</u>
Strength 2	Reflexes 2	Reason 0
Toughness 2	Dexterity 1	Aura 0
Melee Attack:	11 (10 + 1 Bite)	
Ranged Attack:	10 (7 + 3 Long tongue)	
Dodge:	9	
Defense:	11 (10 + 1 Tough hide)	
Hitpoints:	20	XP: 66

Grappling Tongue: +3 to hit. Roll Ranged Attack against target's strength to see if the target has one arm pinned by the tongue. A critical success would mean that the target's both arms are pinned; **Hopping:** A giant toad can hop at a rate of +2m per round (Speed: 6).

GIANT TOAD (POISONOUS)

<u>Body 8</u>	<u>Agility 6</u>	<u>Mind 0</u>
Strength 2	Reflexes 2	Reason 0
Toughness 2	Dexterity 1	Aura 0
Melee Attack:	13 (10 + 3 Poisonous bite)	
Ranged Attack:	10 (7 + 3 Long tongue)	
Dodge:	9	
Defense:	11 (10 + 1 Tough hide)	
Hitpoints:	20	XP: 81

Grappling Tongue: +3 to hit. Roll Ranged Attack against target's strength to see if the target has one arm pinned by the tongue. A critical success would mean that the target's both arms are pinned; **Hopping:** A giant toad can hop at a rate of +2m per round (Speed: 6); **Poisonous Bite:** If wounded poisonous damage (check value 13 -1 per round, Defense allowed).

HELL HOUND

<u>Body 8</u>	<u>Agility 8</u>	<u>Mind 2</u>
Strength 2	Reflexes 3	Reason 0
Toughness 2	Dexterity 1	Aura 1
Melee Attack:	12 (10 + 2 Bite)	
Ranged Attack:	13 (9 + 4 Breath of Fire)	
Dodge:	11	
Defense:	13 (10 + 3 Infernal hide)	
Hitpoints:	20	XP: 116

Breath of fire: Can be used every d20 rounds; Range DXx10m; cone-shaped; only magical defense; **Immune to Fire:** Hell Hounds are creatures from the Elemental Plane of Fire. Fire & heat cannot harm a Hell Hound.

HOBGOBLIN

<u>Body 8</u>	<u>Agility 6</u>	<u>Mind 4</u>
Strength 2	Reflexes 3	Reason 2
Toughness 2	Dexterity 0	Aura 0
Melee Attack:	13 (10 + 3 Glaive, -2 Initiative)	
Dodge:	7 (9 -2 Chainmail)	
Defense:	12 (10 + 2 Chainmail)	
Hitpoints:	20	XP: 52

HOOK TERROR

<u>Body 10</u>	<u>Agility 6</u>	<u>Mind 2</u>
Strength 2	Reflexes 3	Reason 1
Toughness 3	Dexterity 1	Aura 0
Melee Attack:	14 (12 + 2 Hooks, Enemy's Defense -2)	
Dodge:	7 (9 - 2 Size)	
Defense:	15 (13 + 2 Leathery hide)	
Hitpoints:	46	XP: 98

Large Hook-shaped Hands: The Hook Terror's hands are extremely sharp & dangerous (Enemy's Defense -2).

HORNED SERPENT

<u>Body 10</u>	<u>Agility 8</u>	<u>Mind 0</u>
Strength 2	Reflexes 3	Reason 0
Toughness 3	Dexterity 1	Aura 0
Melee Attack:	14 (12 + 2 Ram-like horns)	
Dodge:	11	
Defense:	13	
Hitpoints:	23	XP: 72

Constriction: Should the horned serpent roll a critical success in combat, then it has wrapped its flexible body around the target and causes constriction damage (the character loses 1 hitpoint and 1 Melee Attack value per round). After the horned serpent is removed, the Melee Attack returns to full value.

JAVELIN SNAKE

Body 8 **Agility 8** **Mind 0**
Strength 2 *Reflexes 4* *Reason 0*
Toughness 2 *Dexterity 0* *Aura 0*

Melee Attack: 13 (10 + 3 Bite)
Dodge: 12

Defense: 11 (10 + 1 Touch scaly hide)

Hitpoints: 20 **XP: 78**

Flight: Speed x2. **Surprise from Above:** Javelin snakes like to hide in locations high above the ground so they can launch themselves at their targets with additional surprise (Initiative +2).

LIZARD MAN

Body 8 **Agility 6** **Mind 4**
Strength 2 *Reflexes 2* *Reason 2*
Toughness 2 *Dexterity 1* *Aura 0*

Melee Attack: 11 (10 + 1 Spear)

Ranged Attack: 8 (7 + 1 Spear)

Dodge: 8

Defense: 12 (10 + 2 Scales)

Hitpoints: 20 **XP: 61**

Amphibian: Can fuction as well below the water as above it. Can hold breath for 20 rounds.

LIZARD MAN SAVAGE

Body 10 **Agility 8** **Mind 2**
Strength 2 *Reflexes 3* *Reason 1*
Toughness 3 *Dexterity 1* *Aura 0*

Melee Attack: 14 (12 + 2 Claws)

Dodge: 9 (11 - 2 Size)

Defense: 15 (13 + 2 Scales)

Hitpoints: 46 **XP: 90**

Amphibian: Can fuction as well below the water as above it. Can hold breath for 26 rounds.

MEDUSA

Body 8 **Agility 6** **Mind 8**
Strength 1 *Reflexes 2* *Reason 2*
Toughness 3 *Dexterity 1* *Aura 2*

Melee Attack: 11 (9 + 2 Poisonous snake hair)

Target Spell: 19 (9 + 10 Petrifying gaze)

Dodge: 8

Defense: 11

Hitpoints: 21 **XP: 127**

Petrifying Gaze: Anyone who looks into Medusa's eyes must roll their Reason as Defense versus the Medusa's Petrifying Gaze (her free & permanent action) or else be turned to stone. A success means the petrifying effects wear off in a number of rounds equal to the value difference; **Poisonous Snake Hair:** If wounded poisonous damage for d20 rounds (check value 11, Defense allowed).

MINOTAUR

Body 10 **Agility 8** **Mind 4**
Strength 3 *Reflexes 2* *Reason 2*
Toughness 2 *Dexterity 2* *Aura 0*

Melee Attack: 16 (13 + 3 Battle Axe)

Dodge: 8 (10 - 2 Size)

Defense: 13 (12 + 1 Tough hide)

Hitpoints: 44 **XP: 91**

Tracking: Minotaurs have excellent tracking skills and an acute sense of direction (+4 Perception).

OWLKIN

Body 12 **Agility 4** **Mind 2**
Strength 3 *Reflexes 2* *Reason 1*
Toughness 3 *Dexterity 0* *Aura 0*

Melee Attack: 17 (15 + 2 Sharp Claws)

Dodge: 4 (6 - 2 Size)

Defense: 16 (15 + 1 Tough hide)

Hitpoints: 50 **XP: 80**

OGHRE BLOB (SMALL)

Body 8 **Agility 6** **Mind 0**
Strength 2 *Reflexes 2* *Reason 0*
Toughness 2 *Dexterity 1* *Aura 0*

Melee Attack: 16 (10 + 6 2m Corrosive tentacle)

Dodge: 10 (8 + 2 Size)

Defense: 12 (10 + 2 Amorphous nature)

Hitpoints: 10 **XP: 89**

Giant Amoeba: The amorphous nature of the ochre blob allow it to flow through tiny spaces. It can also climb walls and ceilings with ease; **Reproductive Stage:** Upon a Critical Success in combat, the ochre blob has fed off the attack and has trigger its reproductive stage that causes it to divide into two ochre blobs of equal stats.

OGHRE BLOB (NORMAL)

Body 8 **Agility 8** **Mind 0**
Strength 2 *Reflexes 3* *Reason 0*
Toughness 2 *Dexterity 1* *Aura 0*

Melee Attack: 16 (10 + 6 4m Corrosive tentacle)

Dodge: 11

Defense: 12 (10 + 2 Amorphous nature)

Hitpoints: 20 **XP: 102**

Giant Amoeba: The amorphous nature of the ochre blob allow it to flow through tiny spaces. It can also climb walls and ceilings with ease; **Reproductive Stage:** Upon a Critical Success in combat, the ochre blob has fed off the attack and has trigger its reproductive stage that causes it to divide into two ochre blobs of equal stats.

OGHRE BLOB (LARGE)

Body 10 **Agility 10** **Mind 0**
Strength 2 *Reflexes 3* *Reason 0*
Toughness 3 *Dexterity 2* *Aura 0*

Melee Attack: 18 (12 + 6 6m Corrosive tentacle)

Dodge: 11 (13 - 2 Size)

Defense: 15 (13 + 2 Amorphous nature)

Hitpoints: 46 **XP: 134**

Giant Amoeba: The amorphous nature of the ochre blob allow it to flow through tiny spaces. It can also climb walls and ceilings with ease; **Reproductive Stage:** Upon a Critical Success in combat, the ochre blob has fed off the attack and has trigger its reproductive stage that causes it to divide into two ochre blobs of equal stats.

PHASE PANTHER

Body 8 **Agility 10** **Mind 2**
Strength 2 *Reflexes 3* *Reason 0*
Toughness 2 *Dexterity 2* *Aura 1*

Melee Attack: 14 (10 + 4 Spiked tentacles)

Dodge: 13

Defense: 16 (10 + 6 Shifting appearance)

Hitpoints: 20 **XP: 66**

Dimensional Shifting: Phase Panthers always appear to be shifting in and out of view (+6 Defense).

PYROHYDRA

Body 12 **Agility 6** **Mind 2**
Strength 3 *Reflexes 3* *Reason 0*
Toughness 3 *Dexterity 0* *Aura 1*

Melee Attack: 20 (15 + 5 Bite, +2 Initiative)

Ranged Attack: 12 (6 + 6 Breath of fire)

Dodge: 7 (9 - 2 Size)

Defense: 15

Hitpoints: 50 **XP: 200**

Breath of fire: Can be used every d20 rounds; Range DXx10m; cone-shaped; only magical Defense; **Multiple Attacks:** 6 heads (critical success destroys one head); For each head, the pyrohydra gains one additional Melee Attack & +1 Initiative per 2 heads (round down).

SALAMANDER

Body 10 **Agility 6** **Mind 6**
Strength 2 *Reflexes 1* *Reason 2*
Toughness 3 *Dexterity 2* *Aura 1*

Melee Attack: 15 (12 + 3 Scalding hot spear)

Ranged Attack: 11 (8 + 3 Scalding hot spear)

Dodge: 7

Defense: 17 (13 + 4 magical defense)

Hitpoints: 23 **XP: 86**

Immune to Fire: Salamanders are creatures from the Elemental Plane of Fire. Fire & heat cannot harm a Salamander; **Mind Immunity** (against mind affecting spells like Sleep);

SCREAMING FUNGUS

<u>Body 8</u>	<u>Agility 0</u>	<u>Mind 8</u>
Strength 2	Reflexes 0	Reason 0
Toughness 2	Dexterity 0	Aura 4
Defense: 10		
Hitpoints: 10		XP: 50

Screaming Shriek: The mushroom can emit a shrill shriek that alerts anything within sound distance. Light within 3m will cause the the mushroom to shriek; Movement within 1m will also cause the screaming mushroom to shriek; Scream inflicts 1 point of damage (no defense) per round in r=hp m; **Small:** -2 to hit

SHARK, GIANT

<u>Body 12</u>	<u>Agility 10</u>	<u>Mind 0</u>
Strength 4	Reflexes 3	Reason 0
Toughness 2	Dexterity 2	Aura 0
Melee Attack: 19 (16 + 3 Biss)		
Dodge: 11 (13 - 2 Size)		
Defense: 15 (14 + 1 Tough shark skin)		
Hitpoints: 48		XP: 105

Swallows: Can swallow smaller creatures whole with a critical success.

VAMPIRE BATS

<u>Body 4</u>	<u>Agility 8</u>	<u>Mind 0</u>
Strength 2	Reflexes 4	Reason 0
Toughness 0	Dexterity 0	Aura 0
Melee Attack: 9 (6 + 3 Blood sucking bite)		
Dodge: 16 (12 + 4 Size)		
Defense: 4		
Hitpoints: 4		XP: 25

Vampiric Bite: Once a vampire bat has bitten someone it stays attached and feeding until the victim takes an action to remove it. Once bitten, the character loses 1 hitpoint and 1 Melee Attack value per round. After the vampire bat is removed, the Melee Attack value is full again.

SHARK

<u>Body 10</u>	<u>Agility 8</u>	<u>Mind 0</u>
Strength 3	Reflexes 2	Reason 0
Toughness 2	Dexterity 2	Aura 0
Melee Attack: 15 (13 + 2 Biss)		
Dodge: 10		
Defense: 13 (12 + 1 Tough shark skin)		
Hitpoints: 22		XP: 52

STONE STRANGLER

<u>Body 10</u>	<u>Agility 6</u>	<u>Mind 4</u>
Strength 3	Reflexes 2	Reason 1
Toughness 2	Dexterity 1	Aura 1
Melee Attack: 15 (13 + 2 Stone-like tentacle)		
Dodge: 6 (8 - 2 Size)		
Defense: 14 (12 + 2 Tough hide)		
Hitpoints: 44		XP: 98

Weakness Causing Slime: The slime on a stone strangler's tentacle causes weakness (-4 BOD for 1 round per 5 points of damage);

MONSTER MASH

Volume #1

A Dungeonslayers Supplement

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NPC-LYCANTROPE

WEREBEAR (BEARFORM)

Body 12	Agility 8	Mind 6
Strength 3	Reflexes 3	Reason 0
Toughness 3	Dexterity 1	Aura 3
Melee Attack: 17 (15 + 2 Bite or Claws) Dodge: 9 (11 - 2 Size) Defense: 16 (15 + 1 Hairy hide) Hitpoints: 50 XP: 122		

Lycanthrope: Can take three forms – human, human-sized bearman, or bearform; must change into bearform on full moons; a lycanthrope picks the best HP total from all three forms and apply that as its hitpoints in all three forms.

Spread Werebear Lycanthropy: Should any werebear (while in bearform or as a bearman) wound an opponent with a critical success, the victim has to roll BOD+TO; failure means the character has become inflicted with werebear lycanthropy.

WERERAT (RATFORM)

Body 4	Agility 10	Mind 6
Strength 0	Reflexes 5	Reason 0
Toughness 2	Dexterity 0	Aura 3
Melee Attack: 5 (4 + 1 Bite) Dodge: 15 (11 + 2 Size + 2 Quick) Defense: 6 Hitpoints: 20 XP: 85		

Lycanthrope: Can take three forms – human, human-sized ratman, or ratform; must change into ratform on full moons; a lycanthrope picks the best HP total from all three forms and apply that as its hitpoints in all three forms.

Spread Wererat Lycanthropy: Should any wererat (while in ratform or as a ratman) wound an opponent with a critical success, the victim has to roll BOD+TO; failure means the character has become inflicted with wererat lycanthropy.

WERETIGER (TIGERFORM)

Body 12	Agility 10	Mind 6
Strength 4	Reflexes 5	Reason 0
Toughness 2	Dexterity 0	Aura 3
Melee Attack: 18 (16 + 2 Bite, Enemy's Defense -1) Dodge: 13 (15 - 2 Size) Defense: 14 Hitpoints: 48 XP: 132		

Lycanthrope: Can take three forms – human, human-sized tigerman, or tigerform; must change into tigerform on full moons; a lycanthrope picks the best HP total from all three forms and apply that as its hitpoints in all three forms.

Spread Weretiger Lycanthropy: Should any weretiger (while in tigerform or as a tigerman) wound an opponent with a critical success, the victim has to roll BOD+TO; failure means the character has become inflicted with weretiger lycanthropy.

WEREBEAR (BEARMAN)

Body 10	Agility 8	Mind 6
Strength 2	Reflexes 3	Reason 1
Toughness 3	Dexterity 1	Aura 2
Melee Attack: 14 (12 + 2 Bite or Claws) Dodge: 11 Defense: 14 (13 + 1 Hairy hide) Hitpoints: 50 XP: 119		

Lycanthrope: Can take three forms – human, human-sized bearman, or bearform; must change into bearform on full moons; a lycanthrope picks the best HP total from all three forms and apply that as its hitpoints in all three forms.

Spread Werebear Lycanthropy: Should any werebear (while in bearform or as a bearman) wound an opponent with a critical success, the victim has to roll BOD+TO; failure means the character has become inflicted with werebear lycanthropy.

WERERAT (RATMAN)

Body 6	Agility 8	Mind 6
Strength 1	Reflexes 3	Reason 2
Toughness 2	Dexterity 1	Aura 1
Melee Attack: 8 (7 + 1 Short sword) Dodge: 11 Defense: 8 Hitpoints: 20 XP: 81		

Lycanthrope: Can take three forms – human, human-sized ratman, or ratform; must change into ratform on full moons; a lycanthrope picks the best HP total from all three forms and apply that as its hitpoints in all three forms.

Spread Wererat Lycanthropy: Should any wererat (while in ratform or as a ratman) wound an opponent with a critical success, the victim has to roll BOD+TO; failure means the character has become inflicted with wererat lycanthropy.

WERETIGER (TIGERMAN)

Body 10	Agility 10	Mind 6
Strength 3	Reflexes 3	Reason 1
Toughness 2	Dexterity 2	Aura 2
Melee Attack: 15 (13 + 2 Bite) Dodge: 13 Defense: 12 Hitpoints: 48 XP: 119		

Lycanthrope: Can take three forms – human, human-sized tigerman, or tigerform; must change into tigerform on full moons; a lycanthrope picks the best HP total from all three forms and apply that as its hitpoints in all three forms.

Spread Weretiger Lycanthropy: Should any weretiger (while in tigerform or as a tigerman) wound an opponent with a critical success, the victim has to roll BOD+TO; failure means the character has become inflicted with weretiger lycanthropy.

WEREBEAR (HUMAN)

Body 8	Agility 6	Mind 6
Strength 2	Reflexes 1	Reason 2
Toughness 2	Dexterity 2	Aura 1
Melee Attack: 12 (10 + 2 Long sword) Dodge: 7 Defense: 10 Hitpoints: 50 XP: 102		

Lycanthrope: Can take three forms – human, human-sized bearman, or bearform; must change into bearform on full moons; a lycanthrope picks the best HP total from all three forms and apply that as its hitpoints in all three forms.

WERERAT (HUMAN)

Body 8	Agility 6	Mind 6
Strength 2	Reflexes 2	Reason 2
Toughness 2	Dexterity 1	Aura 1
Melee Attack: 11 (10 + 1 Short sword) Dodge: 8 Defense: 10 Hitpoints: 20 XP: 71		

Lycanthrope: Can take three forms – human, human-sized ratman, or ratform; must change into ratform on full moons; a lycanthrope picks the best HP total from all three forms and apply that as its hitpoints in all three forms.

WERETIGER (HUMAN)

Body 8	Agility 8	Mind 6
Strength 2	Reflexes 1	Reason 3
Toughness 2	Dexterity 2	Aura 0
Melee Attack: 11 (10 + 1 Fist) Dodge: 9 Defense: 10 Hitpoints: 48 XP: 101		

Lycanthrope: Can take three forms – human, human-sized tigerman, or tigerform; must change into tigerform on full moons; a lycanthrope picks the best HP total from all three forms and apply that as its hitpoints in all three forms.

WEREWOLF (WOLFFORM)

Body 8	Agility 10	Mind 6
Strength 2	Reflexes 5	Reason 0
Toughness 2	Dexterity 0	Aura 3
Melee Attack: 12 (10 + 2 Bite)		
Dodge: 17 (15 + 2 Alert bonus)		
Defense: 11 (10 + 1 wolf's hairy hide)		
Hitpoints: 23	XP: 94	

Lycanthrope: Can take three forms – human, human-sized wolfman, or wolfform; must change into wolfform on full moons; a lycanthrope picks the best HP total from all three forms and apply that as its hitpoints in all three forms.

Spread Werewolf Lycanthropy: Should any werewolf (while in wolfform or as a wolfman) wound an opponent with a critical success, the victim has to roll BOD+TO; failure means the character has become inflicted with werewolf lycanthropy.

WEREWOLF (WOLFMAN)

Body 10	Agility 8	Mind 6
Strength 2	Reflexes 3	Reason 1
Toughness 3	Dexterity 1	Aura 2
Melee Attack: 14 (12 + 2 Bite)		
Dodge: 13 (11 + 2 Alert bonus)		
Defense: 14 (13 + 1 wolf's hairy hide)		
Hitpoints: 23	XP: 97	

Lycanthrope: Can take three forms – human, human-sized wolfman, or wolfform; must change into wolfform on full moons; a lycanthrope picks the best HP total from all three forms and apply that as its hitpoints in all three forms.

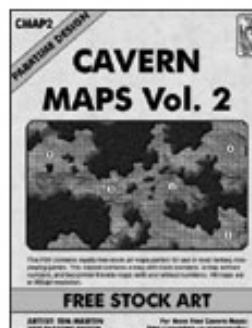
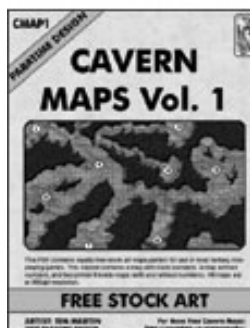
Spread Werewolf Lycanthropy: Should any werewolf (while in wolfform or as a wolfman) wound an opponent with a critical success, the victim has to roll BOD+TO; failure means the character has become inflicted with werewolf lycanthropy.

WEREWOLF (HUMAN)

Body 8	Agility 6	Mind 6
Strength 2	Reflexes 1	Reason 2
Toughness 2	Dexterity 2	Aura 1
Melee Attack: 11 (10 + 1 Fist)		
Dodge: 7		
Defense: 10		
Hitpoints: 23	XP: 74	

Lycanthrope: Can take three forms – human, human-sized wolfman, or wolfform; must change into wolfform on full moons; a lycanthrope picks the best HP total from all three forms and apply that as its hitpoints in all three forms.

No time to draw maps..?



<http://paratime.ca/rpg-games.html>

MORE MONSTERS!

HALF OF THE FUN IN EVERY DUNGEONSLAYERS GAME ARE THE MANY MONSTERS THAT THE PLAYER CHARACTERS MAY ENCOUNTER (AND SLAY - FOR EXAMPLE).

TO MAKE THE GAMEMASTER'S JOB A BIT EASIER (AND THE PLAYER'S JOB HARDER), THIS VOLUME CONTAINS OVER 40 NEW MONSTERS FOR USE IN EVERY DUNGEONSLAYERS CAMPAIGN.

SO GRAB SOME PENCILS, PAPER AND DICE - GET READY TO FILL YOUR DARK DUNGEONS AND LET YOUR PLAYERS FIGHT THE MONSTERS THAT LURK IN HERE.

DUNGEONSLAYERS

DUNGEONSLAYERS IS A PEN-N-PAPER ROLEPLAYING GAME, IN WHICH THE CHARACTERS ARE SLAYING MONSTERS AND LOOTING DUNGEONS IN AN OLD-FASHIONED WAY. THE RULE SYSTEM OF DUNGEONSLAYERS WAS DESIGNED TO BE VERY FAST AND SIMPLE - IN LESS THAN 5 MINUTES YOUR CHARACTER IS READY FOR HIS FIRST TRIP INTO A DUNGEON.

SO, WEAR YOUR CHAINMAIL, DRAW YOUR BLADE, BOW OR SPELLBOOK - THE DUNGEONS ARE AWAITING YOU...



[HTTP://WWW.DUNGEONSLAYERS.COM](http://www.dungeonslayers.com)