

BEAR

BODY 12 **AGILITY** 8 **MIND** 0
STRENGTH 3 **REFLEXES** 4 **REASON** 0
TOUGHNESS 3 **DEXTERITY** 0 **AURA** 0

15

(Enemy's Defense -2)

10

(12-2 Size)

15

50

100

BOAR

BODY 10 **AGILITY** 4 **MIND** 0
STRENGTH 1 **REFLEXES** 2 **REASON** 0
TOUGHNESS 4 **DEXTERITY** 0 **AURA** 0

13

(11+2 Tusks)

6

16

(14+2 Stiff-bristled hide)

24

49

DEATH VINE SHRUB

BODY 6 **AGILITY** 8 **MIND** 0
STRENGTH 3 **REFLEXES** 0 **REASON** 0
TOUGHNESS 0 **DEXTERITY** 4 **AURA** 0

11

(9+2 Death vine)

6

16

40

DEMON - LESSER

BODY 8 **AGILITY** 8 **MIND** 8
STRENGTH 2 **REFLEXES** 2 **REASON** 2
TOUGHNESS 2 **DEXTERITY** 2 **AURA** 2

10

(Enemy's Defense -2)

12

(14-2 Size)

10

10

Flying: Summoning: -2 WB+X/AV+X; Summoning -X

66

DEMON - GREATER

BODY 12 **AGILITY** 12 **MIND** 12
STRENGTH 3 **REFLEXES** 3 **REASON** 3
TOUGHNESS 3 **DEXTERITY** 3 **AURA** 3

15

(Enemy's Defense -4)

15

15

25

Flying: Summoning: -2 WB+X/AV+X; Summoning -X

119

DEMON - FEL

BODY 16 **AGILITY** 16 **MIND** 16
STRENGTH 4 **REFLEXES** 4 **REASON** 4
TOUGHNESS 4 **DEXTERITY** 4 **AURA** 4

20

(Enemy's Defense -6)

18

(16+2 Size)

20

60

Flying: Summoning: -2 WB+X/AV+X; Summoning -X

192

FIRE DRAGON

BODY 20 **AGILITY** 16 **MIND** 10
STRENGTH 5 **REFLEXES** 4 **REASON** 3
TOUGHNESS 5 **DEXTERITY** 4 **AURA** 2

35

(25+10 Claw; Enemy's Defense -10)

30

20+10 Breath of Fire)

12

(20-8 Size)

35

(25+10 Dragon Scales)

350

Breath of Fire: can be used every d20 rounds.
 Range DXx10m, cone shaped, only Magical Defense.
Flying: Mind Immunity (against mind effecting spells like sleep)

1258

GARGOYLE

BODY 8 **AGILITY** 8 **MIND** 0
STRENGTH 2 **REFLEXES** 3 **REASON** 0
TOUGHNESS 2 **DEXTERITY** 1 **AURA** 0

12

(10+2 Stone Claw)

13

(11+2 Size)

15

(10+5 Stone Skin)

10

Flies: Air speed = Speedx2

61

GIANT

BODY 16 **AGILITY** 6 **MIND** 2
STRENGTH 4 **REFLEXES** 3 **REASON** 1
TOUGHNESS 4 **DEXTERITY** 0 **AURA** 0

24

(20+4 Tree trunk)

10

(6+4 Risk)

5

(9-4 Size)

20

120

164

GIANT RAT

BODY 4 **AGILITY** 6 **MIND** 0
STRENGTH 2 **REFLEXES** 3 **REASON** 0
TOUGHNESS 0 **DEXTERITY** 0 **AURA** 0



(6+2 Sharp teeth)



(9+4 Quick +2 Size)



28

GOBLIN

BODY 4 **AGILITY** 6 **MIND** 2
STRENGTH 2 **REFLEXES** 2 **REASON** 1
TOUGHNESS 0 **DEXTERITY** 1 **AURA** 0



(6+0 Small club/knife)



(8+2 Size)

25

HARPY

BODY 8 **AGILITY** 6 **MIND** 6
STRENGTH 2 **REFLEXES** 2 **REASON** 0
TOUGHNESS 2 **DEXTERITY** 1 **AURA** 3



(10+2 Talons)



(9+1 Birdcall)



(10+1 Plumage)



Flies: Birdcall; Spellcasting - (MIN+AU) 2; 1x target (becomes helpless)

98

HORSE

BODY 8 **AGILITY** 12 **MIND** 0
STRENGTH 2 **REFLEXES** 6 **REASON** 0
TOUGHNESS 2 **DEXTERITY** 0 **AURA** 0



(18+2 Size)



70

MONSTROUS SPIDER

BODY 6 **AGILITY** 8 **MIND** 0
STRENGTH 1 **REFLEXES** 2 **REASON** 0
TOUGHNESS 2 **DEXTERITY** 2 **AURA** 0



(7+2 Mandibles)



(10+0 Web fluid)



(8+2 Spider sense -2 Size)

Web fluid No damage, but works like **HALT!** with duration = damage

79

OGRE

BODY 10 **AGILITY** 4 **MIND** 2
STRENGTH 2 **REFLEXES** 2 **REASON** 1
TOUGHNESS 3 **DEXTERITY** 0 **AURA** 0



(12+2 Great club)



(13+2 Filthy furs)



(8+2 Filthy furs -2 Size)



74

ORC

BODY 10 **AGILITY** 6 **MIND** 2
STRENGTH 2 **REFLEXES** 2 **REASON** 1
TOUGHNESS 3 **DEXTERITY** 1 **AURA** 0



(12+1 Spear)



(7+1 Spear)



51

RAT

BODY 2 **AGILITY** 4 **MIND** 0
STRENGTH 1 **REFLEXES** 2 **REASON** 0
TOUGHNESS 0 **DEXTERITY** 0 **AURA** 0



(3+1 Sharp teeth)



(6+4 Quick +4 Size)



17

RUST SLATER

BODY 8 **AGILITY** 6 **MIND** 0
STRENGTH 0 **REFLEXES** 3 **REASON** 0
TOUGHNESS 4 **DEXTERITY** 0 **AURA** 0



(8+2 Rust antenna)



(12+4 Chitin armor)



Rust Antenna; Hit destroys metal armor (regardless of Defense)

60

SKELETON

BODY 10 **AGILITY** 8 **MIND** 0
STRENGTH 3 **REFLEXES** 2 **REASON** 0
TOUGHNESS 2 **DEXTERITY** 2 **AURA** 0



(13+1 Shortsword)



(12+1 Wooden shield)



(10+1 Shortbow)



22



(10+1 Wooden shield)

Mind Immunity (against mind effecting spells like Sleep)

62

STONE GOLEM

BODY 8 **AGILITY** 6 **MIND** 0
STRENGTH 2 **REFLEXES** 3 **REASON** 0
TOUGHNESS 2 **DEXTERITY** 0 **AURA** 0



(10+4 Stone fist)



(10+5 Stone sin)



(9-2 Size)



40

Mind Immunity (against mind effecting spells like Sleep)

81

TENTACLED BRAIN

BODY 4 **AGILITY** 4 **MIND** 8
STRENGTH 0 **REFLEXES** 0 **REASON** 0
TOUGHNESS 2 **DEXTERITY** 2 **AURA** 4



(4+2 Size)



(10+2 Mind feeding ray)



6



8

Levitates; Targeted Spell; MIN-1 for d20 minutes, regardless of Defense; MIN=0-> target is permanently insane.

66

TROLL

BODY 12 **AGILITY** 6 **MIND** 2
STRENGTH 3 **REFLEXES** 3 **REASON** 1
TOUGHNESS 3 **DEXTERITY** 0 **AURA** 0



(15+3 Great club)



(15+2 Troll skin)



(6+3 Rock)



50



(9-2 Size)

Regeneration; Healing check made once per round, with check value = Body (12)

100

WOLF

BODY 8 **AGILITY** 8 **MIND** 0
STRENGTH 4 **REFLEXES** 4 **REASON** 0
TOUGHNESS 0 **DEXTERITY** 0 **AURA** 0



(12+3 Strong bite)



(8+1 Wolf's pelt)



(12+4 Quick)



18

ZOMBIE

BODY 12 **AGILITY** 2 **MIND** 0
STRENGTH 3 **REFLEXES** 1 **REASON** 0
TOUGHNESS 3 **DEXTERITY** 0 **AURA** 0



(15+3 Great club)



(15+2 Oblivious)



25

Mind Immunity; (against mind effecting spells like Sleep)

58

BODY

STRENGTH

TOUGHNESS

AGILITY

REFLEXES

DEXTERITY

MIND

REASON

AURA

BODY

STRENGTH

TOUGHNESS

AGILITY

REFLEXES

DEXTERITY

MIND

REASON

AURA

BODY

STRENGTH

TOUGHNESS

AGILITY

REFLEXES

DEXTERITY

MIND

REASON

AURA

BODY

STRENGTH

TOUGHNESS

AGILITY

REFLEXES

DEXTERITY

MIND

REASON

AURA

BODY

STRENGTH

TOUGHNESS

AGILITY

REFLEXES

DEXTERITY

MIND

REASON

AURA

BODY

STRENGTH

TOUGHNESS

AGILITY

REFLEXES

DEXTERITY

MIND

REASON

AURA

BODY

STRENGTH

TOUGHNESS

AGILITY

REFLEXES

DEXTERITY

MIND

REASON

AURA

BODY

STRENGTH

TOUGHNESS

AGILITY

REFLEXES

DEXTERITY

MIND

REASON

AURA

BODY

STRENGTH

TOUGHNESS

AGILITY

REFLEXES

DEXTERITY

MIND

REASON

AURA

BODY

STRENGTH

TOUGHNESS

AGILITY

REFLEXES

DEXTERITY

MIND

REASON

AURA

BODY

STRENGTH

TOUGHNESS

AGILITY

REFLEXES

DEXTERITY

MIND

REASON

AURA

BODY

STRENGTH

TOUGHNESS

AGILITY

REFLEXES

DEXTERITY

MIND

REASON

AURA

BODY

STRENGTH

TOUGHNESS

AGILITY

REFLEXES

DEXTERITY

MIND

REASON

AURA

BODY

STRENGTH

TOUGHNESS

AGILITY

REFLEXES

DEXTERITY

MIND

REASON

AURA

BODY

STRENGTH

TOUGHNESS

AGILITY

REFLEXES

DEXTERITY

MIND

REASON

AURA

BODY

STRENGTH

TOUGHNESS

AGILITY

REFLEXES

DEXTERITY

MIND

REASON

AURA

BODY

STRENGTH

TOUGHNESS

AGILITY

REFLEXES

DEXTERITY

MIND

REASON

AURA

BODY

STRENGTH

TOUGHNESS

AGILITY

REFLEXES

DEXTERITY

MIND

REASON

AURA

DUNGEONSLAYERS
AN OLD-FASHIONED ROLEPLAYING GAME

CREATURE WORKS

DUNGEONSLAYERS
AN OLD-FASHIONED ROLEPLAYING GAME

CREATURE WORKS

DUNGEONSLAYERS
AN OLD-FASHIONED ROLEPLAYING GAME

CREATURE WORKS

DUNGEONSLAYERS
AN OLD-FASHIONED ROLEPLAYING GAME

CREATURE WORKS

DUNGEONSLAYERS
AN OLD-FASHIONED ROLEPLAYING GAME

CREATURE WORKS

DUNGEONSLAYERS
AN OLD-FASHIONED ROLEPLAYING GAME

CREATURE WORKS

DUNGEONSLAYERS
AN OLD-FASHIONED ROLEPLAYING GAME

CREATURE WORKS

DUNGEONSLAYERS
AN OLD-FASHIONED ROLEPLAYING GAME

CREATURE WORKS

DUNGEONSLAYERS
AN OLD-FASHIONED ROLEPLAYING GAME

CREATURE WORKS