

# ROB'S DUNGEON GAME MONSTERS

<http://wanderinghorse.net/gaming/robsdungeon/>

This document is quite lean at the moment. I'm trying to add at least one entry per day (which has worked out well so far), and hopefully it will contain a reasonable amount of content before too long.

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-- Stephan Beal, 9 April 2009

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# 1 Preliminaries

## 1.1 License

*"You cannot guaranty freedom of speech and enforce copyright law."*

*Ian Clarke*

*"This [document] is encrypted with ROT26 encoding. Decoding it is in violation of the Digital Millennium Copyright Act."*

*Anonymous Software Developer*

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## 1.2 Credits

- Primary author: Stephan Beal (<http://wanderinghorse.net/home/stephan/>)
- Much of the material is rehashed from an uncountable number of sources.

# 2 Introduction

This is a supplement for Rob's Dungeon Game, providing a range of beasts to hack and slay. It is arranged alphabetically.

## 2.1 Monster Description Example

Monsters are described using a format similar to the following:

**Name**

**Level:** #

**HP Dice:** #

**Attributes** (if not Average)

**Scale:** #

**Attacks:** ...

**Defenses:** ...

Description...

Only the relevant fields are listed for each entry, and Level is only listed if one can reasonably assigned.

## 2.2 Monster Levels and Hit Points

A monster's level is an *approximate* rating of its toughness, and the number is basically an arbitrary decision made by the person describing the creature. It is not always possible (or feasible) to calculate (or determine) a level value for a given monster type, and the GM must make the final call as to whether a given creature is an appropriately challenging opponent for his PCs.

As a guideline, monsters listed with levels get 1d6 HP per level. The GM may, for the sake of simplicity, assume that all creatures of a given type have the same hit point count (3.5 x Level is the dice-rolled average). If a creature is listed as having a high or low CON, the GM should apply the CON score to each HP die.

Most creatures are listed as having HP Dice, which provide the same hit points as Levels do. If a given monster has both Levels and HP Dice, use the listed HP Dice, instead of the level, for determining HPs, and use the Level for use with effects which specify Levels. If a given monster has no Level rating, use its HP Dice as its level for purposes of spells and other effects which affect a certain number of levels of targets.

## 2.3 XP Values of Monsters

Defeating monsters, whether by destroying or subduing them or running them off, will normally result in an XP reward for PCs (divided evenly amongst those who took part in the encounter). There is no *complete* formula for calculating how many XP a given monster is worth. Here we will provide some guidelines.

General guidelines include:

- XP should be adjusted higher if the monster is particularly challenging or has special abilities.
- XP should be adjusted downwards if the monsters are no significant threat to the PCs.

### 2.3.1 XP per HP

A monster's base XP value can be reasonably based off of its hit points. However, because Scale plays such a large role in the effective value of HP, we should adjust the XP award based on the Scale of the defeated foe *relative to the victor(s)*. If, for example, three humans (Scale 0) defeat a Scale 2 monster, the monster has a relative scale of +2. For three ellyllon (Scale -9), that same beast would have a relative scale of 11! The GM will have to fudge a bit with parties made up of PCs of differing Scales.

Here is a basic formula for adjusting XP based on Hit Points and Scale:

- The base value is the HP of the defeated foe.
- For each positive level of scale the foe has (or had) in relation to the victor(s), multiply the value by 1.3.
- For each negative level of scale the foe has (or had) in relation to the victor(s), divide the value by 1.3.

That formula provides the following numbers:

Factor/Level:		1.2	
+ Scale	XP per HP	- Scale	XP per HP
0	1	0	1
1	1.2	-1	0.83
2	1.44	-2	0.69
3	1.73	-3	0.58
4	2.07	-4	0.48
5	2.49	-5	0.4
6	2.99	-6	0.33
7	3.58	-7	0.28
8	4.3	-8	0.23
9	5.16	-9	0.19
10	6.19	-10	0.16
11	7.43	-11	0.13
12	8.92	-12	0.11
13	10.7	-13	0.09
14	12.84	-14	0.08
15	15.41	-15	0.06

(Tip: if you have this document in OpenDocument format you can double-click that table and change the Factor value to make minor changes to the formula.)

Re-using the above examples, if the defeated Scale 2 monster had 10 HP, the humans who defeated it should get  $(10 * (\text{Relative Scale } 2 = 1.44)) = 14$  XP to divide amongst themselves. The ellyllon, however, would get  $(10 * (\text{Relative Scale } 11 = 7.43)) = 74$  XP!

The above multiplier should only apply to XP bonuses from special monster abilities if those abilities are somehow scale-dependent (e.g. do damage modified by scale). This multiplier should not apply to abilities which have an effect which doesn't depend on their scale. Examples of abilities which should *not* get this multiplier include: normal attack or defense bonuses, shape-shifting, flight, enhanced speed, and many others.

## 2.4 Combat Skill

Some monsters will list a Combat Skill rating, which the GM should use as a guideline for purposes of determining to-hit scores. Typically, their Combat Skill rating is added to any to-hit rolls. Most monsters are assumed to be average combatants, getting no inherent bonus or penalty to hit their targets.

## 2.5 Monsters as PCs

With the GM's permission, players may take certain monster types as PCs. Particularly well suited are those races which are, at least behaviorally, close to humanoids. e.g. centaurs and goblins. An all-goblin or all-centaur play group could lead to all kinds of adventures which human PCs wouldn't have. Creative players and GMs can certainly have fun with a number of unconventional PC races, e.g. treants, trolls, or even a cockatrice. Darker-minded GMs might even want all PCs to be undead.

## 2.6 Generic Rules

The creature descriptions often refer to specific rules from in the basic rule book. For example, regarding grappling or the delivery of poison. See the basic rule book's index for the exact rules.

# 3 Creature Classifications

Many creatures fall into general categories, such that all creatures described as belonging to that category have certain properties. This is a simple way of reducing repeated rules. By saying, for example, that a creature is Mindless, we then know it has all the abilities and disabilities of Mindless creatures (section 3.2).

The commonly known classifications are listed below in alphabetical order. Any given creature may belong to several classifications.

## 3.1 Scale-piercing Poison

These creatures have, or may wield, an attack which is poisonous. If the attack penetrates all defenses of the target (armor and magical defenses), *not* counting the defender's Scale, then the poison is delivered even if the damage does not penetrate the defender's Scale. The exact effects of the poison depend on its source.

## 3.2 Mindless

Mindless creatures are unintelligent, uncreative, and are unaffected by any spells which affect the mind. This includes, but is not limited to, illusions, charms, suggestions, and the like.

Mindless creatures always fight to the death unless ordered by their master to break off combat.

## 3.3 Non-corporeal

Non-corporeal creatures have no physical bodies. They are unaffected by most mind-altering and physical effects, but some may be damaged by enchanted weapons or certain magical effects. Non-corporeal creatures can move in any direction, and can move right through any physical object as if it wasn't there. Some, however, may deal damage or have other effects if they come into contact with a living being.

Their attacks are not normally blocked by armor, though enchanted armor might provide some benefit.

Non-corporeal beings might have an apparent size, but they have no real mass in the physical world. For most purposes, Scale is ignored when in combat with such beings. That is, all damage received or given by the being is treated as if the being were the same Scale as the other combatant.

## 3.4 Undead

Undead are creatures created by evil gods or powerful evil wizards. Most inhabit the bodies of dead beings with a form for energy known as "unlife." Some have only non-corporeal forms, existing somewhere between this world and another.

Undead creatures can often be affected by the holy powers of clerics (e.g. Turn Undead).

Though some of the more powerful undead are quite intelligent, all undead are unaffected by mind-altering spells as if they were Mindless (section 3.2). As their bodies are not living tissue, the undead are immune to all types of poisons which affect organic matter.

Undead feel no pain and suffer no penalties for being Hurt, Very Hurt, or Critically Wounded. The GM may waive that benefit for certain undead types. For example, skeletons do not feel pain, but as their bones are broken off (via damage) they slowly lose the ability to fight, and this is treated as the normal Hurt penalty.

Undead do not heal through natural processes, though some types can be repaired or can regain unlife force by draining life force from living beings.

By canceling out their unlife force, clerical healing spells like Cure Light Wounds will deal damage to the Undead, equal to the amount which would normally be healed. A resurrection spell or the like will deal great damage to most undead, or outright destroy them (GM's call), leaving a lifeless body.

A body which has been animated as an undead can never again be resurrected except as another undead. The possession process makes the body unsuitable for any form of magical resurrection which might otherwise be used to restore a dead character.

### **3.5 Unique**

While all of [all of] the gods' creatures are unique in their own ways, these creatures are truly unique. They are the only ones of their kind. If they are killed in a given campaign world, they're gone forever. Or they're gone until the GM says otherwise.

Such creatures are normally very powerful, and often have very specific ideals and goals. They do not just randomly appear in a dungeon.

### **3.6 Winged Flyer**

Almost all creatures with wings have the following in common:

They cannot fly when they are Very Hurt. If a flying creature receives enough damage to rate it as Very Hurt then it must make an Average DEX (or equivalent) check to make a safe crash landing (remember to count the Very Hurt penalty!). A failed role may result in more damage, as determined by the GM's interpretation of the situation.

## **4 Converting from Other Game Systems**

It is remarkably simple to convert creatures from arbitrary game systems to this one. Here are some guidelines...

### **4.1 From *Fudge***

Creatures from Fudge-based systems can be used almost as-is. The GM must assign a Level/Hit Points, but most other Fudge-style statistics require no translation. This game uses a slightly different base numeric range than Fudge (+/-5, as opposed to +/-4), but the range is not statistically different enough, for monster conversion purposes, to lose any sleep over.

### **4.2 From *d20* and similar**

For creatures from systems which use Hit Dice to determine a monster's level, follow these guidelines:

- Convert the Hit Dice to HP Dice or Levels, as appropriate. However, because Scale works like "reusable HP", the number of dice should be reduced significantly for very powerful creatures. e.g. a dragon might have 13d12 HP in some games, but that should be cut down to 10d6 or fewer because Scale accounts for a lot of those HP. There is unfortunately no formula here.
- Figure out a reasonable Mass Scale (some creature descriptions list a weight range, making this conversion very simple).
- Attributes can be assigned by determining whether the other system's attributes are Average, Good, Poor, etc., in relation to that system's median values (typically in the range of 8-12 for d20-like systems).
- Attacks: in such systems monsters often get 2 or 3 attacks per round (the classic "claw/claw/bite" routine), whereas in these rules monsters typically only get one attack each round (though they may have multiple modes of attack).
- XP values should *not* be directly converted, as they are likely to be much higher than the ranges this system uses. Instead, re-calculate (or guess) the XP value based on the converted monster's statistics.

### **4.3 From *Tunnels & Trolls***

TODO. Perhaps simply: HP Dice = Monster Rating/15, adjusted for special abilities?

# 5 A

## 5.1 Ant, Giant

**HP Dice:** 1-2

**Scale:** -2 to 0

**Attacks:** bite (ODF 1)

**Defenses:** hard skin (ODF 1)

**Movement Scale:** normal 0, run up to 1

**Classifications:** Mindless

Giant ants, deep red to black in color, thrive in the tropics and deserts of the world. They survive by both scouring the surface for food and by growing their own fungi by collecting chewed bits of food in large underground chambers and letting nature take its course.

Giant ants are omnivores and will attempt to capture any creatures they come across while foraging (but will not give chase unless there is no other food source around). Such creatures will be killed and carried back to the mound, torn into pieces if they are too big to carry or won't fit in the ants' tunnels. Ants can easily carry several times their own body weights, and have an overall strength much higher than their size suggests.

The queen ant, found deep within a mound, is a huge (Scale 2-4) ant with wings, but is functionally immobile - she is too large to move under her own power.

Giant Ant mounds may have as few as 100 workers or as many as 1000. For every worker ant there are typically several smaller ants which take care of the fungi farms, caring for the queen, and so on. These are not capable of combat.

## 5.2 Ant Goblin

**HP Dice:** 1-2

**Scale:** -2

**Attacks:** weapon, leader subspecies can bite (ODF 1)

**Defenses:** tough skin (ODF 1)

**Movement Scale:** -1

The Ant Goblins are not true goblins, but are similar in size (slightly smaller), and insectile in appearance, with small antennae and faceted eyes. To humanoids they are indistinguishable from one another, though upon close examination each one has a series of freckle-like dots along their chests and backs which can, in theory, be used to distinguish between individuals.

They are invariably found in the company of ants or other insects, which they seem to be able to control and use as mounts and beasts of burden. They take up residence in giant ant mounds. It is unknown what type of relationship Ant Goblins have with the queen ant (e.g. whether she is subjugated, replaced, or worshiped).

Ant Goblins have no voices, but communicate amongst themselves with a clicking language and scent glands (similar to the ones ants use to mark their trails). They are tribal in nature and any encountered outside their lairs are led by a single leader to whom the others blindly defer. Like ants, each ant goblin places the utmost value on the survival of the tribe over themselves, and they will freely sacrifice themselves for their tribe. They seem to have a sort of hive mind, and individuals cannot act freely on their own. A lone Ant Goblin effectively cannot act - and will sit idly until it starves to death or is ordered to do something by a leader ant goblin.

Though not strictly unintelligent, ant goblins have much different thought processes than mammalian or reptilian humanoids, and are unaffected by most (but not all) mind-affecting spells. Their eyes see simultaneously in multiple spectrums of light, and they can normally detect invisible beings.

# 6 B

## 6.1 Basilisk

**HP Dice:** 4

**Scale:** 4

**Attacks:** claws, horns, or bite (ODF 1), plus gaze (see below)

**Defenses:** tough hide (DDF 1)

**Movement Scale:** 0

Basilisks are large (3 meter) reptiles with horn-like spikes jutting from their back, tail, and the top of their head. They frequent woodlands and underground caverns, and will eat carrion as readily as they will eat a fresh kill.

Aside from being a ferocious combatant, the basilisk's mere gaze can turn victims to stone.

Anyone in combat with a basilisk must continually avert his eyes to avoid even indirect eye-to-eye contact with the basilisk, getting a -2 to all to-hit rolls. Anyone foolish enough to not avert their eyes will be the target of the basilisk's gaze, which it can use once per round in addition to its normal attacks. The basilisk must simply peer at its target for a second or so, then the target must make a Good CON check or immediately turn to stone. Even indirect eye contact is enough to trigger the effect – the basilisk's eyes must simply be visible in the peripheral vision.

See Cockatrice (section 7.2, page 9) for more information about turning to stone (and, hopefully, back again).

Basilisks are not immune to their own gaze, nor the gazes of other basilisks. If one can be tricked into looking into a mirror, there is a good chance of getting it to turn itself to stone. How do they reproduce? They are asexual, and occasionally lay a single egg which will eventually hatch a small (Scale -3) but fully-functional basilisk. Basilisk eggs are illegal in civilized lands but are extremely valuable to many wizards for use in various enchantments.

## 6.2 Bawpinbawb

**Classifications:** Unique

Bawpinbawb is... (Rob, fill this out for me!)

## 6.3 Beetle, Labyrinth

**HP Dice:** 2

**Scale:** 0

**Attacks:** spit (see below)

**Defenses:** hard shell (ODF 2)

**Movement Scale:** 0

**Classification:** Scale-piercing Poison, Mindless

Labyrinth beetles are large beetles, about half a meter tall, one meter wide, and one and a half meters long, with six legs and shells the color and overall texture of stone. They eat smaller insects and carrion, and are sometimes found in small groups if food is plentiful. When they detect other creatures, they will fold their legs up under their bodies and will appear to the casual observer to be large rocks. They will not attack unless provoked (e.g. the PCs want to examine the beetle's current meal for treasure).

To attack it spews a ball of sticky spittle up to 10 meters, which stinks atrociously and against which neither Scale nor armor provide any protection. If it hits, the caster must make a Great CON check *each round* or be violently nauseous, at -2 to all actions and reduced to half normal movement speed (and unable to fly, if it is a flying creature). The effect lasts 1d6x10 minutes or until the slime is washed off (water won't do, but mild alcohol, such as wine or beer, will). With the attacker retching his lunch up, the beetle will attempt to flee. After recovering, the victim will be weak (-1 to all actions) for another 1d6 times 10 minutes from the constant retching minutes.

The undead, and creatures without a sense of smell, are unaffected by the spittle.

Their spittle glands and powder made from this pulverized shells is are used in certain spell components, and they fetch a moderate price in magical markets.

## 6.4 Brave Robin

This little bird is actually harmless, but *it doesn't know that*. During mating season, Brave Robin males try to impress the females by antagonizing any larger creature they can find. The larger the better. On the ground, they hold up their wings, making themselves look much larger, while hopping around on their little feet and peeping violently. In the air they flit around the target, peeping madly the whole time but never actually attacking. They normally continue their "assault" until one of the following happens:

- The "foe" moves out of bird's territory.
- The foe dies. If he plays dead (just lies still) the bird will do a brief victory dance, flitting and jumping around the body of his defeated foe. After a moment the robin will get bored, or get the attention of a female, and fly off.
- If the robin becomes seriously threatened, he will leave, but may continue to peep at the foe from a distance.
- It is not unknown for the robin to be eaten or otherwise killed. Some 3/4ths of Brave Robin eggs hatch male birds, but far fewer live long enough to breed.

The robins do have a few "foes" they won't antagonize, at least not up close. These include anything which looks (to them) like a cat or large snake (small snakes get no mercy, and might even be pecked at).

Even to ellyllon, Brave Robins are not dangerous, only annoying. Some ellyllon villages use nearby robins as early warning systems, and may even keep some around to subtly drive casual forest wanderers away from the ellyllon village.

# 7 C

## 7.1 Centaur

**HP Dice:** 3-5

**Scale:** 5

**Attributes:** Good CON

**Attacks:** hooves (ODF 1) or weapon

**Defenses:** fur (ODF 1), sometimes light armor (additional +1)

**Alignment:** Lawful or Neutral

Centaur's have the body of a horse and the torso of a humanoid. They tend to live in nomadic tribes of 30-150 led by a tougher-than-average male. Each tribe normally has at least one healer (equivalent to a Clerical Priest), and at least 1/2 of of the band is combat-capable (though the females rarely engage in melee, they support their males with missile fire or (more rarely) magic). Family bonds are sacred to centaurs, as is the bond with one's village-mates.

They are as intelligent as most other humanoids, but have not developed as far culturally, seeming to be satisfied with a nomadic lifestyle. They have their own language and are capable of learning new ones. They typically ask to trade with those they encounter, but if threatened they will attack. When they have enough space to charge an opponent (at least 10 meters), their melee attacks get +2 ODF due to their momentum. Centaurs often carry a shortbow and a sword or mace of some type.

Centaur's are, without exception, extremely claustrophobic, and will refuse to go indoors or underground. Their own shelters are normally either simple lean-to's or large tents with open sides, and Centaurs can bear any harsh weather except for extreme cold (and only then will they close their tents).

The majority of centaurs roam the plains, but there are rumors of desert-dwelling centaurs.

Being ridden by other beings is insulting to a centaur, and very few centaurs will allow themselves to be ridden. Nor will they allow themselves to be branded. They do, however, sometimes take employment as scouts or message runners for non-centaur employers.

Centaur's from various bands often meet once or twice a year in designated places to exchange news, form new families, and generally celebrate. Inter-tribal competition is common, but only occasionally escalates to actual violence. Centaur outlaws are normally either killed or branded and banished.

## 7.2 Cockatrice

**HP Dice:** 2

**Scale:** -4

**Attacks:** peck and petrify (see below)

**Defenses:** none

**Movement Scale:** -1

**Alignment:** Neutral

**Classification:** Winged Flyer (but see below)

A cockatrice looks like a rooster with a long reptilian tail. They eat insects and worms, but will confront any they come across, attempting to scare them away. Despite their size, they are terribly feared because of their ability to turn living beings into stone.

A cockatrice's peck does insignificant damage to most creatures – treat it as ODF -2. However, if it does indeed penetrate armor, or touch the skin at all, even if it does no damage, the victim must immediately make a Good CON check or turn to stone! This attack is treated as a poisonous attack for purposes of determining whether or not it takes effect (i.e., scale does not count for defense purposes).

Stoned victims are doomed to spend eternity as a statue unless certain powerful magics are employed to restore them. When a cockatrice dies, its beak loses the stoning effect immediately.

A cockatrice can fly, but only for one round at a time every other round. When airborne, their Movement Scale increases to 2 for the round but, unlike most winged creatures, they cannot "sprint" any faster than that.

Cockatrices are found in a wide variety of climates, even underground, and seem to have no specific climate preferences. They are highly valued by certain wizards, who use nearly every part of them for various spell components.

## 8 D

### 8.1 Dragon

Dragons are amongst the most magical creatures of the realms. Massive winged reptilians, few heroes are foolish enough to actively seek out dragons to fight.

Their sizes, strengths, and powers vary widely with age, and vary amongst the different species. Some generalities are described here.

They are all overall reptilian in appearance, with four legs, wings, and massive teeth. They are agile, quicker than their appearances would suggest. Their speed and raw strength, combined with their sword-like claws and teeth, make them deadly combatants. Their front two "paws" are mostly prehensile, but not suited to fine-detail work. (It's not as if ripping a knight in two requires any finesse.)

Despite their being extremely magical in nature, and some species being quite intelligent, it is uncommon for them to make great use of magic for spell casting. Few members of the spell-casting races are willing to teach dragons, largely because the temperament of dragons is not always non-lethal towards "small creatures" in their vicinity. Another reason is because those who practice magic well enough to teach a dragon understand that once a dragon learns how to cast fire spells, the nearby towns are not safe<sup>1</sup>. This is not to say that no dragons cast spells. It is not uncommon for a dragon to learn Communication magic. They have a native language, but do not normally speak humanoid languages. They can teach and learn skills, assuming they can communicate. They typically live alone or in couples, but groups are sometimes seen. Unless hungry, a dragon normally pays little attention to smaller beings in its vicinity, treating them as modern Earth humans treat pigeons on the sidewalk, or as a turtle would treat a passing beetle. They are confident in their ability to eat whenever they damned well please, and therefore make no rush about finding their next meal.

Dragons attack with their claws, by biting, or even with their tails. They normally get only one attack per combat round, but they may be able to swipe at two or three targets with one attack, especially with their tails (this all depends on how much detail the GM wants in combat).

They have Good eyesight and a Great sense of smell, and female dragons have the ability to "smell" whether another dragon is related to them or not. A female can recognize her mother, father, and siblings by smell even if she has never seen them before. More distant relations can be detected, at a difficulty proportional to how far removed the relation is (GMs call - grandma should be easy, 3rd cousin might be difficult).

Except when a female is "in heat", she is unlikely to accept any advances from male dragons, and they are fully capable of holding off aggressive males. Non-dragons cannot tell the difference between male and female dragons without a very close inspection. They breed at long intervals, at least waiting until their current litter of children have moved out or been killed, and some dragons never have more than one litter. Pregnant females

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<sup>1</sup> Of course, there are those who think that torching a village or two is a great way to spend a weekend.

gestate for 3 months then lay eggs, normally between 2 and 4 of them. The eggs hatch after 4-5 months, giving way to mostly-aware, but quite clumsy, baby reptiles.

Dragons are relatively common in some places, while wholly unknown in many other areas. Humans almost invariably try to exterminate any dragons found in the vicinity, though in some areas dragons are given sacrifices (normally food in the form of livestock), either in return for being left alone or in return for protection. They are very calculating creatures, and good forward-thinkers, and intelligent enough to negotiate if it seems in their best interests. Few dragons are outright fools.

Like alligators, dragons continue grow as long as they live. Nobody is certain how long they live, but some estimates say 300 years or more. A great number of dragons die before reaching adulthood, often from too many swords being stuck in their bodies. After reaching adulthood a dragon is relatively safe from humanity - they normally cannot be defeated by anything other than strong magic or siege equipment. Dragons do not appear to get "mentally old" until very late in their life - normally within a year or two, sometimes less, of their death. An old dragon who allows himself to grow weak might die under the weight of his own formidable armored scales.

While dragons have no native economies, as humans know them, some collect items which might be valuable to other races. Some dragons collect for trade, some to show off how many knights they've killed, and some just because they like the way the metal shines. Many dragons do not hoard anything, much to the disappointment of the adventurers who kill them in hopes of finding a huge mound of gold.

A GM may wish to allow dragons as PCs. Dragons are normally Fair in all attributes except CON, which is normally Great. Their overall intelligence level is approximately that of humans, but their thought processes and world views are *much* different, and dragons have much different personalities than humans do.

Unlike most "monsters", dragon deities do exist, and some dragons actively follow (or work on behalf of) a deity (be it dragon or not). GM willing, a dragon cleric is not an impossibility.

### 8.1.1 Generic Dragon Age & Scale (no pun intended) Chart

This chart summarizes characteristics of the "average" dragons (based on typical fantasy depictions). The smaller species will have Mass Scales, armor, and damage, on the lower end of the ranges, while the larger species lie in the higher ranges. Some species fall well outside of these ranges.

Age (% of max)	HP Dice	Scale	Combat Skill	DDF (natural armor)	Claw/Bite ODF
Baby (0-5%)	1-2	0-2	Mediocre	+1	+0/+1
Young (6-15%)	3-4	3-5	Fair	+2	+1/+2
Adult (16-60%)	5-7	6-8	Good	+3	+2/+3
Old (61-80%)	8-10	9-11	Great	+4	+3/+4
Ancient (81%+)	11+	12+	Great	+4	+3/+4

GMs are of course encouraged to tweak this table to suit their needs.

The *Combat Skill* column is a guideline for use in determining a dragon's to-hit chances.

### 8.1.2 Movement Scale (again, no pun intended)

A dragon's Movement Scale depends on whether he's on the ground or flying.

A flying dragon has a minimum Movement Scale of 4, and cannot sustain flight at slower speeds. They have a *maximum* flight Movement Scale equivalent to 4 plus half of their Mass Scale. A casual dragon cruising speed is about Scale 5 or 6.

A Very Hurt dragon cannot sustain flight, and must make a Good DEX check to make a safe landing (a failed check might result in more damage).

### 8.1.3 Breath Weapons

Many species of dragon can expel noxious, toxic, or damaging substances or energies from their mouths. Here are some general guidelines...

A so-called *breath weapon* can be used in place of a normal attack, and can be made while flying. The dragon can "shoot" his particular breath weapon up to a range of 5 meters per scale level (or two meters for *really tiny* dragons of Scale 0 or lower). The exact form and substance depends on the species, e.g. a cloud of poisonous

gas or a cone of fire, and the exact defenses against them vary by type.

The exact damage dealt by a breath weapon must normally be determined by the GM. The default is an ODF equal to the Scale of the dragon, but certain breath attacks will do more, less, or other types of damage (e.g. stunning a target, rather than HP loss).

Unless otherwise noted (or ruled by the GM), PCs who make a Good DEX check take only half damage from breath attacks. Some types of attacks may require another check instead (e.g. CON for poison gas) and possibly with a different difficulty level. A critical success on such a check should be interpreted as completely dodging, blocking, or otherwise somehow avoiding the attack.

The GM must determine how often his dragons can use their breath weapons. The default is once per day, plus once for each full three Scale levels. Thus, Scales 3-5 can breath twice per day, 6-8 three times, 9-11 four times, etc.

Guidelines for the various types of breath weapons are given below.

### 8.1.3.1 Area of Effect

A dragon can aim its breath in any direction, even behind itself unless the GM determines that its mobility is somehow limited (e.g. in tight dungeon corridor). Most, but not all, dragons are immune to the effects of their own type of breath weapon (whether from themselves or from a similar dragon of equal or lesser size).

The area of effect for breath weapons normally follows one of these schemas:

- **Ray/Line/Bolt/Stream:** the substance emits in a straight light (or close to it), about 1/4<sup>th</sup> the width of the dragon's head. It will stop (or deflected, depending on the substance and the blocker) when it hits something.
- **Ball/Glob:** Like a Bolt, but it expands/explodes/splatters at the impact point, spreading roughly in a sphere with a radius of half a meter per Scale level. A save can sometimes avoid all damage, depending on how violently the substance expands/explodes/splatters.
- **Cone:** the substance spreads over a cone-shaped area, with an apex as wide as about 1/3<sup>rd</sup> of the total distance. Multiple targets may be affected, and only complete cover will completely block the effect. Creatures in the area of affect are automatically hit but may get a saving throw, depending on the substance, to dodge the attack or reduce the damage. GMs may also wish to account for special cases, e.g. a PC carrying a large, fire-proof shield might be able to prevent all damage from a Cone of Flame on a successful Good DEX check.
- **Cloud:** the substance spews forth as a cloud, out to half the normal range, and half that far across and deep. e.g. a Scale 6 dragon might spew a poison cloud enveloping approximately  $(2.5 * 6) = 15$  by  $(15/2) = 7$  by 7 meters. A dragon which fires at the ground where it is standing (or at an opponent very near its feet) will instead create a roughly circular cloud with a diameter of two meters per Scale level. Creatures in the area of affect are automatically hit but may get a saving throw, depending on the substance. The GM may allow creatures on the outer edge of the area of effect to avoid the attack on a successful save.

The GM is of course free to invent or adapt other schemas.

### 8.1.3.2 Breath Types

Dragons of myth and lore have a wide variety of breath weapons. Here is a summary of the more common ones:

- Cone of Fire
- Cone or Cloud of Frost
- Ray of Ice
- Cone or Ray of Liquid of some sort
- Bolt of Lightning. Metal armor does not protect against lightning damage.
- Cloud or Stream of Gas
  - **Poison Gas:** make a Good CON check to halve damage. Older/larger dragons may have more potent poisons, requiring a Great or even Superb CON check.
  - **Sleeping Gas:** as for poison gas, but a failed roll simply puts the targets to sleep. Success avoids the effect entirely.
  - **Hallucinogenic Gas:** make a Great CON check or suffer severe hallucinations for Scale rounds.

### 8.1.4 Common Species

And finally, here is a summary of some of the species of dragons. For the Scales and HP dice, see the chart above. If a given species is noted as being "large" or "small", use the higher or lower values, respectively, from the ranges shown in the chart.

Type	Breath	Breath Save	Climate Preferences	Size Tendency	Alignment Tendency
Red	Cone of Fire	Good DEX to halve	Volcanic, tropic	Large	Evil
Green	Cloud of Poison	Good CON to halve	Swamp, tropic	Small	Neutral or Evil
Black	Blob of Acid	Good DEX to halve	Caverns, abandoned ruins	Medium	Evil
White	Cone of Frost	Good DEX to halve	Arctic	Small	Evil
Blue	Bolt of Lightning	Good DEX to avoid	Desert	Medium	Evil
Gold	Cone of Fire	Good DEX to halve	Any	Large	Lawful
Sea	Cloud of Steam	Good DEX to halve	Oceans. Can breathe underwater.	Medium	Evil

## 8.2 Dryad

**HP Dice:** 2-4

**Scale:** 0

**Attacks:** if forced, unarmed (ODF -1)

**Defense:** see below

**Alignment:** Neutral

Dryads are woodland spirits which live inside trees. They can take a corporeal form, normally appearing as a fair maiden. They can enter any given tree in the area to escape, merging their incorporeal forms with the tree. From there they can move freely to any tree which (in the GM's opinion) is in contact with the tree she currently inhabits (whether via roots or touching branches). They live in, and are part of, a specific tree, from which they may never venture very far (some estimates say 100 meters). If forced to venture further, they will die within a matter of minutes.

Dryads never attack, and will attempt to flee into the nearest plant if threatened. When outside of a plant, they must keep corporeal form and are therefore subject to detainment. As long as they can come into contact with a bush or tree (something more significant than grass), however, they can immediately transform into incorporeal form to escape.

Dryads will often attempt to charm charismatic males. They can cast a Charm spell as if they were a Wizard of their own level, with a +1 to the roll. On success, the affected male will do whatever he can to get to the dryad (short of attacking his colleagues). When they come into contact, the dryad will immediately disappear, with her new toy, into the nearest tree. Occasionally young men return from the realm of the dryad, normally several years after having been abducted.

Killing a dryad's tree will slay her but will not free any victims.

Dryads will sometimes appeal to passers by for help if, e.g. something is threatening her woods.

Some ancient dryads live in trees hundreds of years old and are much more powerful than described here, and may have a range of magics at their disposal.

## 9 E

## 10 F

## 11 G

### 11.1 Gargoyle

**HP Dice:** 1-3

**Scale:** Various, normally -1 to +1

**Attacks:** claws (ODF 0)

**Defense:** stone-like skin (DDF 4), immune to organic-affecting substances (e.g. all poisons and some acids), and take no damage from flame (unless extreme, e.g. lava), cold, electricity, and possibly other types.

**Classifications:** Winged Flyer

Gargoyles are magical winged humanoids, normally constructed by powerful wizards to guard their homes and treasures or act as scouts and spies. Created from statues, they come in a variety of sizes, but are always heavy for their size (one or two Scales higher than their size might suggest). Derived from stone, they have exceedingly tough hides. Though they can (clumsily) fly, they cannot carry more than 5 or 10kg while doing so, and cannot fly for long periods without resting (10 minutes of rest for every half hour of flight). A Very Hurt gargoyle cannot fly, and if hurt in the air he must make a Good DEX check to make a safe crash landing (failure means more damage).

Gargoyles can sit motionless for days at a time, and are often mistaken for statues. Indeed, they often take up place alongside normal statues, which makes them even more difficult to spot.

Gargoyles are normally quite loyal to their masters, but some wander off and take up residency wherever they can find a supply of food (pigeons will suffice if nothing else is around) and (preferably) statues to hide amongst. Cathedrals are a favorite hide-out of gargoyles.

Gargoyles will attempt to flee if a fight is going against them. They are intelligent enough to negotiate for their lives, and can normally speak the same tongue as their creator. Some may offer their services as a scout or watchdog, but few free/uncontrolled gargoyles will willingly put themselves in unduly dangerous situations. They like easy work where they can sit for long periods of time.

### 11.2 Gelatinous Cube

**HP Dice:** 3-6

**Scale:** 2-4

**Attacks:** see below

**Classifications:** Mindless

A gelatinous cube is a translucent squarish blob, up to three meters per side. They move slowly (about 2 meters/round) and eat by digesting anything which they can crawl over and absorb.

The jelly-like bodies of cubes are effectively immune to most weapons and poisons, but they take normal damage from fire, lightning, and most magical effects. They are creatures of reflex, having no brains whatsoever, and are thus unaffected by mind-altering magics. They have no senses other than the ability to sense vibrations (equivalent to poor hearing), and cannot be affected by spells which affect normal senses (except hearing, which is the cube's equivalent of sight).

When a cube comes into contact with a creature, the creature must make a Great CON check or be paralyzed for a number of minutes equal to how much the role was missed by. If the creature gets no assistance, the cube will smother and absorb it, digesting it over a period of several weeks.

Cubes are not fast enough to actively attack, but are often overlooked and bumped into. If recognized before touching them, they can normally be safely avoided. Dungeon managers often use them to keep the hallways swept clean, and they are sometimes used to block exits to prisons.

They absorb all kinds of materials, including treasures, but only digest organics. Inorganic materials are expelled one to three weeks after they are absorbed.

### 11.3 Ghoul

**HP Dice:** 2-4

**Scale:** humanoid

**Attributes:** DEX -1

**Attacks:** claws (ODF 0) or weapon

**Classification:** Undead, but see below

Ghouls are intelligent undead akin to Zombies (page 30, section 30.1), but they tend to keep to themselves rather than form mindless mobs. The exact conditions under which ghouls rise from the dead are unclear, but it does appear to be a more or less random occurrence which occurs within a week or two of death. They can be of any humanoid type.

While intelligent, they are immune to mind-based effects, just like other undead. Their life-time personalities are lost in the process of rising from the dead, and most ghouls would appear to essentially have the same "personalities" (largely neutral or ambivalent regarding anything which doesn't directly threaten them or their livelihood).

They eat carrion, preferring that of humanoids, and ghouls typically "live" in groups of 3-5 in areas where dead bodies are common, preferring graveyards because of the constant influx of new meat. Only a desperate or mentally instable ghoul will attack living beings for food. Like Skeletons (page 25, section 23.2), Ghouls are immune to pain but do suffer the normal penalties for being hurt.

Ghouls sometimes spend a great deal of time discretely building networks of tunnels and crawlspaces under a graveyard, and they avoid exposing themselves at all costs because being exposed invariably means having to leave for a new home before the local clerics arrive to destroy them.

Ghouls do not heal naturally, and must ingest meat in order to heal (the fresher the better, but they prefer it cold). As long as they have a steady supply, they can heal at about the same rate as humans. Ghouls are, except to the most casual onlooker, impossible to mistake for living creatures, as their skin tends to turn gray and taught with age. Some ghouls have bodies in *relatively* good conditions, and can speak with some difficulty if they must. Most ghouls, however, have bodies long past their primes and cannot speak.

When a ghoul's body takes enough damage, it is destroyed and whatever force animates it disappears immediately. Ghouls consider themselves to be sensitive living beings, however, and will actively try to prevent their destruction.

### 11.4 Giant

Giants are, as their name implies, humongous humanoids. Their various races vary significantly in size and overall temperament. Like most other intelligent races, giants have their own deities, who are every bit as real as any other deities out there.

Their overall statistics are:

Race	Scale	Movement Scale	Alignment Tendency
Hill	8	1	Evil
Stone	9	2	Neutral
Frost	10	2	Evil
Fire	10	2	Evil
Cloud	11	3	Neutral
Storm	12	3	Lawful

They have a number of HP dice equal to their Scale. Their approximate height, in meters, is just under half of their Scale.

Giants' intelligences can be measured in human scales, but they are not as culturally well-rounded. The larger variants tend to live solitary lives, while the smaller ones often live in tribes.

While giants are excellent melee combatants, they can also throw nearby objects (e.g. boulders) until their quarry is in range for hand-to-hand combat. Any object with a mass scale equal to the giant's scale minus 8 can

be effectively picked up and thrown (the exact maximum distance must be determined by the GM). Such missiles have, unless the GM determines otherwise, an ODF of 0 but will add the scale of the thrower to the damage. Relatively soft objects, like peasants and PCs, might do less damage to those they hit.

The races of giants can be summarized as follows:

**Hill Giants** have Poor intelligence and live much like ogres do. They wear thick hides from large animals (ODF 1) and wield spears, clubs, and boulders. They tend to live in caves or simple shelters in temperate or slightly cool climates. Pillaging is a favorite past-time of theirs, and they won't hesitate to "play with" any small humanoids they come across (this normally entails pulling their arms and legs off and then eating them).

**Stone Giants** have Mediocre intelligence and tend to mind their own business. They tend to live in hilly or mountainous areas in temperate climates. They can often be negotiated with and will not attack if not approached threateningly.

**Frost Giants** inhabit only the coldest environments. They are immune to the effects of cold but take double damage from heat-based attacks. They are brighter than their smaller cousins (Average intelligence) but spend most of their energies bickering amongst themselves, fighting for political power within the giants' hierarchies. Frost giants often know a few cold-based spells, and often employ or enslave white dragons as guards in their strongholds. Frost giants cannot work metals, and must trade for any weapons and armor.

**Fire Giants** are the mirror images of Front Giants, but their cultural hierarchies are only climbed via force of action, rather than political cunning. Fire giants sometimes know a few fire-based spells, and often employ or enslave red dragons as guards in their strongholds. Fire giants are capable of working metals, and those encountered outside of their lairs will almost certainly be armed and armored.

**Cloud Giants** are quite similar, personality wise, to mankind. They live in massive castles in the highest mountains or atop enchanted clouds. They can control a variety of wind magics, and take no damage from air-based attacks. They often trade with the fire giants for armaments and generally have good relations with...

**Storm Giants** are the largest of the giants and sometimes play the role of mediator in conflicts between their smaller brethren. Storm giants can summon storms and call down lightning (treat as a Bolt of Lightning dragon breath (section 8.1, page 10) shooting down from the clouds). They are immune to any form of lightning-based damage and take only half damage from air-based effects. Storm giants often skilled in several areas of magic. They live in majestic palaces, guarded by a range of creatures and smaller giants, in the oddest places – on top of clouds, the bottom of the sea, or under a volcano. While they are Lawful in nature, they do not perceive themselves to judges, and they tend to treat Neutrals and Evils with equal hospitality until given reason to do otherwise.

## 11.5 Gnoll

**HP Dice:** 1-3

**Scale:** 1

**Attacks:** 2x claws (ODF 1) or 1x weapon

**Defenses:** various armors

Gnolls are large, evil, and vicious heyena-like humanoids. They live in villages of 50-300 and when encountered in the wild they are often hunting parties numbering 10-20 individuals. They will not hesitate to attack smaller/weaker parties, and will normally fight to the end if confronted by more powerful groups. Each group normally has a chieftain who is one or two levels higher than the rest of them.

Gnolls normally carry ill-maintained melee weaponry and armor which they have salvaged or looted, but if forced to fight unarmed they have sharp claws with which to do so.

Gnolls often enslave kobolds (section 15.1, page 19) and force them to work or fight. The cowardly kobolds are not effective soldiers, but they do help to distract foes so that the gnolls can do the killing.

## 11.6 Grey Ooze (a.k.a. Dungeon Doormat)

**HP Dice:** Scale + 2

**Scale:** 0 to 2

**Attacks:** special

**Defenses:** Is easily hit (+2 to attack). Immune to lightning, mundane fire and cold. Half damage from edged weapons.

**Movement Scale:** -10

**Classification:** Mindless

These wide (3-5 meter), thin (about 5cm) circular masses crawl slowly over dungeon floors, easily eating away anything but stone. Though they cannot attack, their bodies are covered with a powerful glue-like acid substance. The often lie perfectly still for weeks at a time, surviving off of any creatures which happen to walk over them.

Anyone coming into contact with the ooze (whether stepping on it or attacking it) must make a Good (Scale+STR) check or be stuck (or his weapon stuck) to the ooze. Its acid will eat through leather boots in one round, metal boots or armor in three (plus one round per +1 of magical enchantment). Any weapon stuck to it will be ruined within three rounds as well (one round for wooden weapons). If the ooze comes into contact with skin then it deals 1d6 damage per round from which one's scale does not protect because the powerful acid quickly burns a wide, deep wound.

Once killed, the ooze's body loses its immunity to its own acid, and acids remaining on their skin quickly dissolve the ooze into nothingness, producing a thin cloud of foul-smelling smoke.

## 11.7 Goblin

**HP Dice:** 1-2

**Attributes:** Poor INT

**Scale:** -2

**Attacks:** clawed hands (ODF 0) or weapon

**Defenses:** normally unarmored, but may have cobbled together some light armor (DDF 1)

Goblins, while not evil in and of themselves, are rather chaotic (in the sense of "not orderly") and hyper in nature, and are often on the receiving end of various inhospitalities from other intelligent races. They are extremely social, typically live in villages of 50 to 300, and are very rarely encountered alone. Goblins are easy to entertain, especially if one has illusion magics at his disposal.

Goblin's are not downright stupid, but most have the equivalent of Poor INT when compared to the brighter humanoids (and even the smartest have no better than Average INT).

Goblins communities often have several Hobgoblins who act as guards and protectors in return for food, housing, and breeding rights (though goblins and hobgoblins cannot procreate, they don't seem to know that).

Goblins have learned never to attack larger folk unless they have a good reason to do so *and* have superior numbers, preferring 5-to-1 or better odds (but will sometimes risk 2-to-1 odds, either out of recklessness or desperation).

Goblins which live within range of large humanoid settlements will often attempt to trade with their neighbors. This can result in good trade relations (though the goblins always get the worst end of any deals) or a lot of dead goblins. Reactions towards goblins varies widely amongst humans, and most other humanoid races simply don't care for them.

By and large, most goblin tribes have learned to be xenophobes, and are in the process of migrating away from other, larger races, into the far recesses of harsh mountains, dense forests, or foreboding swamps. A minority, however, haven't yet been betrayed often enough to have learned their lesson, and would like very much to have prosperous relations with the larger races.

## 11.8 Griffon

**HP Dice:** 5-8

**Scale:** 3

**Attributes:** DEX Good

**Attacks:** claw (ODF 2) or bite (ODF 2)

**Classification:** Winged Flyer

Griffons are giant birds with the body and hind legs of a lion, and the forelegs, head, and wings of a giant eagle. They are fierce combatants who prefer to attack by swooping down on their prey from a great height (they get a +2 ODF when doing so, due to momentum). They can carry away a creature of Scale -2 or smaller (see Roc, section 22.3, for the guidelines), but cannot fly while carrying anything heavier. If they successfully attack a creature via swooping onto it, they may pin it to the ground and continue to peck at it (which has only a Poor to-hit difficulty once the target is pinned). To avoid being pinned the target must win a contest of DEX or a context of (STR + Scale), whichever is better. Once pinned, the PC may attempt a (STR+Scale) contest each round

(instead of attacking) to break free.

Some legends tell of griffon riders, but all known attempts to tame them have failed.

## **12 H**

### **12.1 Harpy**

### **12.2 Hellhound**

### **12.3 Hobgoblin**

**HP Dice:** 1-3

**Scale:** 0

**Attacks:** bludgeoning fights (ODF 1) or weapon

**Defenses:** thick fur (ODF 1) or armor

Hobgoblins are human-sized cousins of the goblins. They normally live in tribes of 100-200, but individuals often take up residence with a goblin tribe (where they tend to get more respect). Hobgoblins are not terribly intelligent, but do have a language and can learn other languages (most commonly the goblin language). They are grumpier than goblins.

Hobgoblins generally prefer to be left alone, but they take defense of their territories very seriously, and won't hesitate too long to react to aggressors. They are not quite intelligent enough to learn the arts of diplomacy, but they are intelligent enough to negotiate if they believe it to be (or can be convinced that it is) in their better interests. They are not long-range thinkers, and in negotiations they normally won't weigh factors which are potentially distant in the future (e.g. next month's food supply).

### **12.4 Hydra**

**HP Dice:** 2 per head, body 6-8

**Scale:** Body 8, Head 2

**Attacks:** one bite per head (ODF 1), up to three per round

**Defenses:** tough scaly hide (DDF 2)

**Alignment:** Evil

**Movement Scale:** 1

Hydras, created by an ancient evil god for use on the battlefield, are physically similar to dragons but are wingless, have multiple heads (1d6+2), and are invariably ill-tempered. They attack on sight, but will attempt to flee if they are Very Hurt. Each round a hydra may attack with up to three of its heads, and it can effectively reach attackers on any side of its body. They actually have very nasty claws, but with all of the heads fighting for control they cannot effectively use them. If a hydra is reduced to one head it may attack with its claws instead of its bite – they have ODF 2 but a much larger effective Scale.

When attacking a hydra, the attacker must declare whether he is attacking the body or a head. If the body is slain, all heads will die with it. If a head is slain, it may grow back later (see below). If all heads are slain, the hydra's body writhes violently for a minute or two and then dies.

Area-of-effect attacks distribute their damage evenly between the heads and body before calculating damage to each one. The GM may rule that only a certain number of the heads are affected (which changes how damage is divided).

For purposes of calculating Hurt penalties, total up a hydra's total HP for its heads and body.

Mind-affecting spells treat each head as a separate target.

If a hydra survives a battle but one or more heads have been killed, the hydra will rip off any dead heads (if they weren't severed), and new ones will grow over a period of 1-2 weeks. During that time the hydra's healing processes need immense amounts of energy, and the hydra will take refuge somewhere so that it can rest. During that time they mostly sleep, and are especially susceptible to attack. The overall number of heads of a hydra is set when it is born (or encountered by the PCs, whichever comes first), but a hydra can permanently lose heads. If a head is severed and then the neck somehow cauterized (e.g. a fire-based spell which targets it),

the head will not grow back.

## **13 I**

## **14 J**

## **15 K**

### **15.1 Kobold**

**HP Dice:** 1

**Scale:** -2

**Attacks:** claws (ODF 0), bite (ODF 0), or weapon

**Defenses:** fur (ODF 1), possibly with light armor (+1 ODF)

**Movement Scale:** -1, can sprint up to Movement Scale 4 for up to a few minutes.

**Alignment:** Evil

**Special abilities:** dog-like sense of smell and hearing.

Kobolds are goblin-sized, dog-like humanoids. Much of the reasons the goblins have such a bad reputation is because the native words for "goblin" and "kobold" are the same in some languages, and horrid stories involving kobolds are often translated and re-told with goblins as the antagonists.

Kobolds are downright bastards. They truly delight in terrorizing members of other intelligent races, but are not large and strong enough to wage outright war. They love setting traps which hinder and hurt, and will prefer such tactics over outright confrontation. If, however, they find an opportunity to abduct a lone individual, they will do so, and will likely serve them to the tribe at a feast.

They are also intense cowards. If confronted violently they will almost always try to flee. If cornered, or ordered to by their alpha male, they will fight, yapping and snapping their teeth to give the impression that they are more powerful than they really are. If they suffer high loses (more than half), the survivors will, regardless of what the alpha male says, flee for their lives.

Kobolds are typically found in packs of 30-50, often living underground. They are led by the toughest male (+1 HP Dice). Status within the pack and recognition of personal achievements are very important for a kobold, and any who takes part in kidnappings, pillaging, and the like is certain to brag about it for weeks to his pack-mates. Their language is only grunts, growls, barks, and whines, but the subtle movements of their faces and bodies convey much information which non-kobold cannot sense.

Kobolds have no culture, and do not mine or create any art other than extremely crude clothing or jewelry. They can and do, however, use any armor and weapons which they can scavenge.

Kobolds are often enslaved by their larger cousins the gnolls (section 11.5, page 16).

Goblin do not, as a rule, tolerate kobolds, and will fiercely drive away or kill them if they enter goblin territory. Kobolds are one of the few races goblins will go out of their way to attack.

## **16 L**

### **16.1 Lizard Men**

**HP Dice:** 1-2

**Attributes:** Good CON

**Scale:** 0

**Attacks:** claws (ODF 1) or bite (ODF 2) or weapon

**Defenses:** tough hide (ODF = Level/2, rounded up)

**Movement Scale:** 1

Lizard Men are man-sized humanoids, about the size of humans, with alligator-like heads and a tail as long as their legs (it doesn't quite touch the ground). They are partial amphibians, excellent swimmers (can swim at normal movement speed), able to hold their breaths for several minutes, and they tend to live in underground caves which are accessible only via aquatic entrances. While most Lizard Men are found along coasts, at least one subspecies survives just fine in the deserts.

Lizard Men are, in terms of thought processes, much, much different than mammals. They are essentially emotionless, with the exception that they will, with great vigor, protect their homes and offspring from any perceived threat. All other life forms are considered to be either food or (if they are sufficiently big) to be avoided, and lizard men will attack on sight if they are hungry otherwise annoyed. Outside of their villages they are normally encountered in groups of 3 to 5, sometimes more, invariably a hunting party.

Lizard Men have their own primitive language, but lack the oral facilities to be able to master speech. While not highly intelligent, they are smart enough to form into tribes (typically 50-200/tribe), create and use basic tools, and effectively hunt for food (mostly fish and smaller mammals, though they also love insects and may hunt the giant varieties). Fiercely territorial, inter-tribal violence is relatively common.

The weapons they create are no more advanced than stone axes or spears with stone tips, but they will freely use any melee weapons they happen to collect.

## **16.2 Lycanthrope**

# **17 M**

## **17.1 Magma Beast**

**HP Dice:** 1-5

**Mass Scale:** -2 to 3

**Movement Scale:** Mass Scale -1

**Attributes:** Poor DEX

**Attacks:** fists (ODF 0 + 1 for heat) or tossing lava balls (see below).

**Defenses:** stone skin (DDF 4)

**Classification:** Mindless

The amorphous Magma Beasts live in pools of lava in volcanoes and deep underground. They are completely unintelligent, and appear to have no motives other than basking in their lava pool and killing or scaring away anything which walks by. Powerful wizards sometimes create them or charm them into service as guards.

They can emerge from the lava for a short time (no more than 5 or 10 minutes), taking on a vaguely humanoid form, to attack interlopers, though they will not pursue if it takes them too far away from lava. As they approach their targets they toss balls of lava. They have Poor dexterity, and don't hit too often, but when the balls hit they splatter and do (1d6 - Beast's Scale) of intense heat damage (min. 1 point). Armor and Scale protect only half as much as normal, as the damage comes from the radiated heat and not the balls themselves. They have an effective range of only 9 meters plus (3 times Scale) meters.

One point of damage from their fist attacks is heat damage, in case the target has any particular defense or weakness to heat. All of the lava ball damage is considered to be heat damage. A successful hit by +3 or more with either lava balls or fists may, at the GMs discretion, catch the target on fire.

Magma Beasts are immune to electrical and fire damage, and heal 1 HP per round when immersed in lava or when attacked by fire magic, fiery dragon breath, or similar. They take double damage from cold-based attacks.

## **17.2 Mega-maggot**

**HP Dice:** 2

**Scale:** 3

**Attacks:** special

**Defenses:** none. Easy to hit (+1) from the side or rear.

**Movement Scale:** -3

**Combat Skill:** Poor

**Classification:**

The mega-maggot is a grotesque grub-like creature just over a meter tall and nearly three meters long, with up to 20 little legs. Below its glossy, pitch-black eyes is a mouth ringed with a dozen tentacles, several of which are about half a meter long.

In combat the maggot will try to make contact with a victim with its mouth-tentacles, but it is a clumsy fighter. If the tentacles come into contact with flesh then the victim must make a Great CON check or fall to the ground paralyzed for a number of minutes equal to the number of points the roll missed by. If there are no further attackers, the maggot will begin eating its prey.

The tentacles lose their potency shortly after the beast's death, but their poison glands (on either side of their mouth) can fetch a reasonable price in some wizarding circles.

### 17.3 Merfolk

**HP Dice:** 1-3

**Scale:** 1

**Attacks:** weapon

**Defenses:** scaly skin (DDF 1), possibly light armor

Merfolk are, despite appearances, related to mankind. They have a human-looking torso and a fish-like tail. They can breathe normally in both air and water, but cannot speak while underwater (though they can communicate normally with other Merfolk underwater via their "waterspeech", a shrill language similar to that of dolphins).

Most tribes of Merfolk have relatively neutral relations with mankind. Merfolk have been known to salvage equipment from sinking ships without helping the drowning crew, and they have also been known to bring stranded individuals to shore.

Some seaside kingdoms have good relations with the neighboring merfolk, and often employ them as scouts and spies. A minority of tribes are outright hostile to land-dwelling species, and will go to great lengths to try to keep the interlopers out of merfolk territory. Such merfolk will routinely attack ships (piercing the hull, then letting nature do the rest) and steal any goods they carry.

Merfolk cannot move effectively on land, and for each hour out of the water they take 1 HP of damage (much more in extremely warm or dry environments, e.g. tropics or deserts).

It is not unheard of for human sailors to fall in lust with a mermaid, but such relationships are invariably doomed to failure. If rumors are to be believed, mermaids are "cold as fish."

### 17.4 Minotaur

**HP Dice:** 2-3

**Scale:** 1-2

**Attributes:** Good STR, Mediocre INT (though some are smarter), Good sense of smell.

**Attacks:** weapon or horns (ODF 2)

**Defenses:** tough hide (DDF 1)

**Alignments:** Neutral to Evil

Minotaurs are large humanoids with the heads of bulls. They are sometimes enslaved by powerful wizards to guard their castles and treasures. When in combat with creatures their own size or larger, they can ram with their horns, but they cannot effectively use them against small (Scale 0 or smaller) creatures except under unusual circumstances. They can, however, wield weapons normally, and are effective combatants.

Minotaurs have their own language and some learn to speak (or at least understand) a humanoid tongue, though they always speak with a thick accent due to their facial features.

Though not downright evil by nature, many minotaurs are driven towards evil behaviors through enslavement and mistreatment. Lawful minotaurs are not strictly unknown, but are indeed oddities.

They worship their own pantheon of gods, but sages of other races disagree as to whether the minotaur gods exist, or whether they might in fact be demigods as opposed to full-fledged gods.

In the wild they tend to form into bands of 10-30, led by a dominant male. They form monogamous pairs, with births typically being single and twins being uncommon but more common than with humans. They sometimes cooperate with centaurs or other intelligent races in the area, but do not tolerate most of the races of their own size or larger, including ogres and trolls, and actively defend their territory against such intruders. Minotaurs

territory is often marked with trophies such as ogre or troll skulls, and travelers are encouraged to avoid such places, or perhaps to leave offerings of goods or food when passing by.

## **18 N**

### **18.1 Naga**

## **19 O**

### **19.1 Ogre**

**HP Dice:** 4-5

**Attributes:** CON Good, INT Poor, DEX Mediocre, STR Good

**Scale:** 2

**Attacks:** fists (ODF 0) or club (ODF 1)

**Defense:** possibly light armor (DDF 1)

Ogres are large, ugly, and not terribly intelligent humanoids. They typically live in tribal groups of 8-20 individuals led by the largest, most aggressive male. They are carnivorous hunters/gatherers by nature, and most ogres encountered in the wild are hunting (1-3 ogres is typical). Very rarely, one of them discovers an inborn talent for magic, becomes the tribal shaman, and eventually learns to cast several basic spells (mostly destructive).

An ogre hunting party won't hesitate to attack a lone human or very small group, but will only attack a large party if they believe they have the upper hand.

Ogres are, fortunately for the adventurers of the world, quite dumb, and can sometimes be convinced to not attack if they are given something of apparent valuable to the ogre (preferably food). However, "encouraging" an ogre this way often leads them to turning to a life of highway robbery with the hopes of getting more goodies from the cowardly little folk.

Ogres have no native language more complex than grunts, howls, and body language, but can (with some patience) be taught some simple commands (assuming the ogre has an incentive to want to do what he's told).

Ogres are sometimes captured and let lose in battlefields, where they can make a huge mess while trying to get away. Experiments in enslaving ogres have almost always led to the ogres rebelling at some point, leaving a bloody mess in their wake.

### **19.2 Orc**

**HP Dice:** 1-5

**Scale:** 0-1

**Attributes:** CON Great, INT Poor, STR Good

**Attacks:** hand-to-hand (ODF 0) or weaponry

Orcs are the conventional cannon fodder of many worlds. What role they play in this world is up to the GM.

Orcs are typically found in villages of 20-100. They are naturally antagonistic beasts, and cannot seem to keep larger villages together for any significant amount of time, though powerful evil beings sometimes manage to muster many thousands of them under their banners.

## **20 P**

### **20.1 Pegasus**

**HP Dice:** 4-6

**Scale:** 5

**Attacks:** hooves (ODF 2)

**Movement Scale:** Foot: max. 5. Flying: min. 2, max. 5

**Defenses:** fur (DDF 1)

**Classification:** Winged Flyer

The pegasus is a horse with the wings of a great bird. Invariably white and Lawful in nature, pegasus are sometimes used as messengers of the gods, and occasionally dispatched as mounts for important heroes who are in the service of the deity. It is unknown whether pegasi live "in the wild", or if they are only encountered in the service of a deity.

Pegasus are a bit more intelligent than a normal horse, and have a much higher level of empathy and automatically detect the alignment of anyone near them. They get along well with Lawful individuals, are mistrusting of Neutrals, and will actively shy away from those with Evil alignment (or fight if cornered).

There are rumors of a dark-colored species of pegasi which serves the Evil gods, and a gray species which serves the Neutral gods.

## **20.2 Pixie**

# **21 Q**

# **22 R**

## **22.1 Rat, Giant**

**Scale:** -2 to 1

**HP Dice:** Scale + 3

**Attacks:** claw (ODF 0) or bite (ODF 1 + disease)

**Defenses:** fur (DDF 1)

Rats inhabit nearly every corner of the world, surviving anywhere where crumbs of food can be found. Through the process of unnatural selection, some of the get to be really, really big.

If one is so much as scratched by a rat, the target must make an Average CON check or get some form of disease. For purposes of hitting, treat this as a poisonous attack (so Scale does not apply). The exact disease, and when it manifests, must be determined by the GM. Some especially filthy animals or diseases may require a Good or even Great CON check.

Most rats are cowardly unless starving, and will flee if threatened. They swim fairly well and fear fire.

## **22.2 Ratling**

**Scale:** -3

**HP Dice:** 2-3 HP

**Attributes:** Mediocre INT, Great CON

**Attacks:** claw (ODF 0) or weapon

**Defenses:** none

**Movement Scale:** -1

Ratlings were created ages ago by a mad wizard, an experiment gone wrong, a diminutive mix of man and rat. Cowardly in the extreme, ratlings will not fight unless cornered but often protect their lairs with traps of all sorts. They are commonly found in the sewers and other underground areas of large cities, where they live in filthy corners surrounded by whatever treasures they collect. The sometimes live in small groups (fewer than 10), but their cowardly and paranoid natures lead to personal conflicts even amongst the best of ratling friends. They are often found in the company of rats, but cannot control them.

Anyone scratched by a ratling (treated as a poisonous attack, ignoring Scale) must make a Good CON check or

contract some degenerative disease. Symptoms will start to appear in 1d6 days, after which the PC will heal more slowly than normal and may have other side effects until the PC rests for 1d6 weeks or clerical healing magic is used to remove the disease. The diseases they carry are sometimes deadly (the GM should make the CON roll in secret, and the severity of the disease should be based on how much the roll is missed by).

Ratlings are not terribly smart, but can learn to speak a language other than their own proto-language to some degree. They are sometimes employed as underworld spies by thieves and other unsavory types. Their cowardice, however, is their most powerful instinct, and they will not fight for any employer. While not downright evil, they have no moral code other than "live until tomorrow, whatever it takes to do so," and will betray an employer without a second thought if doing so will improve their current situation. Any employer who relies on their loyalty is a fool.

## **22.3 Roc**

**HP Dice:** 8-12

**Scale:** 6 (young), 8 (mid-sized), 10 (adult)

**Attacks:** claw (ODF 3) or beak (ODF 3)

Rocs are behemoth eagle-like birds which live in small groups in the highest mountains.

Rocs normally surprise their prey by swooping down from above, and when they do so they gain a +2 ODF to their attack from their momentum. An unaware target may be automatically grasped by the Roc, carried up into the sky. They can lift any creature of Scale 2 or smaller, but will let the creature drop if it gets too feisty. A PC in the grasp of a Roc must make a Superb STR check to break free. If the Roc decides to drop the PC (e.g. if the PC starts attacking its feet), the PC must make a Great DEX check to avoid being dropped (in which case he manages to get ahold of the foot or feathers of the stomach area).

Though there are rumors of tame rocs which can be ridden, any such creature would be a rare find.

## **22.4 Rust Monster**

**HP Dice:** 2-4

**Scale:** 1

**Attacks:** special

**Defenses:** thick hide (DDF 1)

Rust monsters look somewhat like an over-sized armadillo, about 2 meters long, half as wide, walking on all fours and with two one-meter-long antennae on their heads. Rust Monsters can "smell" their favorite food - ferrous metals - at a distance of about 20 meters, and will (assuming they are hungry) pursue any such metal. When their antennae come into contact with ferrous metal (e.g. an opponent's armor), the metal quickly (inside of seconds) dissolves into rust, which the Rust Monster can then eat.

When a Rust Monster hits, the GM must determine which equipment (if any) is hit by the attack. Their antennae do no appreciable damage, but if seriously threatened the creature can attack with vicious claws (one attack per round, ODF 2) but will try to escape if seriously threatened. When a rust monster is struck by a metallic weapon, roll 1d6. On a result of 1 or 2 the item has come into contact with the antennae and immediately rusts. Magic items can sometimes resist - roll a Superb resistance roll, using the number of magical pluses as the resistance attribute (e.g. a +2 weapon rolls with a resistance value of Great). For magical items without pluses, the GM must assign a chance of avoiding the effect (e.g. +1 per significant enchantment).

The metal-to-rust capability of the antennae immediately stops working if the rust monster is killed. Is it possible, however, given an unconscious rust monster, to use the antennae for one's own purposes.

# **23 S**

## **23.1 Scorpion, Giant**

**HP Dice:** 1-5

**Scale:** -1 to 2

**Attacks:** claw (ODF = 1), grappling, sting (see below)

**Defenses:** hard exoskeleton (ODF 2). Mindless (immune to mind-affecting spells).

Giant scorpions inhabit many desolate desert areas and ruins. They can sit silently for days on end, waiting for prey to appear. If none comes to them, they'll go hunting. They normally eat insects and reptiles, but are not picky eaters – anything which moves is fair game. They sense primarily by detecting vibrations, and suffer only half the normal penalty for fighting invisible targets.

When a target is hit by a scorpion's claw, he must make an Average check against DEX or STR (whichever is higher). If he fails, the scorpion grabs ahold of the character. If this happens, the scorpion immediately gets another attack with its second claw at +2 to-hit. Regardless of whether the second claw hits, the scorpion will then immediately sting the character (again, at +2 to hit, ODF 1). If the scorpion can deliver its poison (as explained in the *Poison* section of the core rules), the target suffers as follows:

The poison is effectively an acid, dissolving the muscle and innards of the target and dealing  $2 \times (1d6 + \text{Scorpion's Scale})$  damage (which ignores the target's Scale) unless the target makes a Great CON check, in which case damage is halved. If the scorpion's tail hits by a margin of +4 or greater, the poison hits a very weak spot (e.g. the eyes or throat) and will do double damage.

Once a target is held by the scorpion, the scorpion will immediately sting (as described above), and will continue to sting once per round until it gets a successful hit (i.e. until it delivers the poison, though it won't know if the target succeeds his CON check). Once it hits with the tail, it will sting the target again every round until the target is freed or dies.

As long as a target is held the scorpion may attack the target with its second claw, once each round, at +2 to hit, or it may attack another target. Except when attacking a held target, a scorpion cannot attack with claw and tail in the same round.

A scorpion may attempt to sting a non-held target instead of using its claws, but it is at -1 to hit due to the clumsy positioning of the stinger.

Each turn that a target is held by the scorpion he may make a contest of (Scale + STR) with the scorpion (Average STR) to break free. On failure he is held fast. The GM may rule that a PC is able to free an arm and attack, or may rule that the PC is pinned (he can base this off of how badly the PC failed his avoid-being-grabbed roll).

## **23.2 Skeleton, Undead**

**HP Dice:** 1-2

**Scale:** as previous (living) race

**Attributes:** DEX Poor

**Attacks:** with weapon or, if unarmed, feeble scratching (ODF -1, due to lack of muscles)

**Armor:** Various. They cannot carry anything heavier than chainmail armor

**Classifications:** Undead (but see below)

Undead skeletons are the remains of humans (or humanoids) which have been animated via the summoning of spirits. It requires dark magics which normally only Evil clerics have access to.

Undead skeletons are completely unintelligent, able to follow only simple, direct instructions by the one who summoned them (or their designated master). They are not capable of creative thought. They will continue to follow any given order until it can no longer be followed (even if it takes a hundred years), at which point they will wait for their next orders before doing anything.

Though they feel no pain, though do suffer penalties for being Hurt or Very Hurt, as various bones get knocked off during battle. Skeletons do not heal, but a summoner can use the damaged remains of several fallen skeletons to rebuild one complete one.

They are completely silent, except for the occasional clickity-clack of bones, and tireless – they can march, keep watch, or fight for any amount of time without rest.

## **23.3 Slimes**

Black, Green, Yellow

## **23.4 Snake, Giant**

## **23.5 Spider, Giant**

# **24 T**

## **24.1 Treant**

**HP Dice:** 7-12

**Attributes:** CON Great

**Scale:** 6-10

**Attack:** limbs (ODF 2)

**Alignments:** non-Evil

Treants are intelligent, mobile trees. When they stay still they are indistinguishable from normal trees, except that those familiar with a given treant can sometimes recognize him. Treants are generally solitary but sometimes gather to exchange woodland news. A few within any given woodland area may act as messengers, carrying news amongst treants, elves, and other woodland allies.

In combat they bash with their limbs. If an opponent is out of striking range a Treant can throw any available large rocks (up to Scale -2) up to a range of 5 meters times his own Scale. These rocks don't hit often (give them a -2 to-hit) and they have an ODF of 2-5, depending on their size (GM's call, or randomly determine the size of any given projectile).

Treants would rather negotiate than fight, and are in general friendly if approached with respect. In the vast majority of cases treants remain silent as non-treants pass by, revealing themselves if they are spotted, are in need of help, may be able to offer help to a party they consider worthy, or the party is not respecting the treant's forest (and woe be unto he who do that).

They take +50% damage from any fire-based attacks, and the GM may rule that an fire-based attack which does more (say) 3 points of damage may set a treant aflame, causing damage each round.

## **24.2 Troglodyte**

**HP Dice:** 2-5

**Scale:** 0

**Attacks:** claws (ODF 1) or weapon

**Defenses:** tough hide (ODF 1) or light armor

Troglodytes are reptilian humanoids with evil tendencies and no racial tolerance whatsoever. They live in deep underground caves, see very well in the dark (about equivalent to a cat), are excellent swimmers (suffering no movement penalty in water, and can hold their breaths several minutes), and can change their skin color slightly (like a chameleon, though not to the same extremes) in order to effectively hide. Troglodytes think they are a lot tougher than they really are, and won't hesitate to attack anyone entering their domain. They are, however, intelligent enough to call for backup if before engaging if they are outnumbered. The occasionally send raiding parties to the surface, but they despise the sunlight (and are at -1 to all rolls in daylight), so their raids only target areas which are very close to an entry point into their underground world.

They will wield melee weapons which they collect, but they cannot wield bows (their claws tear through the bowstrings very quickly).

The majority of troglodytes never reach higher than 2<sup>nd</sup> or 3<sup>rd</sup> level, but the chieftains are often of levels 4 or 5.

## **24.3 Troll**

**HP Dice:** 3-6

**Attributes:** DEX Good (manual dexterity is Poor), CON Great, STR Good

**Scale:** 2-3

**Attacks/round:** see below

**Defenses:** unusually tough hide (DDF 2)

**Alignment:** Evil

Tall, lanky, and strong, trolls are solitary, extraordinarily stinky hunters who move quickly and quietly to take most prey by surprise. They heal damage much more quickly and thoroughly than nearly any other race (1 HP per full turn), and a troll which is not thoroughly destroyed via fire, acid, or the like, is likely to rise up within a day and start looking for food.

In combat they swipe wildly with their long arms and filthy claws (ODF 2). If they make a successful hit by +2 or more, they may grab hold of their victim in addition to doing normal damage. A grasped victim must roll a contest of STR+Scale against the troll to break away, or the troll gets an automatic bite attack which needs only a Poor result to hit (with ODF 2). Once grasped, the troll will hold the victim as long as it can, losing its claw attack but getting bite attack on that victim. If it is attacked by others it may let the victim go to protect itself (it cannot dodge well while it's holding on to a victim).

## 24.4 Troll, Giant

**HP Dice:** 7-10

**Scale:** 6-7

**Attributes:** Poor DEX, Great CON, Good STR, Terrible INT

**Attacks:** fists (ODF 0) or weapon

**Defense:** tough skin (ODF 1)

Giant trolls are huge, lumbering distant cousins of their more common, smaller relatives the trolls. Their skin is gray/green and almost hairless. They lack the regenerative capabilities and the agility of their kin, but make up for it in their larger size and strength. Many armies have attempted to harness giant trolls, but their tempers and stupidity make them very difficult to control.

In the wild they are solitary creatures, pairing up only long enough to mate. A mother troll may be found with 1-3 young of various sizes (starting scale is -2), and she will defend them with her life if they are threatened.

Giant trolls are carnivorous and will eat carrion if no live prey can be found. They will attack humanoids on sight, provided they are not outnumbered 4 to 1 or more. If combat is going poorly, they will typically throw a fallen foe or two over their shoulders and attempt to flee.

They wear no clothing, but will wield a club if they can find a suitable object (any small tree will do fine). Armies which manage to field giant trolls normally armor them (+1 to +2 ODF) and give them a weapon, such as a hammer or a spiked club. And then they stand really far back.

One hit from a giant troll can easily fell a man and send his body flying across the room.

# 25 U

## 25.1 Unicorn

**HP Dice:** 4-6

**Scale:** 5

**Attacks:** hooves (ODF 2) or horn (ODF 4)

**Movement Scale:** max. 5

**Defenses:** fur (DDF 1)

Unicorns are magical, pure white horses with a short (half-meter) horn extruding from their heads. Their primary purpose in life is to protect a given area of natural woodland. They are normally encountered alone, but sometimes found in pairs or families with 1-3 young.

Unicorns never proactively attack. If their woodland is threatened they will attempt to shy away the interloper, but will attack if attacked first or if their warnings are not heeded. Those not harming their woods are not likely to ever know a unicorn is watching them. Despite being as large as, well, as a horse, unicorns move with astoundingly little noise, and get a +2 to any attempts to avoid detection if they do not want to be found.

Unicorns cannot communicate directly, but can sense the auras of people and can often pick up on basic feelings. They despise Evil beings, and no Evil being will get more than one warning from a unicorn before it attacks. Their horn radiates a powerful aura of life. It has an additional +2 ODF vs. Undead creatures, and no

undead creature will willingly come within 10 meters of the horn if they can avoid doing so. The horn loses this power when the unicorn dies.

Unicorns often take up residence near an area inhabited by elves, where they can both provide mutual protection. Unicorns are sacred to the elves, and no sensible elf would ever attack one.

The touch of a live unicorn's horn can reputedly cure poison and deadly diseases.

Some myths tell of heroes (normally maidens) who have ridden on unicorns, but no recent incidences have been verified.

## 26 V

### 26.1 Vampire

**HP Dice:** as in previous mortal life

**Mass Scale:** various

**Strength Scale:** Mass Scale + 3

**Classifications:** Undead

**Attacks:** as for mortal form

**Defenses:** as for mortal form, plus regeneration

**Weaknesses:** Sunlight (1d6 damage/round)

**Alignment:** Evil

Vampires vary greatly in power, but generally sit very near the top of the undead food chain. The vast majority of them are humanoid, but they can in theory be of just about any race.

Most vampires can act more or less freely but are not truly free-willed. They are controlled by the vampire who raised them. When the master dies, any vampires it controls immediately detect this and become free-willed.

When a free-willed vampire slays a being less powerful than itself<sup>2</sup> by draining its blood, the corpse will (if the vampire wishes it so) reanimate within a few days. They retain their memories and abilities and gain an instinctive knowledge of their new abilities. However, they undergo a profound personality change, caring nothing for the things they loved in their former lives. While they are intelligent and can act more or less freely, they have a metaphysical bond with the vampire who raised them, and are compelled to obey their master's wishes insofar as possible.

They thirst for blood, preferably that of humanoid or magical creatures, and must drink *at least* half their own max HP in blood each month or they will grow weak and eventually fall into a coma-like state. Blood of holy creatures, e.g. unicorns, might (at the GM's discretion) imbue a vampire with additional strength or might damage or kill him.

Contrary to common myth, vampires need not sleep on soil from their own graves<sup>3</sup>. They are, however directly damaged by sunlight, and will take 1d6 damage per round of exposure, their skins burning and blackening in the light. Thus they tend to spend the daylight hours resting in dark, well-protected chambers guarded by their various undead minions.

All vampires can fly, either using an ability they had in life (e.g. wings or spells) or via their innate magic (which has a maximum speed of Movement Scale 2). They often have other abilities, like the power of mental suggestion (as the wizard spell), taking on a gaseous or animal form, summoning wolves or bats, and raising undead creatures from available corpses.

They are frightfully strong, and have an effective strength of several levels higher than their scale.

Vampires can be knocked around just as anyone else, but they take only half all damage from non-holy weapons and regenerate very quickly, 1 point per round as long as they are not in the sunlight.

When a vampire's HP are reduced to zero, it falls into a coma-like state but does not truly die. It can be made to rise by washing it in blood. It can be utterly destroyed by burning, acid, leaving it in the sunlight for a few minutes, and the like. Vampire ash is a rare component for some powerful spells, and it fetches a good price in certain markets.

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2 "Less powerful" is a judgment call left to the GM. Total Levels and/or attribute points and/or HPs are one form of comparison.

3 And who would? That's creepy!

# 27 W

## 27.1 Warg

**HP Dice:** 3-5

**Scale:** 3

**Attacks:** claw (ODF 1) or bite (ODF 1)

Wargs are huge, vicious wolves. Some clans of goblins and other smaller folk have learned to ride them (and to keep themselves from being eaten, as long as they can keep their warg fed). In the wild, wargs are normally found in packs of 5-8. They will not normally attack large groups, but may try to pick off individuals or stragglers. After a couple have the pack has been slain, the almost always flee (especially if the pack leader - the largest, fiercest animal - is slain).

Wargs have a special love for horse meat, and can run as fast as a horse can.

## 27.2 Wasp, Giant

**HP Dice:** 1-2

**Scale:** -3 to -2

**Attacks:** sting (ODF 1) + poison

**Defenses:** chitin (ODF 1), Mindless (immune to mind-affecting effects)

**Movement Speed:** Great when flying, Poor when walking

**Classifications:** Mindless

Giant Wasps are, by some accounts, the most ill-tempered insects one can find. Growing up to the size of a halfling, they are encountered in groups of 1-6. Curiously, about half the time they don't even seem to notice creatures around them. When they, however, or when they smell food (especially honey, which they love), they will mindlessly attack.

Their wings are susceptible to fire, and they take +1 damage from any fire-based attacks. A flame attack which does more than 3 points of damage has a Good chance of burning the wings off, forcing the wasp to the ground (where it cannot move nearly as well).

A wasp's sting is treated as a normal attack, but follows the rules for poison delivery described in the basic rule book. If it delivers its poison, the target immediately takes 1-3 damage and must make a CON check at the same difficulty level as the poison damage dealt (i.e. Average to Great). If the check fails, the target is in incredible pain, at -1 to all actions for 2d6 rounds. A wasp may sting any number of times, but pain effect is not cumulative for multiple stings. The spot where a wasp stings normally swells up considerably for 1-3 days, and will cause minor discomfort during that time.

## 27.3 Wraith

**HP Dice:** 1-4

**Scale:** special

**Alignment:** Pure Evil

**Classifications:** Undead, Non-corporeal

Wraiths are black, semi-intelligent ghosts which haunt the evil-infested corners of the world. Some act on behalf of a powerful master. Their touch drains life from opponents, 1-3 points per touch, which requires a successful hit roll but is blocked by neither armor nor scale (see the description of Non-corporeal, section 3.3). Each point drained heals half that amount to the wraith, and this is the only way they can be healed. The spirit of a victim killed this way is utterly destroyed, and the victim may not be resurrected. His ghost will rise as a wraith within the next 1d6 days.

Normal weapons and spells which do physical damage do not affect a wraith, but enchanted weapons have an effective ODF equal to the number of pluses they have *or* +1 if they have any non-plus enchantments. Likewise, magical armor provides +1 DDF for each plus *or* +1 if the armor has any non-plus enchantments.

Wraiths can grow more powerful over time by draining a large number of victims. Wraiths which do not drain victims every now and then eventually fade away.

## **27.4 Wyvern**

**Classification:** Winged Flyer

Wyverns, sometimes called pseudo-dragons, are dragon-like creatures. They have slighter builds and are considerably less intelligent than dragons, and lack any breath weapon.

### **27.4.1 Greater Wyvern**

**HP Dice:** 4-6

**Scale:** 2-4

**Attacks:** claw (ODF 1) or bite (ODF 1)

**Movement Scale:** Flying: 2-6, Foot: 0

### **27.4.2 Lesser Wyvern**

**HP Dice:** 2-4

**Scale:** -1 to +1

**Attacks:** claw (ODF 1) or bite (ODF 1)

**Movement Scale:** Flying: 2-4, Foot: Mass Scale + 1

## **28 X**

## **29 Y**

## **30 Z**

### **30.1 Zombie**

**HP Dice:** 1-3

**Scale:** -1 to +1

**Attacks:** claws (ODF 0)

**Classifications:** Undead

Zombies are mindless undead raised via the same process as that for skeletons (section 23.2) and having the same resistance to certain magics.

An individual zombies is not much of a threat (they're far too slow to catch a running humanoid), but they are normally found in groups of 5 or more.

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