

# MONSTERS

**Theme.** Monsters have a visual and textural theme. Roll 1d10 or choose.

1. Reptilian.
2. Shadowy and amorphous, leaks darkness.
3. An element; roll 1d5. 1. Flame, 2. Water, 3. Earth, 4. Air, 5. Combine 2.
4. Hide and tusks, like an elephant or rhino.
5. Humanoid, with a shiny leather wrapping.
6. Undead.
7. Chitinous and insectoid.
8. Spider-like, with lots of extra limbs and eyes.
9. Essentially an energy being, a body pulled together out of victims and local material.
10. Built out of eye-stinging runes that arc with energy and hiss with smoke.

**Wounds.** Monsters have 6-15 [5+1d10] wounds. Roll or choose.

- **Size.** They stand about a meter tall (or long) per 3 Wounds. They weigh about 100 pounds per wound.

**Natural Weaponry.** Monsters have 0-4 [1d5-1] weaponized appendage sets. Roll for each, or choose.

1. Light.
  2. Reach.
  3. Heavy.
  4. Very Heavy.
  5. Ranged. Ranged type is 1d5.
    1. Spit acid.
    2. Fire spines.
    3. Throw stuff hard.
    4. Eject minions.
    5. Psychic pyrokinesis.
- Depending on how the weapons are arranged, some or all may be brought to bear at once, combining all the best arena bonuses and damage.
    - For example, a monster with a light weapon and a heavy weapon would get 3d10 to hit and also get the +2 arena bonus in 2 arenas and 2 Wounds upon hitting.

**Intellect.** How smart is this thing? 1d5.

1. Not really responsive to normal stimulus.
2. Animal intelligence.
3. Monster cunning. (20% chance of speech.)
4. Human intelligence. (50% chance of speech.)
5. Genius. (80% chance of speech.)

**Natural Armor.** How good is its armor? 1d5.

1. None
2. Light
3. Medium
4. Heavy.
5. Super Heavy.

**Flaws.** Monsters have 0-2 [1d5-3] flaws.

## MONSTER TALENTS Monsters have 1-5 Talents.

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1. **Acidic.** *Constant.* When a weapon hits it, the weapon is rendered useless by its magical corrosion. The attacker can negate this effect with 2 Awesome Points. The monster can strike at a character and reduce the character's armor by 1 per Wound the armor absorbs.
2. **Adhesive Grip.** *Constant.* It can walk on walls and upside down as easily as on the ground.
3. **Aging Assault.** *1 AP.* When it hits, the target ages 1d10 years and takes an additional Wound.
4. **Aquatic.** *Constant.* It can breathe water and is equipped to move unhindered in water.
5. **Armed.** *Constant.* Give the monster another set of natural weapons.
6. **Authoritative.** *Constant.* It can control a character per 5 Wounds, one tough per its maximum Wounds, and any number of minions. These creatures will willingly die for the monster. Only those who agree to serve it are bound in this way, it is not an attack against enemies.
7. **Bargainer.** *Constant.* It can make a trade with a character, reducing Commitment and increasing another attribute. It keeps 1 of every 3 moved. If the target doesn't have enough Commitment, it can harvest permanent Wounds instead.
8. **Blinding.** *1 AP.* One attack type can blind the target, inflicting a -5 on Awareness and to-hit rolls per assault.
9. **Blinker.** *Constant.* If it rolls 7+ on 1d12 when it is hit, it blinks out of the way. It cannot avoid a 10 on the Face Die.
10. **Breathe Death.** *3 AP.* Focus action. Affects 3 half arenas adjacent to each other (in a row, or around it, etc; it is not harmed by its own attack.) All those in that space take 5 Wounds. Those who can reach cover and test Daring difficulty 9 take 3 Wounds.
11. **Breathless Aura.** *Constant.* Those in its arena cannot breathe. They count as drowning for each round they are in its influence.
12. **Caress.** *2 AP.* As a focus action, it touches a target in melee. That target must pass a Commitment test difficulty 9 or be paralyzed for a minute.
13. **Carrionbelch.** *3 AP.* It can vomit out a mass of half-digested carrion (or equivalent) that inflicts 3 Wounds on those who do not dodge, 2 Wounds on those who fail a Daring dodge, and 1 Wound to those who are splashed by the runoff. Any creature killed by this attack rises as the monster's minion.

14. **Chameleon.** *Constant.* It can activate this ability to become almost invisible; Awareness difficulty 15 to spot it holding still, 12 if it is creeping, and 9 if it is running. (You can boost the difficulty with Awesome Points to the Bowl.)
15. **Chosen and Blessed.** *1 AP.* Assign a god, it can cast 1d5 of that god's spells. For 3 AP, it can cast as a range action (instead of a focus action). Or, it can pull from the base cleric talents.
16. **Darkbreather.** *3 AP.* As a shoot action, it can fill its arena with pitch darkness. It can still see.
17. **Deathfarts.** *1 AP.* Any time it is hit, or takes a focus action (even to do something else), it can fill its arena with noxious gas. The gas lasts for the rest of the fight. Anyone in an arena with the gas must test Brawn or Commitment difficulty 10 to act and not gag, clutching at watering stinging eyes.
18. **Deathnode.** *3 AP.* Focus action. It can raise 2d5 wounds of servitor undead from corpses in its arena.
19. **Deathtouch.** *6 AP.* If it hits a target, it can choose to infuse it with death energy; Brawn or Commitment save difficulty 12 or drop dead.
20. **Disarm.** *1 AP.* If it rolls a 10 on the Face Die, it knocks one of the target's weapons into an adjacent arena.
21. **Disorient.** *1 AP.* When it hits a target, whether it inflicts a Wound or not, the target loses an action.
22. **Displacer Field.** *Constant.* Always on unless it is voluntarily off, projecting a weird haze around the monster so it cannot be seen clearly. Attacks requiring sight are -4 to hit. A 10 on the Face Die allows the attacker to ignore the field, but does not do +1 Wound.
23. **Dodge.** *2 AP.* Split the AP between the bowl and the one attacking, allow the monster to automatically dodge one attack each round.
24. **Dominator.** *3 AP.* As a focus action, it stares at someone in its arena or an adjacent arena. The target must pass a Commitment test difficulty 10 or be the monster's slave for an hour.
25. **Eat Life.** *3 AP.* If it strikes a blow that takes the target to 0 or fewer wounds, it can use this power to drain the last of the life into itself. It gains 1 Wound, and the target dies beyond recall. If the target has 5+ maximum wounds, the creature gains an extra permanent Wound.
26. **Enervating Venom.** *Constant.* Anyone hit with this attack loses 1d5 Brawn. Targets reduced to -3 go limp for 1d5 hours, but are still aware of pain and surroundings. Nothing can revive them faster (unless there is an antidote).
27. **Entombed.** *5 AP to the bowl only.* When it dies, it reforms in a specific place (its tomb, holy site, etc.) 2d12 hours later. The site must be desecrated/destroyed to end the creature for good.

28. **Exhaustive.** *1 AP.* As a free shoot action, it can target a character and exhaust all the target's talents. As a focus action, it can exhaust all talents of those in its arena.
29. **Explosive.** *Constant.* When it dies, everyone in the arena takes 5 Wounds; 3 Wounds for targets who attempt to dodge with a Daring test difficulty 12 and fail, 1 Wound for those who succeed.
30. **Extra Sense.** *Constant.* 1d5. 1, darkvision. 2, infravision. 3, echolocation. 4, psychic sensitivity. 5, taste the air.
31. **Fast.** *Constant.* It gets +2 on Initiative tests, and can move 2 arenas a round or move and act.
32. **Filthy.** *Constant.* When it inflicts a Wound, the target must test Brawn difficulty 7 or be infected. Infected targets take cumulative -2 to all rolls each day, and -1 Wound a day, until magically healed or treated by a skilled healer. Reaching 0 Wounds means unconsciousness, and death the next day if untreated.
33. **Flight.** *Constant.* It can move 3 arenas per round, including up (5-6 meter vertical move is 1 arena.)
34. **Force Ring.** *3 AP.* Everyone in melee is flung to an adjacent arena directly away from the monster; if thrown into something, take 0-4 (1d5-1) Wounds. This counts as a push move, difficulty to resist is 15 and successful resistance takes a Wound from pressure. It is a free action for the monster.
35. **Freezing.** *Constant.* It inflicts +1 Wound of cold or paralytic damage with its natural attacks. Those hit must pass a Brawn test difficulty 10 or lose their next action.
36. **Friendmask.** *3 AP.* Focus action. The monster creates an illusion so any attacks on it are randomized between it and others in the arena. If the numbers don't divide easily, a greater chance is on the monster. It can use this before combat begins to appear as a friend to the characters, though this talent does not give it the ability to speak if it can't already (it can make noise in combat to be convincing.)
37. **Grappler.** *1 AP.* It impedes the target, gaining its Wounds as a bonus to the roll. As long as it successfully impedes the target, the target is -1 to all rolls per the grappler's Wounds.
38. **Gutmoss Lurcher.** *3 AP.* Focus action. It can vomit out a mossy mass of horrific slime that has half the monster's original wounds, and counts as having Light (11) armor.
39. **Hallucinogens.** *Constant.* Anyone hit with this attack loses 1d5 Awareness. Targets reduced to -3 suffer from visions and are unable to tell them apart from reality. 1d5: 1, go catatonic. 2, frenzied attack of the nearest target, friend or foe. 3, sobbing and weeping. 4, powerful religious experience. 5, the brain or heart seizes up and the character keels over dead.
40. **Hard Skull.** *Constant.* Hits to its head cannot do more than 1 Wound.

41. **Howl.** *1 AP.* Howl as a focus action, all those in hearing are -2 to all rolls unless they pass a Commitment test difficulty 10. This stacks with intimidation.
42. **Hulking.** *Constant.* Add 2 Wounds and 4 Brawn and +2 extra Wounds of damage per attack.
43. **Humanshape.** *Constant.* As a focus action, it can appear to be human. As a free action during the move phase, it sheds its form and looks like a monster again.
44. **Hypnotic Draw.** *3 AP.* This activates as a shoot action. Those in the current arena must test Commitment difficulty 10 to act, or they walk up to the monster, limp for a round, changing their action to a move action. Those in adjacent arenas must pass a Commitment difficulty 6 test or change their action to move, approaching the monster. Anyone taking a Wound is snapped out of it.
45. **Illusion.** *Constant.* It appears to be something other than what it is.
46. **Implant.** *3 AP.* If the monster successfully impedes the target, the target is implanted with something like eggs. After 1d5 days, the eggs hatch, messily killing the target and allowing a swarm (1d5 Wounds for the birthing, hundreds of them) of monster spawn to scuttle in all directions.
47. **Inflict Feeble Curse.** *1 AP.* As a focus action, it hits a target with a feeble curse (random or assigned.) There is no defense.
48. **Inflict Major Curse.** *6 AP.* As a focus action, it hits a target with a major curse (random or assigned.) There is no defense.
49. **Inflict Minor Curse.** *3 AP.* As a focus action, it hits a target with a minor curse (random or assigned.) There is no defense.
50. **Invulnerable Except Acid.** *Constant.* Ignore the first 5 Wounds from any attack that does not involve acid.
51. **Invulnerable Except Blessed.** *Constant.* Ignore the first 5 Wounds from any attack that does not involve the blessing and energy of a god.
52. **Invulnerable Except Fire.** *Constant.* Ignore the first 5 Wounds from any attack that does not involve fire.
53. **Invulnerable Except Magic.** *Constant.* Ignore the first 5 Wounds from any attack that does not involve an enchanted weapon or wizard spell.
54. **Invulnerable Except Silver.** *Constant.* Ignore the first 5 Wounds from any attack that does not involve silver.

55. **Invulnerable Except Starmetal.** *Constant.* Ignore the first 5 Wounds from any attack that does not involve starmetal.
56. **Joined in Death.** *Constant.* When it dies, everyone in its arena must test Commitment difficulty 12 or they die with it.
57. **Lash.** *1 AP.* The target takes 3 Wounds and flies to an adjacent arena, taking a hit for 0-2 Wounds upon landing (depending on what it hits—you can assign ranges on 1d10 based on the arena.)
58. **Lethal Venom.** *3 AP.* When it hits, it can choose to inject venom; the target's base difficulty on a Brawn test is equal to the creature's maximum wounds. Failure means death in 1d5 rounds.
59. **Lifedrain.** *3 AP.* When it strikes as a focus action, half the damage it inflicts heals its Wounds.
60. **Meatridder.** *3 AP.* Focus action. It can eject a cone of writhing grubs that burrow into any exposed flesh they touch; roll 1d10 per the monster's remaining wounds, take the top 2 to hit anyone in the area. Targets may test Daring difficulty 10 to get out of the way of the cone (if possible.) Those who are hit take 1 Wound at the end of each round; the only way to end the effect is to pass a Cunning or Daring test difficulty 12 as a Focus action (resolved before they take 1 Wound).
61. **Memory Drain.** *3 AP.* Focus action. The monster drains memory from the target; sometimes this is lethal, sometimes not. Sometimes the target is left a vegetable, sometimes only the memory of the assault is erased. The monster gets 1d5 useful facts a round from the process, and it inflicts 1 Wound a round.
62. **Mimic.** *Constant.* It can imitate sounds; specific people talking, a crying baby, whatever seems useful for putting prey off guard and luring them into the dark. The smarter the monster, the more dangerous this power. The imitation is perfect; only a flaw in how it is presented, or what the voice says, can reveal the trick.
63. **Mind Milk.** *Constant.* The "milk" takes different forms, but the monster exudes a substance that overwhelms up to 5 Commitment and grants the target +2 Wounds, +2 Brawn, and +1 Wound inflicted with its hits. The target is mindless and obedient and can telepathically communicate with the monster. This lasts about 3 days per dose of "milk." Accepting the substance is a focus action. (This is often used to increase the obedience and combat ability of a slave population.) Awareness can sometimes detect the influence if the subject is trying to pretend nothing is wrong.
64. **Mistform.** *3 AP.* It can assume an incorporeal form as a focus action, and move 1 arena a round as mist moves.
65. **Multiple Heads/Limbs.** *Constant.* It has 2d5 heads. Half the heads will usually use protect actions for the body. Each head can take 2 Wounds before being too crippled to fight on; this does not count towards its Wounds.

66. **Nightmarish.** *Constant.* Those who encounter it are plagued with nightmares about the encounter. If they win a decisive victory against the monster, they can make a Commitment test difficulty 12 to end the dreams. Otherwise, not.
67. **Paralysis.** *3 AP.* When it strikes a target, the target must beat a Brawn or Commitment test difficulty 12 or be frozen for the rest of the fight. The monster can project this ability as a focus action, affecting everyone in the arena.
68. **Petrifaction.** *Constant.* When it dies, it turns to stone. The last weapon to strike it is locked in stone unless the attacker passes a Daring test difficulty 10.
69. **Phoenix.** *10 AP to the bowl only.* If slain, it rises again nearby in 2d12 hours, furious. It can only be destroyed if its ashes are mixed with blessed water (or some other hilarious method, up to the DM.)
70. **Pounce.** *3 AP.* It can land on its target(s) in a current or adjacent arena, doing 1 Wound per its maximum Wounds. This can be distributed among closely clustered targets.
71. **Psychic Chant.** *3 AP.* As a focus action, it can chant into the minds of all those in its arena and adjacent arenas. Those affected must pass a Commitment test difficulty 10 to act at all.
72. **Psychic Pin.** *1 AP a round to the Bowl per target.* Psychic force immobilizes a target in the same arena or an adjacent arena. Resisting the force and getting free requires a Commitment or Brawn test difficulty 15, and counts as the move action. The pin happens during the move phase and does not cost an action, but can be applied to up to 1 target per the monster's 5 wounds each round.
73. **Pull.** *1 AP.* Make a range attack in the current or an adjacent arena. If successful, it does no damage, but instead yanks the target close enough for a melee attack. The target and the monster test initiative, the monster gets +2. If either of them hit, they inflict +1 Wound for pulling in the same arena, or +2 if pulling from an adjacent arena.
74. **Regeneration.** *1 AP per wound.* It can automatically regenerate 1 wound during the defend/protect phase, and if it chooses to use a focus action, it can regenerate 5 wounds.
75. **Restraints.** *Constant.* It can restrain targets, taking 1 focus action per their Brawn or Cunning rating. The target can only escape if assisted from the outside, or if possessed of a tiny blade near at hand and then making a Cunning test difficulty 12.
76. **Ring of Retribution.** *Constant.* Every character that scores a Wound on the creature in melee range receives a Wound.
77. **Rotbite.** *Constant.* Anyone hit with this attack loses 1d5 Wounds. If taken to 0, the target is automatically bleeding out. Gangrene and putrescence sets in the moment the attack hits. Targets must rest for at least 6 hours with competent medical care before rotbite wounds heal.

78. **Rotbreath.** *6 AP.* As a focus action, it breathes in a 45 degree cone, at least 1 arena long. Everyone in the cone must pass a Brawn or Commitment save difficulty of the monster's wounds x2 or lose 2d5 Wounds.
79. **Scream.** *3 AP.* Shoot action. All those in the monster's arena, and adjacent arenas, test Brawn, Daring, or Commitment difficulty 12 or lose an action.
80. **Sensitive.** *Constant.* It can sense magic, see invisible items, and automatically detect the living.
81. **Slick.** *3 AP.* As a focus action, it can beslime an arena so it is a Brawn or Cunning difficulty 12 to successfully move across it and not fall down and wallow for a round.
82. **Snap.** *1 AP.* If the monster hits by 5 or more, add +2 Wounds.
83. **Spelleater.** *3 AP.* When it hits a spellcaster, all the spellcaster's spells count as used.
84. **Spellproofed.** *Constant.* Runes carved into the monster deflect magic. If it is targeted by magic, and it rolls 7+ on 1d12, it ignores the magic effect.
85. **Starving Maw.** *3 AP.* When it rolls a critical to hit while biting, the jaws distend (supernaturally if necessary) and snatch the target into its guts, where the targets take 0-4 (1d5-1) wounds each round. Only light weapons can be used inside. If the monster is killed, the target can cut its way out in 1 more round.
86. **Stench.** *Constant.* Awareness is +5 to detect this monster, but all those in melee range suffer a -3 to hit and to all attribute tests because of the horrible stink; it digs into pores, into eyes, crawls into sinuses. It is not just a stink, it is a supernatural horror and it hates everything but its carrier.
87. **Strong.** *Constant.* It inflicts +1 Wound with a hit, and can double its damage at 1 AP per Wound (half to the Bowl, half to the target). It gets +4 Brawn and will feed the Bowl to up to double its bonus.
88. **Swarmhide.** *Constant.* Its hide swarms with bugs, or something like bugs. Each time it is wounded, a swarm ejects into its arena that will spend itself automatically disrupting any focus action in that arena or an adjacent arena. It can eject 1d5 swarms as a focus action (even if it takes a wound.)
89. **Tear Armor.** *1 AP.* When it hits, spend 1 AP to reduce the target's armor by 1 level in addition to damage.
90. **Telepathic Link.** *5 AP.* As a focus action on a cornered target, the monster can implant a psychic link that allows it to spy on the target's thoughts. The target can also manage to cull basic information from the link, one fact per day per Commitment. Each fact inflicts a Wound of strain on the victim. The monster can track the linked target.
91. **Teleportation.** *3 AP.* It can teleport up to 3 arenas through any obstacles as a focus action.



92. **Tentacle Cluster.** *Constant.* A protruding mass of tentacles can whip and attack of its own volition as a guard with a reach weapon.
93. **Tentacle Defense.** *Constant.* Attacks near the tentacle mass are -1d10 to hit.
94. **Unerring Tracker.** *Constant.* Once it meets a creature, if it decides to, it can track that creature across dimensions for as long as the target lives.
95. **Vicious.** *Constant.* It can add 1 Wound per 1 AP spent, half to the victim, without limit.
96. **Vine-ish Restraint.** *Constant.* Tendrils can restrain targets in the same arena or an adjacent arena. There are about 20 vine-equivalents, and each one offers 1d10 towards restraining the target; keep the top 2 for the result on an impede test. This is a free attack for the monster. Cornered targets are drawn towards the monster; a move action, or if in the same arena, an attack action.
97. **Webgush.** *3 AP.* It can spray out a mass of webbing that impedes everyone in an arena, or half an arena. The impeding strands have an impede score of 17 (instead of rolling) and 3 Wounds, -1 Wound at the end of each round.
98. **Whispers.** *Constant.* At will, it releases psychic/audible whispers that haunt those in its arena with half-heard terrifying voices that seem familiar somehow. Targets must pass Commitment difficulty 10 tests to act.
99. **Wizard.** *1 AP.* Assign a grimore or base wizard talents, it can cast 1d5 of those spells. For 3 AP, it can cast as a range action (instead of a focus action).
100. **Worry.** *1 AP.* If the monster successfully impedes, the target is -1d10 to hit and -4 to all rolls.

**Flaws** Monsters have 0-2 [1d5-3] flaws. Roll 2d10 for each.

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2. **Cocky.** It overestimates itself and underestimates its foes. Goes for drama instead of quick victory.
3. **Delicious.** The monster's meat is savory, tender, and desirable to humans and other predators.
4. **Feeding Restriction.** 1d5. 1, little boys. 2, little girls. 3, women. 4, men. 5, religious types. Make up other categories if you like.
5. **Herbal Allergy.** It is -4 in the presence of a certain herb, visibly uncomfortable in the same arena and in pain within melee range.
6. **Highly Flammable.** If set ablaze, it loses 1d5 Wounds a round and thrashes around until it dies. Then it explodes the next round, doing 5 Wounds to those in melee range who don't dodge, 3 to those who try to, and 1 to those who leap out of the way on a Daring difficulty 10 test.

7. **Insecure.** At its core, it is worried that it isn't good enough, so it requires outside reinforcement; fawning minions, terrified foes, etc. It is easily provoked, and easily goaded into paranoia.
8. **Iron Allergy.** If it touches iron, it takes 1 Wound after a round, and another after a further minute of contact. Iron weapons do +1 Wound. It senses iron in its arena and in adjacent arenas.
9. **Light Allergy.** If exposed to the equivalent of daylight, it dies if it rolls above a 5 on 1d10. It can see fine in the dark.
10. **Light Sensitive.** In daylight or equivalent, it is -4 to all rolls. It can see fine in the dark.
11. **Obsessive/Compulsive.** Confronted with a riddle, maze, counting game, or other specific brain teaser (just one kind) it is compelled to solve the riddle before it can act further. This can take 1d5 rounds, minutes, or hours, depending on the puzzle's size and complexity.
12. **Popular Components.** Its fluids, bones, meat, organs, etc. provide spell components for some common and sought after magical effects.
13. **Purity.** If struck by a virgin, in addition to any damage, if it rolls above a 5 on 1d10 it dies. It will not attack virgins.
14. **Repelled by Salt.** It cannot cross a line of salt, and if struck with salt it takes 1 Wound.
15. **Running Water.** If it touches running water for an entire round, it takes 1 Wound it can't soak.
16. **Silver Allergy.** If touched by silver, it dies if it rolls above a 5 on 1d10. It can sense silver in its arena.
17. **Stake-able.** If struck for at least 1 Wound by a stake made of a certain kind of tree, it dies.
18. **Territorial.** It likes to stay in its comfort zone, in its territory. It is compelled to attack intruders, and if it is forced out of its territory it is -2 on all rolls until it finds or makes a new territory or gets home.
19. **Unreflective.** Its reflection shows its true form even if it appears to be something else. Or, if it does not use illusions and can't pass for human, it flees from its reflection in a mirror as big as its head.
20. **Well Known.** Weaknesses, powers, and habits are common knowledge locally.