

# Ape

**Body Points:** 20

**Strength Bonus:** Small Weapon - 3 Normal Short/Longsword - 4 Normal

**Threshold:** 0

**Rips From:** Pin/Bind

**Movement:** Wandering

**Type:** Animal

**APL:** 3

**Intelligence:** Animal

**Society:** Pack

**Motivation:** Food

**Armor:** None

**Offensive Abilities:**

**Defensive Abilities:** Resist Poison x1

**Healed By:** Healing

**Spells:** None

**Pyramid:** None

**Notes:** <no value>

**Weapon Use:** None

**Claws:** Short/Long

**Base Damage Call:** Small Weapon - 3 Normal Short/Longsword - 4 Normal

**At Death:** Remains

**Immune To:** None

**Protectives:** Never

**Vulnerabilities:**

## Attercob

**Body Points:** 24+

**Strength Bonus:** Small Weapon - 3 Normal Short/Longsword - 4 Normal Two Handed - 7 Normal

**Threshold:** 0

**Rips From:** Immune

**Movement:** Wandering

**Type:** Arachnoid

**APL:** 5+

**Intelligence:** Normal

**Society:** Hive Queen

**Motivation:** Kill Bullywugs

**Armor:** Natural (12)

**Offensive Abilities:** May Possess Skills as PC, Physical Web x3 (May Use as Paste of Stickiness), Duration of Physical Web: 10 Minutes

**Defensive Abilities:** Add Character Body

**Healed By:** Healing

**Spells:** By Skills

**Pyramid:** None

**Notes:** Immune to Pin/Bind/Web

**Weapon Use:** By Skills

**Claws:** Short/Long

**Base Damage Call:** Small Weapon - 3 Normal Short/Longsword - 4 Normal Two Handed - 7 Normal

**At Death:** Remains

**Immune To:** Sleep, Charm, Binding, Pin/Bind/Web

**Protectives:** None to Start

**Vulnerabilities:**

## Basilisk

**Body Points:** 30

**Strength Bonus:** Small Weapon - 3 Paralyze Short/Longsword - 4 Paralyze

**Threshold:** 0

**Rips From:** Pin/Bind

**Movement:** Wandering

**Type:** Animal

**APL:** 5

**Intelligence:** Animal

**Society:** Solitary

**Motivation:** Survival and Hunger

**Armor:** Natural (10)

**Offensive Abilities:** Carrier Attack: Paralysis, Paralysis Poison x3, Duration of Paralysis: 10 Minutes

**Defensive Abilities:**

**Healed By:** Healing

**Spells:** None

**Pyramid:** None

**Notes:** None

**Weapon Use:** None

**Claws:** Short/Long

**Base Damage Call:** Small Weapon - 3 Paralyze Short/Longsword - 4 Paralyze

**At Death:** Remains

**Immune To:** Poison, Waylay

**Protectives:** None to Start

**Vulnerabilities:**

## Bear

**Body Points:** 20  
**Strength Bonus:** Small Weapon - 3 Normal Short/Longsword - 4 Normal  
**Threshold:** 1  
**Rips From:** Pin/Bind  
**Movement:** Wandering  
**Type:** Animal  
**APL:** 2  
**Intelligence:** Normal  
**Society:** Family  
**Motivation:** Likes Honey and Meat  
**Armor:** None  
**Offensive Abilities:**  
**Defensive Abilities:**  
**Healed By:** Healing  
**Spells:** None  
**Pyramid:** None  
**Notes:** None  
**Weapon Use:** None  
**Claws:** Short/Long  
**Base Damage Call:** Small Weapon - 3 Normal Short/Longsword - 4 Normal  
**At Death:** Remains  
**Immune To:** Waylay 1  
**Protectives:** None to Start  
**Vulnerabilities:**

## Bear, Cave

**Body Points:** 40  
**Strength Bonus:** Small Weapon - 4 Normal Short/Longsword - 5 Normal  
**Threshold:** 5  
**Rips From:** Pin/Bind/Web  
**Movement:** Wandering  
**Type:** Animal  
**APL:** 4  
**Intelligence:** Normal  
**Society:** Family  
**Motivation:** Hunger  
**Armor:** None  
**Offensive Abilities:**  
**Defensive Abilities:**  
**Healed By:** Healing  
**Spells:** None  
**Pyramid:** None  
**Notes:** None  
**Weapon Use:** None  
**Claws:** Short/Long  
**Base Damage Call:** Small Weapon - 4 Normal Short/Longsword - 5 Normal  
**At Death:** Remains  
**Immune To:** Waylay 5  
**Protectives:** None to Start  
**Vulnerabilities:**

## Unicorn, Black

**Body Points:** 100  
**Strength Bonus:** Small Weapon - "4 Normal"Short/Longsword - "5 Normal"  
**Threshold:** <no value>  
**Rips From:**Pin/Bind/Web  
**Movement:** Wandering  
**Type:** Animal  
**APL:** 12  
**Intelligence:** Normal  
**Society:** Solitary  
**Motivation:** Corrupt the Woodlands  
**Armor:** None  
**Offensive Abilities:** Spellstrike Cause Mortal Wounds x6, Spellstrike Death x3, Magic Curse x3, Pyramid Delivered as "Magic"  
**Defensive Abilities:** Return Magic x3, Dodge x5, Return Waylay x2  
**Healed By:** Necromancy  
**Spells:** Earth  
**Pyramid:** 4,4,4,4,4,4,4,4  
**Notes:** <no value>  
**Weapon Use:** None  
**Claws:** Short/Long  
**Base Damage Call:** Small Weapon - "4 Normal"Short/Longsword - "5 Normal"  
**At Death:** Remains  
**Immune To:** Sleep, Charm, Poison, Feeblemind, Vertigo  
**Protectives:** May Have  
**Vulnerabilities:** Double Damage from Healing, May Not Cast Healing

## Bullywug

**Body Points:** 5+  
**Strength Bonus:** Small Weapon - 1 Normal Short/Longsword - 2 Normal  
**Threshold:** 0  
**Rips From:**None  
**Movement:** Wandering  
**Type:** Amphiboid  
**APL:** 1+  
**Intelligence:** Low  
**Society:** Tribal  
**Motivation:** Hate Attercob  
**Armor:** None  
**Offensive Abilities:** May Possess Skills as PC (to 2nd Level)  
**Defensive Abilities:** Add Character Body, May Act Normally Underwater  
**Healed By:** Healing  
**Spells:** By Skills  
**Pyramid:** None  
**Notes:** None  
**Weapon Use:** By Skills  
**Claws:** None  
**Base Damage Call:** Small Weapon - 1 Normal Short/Longsword - 2 Normal  
**At Death:** Remains  
**Immune To:** None  
**Protectives:** None to Start  
**Vulnerabilities:** May Not Use Two Handed Weapons

## Ape, Crazy

**Body Points:** 20

**Strength Bonus:** Small Weapon - 4 Normal Short/Longsword - 5 Normal Thrown - 10 Normal or 35 Normal

**Threshold:** 2

**Rips From:** Pin/Bind/Web

**Movement:** Wandering

**Type:** Animal

**APL:** 5

**Intelligence:** Animal

**Society:** Pack

**Motivation:** Food

**Armor:** None

**Offensive Abilities:** Thrown Weapon +5 Damage With Thrown Weapon, 1 Innate Slay With Thrown Weapon

**Defensive Abilities:**

**Healed By:** Healing

**Spells:** None

**Pyramid:** None

**Notes:**

**Weapon Use:** None

**Claws:** Short/Long

**Base Damage Call:** Small Weapon - 4 Normal Short/Longsword - 5 Normal Thrown - 10 Normal or 35 Normal

**At Death:** Remains

**Immune To:** Sleep, Charm, Waylay 2

**Protectives:** Never

**Vulnerabilities:**

## Cyclops

**Body Points:** 30+

**Strength Bonus:** Small Weapon - 3 Normal Short/Longsword - 4 Normal Two Handed - 7 Normal

**Threshold:** 4

**Rips From:** Pin/Bind

**Movement:** Wandering

**Type:** Humanoid

**APL:** 6+

**Intelligence:** Normal

**Society:** Solitary

**Motivation:** Personal Goals

**Armor:** By Class

**Offensive Abilities:** May Possess Skills as PC

**Defensive Abilities:** Add Character Body

**Healed By:** Healing

**Spells:** By Skills

**Pyramid:** None

**Notes:**

**Weapon Use:** By Skills

**Claws:** None

**Base Damage Call:** Small Weapon - 3 Normal Short/Longsword - 4 Normal Two Handed - 7 Normal

**At Death:** Remains

**Immune To:** Waylay 4

**Protectives:** None to Start

**Vulnerabilities:**

## Death Master

**Body Points:** 18

**Strength Bonus:** Small Weapon - 2 Normal Short/Longsword - 3 Normal

**Threshold:** 0

**Rips From:** Pin

**Movement:** Wandering

**Type:** Undead, Lesser

**APL:** 4

**Intelligence:** Low

**Society:** Pack

**Motivation:** Lead Lesser Undead to Ravage the Living

**Armor:** None

**Offensive Abilities:** Control Lesser Undead by Voice

**Defensive Abilities:** No Metabolism

**Healed By:** Necromancy (Double)

**Spells:** None

**Pyramid:** None

**Notes:** None

**Weapon Use:** None

**Claws:** Short/Long

**Base Damage Call:** Small Weapon - 2 Normal Short/Longsword - 3 Normal

**At Death:** Remains

**Immune To:** Sleep, Charm, Poison, Death, Paralyze, Waylay, Ice, Drain

**Protectives:** None to Start

**Vulnerabilities:** Double Damage from Healing Immune to Life

## Dissolver

**Body Points:** 25

**Strength Bonus:** Small Weapon - 2 Acid Short/Longsword - 3 Acid

**Threshold:** 1

**Rips From:** Pin

**Movement:** Wandering

**Type:** Vegetable

**APL:** 8

**Intelligence:** Normal

**Society:** Pack

**Motivation:** Death to Vegetarians

**Armor:** None

**Offensive Abilities:** Carrier Attack: Acid, 10 Elemental Acid x4, 20 Elemental Acid x3, 30 Elemental Acid x2, Control Vegetable and Ooze 10 foot Radius

**Defensive Abilities:** Acidic Skin

**Healed By:** Healing

**Spells:** None

**Pyramid:** None

**Notes:**

**Weapon Use:** None

**Claws:** Short/Long

**Base Damage Call:** Small Weapon - 2 Acid Short/Longsword - 3 Acid

**At Death:** Remains

**Immune To:** Sleep, Charm, Poison, Waylay, Acid

**Protectives:** None to Start

**Vulnerabilities:** Double Damage from Flame

## Doom Bush

**Body Points:** 30

**Strength Bonus:** Small Weapon - 4 Normal Short/Longsword - 5 Normal Two Handed - 9 Normal

**Threshold:** 0

**Rips From:** Pin/Bind/Web

**Movement:** Stationary

**Type:** Vegetable

**APL:** 8

**Intelligence:** Mindless

**Society:** Solitary

**Motivation:** To Fertilize Its Roots

**Armor:** None

**Offensive Abilities:** Instant Death Poison x4, Physical Web x3, Duration of Physical Web: 10 Minutes

**Defensive Abilities:**

**Healed By:** Healing

**Spells:** None

**Pyramid:** None

**Notes:**

**Weapon Use:** None

**Claws:** Two Handed

**Base Damage Call:** Small Weapon - 4 Normal Short/Longsword - 5 Normal Two Handed - 9 Normal

**At Death:** Remains

**Immune To:** Sleep, Charm, Poison, Waylay

**Protectives:** None to Start

**Vulnerabilities:** Double Damage from Flame

## Genie, Elder

**Body Points:** 75

**Strength Bonus:** Small Weapon - "5 Magic" or "4 Normal" Short/Longsword - "6 Magic" or "5 Normal" Two Handed - "10 Magic" or "9 Normal"

**Threshold:** 8

**Rips From:** Immune

**Movement:** Restricted

**Type:** Ffolke

**APL:** 16

**Intelligence:** High

**Society:** <no value>

**Motivation:** Find Freedom

**Armor:** <no value>

**Offensive Abilities:** May Use Any Weapon Skill or Style, Innate Damage Aura +1 (By Choice), Magic Eldritch Blast x3, Magic Imprison x3, Magic Magic Storm x2, Magic Charm x6, Innate Pyramid Delivered as "Magic", May Grant 6 Gifts a Day (Limited by Plot)

**Defensive Abilities:** No Metabolism, May Cast in Body, Return Magic x3, Phase x3, Gaseous Form x3 (Return to Bottle), Return Waylay x3

**Healed By:** Healing

**Spells:** Celestial

**Pyramid:** 4,4,4,4,4,4,4,4

**Notes:** <no value>

**Weapon Use:** Two Handed

**Claws:** <no value>

**Base Damage Call:** Small Weapon - "5 Magic" or "4 Normal" Short/Longsword - "6 Magic" or "5 Normal" Two Handed - "10 Magic" or "9 Normal"

**At Death:** Remains

**Immune To:** Sleep, Charm, Poison, Death, Paralyze, Drain, Binding, Glamour

**Protectives:** Will Have

**Vulnerabilities:** May Not Harm the Holder of Their Bottle, May Imprison Bottle to Trap Genie, Must Grant a Gift to the Holder of the Bottle, the Bottle Then Disappears, Immune to Life

## Spider, Emerald

**Body Points:** 4

**Strength Bonus:** Small Weapon - 3 Normal Short/Longsword - 4 Normal

**Threshold:** 0

**Rips From:** Immune

**Movement:** Wandering

**Type:** Arachnoid

**APL:** 2

**Intelligence:** Animal

**Society:** Pack

**Motivation:** Capture Food Sources

**Armor:** Natural (20)

**Offensive Abilities:**

**Defensive Abilities:**

**Healed By:** Healing

**Spells:** None

**Pyramid:** None

**Notes:**

**Weapon Use:** None

**Claws:** Short/Long

**Base Damage Call:** Small Weapon - 3 Normal Short/Longsword - 4 Normal

**At Death:** Remains

**Immune To:** Binding

**Protectives:** None to Start

**Vulnerabilities:**

## Flytrap, Giant

**Body Points:** 50

**Strength Bonus:** Small Weapon - 5 Paralyze Short/Longsword - 6 Paralyze Two Handed - 11 Paralyze

**Threshold:** 0

**Rips From:** Pin/Bind/Web/Confine

**Movement:** Stationary

**Type:** Vegetable

**APL:** 8

**Intelligence:** Animal

**Society:** Solitary

**Motivation:** To Digest and Grow

**Armor:** None

**Offensive Abilities:** Carrier Attack: Paralysis, Paralysis Poison x3, Engulf x3, Duration of Paralysis: 10 Minutes

**Defensive Abilities:**

**Healed By:** Healing

**Spells:** None

**Pyramid:** None

**Notes:**

**Weapon Use:** None

**Claws:** Two Handed

**Base Damage Call:** Small Weapon - 5 Paralyze Short/Longsword - 6 Paralyze Two Handed - 11 Paralyze

**At Death:** Remains

**Immune To:** Sleep, Charm, Poison, Waylay

**Protectives:** None to Start

**Vulnerabilities:** Double Damage from Flame



## Ghast

**Body Points:** 30

**Strength Bonus:** Small Weapon - 3 Paralyze Short/Longsword - 4 Paralyze

**Threshold:** 0

**Rips From:** Pin/Bind

**Movement:** Wandering

**Type:** Undead, Lesser

**APL:** 4

**Intelligence:** Low

**Society:** Pack

**Motivation:** Feast Upon the Living

**Armor:** None

**Offensive Abilities:** Carrier Attack Paralysis, Nausea Poison x2, Duration of Paralysis: 10 Minutes, Duration of Nausea: 10 Minutes

**Defensive Abilities:** No Metabolism

**Healed By:** Necromancy (Double)

**Spells:** None

**Pyramid:** None

**Notes:** None

**Weapon Use:** None

**Claws:** Short/Long

**Base Damage Call:** Small Weapon - 3 Paralyze Short/Longsword - 4 Paralyze

**At Death:** Remains

**Immune To:** Sleep, Charm, Poison, Death, Paralyze, Waylay, Ice, Drain

**Protectives:** None to Start

**Vulnerabilities:** Double Damage from Healing Immune to Life

## Rat, Giant

**Body Points:** 16

**Strength Bonus:** Small Weapon - 2 Disease Short/Longsword - 3 Disease

**Threshold:** 0

**Rips From:** Pin

**Movement:** Wandering

**Type:** Animal

**APL:** 2

**Intelligence:** Animal

**Society:** Pack

**Motivation:** Hunger

**Armor:** None

**Offensive Abilities:** Carrier Attack: Disease, Duration of Disease: Until Cured

**Defensive Abilities:**

**Healed By:** Healing

**Spells:** None

**Pyramid:** None

**Notes:** None

**Weapon Use:** None

**Claws:** Short/Long

**Base Damage Call:** Small Weapon - 2 Disease Short/Longsword - 3 Disease

**At Death:** Remains

**Immune To:** None

**Protectives:** None to Start

**Vulnerabilities:**

## Snake, Giant

**Body Points:** 25

**Strength Bonus:** Small Weapon - 2 Nausea Short/Longsword - 3 Nausea Two handed - 5 Nausea

**Threshold:** 0

**Rips From:** Pin

**Movement:** Wandering

**Type:** Animal

**APL:** 2

**Intelligence:** Animal

**Society:** Solitary

**Motivation:** Spawning

**Armor:** None

**Offensive Abilities:** Carrier Attack: Nausea, Engulf x1, Duration of Nausea: 10 Minutes

**Defensive Abilities:**

**Healed By:** Healing

**Spells:** None

**Pyramid:** None

**Notes:** None

**Weapon Use:** None

**Claws:** Two Handed

**Base Damage Call:** Small Weapon - 2 Nausea Short/Longsword - 3 Nausea Two handed - 5 Nausea

**At Death:** Remains

**Immune To:** None

**Protectives:** None to Start

**Vulnerabilities:**

## Spider, Giant

**Body Points:** 2

**Strength Bonus:** Small Weapon - 1 Normal Short/Longsword - 2 Normal

**Threshold:** 0

**Rips From:** Immune

**Movement:** Wandering

**Type:** Arachnoid

**APL:** 1

**Intelligence:** Animal

**Society:** Pack

**Motivation:** Capture Food Sources

**Armor:** Natural (10)

**Offensive Abilities:**

**Defensive Abilities:**

**Healed By:** Healing

**Spells:** None

**Pyramid:** None

**Notes:**

**Weapon Use:** None

**Claws:** Short/Long

**Base Damage Call:** Small Weapon - 1 Normal Short/Longsword - 2 Normal

**At Death:** Remains

**Immune To:** Binding

**Protectives:** None to Start

**Vulnerabilities:**

## Gnoll

**Body Points:** 10+

**Strength Bonus:** On Hand Small Weapon - 2 Normal Short/Longsword - 3 Normal Two Handed - 5 Normal

**Threshold:** 0

**Rips From:** None

**Movement:** Wandering

**Type:** Lupoid

**APL:** 2+

**Intelligence:** Normal

**Society:** Pack

**Motivation:** Conquest

**Armor:** By Class

**Offensive Abilities:** May Possess Skills as PC

**Defensive Abilities:** Add Character Body

**Healed By:** Healing

**Spells:** By Skills

**Pyramid:** None

**Notes:** None

**Weapon Use:** By Skills

**Claws:** None

**Base Damage Call:** On Hand Small Weapon - 2 Normal Short/Longsword - 3 Normal Two Handed - 5 Normal

**At Death:** Remains

**Immune To:** None

**Protectives:** None to Start

**Vulnerabilities:** May Not Use Blunt Weapons

## Goblin

**Body Points:** 8+

**Strength Bonus:** Small Weapon - 1 Normal Short/Longsword - 2 Normal

**Threshold:** 0

**Rips From:** None

**Movement:** Wandering

**Type:** Goblinoid

**APL:** 1+

**Intelligence:** Low

**Society:** Tribal

**Motivation:** Greed

**Armor:** None

**Offensive Abilities:** May Possess Skills as PC (To 2nd Level)

**Defensive Abilities:** Add Character Body

**Healed By:** Healing

**Spells:** By Skills

**Pyramid:** None

**Notes:**

**Weapon Use:** By Skills

**Claws:** None

**Base Damage Call:** Small Weapon - 1 Normal Short/Longsword - 2 Normal

**At Death:** Remains

**Immune To:** None

**Protectives:** None to Start

**Vulnerabilities:** May Not Use Two Handed Weapons

## Slime, Green

**Body Points:** 20

**Strength Bonus:** Small Weapon - 1 Normal Short/Longsword - 2 Normal

**Threshold:** 0

**Rips From:** None

**Movement:** Wandering

**Type:** Ooze

**APL:** 3

**Intelligence:** Mindless

**Society:** Solitary

**Motivation:** Food

**Armor:** None

**Offensive Abilities:** Arcane Shatter x3, Arcane Destroy x2, Engulf x1

**Defensive Abilities:** Acidic Skin

**Healed By:** Healing

**Spells:** None

**Pyramid:** None

**Notes:**

**Weapon Use:** None

**Claws:** Short/Long

**Base Damage Call:** Small Weapon - 1 Normal Short/Longsword - 2 Normal

**At Death:** Remains

**Immune To:** Sleep, Charm, Poison, Waylay

**Protectives:** None to Start

**Vulnerabilities:** Double Damage from Flame

## Grotesque

**Body Points:** 200

**Strength Bonus:** Small Weapon - 3 Normal Short/Longsword - 4 Normal Two handed - 7 Normal

**Threshold:** 0

**Rips From:** Pin/Bind/Web/Confine

**Movement:** Wandering

**Type:** Undead, Greater

**APL:** 10

**Intelligence:** Mindless

**Society:** Solitary

**Motivation:** Hunger of the Dead

**Armor:** None

**Offensive Abilities:** May Use Any Weapon Skill or Style

**Defensive Abilities:** May Not Be Killing Blowed

**Healed By:** Necromancy (Double)

**Spells:** None

**Pyramid:** None

**Notes:**

**Weapon Use:** Two Handed

**Claws:** Short/Long

**Base Damage Call:** Small Weapon - 3 Normal Short/Longsword - 4 Normal Two handed - 7 Normal

**At Death:** Remains

**Immune To:** Sleep, Charm, Poison, Death, Paralyze, Waylay, Ice

**Protectives:** None to Start

**Vulnerabilities:** Double Damage from Healing Immune to Life

## Giant, Hill

**Body Points:** 30+

**Strength Bonus:** Small Weapon - 3 Normal Short/Longsword - 4 Normal Two Handed - 7 Normal Thrown - 7 Normal

**Threshold:** 2

**Rips From:** Pin/Bind

**Movement:** Wandering

**Type:** Giant

**APL:** 5+

**Intelligence:** Normal

**Society:** Tribal

**Motivation:** Preserve the Tribe

**Armor:** By Class

**Offensive Abilities:** May Possess Skills as PC, Thrown Weapon

**Defensive Abilities:** Add Character Body

**Healed By:** Healing

**Spells:** By Skills

**Pyramid:** None

**Notes:**

**Weapon Use:** By Skills

**Claws:** None

**Base Damage Call:** Small Weapon - 3 Normal Short/Longsword - 4 Normal Two Handed - 7 Normal Thrown - 7 Normal

**At Death:** Remains

**Immune To:** Waylay 2

**Protectives:** None to Start

**Vulnerabilities:**

## Hobgoblin

**Body Points:** 16+

**Strength Bonus:** Small Weapon - 1 Normal Short/Longsword - 2 Normal Two Handed - 3 Normal

**Threshold:** 0

**Rips From:** None

**Movement:** Wandering

**Type:** Goblinoid

**APL:** 1+

**Intelligence:** Low

**Society:** Tribal

**Motivation:** Greed

**Armor:** By Class

**Offensive Abilities:** May Possess Skills as PC (To 5th Level)

**Defensive Abilities:** Add Character Body

**Healed By:** Healing

**Spells:** By Skills

**Pyramid:** None

**Notes:**

**Weapon Use:** By Skills

**Claws:** None

**Base Damage Call:** Small Weapon - 1 Normal Short/Longsword - 2 Normal Two Handed - 3 Normal

**At Death:** Remains

**Immune To:** None

**Protectives:** None to Start

**Vulnerabilities:**

## Hound of the Dead

**Body Points:** 25

**Strength Bonus:** Small Weapon - 3 Normal Short/Longsword - 4 Normal

**Threshold:** 0

**Rips From:** Pin/Bind

**Movement:** Wandering

**Type:** Undead, Lesser

**APL:** 3

**Intelligence:** Animal

**Society:** Pack

**Motivation:** Devour the Living

**Armor:** None

**Offensive Abilities:** Spellstrike Cause Critical Wounds x2

**Defensive Abilities:** No Metabolism

**Healed By:** Necromancy (Double)

**Spells:** None

**Pyramid:** None

**Notes:** None

**Weapon Use:** None

**Claws:** Short/Long

**Base Damage Call:** Small Weapon - 3 Normal Short/Longsword - 4 Normal

**At Death:** Remains

**Immune To:** Sleep, Charm, Poison, Death, Paralyze, Waylay, Ice, Drain

**Protectives:** None to Start

**Vulnerabilities:** Double Damage from Healing Immune to Life

## Khabad

**Body Points:** 10

**Strength Bonus:** Small Weapon - 1 Normal Short/Longsword - 2 Normal

**Threshold:** 0

**Rips From:** None

**Movement:** Wandering

**Type:** Vegetable

**APL:** 1

**Intelligence:** Mindless

**Society:** Pack

**Motivation:** To Grow

**Armor:** None

**Offensive Abilities:**

**Defensive Abilities:** Lightning Adds to Body

**Healed By:** Healing and Lightning

**Spells:** None

**Pyramid:** None

**Notes:**

**Weapon Use:** None

**Claws:** Short/Long

**Base Damage Call:** Small Weapon - 1 Normal Short/Longsword - 2 Normal

**At Death:** Remains

**Immune To:** Sleep, Charm, Poison, Waylay

**Protectives:** None to Start

**Vulnerabilities:** Double Damage from Flame and Ice

## Khabad Shambler

**Body Points:** 40

**Strength Bonus:** Small Weapon - 4 Normal Short/Longsword - 5 Normal Two handed - 9 Normal

**Threshold:** 0

**Rips From:** Pin/Bind/Web

**Movement:** Wandering

**Type:** Vegetable

**APL:** 7

**Intelligence:** Mindless

**Society:** Solitary

**Motivation:** Food

**Armor:** None

**Offensive Abilities:** Engulf x3, Physical Web x3, Duration of Physical Web: 10 Minutes

**Defensive Abilities:** Lightning Adds to Body

**Healed By:** Healing and Lightning

**Spells:** None

**Pyramid:** None

**Notes:**

**Weapon Use:** None

**Claws:** Two Handed

**Base Damage Call:** Small Weapon - 4 Normal Short/Longsword - 5 Normal Two handed - 9 Normal

**At Death:** Remains

**Immune To:** Sleep, Charm, Poison, Waylay, Flame, Ice

**Protectives:** None to Start

**Vulnerabilities:**

## Kobold Assassin

**Body Points:** 12+

**Strength Bonus:** Small Weapon - 1 Normal Short/Longsword - 2 Normal Waylay - Waylay 1

**Threshold:** 0

**Rips From:** None

**Movement:** Wandering

**Type:** Lupoid

**APL:** 1+

**Intelligence:** Low

**Society:** Pack

**Motivation:** Theft of Shiny Objects

**Armor:** None

**Offensive Abilities:** Will Possess Skills as PC (Rogue To 6th Level)

**Defensive Abilities:** Add Character Body

**Healed By:** Healing

**Spells:** None

**Pyramid:** None

**Notes:** None

**Weapon Use:** Short/Long

**Claws:** None

**Base Damage Call:** Small Weapon - 1 Normal Short/Longsword - 2 Normal Waylay - Waylay 1

**At Death:** Remains

**Immune To:** None

**Protectives:** None to Start

**Vulnerabilities:** Must Purchase One Handed Weapon and Waylay

## Lizard Man

**Body Points:** 20+

**Strength Bonus:** Small Weapon - 3 Normal Short/Longsword - 4 Normal Two Handed - 7 Normal

**Threshold:** 2

**Rips From:** Pin/Bind

**Movement:** Wandering

**Type:** Reptoid

**APL:** 2+

**Intelligence:** Normal

**Society:** Tribal

**Motivation:** Survival and Advancement of the Tribe

**Armor:** None

**Offensive Abilities:** May Possess Skills as PC

**Defensive Abilities:** Add Character Body, May Act Normally Underwater for 10 Minutes

**Healed By:** Healing

**Spells:** By Skills

**Pyramid:** None

**Notes:**

**Weapon Use:** By Skills

**Claws:** Short/Long

**Base Damage Call:** Small Weapon - 3 Normal Short/Longsword - 4 Normal Two Handed - 7 Normal

**At Death:** Remains

**Immune To:** Waylay 2

**Protectives:** None to Start

**Vulnerabilities:** Double Damage from Ice

## Minotaur, Youth

**Body Points:** 20+

**Strength Bonus:** Small Weapon - 3 Normal Short/Longsword - 4 Normal Two Handed - 7 Normal

**Threshold:** 1

**Rips From:** Pin/Bind

**Movement:** Wandering

**Type:** Humanoid

**APL:** 3+

**Intelligence:** Normal

**Society:** Tribal

**Motivation:** Like Contests and Dares

**Armor:** By Class

**Offensive Abilities:** May Possess Skills as PC

**Defensive Abilities:** Add Character Body May Buy Resist Poison as Dwarf

**Healed By:** Healing

**Spells:** By Skills

**Pyramid:** None

**Notes:** Pin/Bind/Web

**Weapon Use:** By Skills

**Claws:** None

**Base Damage Call:** Small Weapon - 3 Normal Short/Longsword - 4 Normal Two Handed - 7 Normal

**At Death:** Remains

**Immune To:** Charm, Waylay 1

**Protectives:** None to Start

**Vulnerabilities:**



# Mummy

**Body Points:** 30

**Strength Bonus:** Small Wepaon - 3 Disease Short/Longsword - 4 Disease

**Threshold:** 1

**Rips From:** Pin/Bind

**Movement:** Wandering

**Type:** Undead, Lesser

**APL:** 6

**Intelligence:** Mindless

**Society:** Solitary

**Motivation:** Send the Living to Their Graves

**Armor:** None

**Offensive Abilities:** Carrier Attack: Disease, Spellstrike Wither Limb x2,  
Duration of Disease: Until Cured, Duration of Wither: Until Restored

**Defensive Abilities:** No Metabolism

**Healed By:** Necromancy (Double)

**Spells:** None

**Pyramid:** None

**Notes:** None

**Weapon Use:** None

**Claws:** Short/Long

**Base Damage Call:** Small Wepaon - 3 Disease Short/Longsword - 4 Disease

**At Death:** Remains

**Immune To:** Sleep, Charm, Poison, Death, Paralyze, Waylay, Ice, Drain

**Protectives:** None to Start

**Vulnerabilities:** Double Damage from Healing and Flame, Immune to Life

# Ogre

**Body Points:** 15+

**Strength Bonus:** Small Weapon - 2 Normal Short/Longsword - 3 Normal Two  
Handed - 5 Normal

**Threshold:** 1

**Rips From:** Pin

**Movement:** Wandering

**Type:** Ogroid

**APL:** 3+

**Intelligence:** Low

**Society:** Tribal

**Motivation:** Survival and Advancement of the Tribe

**Armor:** By Class

**Offensive Abilities:** May Possess Skills as PC (Fighter or Rogue)

**Defensive Abilities:** Add Character Body

**Healed By:** Healing

**Spells:** By Skills

**Pyramid:** None

**Notes:** None

**Weapon Use:** By Skills

**Claws:** None

**Base Damage Call:** Small Weapon - 2 Normal Short/Longsword - 3 Normal  
Two Handed - 5 Normal

**At Death:** Remains

**Immune To:** Waylay 2

**Protectives:** None to Start

**Vulnerabilities:** Pay Double for Scholarly Skills and Ritual Magic

## Ogre Magi

**Body Points:** 10+

**Strength Bonus:** Small Weapon - 2 Normal Short/Longsword - 3 Normal Two Handed - 5 Normal

**Threshold:** 1

**Rips From:** Pin

**Movement:** Wandering

**Type:** Ogroid

**APL:** 2+

**Intelligence:** Normal

**Society:** Tribal

**Motivation:** Survival and Advancement of the Tribe

**Armor:** By Class

**Offensive Abilities:** May Possess Skills as PC (Templar)

**Defensive Abilities:** Add Character Body

**Healed By:** Healing

**Spells:** By Skills

**Pyramid:** None

**Notes:** None

**Weapon Use:** By Skills

**Claws:** None

**Base Damage Call:** Small Weapon - 2 Normal Short/Longsword - 3 Normal Two Handed - 5 Normal

**At Death:** Remains

**Immune To:** Waylay 1

**Protectives:** None to Start

**Vulnerabilities:**

## Ogre, Northern ( Yeti)

**Body Points:** 20+

**Strength Bonus:** Small Weapon - 3 Normal Short/Longsword - 4 Normal Two handed - 7 Normal

**Threshold:** 2

**Rips From:** Pin/Bind

**Movement:** Wandering

**Type:** Ogroid

**APL:** 4+

**Intelligence:** Normal

**Society:** Tribal

**Motivation:** Survival and Advancement of the Tribe

**Armor:** By Class

**Offensive Abilities:** May Possess Skills as PC, Magic Icebolt x2

**Defensive Abilities:** Add Character Body

**Healed By:** Healing

**Spells:** None

**Pyramid:** None

**Notes:** None

**Weapon Use:** By Skills

**Claws:** Short/Long

**Base Damage Call:** Small Weapon - 3 Normal Short/Longsword - 4 Normal Two handed - 7 Normal

**At Death:** Remains

**Immune To:** Waylay 2, Ice

**Protectives:** None to Start

**Vulnerabilities:** Double Damage from Flame

## Ogre, War

**Body Points:** 25+

**Strength Bonus:** Small Weapon - 2 Normal Short/Longsword - 3 Normal Two Handed - 7 Normal

**Threshold:** 2

**Rips From:** Pin/Bind

**Movement:** Wandering

**Type:** Ogroid

**APL:** 4+

**Intelligence:** Low

**Society:** Tribal

**Motivation:** Survival and Advancement of the Tribe

**Armor:** By Class

**Offensive Abilities:** May Possess Skills as PC (Fighter)

**Defensive Abilities:** Add Character Body

**Healed By:** Healing

**Spells:** None

**Pyramid:** None

**Notes:** None

**Weapon Use:** By Skills

**Claws:** None

**Base Damage Call:** Small Weapon - 2 Normal Short/Longsword - 3 Normal Two Handed - 7 Normal

**At Death:** Remains

**Immune To:** Waylay 2

**Protectives:** None to Start

**Vulnerabilities:** May Not Buy Scholarly Skills

## Orc

**Body Points:** 10+

**Strength Bonus:** Small Weapon - 2 Normal Short/Longsword - 3 Normal Two Handed - 5 Normal

**Threshold:** 0

**Rips From:** None

**Movement:** Wandering

**Type:** Humanoid

**APL:** 2+

**Intelligence:** Low

**Society:** Tribal

**Motivation:** Survival and Advancement of the Tribe

**Armor:** By Class

**Offensive Abilities:** May Possess Skills as PC

**Defensive Abilities:** Add Character Body

**Healed By:** Healing

**Spells:** By Skills

**Pyramid:** None

**Notes:**

**Weapon Use:** By Skills

**Claws:** None

**Base Damage Call:** Small Weapon - 2 Normal Short/Longsword - 3 Normal Two Handed - 5 Normal

**At Death:** Remains

**Immune To:** None

**Protectives:** None to Start

**Vulnerabilities:** Pay Double for Scholarly Skills and Ritual Magic

## Orc, War

**Body Points:** 20+

**Strength Bonus:** Small Weapon - 2 Normal Short/Longsword - 3 Normal Two Handed - 5 Normal

**Threshold:** 2

**Rips From:** Pin/Bind

**Movement:** Wandering

**Type:** Humanoid

**APL:** 3+

**Intelligence:** Low

**Society:** Tribal

**Motivation:** Survival and Advancement of the Tribe

**Armor:** By Class

**Offensive Abilities:** May Possess Skills as PC (Fighter)

**Defensive Abilities:** Add Character Body

**Healed By:** Healing

**Spells:** None

**Pyramid:** None

**Notes:**

**Weapon Use:** By Skills

**Claws:** None

**Base Damage Call:** Small Weapon - 2 Normal Short/Longsword - 3 Normal Two Handed - 5 Normal

**At Death:** Remains

**Immune To:** Waylay 2

**Protectives:** None to Start

**Vulnerabilities:** May Not Buy Scholarly Skills

## Rat, Giant War

**Body Points:** 32

**Strength Bonus:** Small Weapon - 3 Disease Short/Longsword - 4 Disease

**Threshold:** 0

**Rips From:** Pin/Bind

**Movement:** Wandering

**Type:** Animal

**APL:** 3

**Intelligence:** Animal

**Society:** Pack

**Motivation:** Hunger

**Armor:** None

**Offensive Abilities:**

**Defensive Abilities:**

**Healed By:** Healing

**Spells:** None

**Pyramid:** None

**Notes:** Pin/Bind

**Weapon Use:** None

**Claws:** Short/Long

**Base Damage Call:** Small Weapon - 3 Disease Short/Longsword - 4 Disease

**At Death:** Remains

**Immune To:** None

**Protectives:** None to Start

**Vulnerabilities:**

## Rat, Sewer

**Body Points:** 8  
**Strength Bonus:** Small Weapon - 1 Disease Short.Longsword - 2 Disease  
**Threshold:** 0  
**Rips From:** None  
**Movement:** Wandering  
**Type:** Animal  
**APL:** 1  
**Intelligence:** Animal  
**Society:** Pack  
**Motivation:** Hunger  
**Armor:** None  
**Offensive Abilities:**  
**Defensive Abilities:**  
**Healed By:** Healing  
**Spells:** None  
**Pyramid:** None  
**Notes:** None  
**Weapon Use:** None  
**Claws:** Short/Long  
**Base Damage Call:** Small Weapon - 1 Disease Short.Longsword - 2 Disease  
**At Death:** Remains  
**Immune To:** None  
**Protectives:** None to Start  
**Vulnerabilities:**

## Revenant

**Body Points:** 40  
**Strength Bonus:** Small Weapon - 3 Normal Short/Longsword - 4 Normal Two Handed - 7 Normal  
**Threshold:** 0  
**Rips From:** Pin/Bind  
**Movement:** Wandering  
**Type:** Undead, Lesser  
**APL:** 5  
**Intelligence:** Mindless  
**Society:** Pack  
**Motivation:** Rend the Living  
**Armor:** None  
**Offensive Abilities:** May Use Any Weapon Skill or Style  
**Defensive Abilities:** No Metabolism Half Damage from Weapons  
**Healed By:** Necromancy (Double)  
**Spells:** None  
**Pyramid:** None  
**Notes:** None  
**Weapon Use:** Two Handed  
**Claws:** Short/Long  
**Base Damage Call:** Small Weapon - 3 Normal Short/Longsword - 4 Normal Two Handed - 7 Normal  
**At Death:** Remains  
**Immune To:** Sleep, Charm, Poison, Death, Paralyze, Waylay, Ice, Drain  
**Protectives:** None to Start  
**Vulnerabilities:** Double Damage from Healing Immune to Life

## Revenant, Collosal

**Body Points:** 60

**Strength Bonus:** Small Weapon - 5 Normal Short/Longsword - 6 Normal Two Handed - 11 Normal

**Threshold:** 0

**Rips From:** Pin/Bind/Web/Confine

**Movement:** Wandering

**Type:** Undead, Lesser

**APL:** 10

**Intelligence:** Mindless

**Society:** Pack

**Motivation:** Rend the Living

**Armor:** None

**Offensive Abilities:** May Use Any Weapon Skill or Style

**Defensive Abilities:** No Metabolism, Half Damage from Weapons

**Healed By:** Necromancy (Double)

**Spells:** None

**Pyramid:** None

**Notes:** Pin/Bind

**Weapon Use:** Two Handed

**Claws:** Short/Long

**Base Damage Call:** Small Weapon - 5 Normal Short/Longsword - 6 Normal Two Handed - 11 Normal

**At Death:** Remains

**Immune To:** Sleep, Charm, Poison, Death, Paralyze, Waylay, Ice, Drain

**Protectives:** None to Start

**Vulnerabilities:** Double Damage from Healing, Immune to Life spells

## Salamander

**Body Points:** 20

**Strength Bonus:** Small Weapon - 5 Flame Short/Longsword - 6 Flame

**Threshold:** 0

**Rips From:** None

**Movement:** Wandering

**Type:** Amphiboid

**APL:** 5

**Intelligence:** Low

**Society:** Pack

**Motivation:** Food

**Armor:** None

**Offensive Abilities:** Add Flame Blade to Each Swing (+4 Flame), 16 Elemental Flame x3

**Defensive Abilities:**

**Healed By:** Healing

**Spells:** None

**Pyramid:** None

**Notes:** None

**Weapon Use:** None

**Claws:** Short/Long

**Base Damage Call:** Small Weapon - 5 Flame Short/Longsword - 6 Flame

**At Death:** Remains

**Immune To:** Flame

**Protectives:** None to Start

**Vulnerabilities:** Double Damage from Ice

## Saurian

**Body Points:** 40+

**Strength Bonus:** Small Weapon - 3 Normal Short/Longsword - 4 Normal Two handed - 7 Normal

**Threshold:** 3

**Rips From:** Pin/Bind

**Movement:** Wandering

**Type:** Reptoid

**APL:** 6+

**Intelligence:** Normal

**Society:** Tribal

**Motivation:** Survival and Advancement of the Tribe

**Armor:** By Class

**Offensive Abilities:** May Possess Skills as PC, Nausea Poison x2,

**Defensive Abilities:** Add Character Body May Act Normally Underwater for 10 minutes

**Healed By:** Healing

**Spells:** None

**Pyramid:** None

**Notes:**

**Weapon Use:** By Skills

**Claws:** Short/Long

**Base Damage Call:** Small Weapon - 3 Normal Short/Longsword - 4 Normal Two handed - 7 Normal

**At Death:** Remains

**Immune To:** Waylay 3

**Protectives:** None to Start

**Vulnerabilities:** Double Damage from Ice

## Skeleton

**Body Points:** 10

**Strength Bonus:** Small Weapon - 1 Normal Short/Longsword - 2 Normal Two handed - 3 Normal

**Threshold:** 0

**Rips From:** None

**Movement:** Wandering

**Type:** Undead, Lesser

**APL:** 1

**Intelligence:** Mindless

**Society:** Pack

**Motivation:** Punish the Living

**Armor:** None

**Offensive Abilities:** May Use Any Weapon Skill

**Defensive Abilities:** No Metabolism, Half Damage from Weapons

**Healed By:** Necromancy (Double)

**Spells:** None

**Pyramid:** None

**Notes:** None

**Weapon Use:** Two Handed

**Claws:** Short/Long

**Base Damage Call:** Small Weapon - 1 Normal Short/Longsword - 2 Normal Two handed - 3 Normal

**At Death:** Remains

**Immune To:** Sleep, Charm, Poison, Death, Paralyze, Waylay, Ice, Drain

**Protectives:** None to Start

**Vulnerabilities:** Double Damage from Healing, Immune to Life

## Skeleton, Giant

**Body Points:** 40

**Strength Bonus:** Small Weapon - 3 Normal Short/Longsword - 4 Normal Two Handed - 7 Normal

**Threshold:** 0

**Rips From:** Pin/Bind

**Movement:** Wandering

**Type:** Undead, Lesser

**APL:** 3

**Intelligence:** Mindless

**Society:** Pack

**Motivation:** Ravage the Living

**Armor:** As Fighter (20)

**Offensive Abilities:** May Use Any Weapon

**Defensive Abilities:** No Metabolism, Half Damage from Weapons

**Healed By:** Necromancy (Double)

**Spells:** None

**Pyramid:** None

**Notes:** None

**Weapon Use:** Two Handed

**Claws:** Short/Long

**Base Damage Call:** Small Weapon - 3 Normal Short/Longsword - 4 Normal Two Handed - 7 Normal

**At Death:** Remains

**Immune To:** Sleep, Charm, Poison, Death, Paralyze, Waylay, Ice, Drain

**Protectives:** None to Start

**Vulnerabilities:** Double Damage from Healing, Immune to Life

## Troglodyte

**Body Points:** 20

**Strength Bonus:** Small Weapon - 3 Normal Short/Longsword - 4 Normal

**Threshold:** 1

**Rips From:** Pin/Bind

**Movement:** Restricted

**Type:** Amphiboid

**APL:** 3

**Intelligence:** Low

**Society:** Tribal

**Motivation:** Hunger

**Armor:** Natural (10)

**Offensive Abilities:**

**Defensive Abilities:** May Act Normally Underwater

**Healed By:** Healing

**Spells:** None

**Pyramid:** None

**Notes:** None

**Weapon Use:** None

**Claws:** Short/Long

**Base Damage Call:** Small Weapon - 3 Normal Short/Longsword - 4 Normal

**At Death:** Remains

**Immune To:** Waylay 1

**Protectives:** None to Start

**Vulnerabilities:** Double Damage from Ice



## Spider, Venomous

**Body Points:** 15

**Strength Bonus:** Small Weapon - 2 Nausea Short/Longsword - 3 Nausea

**Threshold:** 0

**Rips From:** Immune

**Movement:** Wandering

**Type:** Arachnoid

**APL:** 6

**Intelligence:** Animal

**Society:** Solitary

**Motivation:** Capture Food Sources

**Armor:** None

**Offensive Abilities:** Carrier Attack: Nausea, Paralysis Poison x4, Duration of Nausea: 10 Minutes, Duration of Paralysis: 10 Minutes

**Defensive Abilities:**

**Healed By:** Healing

**Spells:** None

**Pyramid:** None

**Notes:** Immune to Pin/Bind/Web

**Weapon Use:** None

**Claws:** Short/Long

**Base Damage Call:** Small Weapon - 2 Nausea Short/Longsword - 3 Nausea

**At Death:** Remains

**Immune To:** Poison, Binding

**Protectives:** None to Start

**Vulnerabilities:**

## Wight

**Body Points:** 24

**Strength Bonus:** Small Weapon - 3 Drain Short/Longsword - 4 Drain

**Threshold:** 0

**Rips From:** Pin/Bind

**Movement:** Wandering

**Type:** Undead, Lesser

**APL:** 3

**Intelligence:** Mindless

**Society:** Pack

**Motivation:** Drain Essence From the Living

**Armor:** None

**Offensive Abilities:** Carrier Attack: Drain, Duration of Drain: 10 Minutes

**Defensive Abilities:** No Metabolism

**Healed By:** Necromancy (Double)

**Spells:** None

**Pyramid:** None

**Notes:** None

**Weapon Use:** None

**Claws:** Short/Long

**Base Damage Call:** Small Weapon - 3 Drain Short/Longsword - 4 Drain

**At Death:** Remains

**Immune To:** Sleep, Charm, Poison, Death, Paralyze, Waylay, Ice, Drain

**Protectives:** None to Start

**Vulnerabilities:** Double Damage from Healing. Immune to Life

## Wolf

**Body Points:** 15  
**Strength Bonus:** Small Weapon - 1 Normal Short/Longsword - 2 Normal  
**Threshold:** 0  
**Rips From:** None  
**Movement:** Wandering  
**Type:** Animal  
**APL:** 1  
**Intelligence:** Animal  
**Society:** Pack  
**Motivation:** Avoid Mankind  
**Armor:** None  
**Offensive Abilities:**  
**Defensive Abilities:**  
**Healed By:** Healing  
**Spells:** None  
**Pyramid:** None  
**Notes:**  
**Weapon Use:** None  
**Claws:** Short/Long  
**Base Damage Call:** Small Weapon - 1 Normal Short/Longsword - 2 Normal  
**At Death:** Remains  
**Immune To:** None  
**Protectives:** None to Start  
**Vulnerabilities:**

## Wolf, Fire

**Body Points:** 40  
**Strength Bonus:** Small Weapon - 3 Normal Short/Longsword - 4 Normal  
**Threshold:** 0  
**Rips From:** Pin/Bind  
**Movement:** Wandering  
**Type:** Animal  
**APL:** 6  
**Intelligence:** Animal  
**Society:** Pack  
**Motivation:** Advancement of Pack  
**Armor:** None  
**Offensive Abilities:** 16 Elemental Flame x5  
**Defensive Abilities:**  
**Healed By:** Healing  
**Spells:** None  
**Pyramid:** None  
**Notes:**  
**Weapon Use:** None  
**Claws:** Short/Long  
**Base Damage Call:** Small Weapon - 3 Normal Short/Longsword - 4 Normal  
**At Death:** Remains  
**Immune To:** Flame  
**Protectives:** None to Start  
**Vulnerabilities:** Double Damage from Ice

## Wolf, Frost

**Body Points:** 40  
**Strength Bonus:** Small Weapon - 3 Normal Short/Longsword - 4 Normal  
**Threshold:** 0  
**Rips From:** Pin/Bind  
**Movement:** Wandering  
**Type:** Animal  
**APL:** 6  
**Intelligence:** Animal  
**Society:** Pack  
**Motivation:** Advancement of Pack  
**Armor:** None  
**Offensive Abilities:** 16 Elemental Ice x5  
**Defensive Abilities:**  
**Healed By:** Healing  
**Spells:** None  
**Pyramid:** None  
**Notes:**  
**Weapon Use:** None  
**Claws:** Short/Long  
**Base Damage Call:** Small Weapon - 3 Normal Short/Longsword - 4 Normal  
**At Death:** Remains  
**Immune To:** Ice  
**Protectives:** None to Start  
**Vulnerabilities:** Double Damage from Flame

## Wolf, Storm

**Body Points:** 40  
**Strength Bonus:** Small Weapon - 3 Normal Short/Longsword - 4 Normal  
**Threshold:** 0  
**Rips From:** Pin/Bind  
**Movement:** Wandering  
**Type:** Animal  
**APL:** 6  
**Intelligence:** Animal  
**Society:** Pack  
**Motivation:** Advancement of the Pack  
**Armor:** None  
**Offensive Abilities:** 16 Elemental Lightning x5  
**Defensive Abilities:**  
**Healed By:** Healing  
**Spells:** None  
**Pyramid:** None  
**Notes:**  
**Weapon Use:** None  
**Claws:** Short/Long  
**Base Damage Call:** Small Weapon - 3 Normal Short/Longsword - 4 Normal  
**At Death:** Remains  
**Immune To:** Lightning  
**Protectives:** None to Start  
**Vulnerabilities:** Double Damage from Stone

## Yellowjacket, Drone

**Body Points:** 20

**Strength Bonus:** Small Weapon - 3 Normal Short/Longsword - 4 Normal Two Handed - 7 Paralyze or 27 Paralyze

**Threshold:** 0

**Rips From:** Pin/Bind

**Movement:** Wandering

**Type:** Insectoid

**APL:** 4

**Intelligence:** Low

**Society:** Group Mind

**Motivation:** Serve the Royal Yellowjacket

**Armor:** Natural (12)

**Offensive Abilities:** Carrier Attack: Paralyze with Stinger Only, Sting Attack: Slay x1 Yellowjacket Dies When Used Only Usable as Slay with Base 3 Weapon May Not be Used as Parry, Duration of Paralysis: 10 Minutes

**Defensive Abilities:** None

**Healed By:** Healing

**Spells:** None

**Pyramid:** None

**Notes:**

**Weapon Use:** None

**Claws:** Two Handed

**Base Damage Call:** Small Weapon - 3 Normal Short/Longsword - 4 Normal Two Handed - 7 Paralyze or 27 Paralyze

**At Death:** Remains

**Immune To:** Sleep, Charm, Waylay, Paralyze

**Protectives:** None to Start

**Vulnerabilities:** If Opponent Does Not Move The Yellowjacket Will Ignore Them Provided They Are Not Already Engaged In Battle

## Zombie

**Body Points:** 12

**Strength Bonus:** Small Weapon - 1 Normal Short/Longsword - 2 Normal Two Handed - 3 Normal

**Threshold:** 0

**Rips From:** None

**Movement:** Wandering

**Type:** Undead, Lesser

**APL:** 1

**Intelligence:** Mindless

**Society:** Pack

**Motivation:** Kill the Living

**Armor:** None

**Offensive Abilities:** May Use Any Weapon Skill

**Defensive Abilities:** No Metabolism

**Healed By:** Necromancy (Double)

**Spells:** None

**Pyramid:** None

**Notes:** None

**Weapon Use:** Two Handed

**Claws:** Short/Long

**Base Damage Call:** Small Weapon - 1 Normal Short/Longsword - 2 Normal Two Handed - 3 Normal

**At Death:** Remains

**Immune To:** Sleep, Charm, Poison, Death, Paralyze, Waylay, Ice, Drain

**Protectives:** None to Start

**Vulnerabilities:** Double Damage from Healing, Immune to Life, Cannot Defend Against Attacks

## Troll, Deep

**Body Points:** 65

**Strength Bonus:** Small Weapon - "5 Normal"Short/Longsword - "6 Normal"Two Handed - "11 Normal"

**Threshold:** 5

**Rips From:**Pin/Bind/Web/Confine

**Movement:** Wandering

**Type:** Trolloid

**APL:** 9

**Intelligence:** Normal

**Society:** Civilized

**Motivation:** Conquest

**Armor:** By Class

**Offensive Abilities:** May Possess Skills as PC

**Defensive Abilities:** Add Character Body, Return Waylay x1

**Healed By:** Healing

**Spells:** <no value>

**Pyramid:** <no value>

**Notes:** <no value>

**Weapon Use:** <no value>

**Claws:** None

**Base Damage Call:** Small Weapon - "5 Normal"Short/Longsword - "6 Normal"Two Handed - "11 Normal"

**At Death:** Remains

**Immune To:** None

**Protectives:** None to Start

**Vulnerabilities:**

## Gravemaster

**Body Points:** 100

**Strength Bonus:** Small Weapon - "5 Nausea"Short/Longsword -"6 Nausea"Two Handed - "11 Nausea"

**Threshold:** 5

**Rips From:**Pin/Bind/Web/Confine

**Movement:** Wandering

**Type:** Undead, Master

**APL:** 25

**Intelligence:** Normal

**Society:** Solitary

**Motivation:** Personal Goals, Raise the Dead to Walk Again

**Armor:** By Class

**Offensive Abilities:** Will Possess Skills as PC from Life, , Nausea Poison x5, Magic Death x4, Control High Undead by Voice, Arcane Create Undead at Will, Create Revenant x5 (Takes 10 Count), Create Collosal Revenant x3 (Takes 10 Count)

**Defensive Abilities:** Add Character Body, No Metabolism, May Cast in Body, Return Magic x3, Cloak Earth x3, Rituals on Bottle Usable by Body, Add Strengths, Higher Threshold, Return Waylay x3, Only Affected By Magic Weapons

**Healed By:** Necromancy (Double)

**Spells:** By Skills

**Pyramid:** <no value>

**Notes:** <no value>

**Weapon Use:** By Skills

**Claws:** Short/Long

**Base Damage Call:** Small Weapon - "5 Nausea"Short/Longsword -"6 Nausea"Two Handed - "11 Nausea"

**At Death:** Remains

**Immune To:** Sleep, Charm, Poison, Death, Paralyze, Drain, Control

**Protectives:** Will Have

**Vulnerabilities:** Double Damage from Healing, Immune to Life

## Spider, Jumping

**Body Points:** 20

**Strength Bonus:** Small Weapon - 3 Normal Short/Longsword - 4 Normal

**Threshold:** 0

**Rips From:** Immune

**Movement:** Wandering

**Type:** Arachnoid

**APL:** 6

**Intelligence:** Animal

**Society:** Solitary

**Motivation:** Spawn Young and Feed

**Armor:** <no value>

**Offensive Abilities:** Physical Web x2

**Defensive Abilities:** Dodge x2

**Healed By:** Healing

**Spells:** <no value>

**Pyramid:** <no value>

**Notes:** <no value>

**Weapon Use:** <no value>

**Claws:** Short/Long

**Base Damage Call:** Small Weapon - 3 Normal Short/Longsword - 4 Normal

**At Death:** Remains

**Immune To:** Binding

**Protectives:** None to Start

**Vulnerabilities:**

## Giant, Mountain

**Body Points:** 70

**Strength Bonus:** Small Weapon - "5 Normal" Short/Longsword - "6 Normal" Two Handed - "11 Normal" Thrown - "11 Normal"

**Threshold:** 7

**Rips From:** Pin/Bind/Web/Confine

**Movement:** Wandering

**Type:** Giant

**APL:** 12

**Intelligence:** Normal

**Society:** Tribal

**Motivation:** Preserve the Tribe

**Armor:** By Class

**Offensive Abilities:** May Possess Skills as PC Thrown Weapon

**Defensive Abilities:** Add Character Body, Return Waylay x3

**Healed By:** Healing

**Spells:** By Skills

**Pyramid:** None

**Notes:** <no value>

**Weapon Use:** By Skills

**Claws:** None

**Base Damage Call:** Small Weapon - "5 Normal" Short/Longsword - "6 Normal" Two Handed - "11 Normal" Thrown - "11 Normal"

**At Death:** Remains

**Immune To:** None

**Protectives:** None to Start

**Vulnerabilities:**

# Vampire, Regnant

**Body Points:** 100

**Strength Bonus:** Small Weapon - "6 Normal" or "6 Nausea" or "6 Drain Life"  
Short/Longsword - "7 Normal" or "7 Nausea" or "7 Drain Life" Two Handed - "13 Normal" or "13 Nausea" or "13 Drain Life"

**Threshold:** <no value>

**Rips From:** Pin/Bind/Web/Confine

**Movement:** Wandering

**Type:** Undead, High

**APL:** 35

**Intelligence:** Normal

**Society:** Family

**Motivation:** Feed on Blood, Personal Goals

**Armor:** By Class

**Offensive Abilities:** Will Possess Skills as PC, Channeled Carrier Attack Nausea or Drain Life (By Choice), Magic Fear x8, Magic Paralyze x4, Vampire Charm (Packet) x6, Vampire Charm by Gaze, Control Greater Undead, Rodents, and Wolves by Voice, Summon Rodents (Takes 2 Hours, 4-8 Summoned) x1, Summon Wolves (Takes 2 Hours, 2-5 Summoned) x1, Create Zombie or Ghost (Takes 10 Count) x1 (Each), Create Ravener (Takes 10 Minutes) x1,

**Defensive Abilities:** Half Damage From Lightning, 3 Lives for Stake, Return Magic x4, Return Magic x4, Gaseous Form x3, Phase x3, Turns Gaseous When Killing Blowed or Bled Out, Sleep of The Damned, Return Waylay x3

**Healed By:** Necromancy (Double)

**Spells:** By Skills

**Pyramid:** <no value>

**Notes:** <no value>

**Weapon Use:** By Skills

**Claws:** None

**Base Damage Call:** Small Weapon - "6 Normal" or "6 Nausea" or "6 Drain Life"  
Short/Longsword - "7 Normal" or "7 Nausea" or "7 Drain Life" Two Handed - "13 Normal" or "13 Nausea" or "13 Drain Life"

**At Death:** Remains

**Immune To:** Sleep, Charm, Poison, Death, Paralyze, Drain, Control

**Protectives:** Will Have

**Vulnerabilities:** Double Damage From Healing, Immune To Life, Must Feed Once A Year, Only Killed Permanently by a Stake of Woe, Destroy Permanently by Sunlight