

MONSTERS

BARGHEST

A phantom hound that hunts for living souls.

Luck	16	
Armor	2	(Armor 4 against Shoot)
Move	6	Fly
Battle	10/10	bite/bite
Magic	6	<i>mistform</i>
Muscle	9	
Notice	7	No penalty in dim light or darkness
Resist	4	
Sneak	5	
Stunt	1	

Powers *chilling mist*, recovers 1 Luck on a successful Battle roll

Hoard none

Barghests appear as large black hounds with glowing red eyes. They can run through the air as easily as on the ground, and can hover in place. Barghests devour the life force of their prey with their crushing jaws.

A barghest can bite twice in a single turn. It recovers one Luck for each successful Battle roll it makes. A thick, *chilling mist* surrounds it that acts as Armor 4 against Shoot attacks. Anyone trying a Battle action against a barghest loses 2 Luck from the effects of the *chilling mist*, but can immediately make a Muscle roll to regain one or both lost Luck. A barghest can use the *mistform* wizard power upon itself at a cost of 3 Luck. It often uses this spell to pursue its prey through seemingly secure doors and other defenses.

Mistform -- Turn yourself into a mist that can seep through tiny spaces.

Costs 3 Luck.

Roll your Magic dice. One success changes you into a cloud of mist for one turn. Each extra success makes the *mistform* last one extra turn. As a mist, you can't be attacked, and you can seep under doors and through the smallest of cracks. You can't speak or make any action rolls until you regain your natural form.

BASILISK

A hideous lizard whose gaze turns living creatures to stone.

Luck 14

Armor	3	
Move	3	no double move or run
Battle	3/3/6	claw/claw/bite
Magic	4	
Muscle	5	
Notice	6	No penalty in dim light; -4 in darkness
Resist	3	
Sneak	5	

Powers *turn to stone* against foes making Battle, Magic, or Shoot rolls

A basilisk resembles a large lizard with a bumpy hide, long claws, and a crownlike ring of horns on its forehead. It is sometimes called a *king lizard* for this reason.

Basilisks live in sandy or rocky wastes. Their nests are often made from the fragments of creatures they have turned to stone. Even small animals and birds are not spared from this monster's gaze, and may litter the ground around its lair.

Anyone making a Battle, Magic, or Shoot roll against a basilisk or otherwise looking at it must first make a Resist roll and score at least one success to avoid being turned to stone, along with their gear and clothing. A Battle roll may be made without looking directly at the monster, at a penalty of 6 Battle dice. An *undo magic* or *restore* spell will return a victim to normal. Since basilisks have never been observed eating, it is thought that they consume the life energy of their petrified victims directly. It may take several years to drain the life energy of one petrified victim, and once drained, it will crumble into pieces.

Basilisks are almost always found alone. Once every century or so, all the basilisks in a given region migrate to an ancestral ground to choose mates. They are immune from each other's gaze. Males battle savagely with each other, sparring with their horns. Once the mating season ends, they return to their nests, and the females will lay a single egg in about a year's time. The hatchling gains its petrifying gaze from the moment it leaves its shell. Basilisk eggs are coveted by those seeking to create a cockatrice, and can fetch an astronomical price.

BEARS

Three kinds of bear are shown here: the shy black bear, the more powerful brown bear, and the savage cave bear. All three types live in forest and mountain areas, and may spend the coldest part of the year sleeping in caves or other shelters.

BLACK BEAR

Luck	10	
Armor	0	
Move	5	
Battle	3/3/6	claw/claw/bite
Muscle	6	
Notice	6	No penalty in dim light; -4 in darkness
Resist	1	
Sneak	4	
Stunt	4	

Black bears are usually shy, unless they have developed a taste for food or refuse from human settlements. Then, these bears can become quite bold and aggressive. Black bears are often befriended as animal companions by elves.

BROWN BEAR

Luck	24	
Armor	0	
Move	6	
Battle	5/5/12	claw/claw/bite
Muscle	9	
Notice	6	No penalty in dim light; -4 in darkness
Resist	1	
Sneak	3	
Stunt	3	

Among brown bears, lone adult males and mothers with cubs tend to be the most aggressive and may attack without warning if surprised or threatened. In other circumstances, brown bears are shy and tend to avoid humans.

CAVE BEAR

Luck	30	
Armor	1	
Move	7	
Battle	7/7/14	claw/claw/bite
Muscle	11	
Notice	6	No penalty in dim light; -4 in darkness
Resist	1	
Sneak	3	
Stunt	2	

Cave bears live in natural caverns near the surface. Either a lone male or a mother and cubs will be encountered. (Treat cubs as adult black bears). Cave bears hunt for prey on the surface and underground where at least some daylight reaches. The floor of a cave bear cavern will be covered with bones and discarded gear.

Cave bear cubs are sometimes captured by dwarves and raised to become armored bear steeds, capable of carrying up to four dwarf warriors into battle.

BOAR

Luck	10	
Armor	0	
Move	7	
Battle	8/8	tusk/tusk (male)
Battle	5	bite (female)
Muscle	8	
Notice	4	
Resist	1	
Sneak	2	
Powers	<i>knockback</i> 8 if both tusks succeed	

Wild boars live in mild and cold forests. They eat nuts, roots, berries and other forage. Near farms they can become pests, feeding on crops and uprooting the soil.

Either a lone male will be encountered, or a *souder* (herd) of 2 or 3 adult females and up to 20 young. When threatened, males charge and slash with their tusks, while females deliver a painful bite. If a male makes one or more successes with both tusks against the same target in one turn, it then receives a free *knockback* attack at 8 dice.

BOGLE

Giant goblins that wander through the underworld in unruly, hungry mobs.

Luck	10	
Armor	1	
Move	5	
Battle	8	includes +3 for bone club
Stunt	4	
Muscle	7	Can <i>knockback</i> for 0 Luck
Notice	4	No penalty in dim light; -4 in darkness
Resist	1	
Shoot	1	
Sneak	8	
Talk	1	

Powers *knockback*

Giant goblins that wander through the underworld in unruly, hungry mobs.

Bogles look like tall, hairy goblins, with black beady eyes and leathery snouts. More savage than other goblins, bogles roam in loose mobs, without a home base or lair. Despite their size, they are extremely quiet and rely on surprise to catch their prey. They typically plunder an area, eat and roast everything they can catch, and then move on. With no interest in treasure, bogles often leave coins and other riches behind, scattered among the bones of their gruesome feasts. Goblins and other scavengers often trail bogle mobs, hoping to gather up discarded treasure when the bogles leave.

Bogles fight with clubs made of bone. They can *knockback* like the warrior power of the same name.

Story Ideas:

The Bogle Herders: A crafty group of rogues makes a living by following a mob of bogles and picking up coins, gems, and other treasures they leave behind. These rogues do *not* appreciate it when a band of adventurers arrives on the scene to stop the bogles from raiding a settlement of peaceful dwarves.

CENTAUR

A half-human, half-horse monster that raids human settlements.

Luck	14	
Armor	0	
Move	8	
Battle	4/4/9 or 10	hoof/hoof/club or rear kick
Muscle	8	
Notice	5	
Resist	1	
Shoot	9	<i>Rapid Fire</i>
Sneak	2	
Stunt	3	
Talk	2	

Powers *Rapid Fire, can knockback with rear hooves*

Centaur are wild, surly folk that roam in large herds through the countryside, stealing food and drink, making merry, and plundering human settlements for anything of value. Between raids, a centaur herd

makes its home in rugged hill country, in a cave, box canyon, or hidden valley. Centaurs from different herds do not often get along, and may fight each other over food, drink, and treasure.

Centaurs carry wooden clubs and powerful bows. They keep their gear in a pouch slung over the shoulder. A centaur is strong enough to bear a person on its back, but would never do so willingly, because it is dishonorable among centaurs to act as mounts or beasts of burden.

Centaurs can Battle with their two front hooves and a club *or* kick with their powerful rear hooves *or* Shoot with their bow. They can *knockback* with their rear hooves instead of removing Luck from their target. Centaurs can use the Rapid Fire power with their bows, firing two arrows per turn, but splitting their Shoot dice.

CHIMERA

A fire-breathing monster with the body of a lion, and the heads of a fire dragon, lion, and goat.

Luck	35	
Armor	2	
Move	5	fly
Battle	4/4/8/8/4	claw/claw/ lion bite/goat horn gore/dragon bite
Muscle	14	
Notice	4	
Resist	3	
Shoot	6/6/6	fiery breath
Sneak	1	

A chimera is a three-headed monster with a huge lion's body, a forward-facing lion head, a goat's head emerging from its back, and a long, scaly tail ending in a fire dragon's head. Each head can breathe fire OR make Battle attacks in a given turn.

Like many other misshapen monsters, the chimera is a survivor of the time of chaos that preceded the current age. It may have been bred by the forces of chaos as a scourge against their human and dragon enemies. A chimera can hibernate for centuries in caves, only to wake and wreak destruction on the surrounding area, burning crops and houses and eating livestock. It lays waste to an area, drives people away, and then returns to its cave to hibernate again.

Any Battle roll that scores 6 or more successes lops off one of the monster's three heads (chosen by the player). The chimera can survive

the loss of two of its heads, but will be reduced to zero Luck instantly if the third head is removed.

COCKATRICE

A rooster-like monster that can turn victims to stone with the touch of its tongue.

Luck	20	
Armor	0	
Move	5	fly
Battle	7/7/6/4	spur/spur/tongue/tail
Magic	3	
Muscle	7	
Notice	5	
Resist	3	
Sneak	1	

Powers *turn to stone* on a successful Battle roll with tongue; *knockback*

Cockatrices are created by wizards to serve as monstrous guardians. A cockatrice is made by coaxing a hen to brood on a basilisk's egg. When the egg hatches, a cockatrice chick emerges. The first living person it sees will become its master. It takes about a year to reach its full size – about five feet tall. It does not lay eggs or produce any offspring.

A cockatrice is alert and fast moving. It crows loudly when strangers come near. It may make several false charges to scare off intruders before darting at them with its forked tongue, which can turn a person to stone at a touch. Anyone sneaking up from the side or rear of a cockatrice can be hit by its spurred claws and scaly, lashing tail. The tail does not remove Luck but scores a *knockback* similar to the warrior power of the same name.

If the cockatrice scores one or more successes with its tongue attack, you must make a Resist roll and score at least an equal number of successes to avoid being turned to stone. An *undo magic* or *restore* spell will return a victim to normal – but be quick about it, because cockatrices peck away at their victims and consume them one grain of stone at a time. (The first indication a cockatrice is near may be the sound of its beak chiseling away at a petrified victim).

Story ideas:

Egg Run: stealing an egg from a basilisk is a challenge in itself. Wizards pay top gold for these eggs, and may hire adventurers to get them from a wild basilisk so that a cockatrice can be created.

Loyal Beyond the Grave: A cockatrice is very long-lived, like many reptiles. It may outlive its master by a century or more. Adventurers may find one guarding its master's tomb or tower, long after the wizard who created it has passed away.

DOGS

Two types of dog are listed here: an ordinary mutt, and a warhound, bred and trained for battle.

MUTT

Luck	5	
Armor	0	
Move	5	
Battle	4	bite
Muscle	4	
Notice	8	No penalty in dim light; -4 in darkness
Resist	2	
Sneak	3	
Stunt	2	

WARHOUND

Luck	8	
Armor	0 or 1	
Move	5	
Battle	6	bite
Muscle	5	
Notice	8	No penalty in dim light; -4 in darkness
Resist	2	
Sneak	3	
Stunt	2	

Warhounds can be fitted with Armor 1 for a cost of 4 gold.

DRAGONS

Scaly, winged creatures born of chaos, that can control elemental forces like fire, frost, or acid.

All dragons share the same basic body plan: a long, lizard-like torso and tail, a horned head, and batlike wings. Each breed of dragon is associated with a destructive force or element: acid, fire, frost, plague, steam, or storm, a sign of its origins as a creature of primeval chaos. These forces give dragons their vitality, and provide destructive power for them in the form of a unique breath weapon for each breed. Dragons typically

live in well-hidden lairs at the center of a wasteland they have shaped to their liking over periods of decades or centuries.

Dragons first appeared as powerful creatures of the time of chaos before the shaping of the world as it now stands. In an act of rebellion, many dragons sided with Creation over Chaos, and fought side by side with early humans to establish order in the world. But the dragons were soon betrayed and enslaved by the human empire they helped nurture, and in turn rebelled again, destroying the empire and leading to the current dark age, allowing chaos to return, in order to keep human ambition in check. Most dragons these days are hostile to humans, or avoid them entirely. Some have remained in the service of chaos; and a few dragons still look kindly upon humans and hope to forge a second alliance with them to secure creation once more.

Dragons are intelligent and can speak, and have access to one or more magic powers. Each individual dragon has a distinct character and motives, and may be helpful, selfish, or malicious towards humans. Dragons tend to look more kindly upon elves, because they are wiser and more deliberative than humans, and dragons particularly dislike dwarfs for the many disputes they have had over treasure and territory. Dragons do hoard treasure, as legends tell – the most likely reason they do so is to manipulate the world’s economy and keep it artificially cash-starved, to inhibit the growth of trade among human lands.

Several common breeds of dragon are described here, but this is not an exhaustive list. Each one has the minimum Luck and Armor expected for an adult of its breed, but older dragons could have much higher values.

ACID DRAGON

Luck	50	
Armor	4	
Move	7	fly
Battle	10/10/18/10	claw/claw/tail/bite
Magic	10	<i>corrosion, counterspell, undo magic</i>
Muscle	14	
Notice	6	no penalty in dim light; -4 in darkness
Resist	9	
Shoot	20	acid stream
Sneak	2	
Talk	2	

Acid dragons are dark purple, with black stripes and gray bellies. Their bodies are thin and sinuous, their wings long and slender, and their tails

are coiled and whiplike. Their horns are curved, and their crests are long and fanlike. Their scales are not pronounced, giving their skin a shiny gleam, which glistens with a coat of mucus.

An acid dragon makes its home in low-lying, swampy land, where trees are sickly and twisted and the ground is scorched and fouled by the dragon's breath. Often, a lake or bog is appropriated by the dragon to become its lair. The dragon usually excavates a den beneath the oozy bottom, with long, narrow, flooded tunnels leading to a central dry cavern. Many false tunnels and branches are included to confuse attackers, but an acid dragon knows every branch of its tunnel system by heart and never becomes lost or disoriented. Unlike most dragons, an acid dragon does not hoard treasure, and what little incidental treasure accumulates in its lair is often corroded or ruined by the corrosive environment.

Acid dragons seldom stray outside of their lair. They are largely carrion eaters, feasting on the corpses of cattle, deer, and fowl who wander into their corrosive wasteland and succumb to the toxic air. Their first line of defense against intruders is to simply stay submerged in their den, but out of curiosity or spite, they may stalk enemies crocodile-like, with only their snout and eyes above water, waiting for a chance to spit a stream of acid to take down a foe by surprise.

FIRE DRAGON

Luck	50	
Armor	5	
Move	8	fly
Battle	12/12/14/18	claw/claw/tail/bite
Magic	12	<i>fire patch, counterspell, undo magic</i>
Muscle	16	
Notice	5	no penalty in dim light; -4 in darkness
Resist	8	
Shoot	20	fiery breath; can sweep up to two targets
Sneak	1	
Talk	4	

Fire dragons are deep red, with orange bellies and wings and black horns. Their eyes are small and piercingly bright. Wreaths of smoke surround them, and their scaly bodies pulse with flickering patterns like glowing embers.

These monsters are found within lifeless wastelands that they have created over years or decades from lush forest or farmland. A fire dragon

wasteland is a place of charred tree trunks, drifting piles of ash, and mounds of smoking embers. The air is choked with smoke and fumes. The lair is usually an abandoned castle, abbey, or other stone building that the dragon has taken as its home. The building's cellars or dungeons are used to store treasure.

Fire dragons will hunt outside of their territory, snatching sheep, cattle, or unfortunate humans they come across. Sometimes, they demand tributes of treasure or victims from human towns in exchange for sparing them from the flames.

Fire dragons can use magic to shape and command flames. They can make a protective ring of fire around themselves, cause smoke to arise from the ground to obscure vision, and even create fire elementals to serve as sentinels or minions.

Most fire dragons never defected from the side of chaos – a friendly fire dragon is a rare creature indeed. They are dedicated to making the world a stark, smoking desert and to hobbling human acquisitions of land and wealth.

FROST DRAGON

Luck	50	
Armor	6	
Move	7	
Battle	12/12/12/20	claw/claw/tail/bite
Magic	12	<i>counterspell, ice sheet, chilling mist, undo magic</i>
Muscle	15	
Notice	6	no penalty in dim light; -4 in darkness
Resist	8	
Shoot	20	icy breath; can sweep up to two targets
Sneak	3	
Talk	3	

Frost dragons have shorter necks and tails, smaller wings, and more compact bodies than other dragons. Large, flat paws allow them to walk easily over snow, and their hooked claws give them fine traction on ice. Their frigid bodies cultivate a spiky natural armor of ice and frost. Their scales are thick and sharp. A frost dragon's hide is brilliant white, fading to ice blue at the extremities.

Frost dragons, naturally, prefer cold environments: alpine summits, windswept tundra, glaciers, or ice floes. The wasteland surrounding their den is sown with forests of razor-sharp icicles and crevice-laden ice fields. Their lair is often within a glacier, snow cave, or floating iceberg. They

usually camouflage the entrance to their lair with ice and snow, while creating several false lairs nearby to lure intruders. Once caught inside, intruders are sealed in with snow and ice and left to freeze. When human prey is unavailable, frost dragons hunt for seals and whales. They never eat warm prey, but let it freeze first.

Most frost dragons are reclusive and uninterested in the affairs of humankind, but defend their territory actively. They do gather treasure, especially silver and precious gems.

STEAM DRAGON

Luck	50	
Armor	5	
Move	6	fly
Battle	13/13/13/13	claw/claw/tail/bite
Magic	12	<i>counterspell, fog cloud, mistform, undo magic</i>
Muscle	14	
Notice	6	no penalty in dim light; -4 in darkness
Resist	8	
Shoot	20	steam cloud; can sweep up to two targets
Sneak	3	
Talk	3	

Steam dragons have robust bodies, short thick tails, and disproportionately long necks. The head is small and elongated. They have coppery bodies, with green crests, claws, and horns.

These monsters live in geothermal hot spots that are rich in geysers, boiling mud, and other hazards. Unlike most other dragons, steam dragons prefer lairs that are open to the sky, most often a hot spring or pool at the center of their territory. They hoard non-perishable treasures such as precious metals and gems.

STORM DRAGON

Luck	50	
Armor	5	
Move	9	fly
Battle	10/10/14/16	claw/claw/tail/bite
Magic	14	<i>counterspell, mistform, undo magic</i>
Muscle	18	
Notice	7	no penalty in dim light; -4 in darkness
Resist	8	
Shoot	20	lightning bolt; can sweep up to two targets
Sneak	3	

Talk 4

Storm dragons are deep blue, with silver bellies. They are powerfully muscled, with long wings equipped for soaring. They make their lairs on rocky islands or headlands with active weather patterns. The lair itself is usually a cave on the side of a cliff, inaccessible except by air.

Storm dragons covet all forms of treasure, often taking it from passing ships, or from vessels that founder and sink in their waters. They especially prize pearls and moonstones.

VENOM DRAGON

Luck	50	
Armor	4	
Move	7	fly
Battle	14/14/16/18	claw/claw/tail/bite
Magic	12	<i>call vermin, counterspell, poison cloud, undo magic</i>
Muscle	15	
Notice	6	no penalty in dim light; -4 in darkness
Resist	9	
Shoot	20	toxic spray; can sweep up to two targets
Sneak	4	
Talk	4	

Venom dragons are mottled green, black, and purple, with knobby scales and a low-to-the-ground profile. Their wings are small and black, with green death's-head markings.

A venom dragon's territory is often in a dead forest, where bare trees and fallen logs harbor weird and misshapen toadstools and other fungi. Poison ivy and nightshade carpet the ground. Spiders, snakes, and other venomous animals are common residents. The dragon's lair is often an excavated chamber with a well-disguised entrance.

DRAGONET

A small, wingless, non-intelligent dragon.

Luck	10	
Armor	4	
Move	4	
Battle	3/3/3/8	claw/claw/tail/bite
Muscle	7	
Notice	2	no penalty in dim light; -4 in darkness
Resist	3	
Shoot	8	fiery breath; can sweep up to two targets

Sneak 3

Dragonets are small wingless dragons with fiery breath. They typically live in dry caves. Unlike true dragons, they have only animal intelligence, and do not hoard treasure, although their lair may incidentally contain the gear of their victims.

DWARF

Luck	10	
Armor	4	
Move	5	
Battle	8	Includes +5 for weapon (dwarf hammer)
Make	5	8 when working with stone, metal, and gems
Muscle	4	8 against poison
Notice	2	No penalty in dim light; -1 in total darkness; 4 to notice concealed stonework
Resist	6	10 against magic
Shoot	5	Includes +3 for weapon (crossbow)
Sneak	1	
Stunt	1	
Talk	1	

Dwarfs are described in the Characters section.

EAGLE LORD 3★

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GARGOYLE

Living statues that haunt ruined castles and temples.

Luck	4	
Armor	5	
Move	3	fly
Battle	4/4/8	claw/claw/horn
Muscle	6	
Notice	6	No penalty in dim light or darkness
Resist	4	
Sneak	5	
Stunt	4	
Talk	1	

Gargoyles are stone statues in abandoned castles and temples that have been brought to life by the ghosts of those who once lived in these

places. Gargoyles can be good, selfish, or malicious, depending on who their spirits were in life.

Gargoyles can sit completely motionless for years or even centuries until unwelcome visitors arrive. They then spring into life and try to frighten intruders away. If this doesn't work, they will attack with stony claws and horns. Gargoyles rely on their stony bodies to blunt most attacks against them. They are clumsy fliers but excellent climbers.

GHAST

XXX

GHOUL

XXX

GIANTS

CAVE GIANT

XXX

CLOUD GIANT

XXX

FROST GIANT

Luck 26

Armor 4

Move 7

Battle 16/8/8 axe/stomp/stomp

Make 4

Muscle 13 *Can Knockback*

Notice 5 *No penalty in dim light or total darkness*

Resist 5

Sneak 2

Talk 4

A giant of the cold wastes and mountains, unfriendly to outsiders but not without honor.

Frost giants stand about 18 feet tall. They wear shining armor and elaborate fur garments.

HILL GIANT

Luck 22

Armor 1

Move	7	
Battle	12/8/8	club/stomp/stomp
Make	1	
Muscle	14	Can <i>Knockback</i>
Notice	2	No penalty in dim light or total darkness
Resist	2	
Shoot	10	boulder
Sneak	1	
Talk	1	

A solitary upcountry giant with a foul disposition.

Hill giants stand about 16 feet tall. They are unkempt and slovenly monsters, dull-witted, but exceedingly strong. They usually dress in animal hides, and carry wooden clubs. When boulders are at hand, hill giants can throw them with deadly aim, often attempting to take out a foe by surprise.

Hill giants like to raid isolated farms by night, or waylay travelers who have lost their way in the hills. They covet human food and drink, enjoy treasure for its own sake, and seldom recognize when they have found something of value. They make their homes in caves, abandoned farm buildings, or ruined castles, but seldom stay long in one place.

GNOMES

GNOME STEAM-ARMOR WARRIOR 3★

Luck	6	
Armor	5	
Move	4	
Battle	8	Includes +4 for weapon (dwarf hammer)
Make	5	8 when working with machinery
Muscle	6	
Notice	3	No penalty in dim light or darkness
Resist	4	6 against magic
Shoot	6	Includes +3 for weapon (crossbow)
Sneak	2	
Stunt	2	
Talk	2	

GNOME WORKER

Luck	4
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Armor	1	
Move	5	
Battle	4	Includes +2 for weapon (dwarf hammer)
Make	5	8 when working with machinery
Muscle	2	
Notice	3	No penalty in dim light or darkness
Resist	4	6 against magic
Shoot	7	Includes +3 for weapon (crossbow)
Sneak	4	
Stunt	3	
Talk	2	

GOBLINS

Malicious underground mining folk.

Goblins are malicious, unruly, underground folk. They live in bands of 20 to 200 individuals, occupying a central, well-hidden cave and any number of surrounding mining tunnels. For every 10 goblins, one will be a “boss” who acts as an overseer. The bosses, in turn, report to the band’s king or queen. Occasionally a successful king or queen will rule over several bands. Each band also has its own hobgoblin wizard – it’s a rare goblin who can cast magic spells! (Hobgoblins receive their own entry in this book). Goblins mine metal ores as well as the coal they need to smelt the ores. They also raid dwarf mines for cartloads of ore and for prisoners they can use as slaves. When the ore in one area is exhausted, after a period of years or decades, the goblin band will move on to new grounds, leaving their cave and tunnels behind, often to become occupied by other underground monsters. Much of the underworld was carved out in this manner, making goblins an important part of the deep ecosystem and economy.

Goblins typically carry hammers and picks scaled to their size, and a bag of stones for shooting at enemies with a slingshot. They love cacophonous music, and sometimes throw wild revels accompanied by banging drums, rattles, and horns. These revels can be heard for miles underground and are sometimes the first sign that a goblin band is near. On the prowl, however, goblins are extremely stealthy and like to surprise their enemies with overwhelming force in terrain that favors their position.

GOBLIN

Luck	2
Armor	0

Move	5	
Battle	4	Includes +2 for goblin hammer
Make	3	8 when tunneling or mining
Muscle	3	
Notice	5	No penalty in dim light or total darkness
Resist	2	
Shoot	2	Includes +1 for thrown rocks
Sneak	8	
Stunt	4	
Talk	1	

GOBLIN BOSS

Luck	6	
Armor	1	
Move	5	
Battle	9	Includes +3 for goblin hammer
Make	3	8 when tunneling or mining
Muscle	4	
Notice	5	No penalty in dim light or total darkness
Resist	3	
Sneak	8	
Stunt	4	
Talk	1	

One out of every 10 or so goblins is a boss — a bigger, stronger goblin that keeps his or her gang at work through threats and intimidation. Goblin bosses carry two-handed hammers scaled to their size, and a bag of stones for shooting with a slingshot.

GOBLIN KING or QUEEN

Luck	18	
Armor	4	
Move	5	
Battle	10	Includes +3 for goblin hammer
Make	3	8 when tunneling or mining
Muscle	5	
Notice	5	No penalty in dim light or total darkness
Resist	5	
Sneak	6	
Stunt	4	
Talk	2	

A goblin king or queen is usually a former boss who has risen to the top by scaring off, vanquishing, or devouring the former ruler. They do not inherit

their position. They are usually protected by two bosses and about 10 ordinary goblins, and are often accompanied by the band's hobgoblin.

Goblin rulers lay claim to most of the band's treasure, which is kept in a vault at the center of the goblin's tunnel complex.

GRIFFIN

A monster with eagle's head and wings, and lion's body.

Luck	24	
Armor	0	
Move	7	fly
Battle	3/3/8	talon/talon/bite; 6/6/12 on first roll
Muscle	8	
Notice	8	No penalty in dim light; -4 in darkness
Resist	4	
Sneak	3	

A griffin has the head, wings, and talons of an eagle, and the body, hind claws, and tail of a lion. Its feathers are white, and its fur is a tawny color.

Griffins nest on ledges or high cliffs. Their hunting habits are like those of raptors, diving onto their prey from above for a quick kill. On its first Battle roll during an action scene, a griffon rolls a different set of Battle dice to represent the additional power of its dive. If a griffon fails to kill its prey on the first attack, it will usually fly away rather than risk injury in a prolonged battle.

Griffins can be tamed by elves using their *tame animal* power, even though griffins are monsters rather than normal animals.

HARPY

Foul monsters with the head and upper body of a woman, and the wings and claws of a vulture.

Luck	10	
Armor	0	(Armor 4 against Battle rolls)
Move	4	fly
Battle	4/4/6	claw/claw/bone club
Muscle	5	
Notice	7	
Resist	2	
Sneak	2	
Stunt	3	
Talk	2	

Harpies have the head, arms, and upper body of a woman, and the wings, claws, and tail of a vulture. They make their lairs on rocky islands or in other rugged terrain. They often attack ships, caravans, travelers, and farmers, snatching up anything edible or valuable and then returning to their lair. Harpies do not like to fight pitched battles and usually flee against equal or superior odds.

A harpy's stench makes coming close enough to attack it rather difficult. All harpies are considered to have Armor 4 against Battle rolls, due to their foul smell.

HIPPOGRIFF

A wizard's magical steed.

Luck	22	
Armor	0	
Move	9	fly
Battle	3/3/8	talon/talon/bite; 6/6/12 when diving
Muscle	7	
Notice	6	No penalty in dim light; -4 in darkness
Resist	3	
Sneak	4	

Hippogriffs are created by wizards to serve them as flying steeds, using the *create hippogriff* power. These creatures have the body and hind legs of a horse, and the wings, claws, and head of an eagle. They have the power to carry a wizard and one companion many miles in the space of a few hours, but vanish when their task is complete.

HOBGOBLIN

Luck	12	
Armor	0	
Move	5	
Battle	4	Includes +3 for weapon
Magic	7	<i>Zap, Spider Web (as Briar Patch), Shield, Tongues, Fear</i>
Make	5	
Muscle	2	
Notice	5	No penalty in dim light or total darkness
Resist	4	
Sneak	5	
Stunt	4	
Talk	4	

Small, crafty goblins who can use magic.

Hobgoblins are goblins with significant faerie blood, a rare throwback. These creatures are much like ordinary goblins, except with a far more intelligent disposition. They are not mindlessly malicious, and may openly oppose the destructive greedy nature of other goblins. A hobgoblin can be encountered along with a goblin band, either as a court wizard, or in some cases, as the actual ruler of the band. Some hobgoblins may strike out on their own, as powerful wizards with their own stronghold and minions. Their magical advice is sought after by other creatures of the underworld.

Hobgoblins can cast *Zap*, *Spider Web* (equal to *Briar Patch*), *Shield*, *Tongues*, and *Fear*. They may learn other spells as well, and can use scrolls and other magic items.

HUMANS

Not all opponents are monsters. Foes can include humans too, from fierce bandits to savage pirates. This section includes several types of humans that one might encounter in the course of an adventure, either as opponents, allies, or bystanders.

BANDIT

A criminal who works with a gang to rob or kidnap travelers in wilderness areas.

Luck	8	
Armor	1	(Leather Armor)
Move	5	
Battle	5	includes +2 shortsword
Make	2	
Muscle	3	
Notice	4	
Resist	1	
Shoot	5	includes +2 shortbow
Sneak	5	
Stunt	4	
Talk	1	

Bandits are often taken from the ranks of unemployed soldiers, escaped criminals, or even farmers and herders who have fallen on hard times. They choose their ambush sites carefully: a mountain pass, thick forest, or river crossing. Their usual intent is to rob travelers of treasure and supplies,

and hold one or more prisoners for ransom, if they are thought to be wealthy or important people. Bandits don't like fair fights, and will sometimes accept a cash bribe from well-armed groups seeking to pass their territory or else avoid them altogether.

Bandits usually follow a charismatic leader chosen from among their number. Sometimes ogres or giants will team up with bandits to increase their strength. They usually maintain a hidden camp, cave, or hideout some distance from the road, where they keep supplies, loot, and prisoners.

BANDIT LEADER

Luck	16	
Armor	1	(leather armor)
Move	5	
Battle	8	includes +2 shortsword
Make	2	
Muscle	4	
Notice	4	
Resist	2	
Shoot	5	includes +2 shortbow
Sneak	5	
Stunt	4	
Talk	3	

COMMONER

A typical towns person or farmer.

Luck	7
Armor	0
Move	5
Battle	2
Make	3
Muscle	2
Notice	2
Resist	1
Sneak	2
Stunt	1
Talk	2

Commoners receive 2 bonus dice for any roll directly related to their trade. For example, a blacksmith might get +2 dice to any Make roll related to iron tools or weapons, and a +2 to any Muscle roll due to the great strength required for her trade. A shepherd might get +2 dice to Notice rolls, and a lawyer might get +2 dice to Resist and Talk rolls.

GUARD

A well-armed and armored soldier, responsible for securing a castle or keeping the streets of a city safe.

Luck	8	
Armor	4	(chainmail and shield)
Move	5	
Battle	8	Includes + 3 longsword
Magic	0	
Make	1	
Muscle	4	
Notice	2	
Resist	1	
Sneak	1	
Stunt	3	
Talk	1	

Guards are the peacekeepers of fortresses and towns. They are usually paid by the local lord or from taxes raised by townsfolk. They typically have guardhouses and gatehouses at several key access points within their territory, and take turns patrolling the area for signs of trouble.

GUARD SERGEANT

Luck	10	
Armor	4	(chainmail and shield)
Move	5	
Battle	10	Includes + 4 longsword
Make	1	
Muscle	5	
Notice	3	
Resist	2	
Sneak	1	
Stunt	3	
Talk	2	

A guard sergeant commands a group of 10 to 20 guards.

THUG

A common street criminal.

Luck	8	
Armor	0	
Move	5	
Battle	5	Includes + 1 dagger
Make	1	
Muscle	5	

Notice	3
Resist	1
Sneak	3
Stunt	3
Talk	1

Thugs often appear in gangs of up to ten. Crime lords use them as bodyguards, lookouts, and messengers.

LICH

The undead remains of a powerful evil wizard.

Luck	8	
Armor	0	
Move	5	
Battle	3/3	claws
Magic	22	
Make	0	
Muscle	4	
Notice	7	
Resist	9	
Sneak	4	
Stunt	3	
Talk	6	

Powers *counterspell, disguise, float, ice sheet, mistform, shield, teleport, tongues, will o' the wisp, zap*

Liches resemble living corpses, with dry, wrinkled skin and eye sockets that glow with magical force. They often wear the robe, hat, and other trappings of a wizard.

A lich is an undead wizard whose magic was powerful enough to let it rise from the dead and continue its study of the magical arts. Most liches are evil and insane with power, but a very few are benevolent and wise. Their great age and power often allows liches to become powerful lords or rulers, with reigns measured in centuries.

MANTICORE

A hideous monster with the body of a lion and a man's face.

Luck	22	
Armor	1	
Move	6	
Battle	6/6/8/10	claw/claw/bite/tail
Muscle	9	

Notice	4	
Resist	4	
Shoot	10	tail
Sneak	3	
Talk	0	

Powers *Rapid Fire*

Manticores are large monsters with a human face, the body and feet of a lion, and a long, spiked tail. They scratch with their front claws, bite, and can either swing their tail like a club or shoot their tail spikes like arrows at nearby enemies.

Manticores are survivors of the time of chaos. Despite having human features, they are not capable of speaking. They are usually found alone in wilderness areas. They hunt for food, and do not hoard treasure.

Rapid Fire — You can fire two arrows in one turn. Costs zero Luck. Divide your Shoot dice into two groups of any size. Roll each group of dice as a Shoot roll against a different opponent.

MUMMY

Luck	8	
Armor	1	can't lose more than 1 Luck from Shoot
Move	5	
Battle	9	
Muscle	5	
Notice	3	no penalty in dim light or total darkness
Resist	6	
Sneak	6	
Talk	3	

The living corpse of an ancient warrior, animated by powerful magic.

Mummies dwell in ancient tombs or ruined temple complexes. A mummy appears as dried and leathery corpse, wearing its funeral wrappings and armed with the weapons it wielded in life. Mummies can speak their ancient tongue, for purposes of communicating with one another. They are alert and intelligent, and cooperate with one another in defending their lair. They cannot tolerate daylight and cannot regain Luck while in direct sunlight.

A mummy's wrappings always conceal a magic amulet responsible for keeping it alive. If the amulet is removed or destroyed, the mummy will quickly disintegrate. To destroy a mummy, it must first be brought to zero Luck and then its amulet located and removed (requiring one or more successes on a Notice roll).

Mummies lose an extra Luck when successfully attacked with fire. They can't lose more than one Luck to any single Shoot attack.

Mummies regain one Luck per turn as long as their amulet is retained, even at zero Luck.

MUMMY LORD

Luck	18	
Armor	3	Can't lose more than 1 Luck from Shoot
Move	5	
Battle	11	
Magic	8	<i>Call Vermin, Counterspell, Fear, Teleport</i>
Muscle	6	
Notice	4	No penalty in dim light or total darkness
Resist	7	
Sneak	6	
Talk	4	

The mummy of a powerful priest or wizard.

Mummy lords are found in command of one or more ordinary mummies. In life, they were powerful wizards or priests. They keep their memories of their earthly life and their magic spells. They can use scrolls and other magic items.

Mummy lords have the same abilities and weaknesses as ordinary mummies, but possess more Luck, Armor, and action dice. Ordinary mummies follow their commands.

OGRE

Luck	16	
Armor	2	
Move	6	
Battle	9/4/8	club/fist/stomp
Make	0	
Muscle	12	Can <i>Knockback</i>
Notice	3	No penalty in dim light or total darkness
Resist	2	

Sneak	6
Stunt	1
Talk	1

A hideous giant that robs and raids human settlements.

Ogres are ugly, filthy giants, about 8 to 10 feet tall. They always bear a significant disfigurement, having one or three eyes, two heads, or a mouth studded with fangs or tusks. They live in moors, dreary hills, or swamps, either alone or in a gang of up to 10 ogres.

Ogres make their living robbing travelers or raiding nearby settlements. They often steal livestock, being strong enough to carry a cow across their shoulders or hoist a full-grown pig under each arm. They covet treasure for the sheer satisfaction of having it, and often squabble with one another over the division of spoils from their robberies or raids.

Although malicious, ogres sometimes take human servants as cooks, herders, and entertainers. Such jobs are risky, dirty, but often rewarding, as ogres are likely to pay their servants well. Mixed bands of human and ogre bandits are also common.

ORC

Luck	4	
Armor	2	
Move	5	
Battle	7	Includes +3 orc sword; -2 penalty in sunlight
Make	2	6 when making weapons or fortifications
Muscle	7	
Notice	2	No penalty in dim light or total darkness
Resist	2	
Shoot	5	Includes +1 for weapon
Sneak	3	
Stunt	3	
Talk	2	

An infernal soldier who is summoned by magic to serve its master.

Orcs are generally human in shape, short and broad, powerfully muscled, with long arms, short legs, pointy ears, bulbous eyes, and sharp teeth. Their skin is a livid red color. They carry heavy curved swords, long-bladed spears, and short, powerful curved bows. They are brutally disciplined soldiers, strong and tireless, and follow orders faithfully, but not mindlessly.

Orcs are native to the infernal lands and only appear on earth after having been summoned by magic. They most often encountered as the soldiers or sentries of malicious wizards. See the spell *Summon Orc* for details.

PEGASUS

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SCORPION, GIANT

Luck	8		
Armor	3		
Move	6		
Battle	6/6/9	claw/claw/tail	Tail sting
Muscle	6		
Notice	5	no penalty in dim light or darkness	
Resist	1		
Sneak	5		

A monstrous scorpion large enough to seize and attack human prey.

Giant scorpions are ambush predators. They strike from behind cover or lurk beneath the sand, quickly grabbing and stinging their prey. Giant scorpions prefer darkness, and will instinctively seek shelter if exposed to sunlight or other bright light.

One or more successes with a giant scorpion's tail attack means that the target has been poisoned. The target can use a Muscle roll to remove successes from the tail attack. If one or more success remains, the target loses four dice from all action rolls until the end of the action scene. A paladin's *antidote* spell can counter the poison.

SHADOW

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SKELETON

Luck	4		
Armor	1	Armor 3 against Shoot attacks	
Move	5		
Battle	6	Includes +2 for weapon	
Muscle	2		
Notice	3	No penalty in dim light or total darkness	

An animated skeleton created by magic to guard a particular locale.

Skeletons are mindless creations of malicious magic. (See the spell *Raise Skeleton* for details.) They obey simple instructions to guard a locale or endlessly patrol a route. Skeletons attack relentlessly until they are destroyed. Because they require no food, water, or air, they are often used by wizards to protect a tomb, vault, or other remote area that can't be peopled easily by living guards. Not even their maker's death can deactivate them, meaning that they often remain on sentry duty long after the person who created them has died.

SPIDERS

Giant spiders come in many forms. Three are described here: the fisher spider, orb spider, and wolf spider.

FISHER SPIDER

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ORB SPIDER

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WOLF SPIDER

Luck 8

Armor 1

Move 7

Battle 7 fangs

Muscle 7

Notice 7 No penalty in dim light or total darkness

Resist 1

Sneak 7

Stunt 5

Powers: *Poison bite, irritating cloud*

Wolf spiders are long-legged creatures covered with coarse hair. They possess eight small, gleaming eyes that give them excellent vision.

These fast-moving hunters can ambush prey and quickly stun it with a poison bite. Unlike other giant spiders, they will stalk prey over long distances and give chase if their ambush fails to bring it down.

Poison bite: On a successful Battle roll, the spider removes Luck *and* poisons its target. Make a Muscle roll. If you ro

TROLLS

Trolls are solitary, hideous giants with tough hides and superhuman strength. Three kinds are described here: cave trolls, ice trolls, and water trolls.

CAVE TROLL

Luck	24	
Armor	4	
Move	6	
Battle	12/12	claw/claw
Muscle	14	
Notice	6	No penalty in dim light or total darkness
Resist	5	
Shoot	10/10	boulders
Sneak	4	+4 when not moving
Talk	0	

Cave trolls have thick, knobby hides and massive arms with hard, blunt claws. They are shorter and broader than other trolls. Despite their size, they move quietly, and when not moving, are hard to distinguish from surrounding rock features. They are roaming creatures that don't stay in one lair more than a few weeks, moving on when they have eaten available prey in the area. They like to wait in ambush and dispatch their prey with a well-aimed boulder – at the beginning of a fight they are likely to carry a boulder in each hand, and have a few more scattered about, ready to grab and throw.

ICE TROLL

Luck	24	
Armor	3	
Move	7	
Battle	11/11/9	claw/claw/bite
Muscle	13	
Notice	5	No penalty in dim light or total darkness
Resist	5	
Shoot	7/7	Icy breath
Sneak	5	+4 dice in snow or ice
Stunt	3	
Talk	1	

Ice trolls are gaunt, emaciated creatures with frozen, matted hair and long, razor-sharp claws. They live in cold lands, and do not tolerate temperatures above freezing. Remote from human settlements, they are rarely encountered except by adventurers who have strayed far from

settled lands. When no human prey is available, ice trolls hunt large game animals. Some ice trolls keep herds of reindeer as a food source.

WATER TROLL

Luck	24	
Armor	2	
Move	8	
Battle	7/7/9	claw/claw/bite
Muscle	12	
Notice	6	No penalty in dim light or total darkness
Resist	4	
Sneak	6	+4 dice in water
Stunt	3	
Talk	1	

Powers: +2 dice to pin rolls; can pin foe with one hand

Water trolls are covered with glistening slime. Their skin is slippery, and usually green-gray in color, like a drowned corpse. They have prominent webs between their clawed digits, and long, sinewy limbs. When trying to pin a foe, they roll 2 bonus dice, in addition to their Muscle and Stunt dice. Their huge, clawed hands allow them to pin a human-sized foe in one hand.

Water trolls are excellent swimmers. They can't breathe water, but they can hold their breath longer than any human. They live in dry caves dug into a riverbank, with an underwater entrance. Their lairs are filled with bones, discarded gear, and treasure items, which the trolls covet, even if they do not use.

Water trolls never hunt near their lair, for fear of drawing attention to their treasure horde. Instead, they swim far up- or downstream looking for prey to drag into the water. Very hungry water trolls may stray far from the riverbank to raid human settlements by night, snatching a sleeping victim and quickly running back to the water.

UNICORN

A horse-like protector of virtue, armed with a spiral horn on its forehead.

Luck	14	
Armor	0	
Move	8	
Battle	3/3/8 or 4	hoof/hoof/horn or rear kick;
Muscle	7	

Notice	8
Resist	5
Sneak	6
Stunt	4
Talk	4

Powers *Hand of Healing, Sense Malice, Smite*

A unicorn appears as a small horse, with the beard and cloven hoofs of a goat, a luxuriant mane and tail, and a slender, spiral horn on the forehead. It has a sparkling white coat, dappled with light blue or lavender.

Unicorns are guardians of virtuous humans. They will sometimes serve as a mount and guardian to a particularly good-hearted and kind person, but more commonly, appear unexpectedly to aid heroes facing danger, before slipping away again mysteriously. They are most often encountered in pristine forests or grassy hills.

Unicorns can understand the languages of humans and elves, and can communicate with them mind-to-mind, without speaking.

Powers:

Hand of Healing — You can transfer luck to a friend. Costs zero Luck. Roll your Resist dice. For each success, you can transfer one of your Luck points to a friend you are able to touch.

Sense Malice — You know when enemies are near. Costs 1 Luck. Roll your Resist dice. One success tells you if there are enemies within 100 feet of you. Two successes tell you the direction they're in. Three successes tell you how far away. Four successes tell you how many creatures are present.

Smite— Add your Resist dice to your Battle dice. Costs 2 Luck. Add your Resist dice to your Battle dice and make a Battle roll.

VAMPIRE

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WERE-CREATURES

Were-creatures are humans who can transform themselves into human-animal hybrids or animals.

Most were-creatures must remain in human form during the day, and can shape-shift only at night or underground. In human form, they are almost impossible to detect, and can be any role, although most wererats are wizards or rogues, and most werewolves are warriors.

WERERAT

Evil shape-shifters that live beneath the city streets.

Wererats are evil creatures found in human cities. They work in packs, using their powers to rob, steal, and terrorize. They live in underground warrens, often connected by storm drains, cellars, and tunnels beneath the city. Wererats covet treasure and secret knowledge. A powerful wererat pack might number 20 or 30 members, including several who hold powerful positions in the city leadership and among local crime lords.

A human bitten by a wererat becomes a wererat under the control of the wererat pack.

Wererats can take three forms: a fully human form; a hybrid form that resembles a hairy, ratlike human; and a swarm of ordinary rats. To change form takes one turn. They take human form to blend in when they need to mix in human company. The hybrid form is ideal for combat, because it allows them to swing a sword and to bite with the chance of infecting a foe. The rat swarm form is used to sneak through city sewers and to make a quick escape.

WERERAT (HYBRID FORM)

Luck	8	
Armor	0	
Move	6	
Battle	5/3	+2 shortsword/bite
Muscle	2	
Notice	5	
Resist	2	
Shoot	4	+ 1 dagger

Sneak	6	
Stunt	8	+2 to slip past an opponent without being attacked
Talk	1	

Powers: bite can turn you into a wererat.

If the wererat's bite scores one or more successes, you may be turned into a hybrid wererat under its control. You can use a Muscle roll to remove successes from the bite attack. A paladin's *antidote* spell can return you to normal.

WERERAT (RAT SWARM FORM)

Luck	6	
Armor	0	
Move	6	
Battle	6	poisoned bite
Muscle	1	
Notice	6	
Resist	2	
Sneak	8	

A wererat in rat swarm form appears as a mob of ordinary rats. A rat swarm can squeeze through narrow openings, navigate flooded sewers, and climb all but the sheerest surfaces. If a rat swarm's bite scores one or more successes, you may contract rat fever, which subtracts 2 dice from all action rolls for the duration of the action scene. You can make a Muscle roll to remove successes from the bite attack.

WEREWOLF

A lone shape-shifter who leads a pack of savage wolves.

A werewolf can take three forms: human, a wolf-human hybrid, and wolf. Unlike some other shape-shifters, a werewolf

WOLF

Luck	8	
Armor	0	
Move	7	
Battle	6	bite
Muscle	5	
Notice	8	No penalty in dim light; -4 in darkness
Resist	2	
Stunt	2	

Powers: Drags prey to ground on a successful bite unless Muscle or Stunt roll cancels successes.

Wolves are experts at bringing down prey. If a wolf's bite scores one or more successes, you lose Luck *and* you must score at least as many successes on a Muscle or Stunt roll to avoid being pulled down by the wolf. Anyone who starts a turn on the ground can't move that turn but may stand up and make an action roll.

WRAITH

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WYVERN

Luck	10		
Armor	2		
Move	4	fly	
Battle	5/5/10/8	claw/claw/tail/bite	Poison sting
Muscle	8		
Notice	5	No penalty in dim light; -4 in darkness	
Resist	1		
Sneak	3		

A dragon-like lizard with a stinging tail.

Wyverns look like dragons, with some key differences. They have one pair of hind claws, one pair of wings, and no fore claws. The barbed tail can deliver a powerful poison. Unlike dragons, wyverns cannot talk or use magic.

Wyverns live in mountainous places. They usually make a lair in a cave or ledge that is inaccessible to foot travel, reachable only by air. Usually either a young adult is encountered singly, or else a brooding pair, which may have one to four eggs or young. A hatchling usually imprints on the first person it sees, and may be raised as a flying mount.

A wyvern prefers to swoop down and snatch its prey in his claws, then sting it. On a successful Battle roll with its tail, the wyvern poisons its victim rather than removing Luck. The target can use a Muscle roll to remove successes from the tail attack. If one or more success remains, the target loses three dice from all action rolls until the end of the action scene. A paladin's *antidote* spell can counter the poison.

YETI

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ZOMBIE

Luck	7	
Armor	1	Armor 3 against Shoot
Move	3	
Battle	5	zombie disease
Muscle	7	
Notice	2	No penalty in dim light or total darkness

A living corpse animated by malicious magic to serve its master.

Zombies are created with a *raise zombie* spell or rise as the result of a powerful curse. They appear as shambling corpses with odorous, rotting flesh.

They obey simple instructions to guard a locale and attack without fear until destroyed. They can also simply be released to go forth and wreak havoc at random.

Zombies bite and scratch viciously. Their touch can transmit the curse of the zombie to their victims. If you are reduced to zero Luck by a zombie's Battle roll, you will rise as a zombie in three turns, unless a *restore* spell is cast upon you by a paladin.