

MONSTER LIST

LEVEL 1

PIXIE (level 1)

HP: 10

PR: 8

DEFENSES: Strong against bows and daggers, weak to cold

ATTACKS: pixie dust (attacks a target within Thrown range, does no damage but controls the target's actions on its next turn)

TRAITS: Teaches Pixie Dust trick

POSSESSIONS: Pixie Dust bag

VARIETIES: Fairy, Evil Pixie

Pixies are mischievous but generally friendly. They will part with their precious Pixie Dust bags only to those who do them a great service.

Fairy: Instead of controlling actions, Fairy Dust causes its victims to go to sleep. If Fairies make all the heroes fall asleep, they might put their sleeping bodies in an embarrassing or dangerous situation.

Evil Pixie: Attack heroes on sight. Rarely travel with good pixies.

ROBBER

HP: 10

PR: 7

DEFENSES: Weak against fire.

ATTACKS: Dagger (thrown); sword

TRAITS: Ambush; Treasure.

POSSESSIONS: Sword, dagger, sacks

VARIETIES: Thug (15 HP); Poacher (bow attack; strong against arrows)

Robbers prowl mazes, looking for treasure to pick up and heroes to rob and kill. They will throw their daggers and then move next to heroes to attack with their swords. They prefer to attack unarmored opponents.

Ambush: Unless heroes take special precautions, robbers strike the heroes by surprise.

Treasure: There is a chance (9 or higher on a d12) that the robbers have treasure (worth 1-12 Coins each) in their sacks. If a 12 is rolled, multiply this treasure by 10.

SERPENT (level 1)

HP: 15

PR: 7

DEFENSES: Immune to extra damage from poison. Weak to Swords.

ATTACKS: Poison bite (trait die on damage) and Constrict in the same turn on the same hero

TRAITS: Surprise; teaches Poison trick

POSSESSIONS: None

VARIETIES: Deadly (Poison bite kills if a 12 is rolled on damage roll); Giant (Constrict gets trait die on damage); Rattler (Maze RONA 7 on one person causing them to freeze in fear)

Serpents can surprise the heroes if they blunder next to the snake without paying attention. Otherwise, the serpent will attack a random hero and not change targets.

SKELETON (level 1)

HP: 10

PR: 7

DEFENSES: Strong against daggers, arrows, cold, mind; weak to fire, mace, staff

ATTACKS: Sword

TRAITS: None

POSSESSIONS: Sword, helmet

VARIETIES: Archer skeleton (bow attack, weak to axe), Champion skeleton (20 HP),

Mystical skeleton (knows a single spell, trick, or power of level 1-3, and has 30 MP)

Skeletons are fearless and mindless. They will attack whoever is closest. Archer skeletons will try to attack from bow range.

THE SKELETON KING (level 1 Skeleton boss)

HP: 45

PR: 8

DEFENSES: Strong against daggers, arrows, cold, mind; weak to fire, mace, staff

ATTACKS: Axe (attacks every enemy next to him, with trait die to damage); Raise Skeleton (makes skeleton appear anywhere within bow distance)

TRAITS: None

POSSESSIONS: Axe, helmet, armor, crown (jewelry)

VARIETIES: Archer skeleton (bow attack), Champion skeleton (20 HP), Mystical skeleton (knows a single spell, trick, or power of level 1-3, and has 30 MP)

The Skeleton King sits on a bone made of throne and is usually surrounded with a court of skeletons. Unlike other skeletons, the Skeleton King is intelligent and talkative.

LEVEL 2

HUMANOID APES (level 2)

HP: 30

PR: 7

DEFENSES: Weak against mind

ATTACKS: Crush (attack nearby enemy with trait die to damage)

TRAITS: Hug

POSSESSIONS: None

VARIETIES: White-Furred Ape (trait die to attack), Stone-Thrower (20 HP, attack with no trait dice from throwing range, weak to mace)

Humanoid apes are stronger and more intelligent than normal apes, and more hideous than humans. Their terrifying hooting can often summon others of their kind.

Hug: When anyone is hit by an ape's Crush attack, they are squeezed by the ape and lose their next turn (unless someone kills the ape first).

MURDERER (level 2)

HP: 30

PR: 8

DEFENSES: Weak against lightning

ATTACKS: Dagger (attack nearby enemy with Trait die to attack and damage)

TRAITS: Teaches the Backstab trick

POSSESSIONS: Armor, helmet, 3 daggers

VARIETIES: Mercenary (shield, PR 9); Skirmisher (no armor or helmet, PR 7, moves next to unarmored heroes, weak to fire, not weak to lightning)

Murderers frequently travel in gangs. Most of them attack whoever is closest, but skirmishers target the weakest heroes.

WAVE (level 2)

HP: 20

PR: 6

DEFENSES: Immune to cold; strong to dagger, bow, spear; weak to fire

ATTACKS: Wave (cold attack against all enemies next to the wave)

TRAITS: Hide in water; ebb and flow; attack in waves

POSSESSIONS:

VARIETIES: Breaker (trait die on attack, and, in addition to damage, knocks enemies down on a hit); Lava Wave (replace Cold with Fire and vice versa)

Waves are evil water creatures that make war on the land.

Hide in water: Evil Waves hide among normal waves. In the water, they always attack by surprise.

Ebb and flow: When they travel outside of a body of water, there is usually ankle-deep water within throwing distance all around them. Anyone knocked down within throwing distance of a Wave takes one die of Cold damage.

Attack in waves: If multiple Waves travel together, they will never be next to each other. They will space themselves out so that they are within throwing distance of each other. If two waves are ever next to each other, the weaker wave disappears within the stronger one.

DUKE DREADLOR (level 2 Murderer boss)

HP: 90

PR: 9

DEFENSES: Weak against lightning; strong against arrows

ATTACKS: Sword (attacks every enemy next to him, with trait die to attack and damage);

Raise Skeleton (makes skeleton appear anywhere within bow distance)

TRAITS: Riding Expert

POSSESSIONS: Sword, helmet, shield, armor, necklace (jewelry), horse

Duke Dreadlor commands an army of Murderers. He is rarely found alone.

Riding Expert: Duke Dreadlor will usually not attack the group he's next to when his turn starts (unless they are the only targets). He will ride to Throwing or Bow distance and attack whoever is there. He can attack with his sword in the same turn that he moves.

LEVEL 3

BADASS SKELETON (level 3)

HP: 30

PR: 8

DEFENSES: Strong against daggers, arrows, cold, mind; weak to fire, mace, staff

ATTACKS: Axe

TRAITS: Varies

POSSESSIONS: Varies

VARIETIES: Grateful, Chopper, Eldritch

Badass skeletons have glowing red eyes. Unlike normal skeletons, they are intelligent. They are prone to giving each other high fives and playing air guitar when not making their radical attacks.

Grateful Skeleton: Grateful Skeletons have punk hairstyles and wear motley. Their lutes and guitars can either be used as axes or played (an electric attack on all heroes). Only one skeleton makes a musical attack each turn. The others dance.

Chopper Skeleton: Guys who died because they didn't listen to their mothers about motorcycles rise again as Chopper Skeletons. Even in death, chopper skeletons ride with their gangs. Chopper Skeletons wear leather or denim. Each Chopper Skeleton possesses at least one piece of jewelry (earring, nose ring, necklace, etc). Their motorcycles can only be ridden by skeletons.

Chopper skeletons must move two ranges every turn (from Close to Bow Range). They may attack at any point during their turn. Anything that causes chopper skeletons to slow down instantly kills them. Someone next to a chopper skeleton with any sort of a pole (a sword or spear for instance) can make an attack on their wheels against their normal P.R. A successful hit causes them to go out of control and die.

Eldritch Skeleton: Eldritch Skeletons wear robes and use staves, instead of axes, as their weapons. They are usually surrounded by legions of normal skeletons. Eldritch Skeletons try to stay away from enemies, and send blasts of lightning at one opponent within throwing or bow range. Anyone killed by the lightning instantly rises as a skeleton under the Eldritch Skeleton's control.

UNDEAD (level 3)

HP: 30

PR: 6

DEFENSES: Strong against daggers, arrows, lightning, cold, mind; weak to fire, axe

ATTACKS: Claws (one enemy next to the undead); teeth (one enemy next to the undead; cold attack)

TRAITS: Claw and bite

POSSESSIONS: None

VARIETIES: Fearless undead, undead slaves, undead liars

Bloodthirsty creatures who were once men, undead hunger for human flesh. They fear light. If they are next to anyone holding a light source, they will try to move to throwing distance (preferably towards another hero). If they can't get to any heroes, they will follow the heroes, staying just beyond bow range.

Undead often travel in packs. Anyone who is killed by an Undead will become an Undead within hours, and try to join an Undead pack.

Claw and bite: If Undead hit with a claw attack, they make a free bite attack.

Fearless Undead: Fearless Undead don't try to escape light.

Undead slaves: These are under the thrall of a powerful evil creature, and follow its orders. They act more intelligent than normal Undead.

Undead liars: These intelligent Undead look just as they did when they were alive. They try to fool heroes by acting like friendly mortals, and then try to devour their victims when their guards are down.

WARLOCK (level 3)

HP: 30

PR: 6

DEFENSES: Weak to fire; strong to mind and arrows

ATTACKS: Magic Arrow (like bow but acting as either fire, cold, or lightning, or normal arrow, warlock's choice)

TRAITS: Teaches Magic Arrow; spells

POSSESSIONS: possible spells

VARIETIES: witch, necromancer

Warlocks are evil users of magic who fire magical bolts from their hands. They often employ level 1 or level 2 monsters as servants to protect them.

Spells: Besides their Magic Arrows, Warlocks sometimes have another spell or power which they use against the heroes. Warlocks may use the same spell over and over without using it up. (if heroes take it from them, it will become a normal, one-use spell.)

Witch: Witches may use the level 7 trick "Make Ally" once per day.

Necromancer: Necromancers may command Undead instead of level 1 or 2 monsters. They are strong against Cold.

QUEEN INNOCENT (level 3 Warlock boss)

HP: 90

PR: 7

DEFENSES: Weak to fire; strong to mind and arrows

ATTACKS: Magic Volley (attacks enemies either nearby, at throwing distance, or at bow distance with either fire, cold, or lightning, or normal arrows)

TRAITS: Make Ally; Body Switch; Slaves

POSSESSIONS: 3 pieces of jewelry

Queen Innocent is a beautiful witch who insists that she is not evil, even while she tries to kill heroes.

Make Ally: Queen Innocent may cast Make Ally once per turn. Her ally will believe that she is pure and good and try to protect her. When she casts the trick, any previous victim of this spell is released.

Body Switch: As her turn, Queen Innocent may swap places with anyone within bow range.

Slaves: Queen Innocent always travels with several Murderers who are in love with her and do her bidding.

LEVEL 4

HUNGER BEAST (level 4)

HP: 40 PR: 8

DEFENSES: Strong to all weapons

ATTACKS: Hunger (attack an enemy next to them, does no damage but Inflicts Hunger)

TRAITS: Inflict Hunger, Pass Through Walls

POSSESSIONS: None

VARIETIES: Lark, Hare

Hunger Beasts look like ghostly carnivores - panthers, bears, etc.

Inflict Hunger: Someone hit by a Hunger Beast becomes Mazed (RONA 7). While Mazed, they are ravenously hungry. They must spend each turn eating one unit of provisions. If they don't, they take 20 damage.

Pass Through Walls: Hunger Beasts may pass through stone walls.

Lark: Instead of being hungry, the victim must sing loudly or take 20 damage. Loud singing might result in wandering monster checks. Larks are weak against fire and arrows.

Hare: Instead of being hungry, the victim becomes afraid of his or her companions. Every turn, he or she must move away from his or her companions, or suffer 20 damage.

MIND MONSTER (level 4)

HP: 40 PR: 7

DEFENSES: Weak against Cold, Strong against Mind

ATTACKS: Mind read (attacks at thrown range; does no damage; causes Maze, RONA 8)

TRAITS: Ambush; Illusion; teaches Illusion trick; Will drain

POSSESSIONS:

VARIETIES: Id monster

Mind Monster: The Mind Monster uses telepathy to ensnare victims in a web of illusion.

Ambush: The Mind Monster can disguise its appearance as an inanimate object, and so attacks first most of the time.

Illusion: Once the Mind Monster has hit a hero with its Mind Read attack (which does no damage and is detectable only if it misses) it can change the appearance of everything within throwing range to match some scene from the hero's memory or imagination. (Use the hero's Issues to come up with an interesting scene.) The illusion is visible to everyone. It disappears when the original target of the attack is no longer Mazed. While the illusion is up, the Mind Monster disguises itself as some important element of the illusion (a wall painting in a hero's ancestral home, for instance). It can be attacked only if the heroes think to attack this object. When the illusion is broken, the heroes will see the real Mind Monster and be able to attack it. It looks like a scorpion with the head of a lion.

No one in the illusion can leave the confines of the illusion until the Mind Monster is killed.

Will Drain: While its subject is Mazed, the Mind Monster may make an attack on the subject every turn that automatically hits and always does 20 damage. If the hero dies from this damage, the hero becomes a ghost, locked in the illusion forever. However, at this point, the other heroes are free to leave.

MUTATED PEOPLE (level 4)

HP: 60

PR: 6

DEFENSES: Weak against Lightning, Strong against Mind and Fire

ATTACKS: Claw (against enemy next to the Mutated Person; Trait die to damage)

TRAITS: None

POSSESSIONS: None

VARIETIES: Four arms; Three legs; Sixty teeth; No face; Flying fingernails

Mutated people have been horribly changed by magic and radiation. They have grotesque appearances. They travel in motley packs.

Four Arms: Four Arms may make two claw attacks per turn.

Three Legs: Three Legs may move and attack on the same turn.

Sixty Teeth: Sixty Teeth make a Bite attack, which is like a Claw attack except if they roll a 12 on the attack or damage roll, they throw their victim on the ground and chew on them. While being chewed, the victim can take no actions until someone else kills the Sixty Teeth.

No face: No Face uses telepathy to find victims. It gets a Trait die to attack as well as damage. It is also immune to blindness and dark, and can lead other Mutated People towards the adventurers.

Flying fingernails: Flying Fingernails can make their attacks from throwing distance. They are weak against Swords and Axes.

FAMINE (level 4 Hunger boss)

HP: 120

PR: 7

DEFENSES: Strong against all weapon attack and Mind attacks

ATTACKS: Famine (attacks all nearby enemies OR all throwing and bow range enemies; no damage but Inflict Famine)

TRAITS: Inflict Famine; Pass through walls; Conspicuous consumption

POSSESSIONS: None

Famine is a ghostly skeletal figure who causes starvation to his foes.

Inflict Famine: Someone hit by Famine becomes Mazed (RONA 8). While Mazed, they are ravenously hungry. They must spend each turn eating one unit of provisions. If they don't, they take 20 damage.

Pass Through Walls: Famine may pass through stone walls.

Conspicuous consumption: If someone within bow range eats one unit of provisions while NOT Mazed, Famine automatically takes 30 damage. However, the eater also takes 5 HP of damage from overeating.

LEVEL 5

INVISIBLE SWORDSMAN (level 5) (surprise)

HP: 50 PR: 8 or 11 (see below)

DEFENSES: Weak to electricity

ATTACKS: Sword

TRAITS: Invisible, Murmur

POSSESSIONS: Necklace, armor, helmet, sword

VARIETIES: Invisible Barbarian (axe instead of sword); Invisible Assassin (does not murmur, dagger instead of axe, attacks people next to him with a Trait die to damage); Invisible Bowman (bow instead of sword; weak to fire, sword, axe, mace, staff)

Invisible Swordsmen go about their invisible lives in seemingly empty mazes. They might ignore the heroes, or even be friendly, if their treasures are not threatened.

Invisibility: Invisible Swordsmen can never become visible, even when they die. Their possessions become visible when they are taken. When you don't know an invisible swordsman's location (see Murmur) you may choose to attack either next to you, at throwing range, or at bow range. The Maze Controller will roll an attack whether or not there is someone at that range. If there is an invisible swordsman there, and you hit P.R. 11, you hit a random swordsman in that location.

Murmur: When more than one invisible swordsmen are present, they keep up a steady, murmuring conversation. At the beginning of each turn, heroes may make a free RONA 8 check to figure out a swordsman's location with enough accuracy to attack it. On a success, the swordsmen have a PR of 8.

MAZOSAUR (level 5)

HP: 75 PR: 8

DEFENSES: Weak to cold and axes; strong to bows

ATTACKS: Bite (attacks enemy next to the mazosaur, trait die on damage), Roar

TRAITS: Roar, Large

POSSESSIONS: None

VARIETIES: Armorsaur (PR 10), Chargosaur (can move and attack in one turn), Spittosaur (can attack with no trait dice at throwing distance; weak to sword)

The fearsome Mazosaurs are terrifying lizards that stand three times as high as a human hero.

Large: Two Mazosaurs cannot be next to each other.

Roar: As their attack, Mazosaurs can roar. Anyone hit takes no damage, but they are Mazed (RONA 6) and can only move away from the mazosaur or remain frozen in terror.

PEGACORN (level 5)

HP: 50

PR: 7

DEFENSES: Strong to Maces and Staves

ATTACKS: Horn (acts like sword)

TRAITS: Fly, Rainbow

POSSESSIONS: None

VARIETIES: Evil Pegacorn (attacks heroes on sight), Pegabicorn (makes two Horn attacks)

Pegacorns are horses with wings and a unicorn horn. They are usually neutral towards heroes until heroes prove themselves to be friends or enemies. They will only allow heroes to ride on their backs if the heroes have performed some service for the pegacorns.

Fly: Pegacorns can fly, so if the roof is high enough, they can get away from heroes. They can fly and attack in one turn.

Rainbows: Pegacorns leave a trail of rainbows behind them. Anyone next to a Pegacorn, who has never been next to a Pegacorn before, is Mazed (RONA 8). While Mazed, all they can do is marvel at the pretty colors.

AIR PIRATE (level 5)

HP: 50

PR: 7

DEFENSES: Weak to Fire

ATTACKS: Sword, 3 Axes

TRAITS: Flight

POSSESSIONS: Sword, Axe, Skiff

VARIETIES: Net Pirate (net attack: thrown, does no damage, victim is helpless until a RONA 8 check is made), Pirate Captain (75 HP, Trait die on sword attacks), Arbalaster (fires a giant bow built into a skiff with a Trait die on damage)

These stylishly dressed fellows often fly on skiffs above the heroes' heads, or on Pegacorns.

Flight: While flying, Air Pirates can move and attack in one turn. They often try to hover above weakly-armored heroes and throw axes at them. Once out of axes, they land.

MAZOSAURUS REX (level 5 Mazosaur boss)

HP: 225

PR: 9

DEFENSES: Weak to cold and axes; strong to fire, bows, daggers

ATTACKS: Swipe (attacks all enemies next to the mazosaur, trait die on damage), Roar (attacks everyone nearby or at throwing distance)

TRAITS: Roar, Large

POSSESSIONS: None

The Mazosaurus Rex is the largest and fiercest of the Mazosaurs.

Large: Two Mazosaurs cannot be next to each other.

Roar: As his attack, Mazosaurus Rex can roar. Everyone within throwing distance or closer is targeted. Anyone hit takes no damage, but they are Mazed (RONA 6) and can only move away from the Mazosaurus Rex or remain frozen in terror.