Dungeon Plungin

MONSTER'S BOOK

STARTER

Game Masterless Dungeon Crawling
Version 3.4.8

Written by: Beto Francischinelli, Bobby Wallen, Shaun Austin, PJ Pieterek

© 2007-2008 Oversoul Games

Special thanks to the Play testers.
Amy Greenhill
Michael Greenhill
Dan Matheson
Jerry Hawthorne
Dewayne Agin
Jamie Shea

Without them, this would have been impossible!

Contents

MONSTERS 3
ANIMALS 3
Rats 3
Wolf 3
Spider 3
Snake 4
GREENSKINS 4
Ghoblin Dagger 4
Ghoblin Spear 4
Ghoblin Snitch 4
Orc 5
Troll 5
UNDEAD 5
Flame Skull 5
Zombie 5
Skeleton 6
Ghost 6
Mummy 6
Vampire 6
Lich 7
UMBRA 7
Umbra Spear 7
Umbra Warrior 7
Warlock 8
Imp 8
Gremlin 8
Demon 8
KOBOLDS 9
Kobold Bandit 9
Kobold Slinger 9
Kobold Sorcerer 9
CREATURES 9
Gargoyle 9
Minotaur 10
Jelly Cube 10
Ogre 10
Werewolf 10
ELEMENTALS 11
Air Elemental 11
Water Elemental 11
Fire Elemental 11
Earth Elemental 11
DRAGONS 12
Red Dragon 12
Laws Summary 12
Role: 12
Preferred Target: 12

MONSTERS

This Book lists off some Monsters that could be encountered on a Dungeon Plungin' quest. Each gives all the stats, powers, laws of that Monster type. It also gives the amount of gold and XP that can be won by defeating that Monster, as well as a physical description of it.

ANIMALS

Rats

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
3	4	1	3	1	4	4	2	0	4

Law: Melee Pack
Attack: Teeth & Claws (ATK Melee)
Powers: *None*.
Description: - Rats are just annoying. They are small sneaky and can get into places you wouldn't imagine. Sharp teeth and claws mean they can do serious damage if you don't watch out. Rats are found everywhere, although they particularly like damp dark surroundings, close to others so they can survive on the rubbish left lying around.

Wolf

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
6	4	1	5	1	5	5	2	0	5

Law: Melee Relentless
Attack: Teeth & Claws (ATK Melee)
Powers: *None*.
Description: - Wolves are fast and strong. They are large wild canines. They have fur ranging in colors from brown, red, grey, white, and black. Wolves have large sharp teeth and equally as deadly claws. They are loyal to the pack and will always hunt down their prey and fight to the death.

Spider

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
3	3	1	3	1	3	4	2	0	4

Law: Special Relentless
Attack: If adjacent to a Hero, then Bite ATK Melee.
If there's at least one target caught in a web, then Melee Determined. Otherwise roll on the chart.

1-3 Bite **(**ATK Melee). A success will Poison the Target. Make a 1 ATK each turn with no DEF until cured.
4-6 Web (ATK at Range 3 opposed by DEX). A success will Net the target, which can only perform an Escape Action: RES(1).

Powers: *None*.
Description: - The spiders we are talking about here are the large venomous eight legged monsters. They cast webs to ensnare their prey although a web like trap is not unknown. Spiders sneak into those less frequented sections of dens and dungeons. There they usually make friends with the smaller inhabitants, Ghoblins, Gremlins and Ratlings and become like a pet to them. Not that I would trust them.

Snake

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
5	5	1	3	1	4	4	2	0	5

Law: Special Relentless
Attack: **M**ove towards the target and roll on the chart
1-4 Bite **(**ATK Melee). A success will Poison the Target. Make a 1 ATK each turn with no DEF until cured.
5-6 Constriction (ATK Melee opposed by DEX). A success will trap the target, which can only perform an Escape Action: RES(1).
Powers: *None*.
Description: - Snakes are sleek sneaky reptiles that can easily swallow a Ghoblin in one gulp. They tend to hang around where small easy prey can be found. (Ghoblins are not the tastiest meals or easiest to catch compared to rats or birds). Snakes have a poisonous bite, but can also wrap themselves around their prey and suffocating them.

GREENSKINS

Ghoblin Dagger

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
4	3	1	3	1	4	4	3	2	4

Law: Melee Pack
Attack: Dagger **(**ATK Melee)
Powers: *None*.
Description: - Ghoblins are small green-skinned creatures and are not as strong as their larger cousins, the Orcs, but they are smarter and just as cruel. They dwell in abandoned places avoided by other races, but close enough to civilization to occasionally attack them. It is not uncommon to find them in abandoned villages although they prefer caves both natural and man-made. Daggers are the cannon fodder of Greenskin armies and carry knives or small swords as their main weapons.

Ghoblin Spear

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
4	3	1	3	1	4	4	3	2	4

Law: Melee Pack
Attack: Spear **(**ATK Melee). May attack diagonally.
Powers: *None*
Description: - Ghoblin Spears use spears to harry the enemy and keep them occupied while other Greenskins do the dirty work of actually fighting. Ghoblin Spears are rarely found on their own as they are very cowardly.

Ghoblin Snitch

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
4	4	0	3	1	5	4	3	4	6

Law: Ranged Nearest
Attack: Small Bow (ATK at range 6)
Powers: *None*
Description: - Ghoblin Snitches use bows to hit their targets from far away. They wear dark cloaks which make them hard to spot and also offer them some protection from combat. Snitches are cunning Ghoblins that may act with others or in their own groups.

Orc

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
7	6	1	3	1	6	4	4	10	6

Law: Melee Nearest
Attack: Sword **(**ATK Melee).
Powers: *None.*
Description: - Orcs are a brutal and savage race of green-skinned humanoids. They delight in war and violence. They lack most of the higher intelligence of other races, but they are cunning and clever in devising new ways to cause mayhem. Orcs can build their own villages and cities but like to conquer neighboring villages and cities to save them the trouble. Like Ghoblins they will also use any abandoned habitats they find.

Troll

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
10	9	1	3	1	4	3	2	12	7

Law: Wait/Melee Revenge
Attack: Giant Club **(**ATK Melee). Successes apply to Heroes in the target square and one adjacent square.
Powers: *None*
Description: - Trolls are the largest Greenskins. However their rock like skin does not show the green pigment and they are usually a light grey color. Trolls are very stupid, so always require someone to get them started in battle. Ghoblins will often befriend a Troll to act as a thug for their group.

UNDEAD

Flame Skull

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
4	2	2	4	1	2	6	2	0	4

Law: Melee Relentless
Attack: Bite (ATK Melee). May attack diagonally. A success will Burn the Target. Make a 1 ATK each turn with 1 DEF until the flame goes out. The Flame goes out when an ATK fails.
Powers: ***Flying*** *- The Monster is able to pass through but not occupy squares already occupied by other Characters, objects, or that are normally impassable for some other reason.*
Description: - Flying skulls are the animated head bones of humanoids, surrounded by magical fire. Originally a way of scaring people away from Necromantic gatherings, the spell is so simple that it has many different incarnations and is easy to maintain. Flame Skulls use real fire and are exceedingly fast flying creatures who hate the living. They are nasty and will keep attacking until defeated.

Zombie

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
6	4	1	3	1	6	4	2	2	5

Law: Melee Nearest
Attack: Bite (ATK Melee). A success will Poison the Target. Make a 1 ATK each turn with no DEF until cured.
Powers: *None*.
Description: - Zombies are the recently dead, raised from their graves by a Necromancer or Lich. They hate the living and are usually rotten and full of disease. Their Bite usually transfers the disease and poisons the victim. Zombies do not play well with anyone except other undead or their Master.

Skeleton

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
6	5	2	3	1	4	4	3	5	5

Law: Melee Nearest
Attack: Sword (ATK Melee)
Powers: ***Skeletal*** *- ranged attacks at -2 dice.*
Description: - Skeletons are the long term dead, raised from their graves by a Necromancer or Lich. They hate the living and enjoy the freedom from the flesh. Their Skeletal bodies make them poor targets for ranged weapons which often go straight through without hitting anything important. Skeletons do not play well with anyone except other undead or their Master.

Ghost

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
3	1	3	3	1	4	1	1	40	3

Law: Wait/Melee Revenge
Attack: Scare (ATK Melee opposed by WIT)
Powers: ***Ethereal -*** *the creature is able to pass through but not occupy squares already occupied by other Characters, objects, or that are normally impassable for some other reason.*
Insubstantial - All attacks against the creature are at only one die.
Description: - Ghosts are the spectral remnants of the dead made aware of their surroundings by a Necromancer or Lich. They tend to be a bit dreamy and forget about the real world, but if you get them enraged they will scare you to death. Ghosts can be found anywhere and everywhere.

Mummy

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
12	12	2	3	1	8	6	4	50	10

Law: Melee Lured - Magic User
Attack: Choke (ATK Melee)
Powers: ***Skeletal*** *- ranged attacks at -2 dice.*
Description: - Mummies are the preserved dead, raised from their graves by a Necromancer or Lich. Certain civilizations that entomb their dead, use preservation techniques to stop the rot and decay. When these dead are raised they are particularly strong and resilient. They hate the living with a passion and are irritated by the flow of Magic, so particularly hate magic users. Mummies prefer the company of other undead.

Vampire

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
13	11	2	5	1	9	8	6	65	10

Law: Melee Relentless
Attack: Bite (ATK Melee). A Success will Whither the Target. Reduce their ATK and DEF by 3 but not less than 1.
Powers: ***Flying*** *- The Monster is able to pass through but not occupy squares already occupied by other Characters, objects, or that are normally impassable for some other reason.*
Description: - Vampires are a race that increases their number, by turning Humans into Vampires. No one knows how the first Vampire came about or even if it is still alive. Vampires quite often live the lives of human nobility and revel in the decadence and luxury that provides. Being a type of undead, Vampires can control lesser undead and sometimes leave their lives of affluence to gain power and even sovereignty with an undead horde.

Lich

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
14	14	12	4	2	10	10	10	100	15

Law: Special Nearest
Attack: If adjacent to Hero then Manna Staff MAG Melee otherwise roll on the chart and move towards the target for Melee attacks and away from the target for ranged attacks

1-3 Spell Drain, (MAG at range 2). Any unblocked successes will add LIF to Lich up to a maximum of 2
4-5 Spell Death Cloud, (MAG attack at range 4) in a 2x2 area
6 Death Staff ATK Melee

Powers: ***Skeletal*** *- ranged attacks at -2 dice.*
Description: - Liches are very powerful spell casters who have managed to bind their intellect to their physical body. So long as they can maintain spells to keep the body animated after death, they have achieved a type of immortality. Overcoming death itself, tends to give Liches a sense of haughty righteousness that does not bode well for those about them. They are powerful enough to reign over lesser undead and can lead vast hordes of creatures.

UMBRA

Umbra Spear

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
9	7	2	3	1	6	4	6	15	7

Law: Melee Pack
Attack: Spear (ATK Melee). May attack diagonally.
Powers: ***Defensive Gloom*** *- the Monster may add MAG to DEF*.
Description: - Umbra Spears come from the Umbra, a cursed land dominated by Daemon Kings warring with each other. All Umbra creatures are tainted in some way and Umbra spears have a magical defense surrounding them. This defense is known as a Defensive Gloom because it also makes the Umbra look sad. The Umbra Spears usually escort Umbra Champions and Heroes on recruitment raids in nearby lands. Occasionally the Umbra minions find a way to stay and wreak havoc. All Umbra creatures are tainted in some way

Umbra Warrior

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
13	9	4	3	2	8	6	7	25	10

Law: Melee Nearest
Attack: Sword (ATK Melee).
Powers: ***Defensive Gloom*** *- the Monster may add MAG to DEF*.
Description: - Umbra Warriors are the Heroes of the Umbra military. They are supported by Umbra Spears and have the Defensive Gloom as well. You never see a happy Umbra soldier… Umbra Warriors are exceptionally good at combat and take pride in how many enemy they have killed.

Warlock

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
7	8	13	3	2	8	3	6	18	9

Law: Special - Revenge
Attack: If adjacent to Hero then Manna Staff MAG Melee otherwise roll on the chart and move towards the target for Melee attacks and away from the target for ranged attacks

1-5 Spell Whither, (MAG at range 3 opposed by RES). A Success will Whither the target. Reduce their ATK and DEF by 3 but not less than 1.
6 Manna Staff (MAG Melee)

Powers: *None*.
Description: - Warlocks seem to appear every now and then. Most seem to follow the Umbra raids and are obviously Umbra magic users, but every now and then a home grown version appears in the middle of nowhere. A Magic User can suffer from temptations of evil and if they are too selfish and greedy, then they turn away from all that is good.

Imp

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
3	3	2	3	1	4	4	4	10	4

Law: Melee Pack
Attack: Jab (ATK Melee)
Powers: *None*.
Description: - Gremlins are the smallest and weakest of the daemons. Bright red, they still manage to remain hidden and unnoticed. They will quite often sneak up on you when you are not looking, and stab you in the back. Thank goodness they cannot fly like their larger cousins.

Gremlin

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
5	5	2	3	1	5	4	5	10	5

Law: Melee Nearest
Attack: Jab (ATK Melee)
Powers: *None*.
Description: - Gremlins are the smallest and weakest of the daemons. Bright red, they still manage to remain hidden and unnoticed. They will quite often sneak up on you when you are not looking, and stab you in the back. Thank goodness they cannot fly like their larger cousins.

Demon

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
8	8	6	3	1	6	4	6	25	8

Law: Melee Revenge
Attack: Trident (ATK Melee)
Powers: ***Flying*** *- The Monster is able to pass through but not occupy squares already occupied by other Characters, objects, or that are normally impassable for some other reason.*
Description: - Demons are your first level of really capable daemon. This is when they first become aware of their environment. They are intelligent and try to gather to themselves lesser minions to protect them while they grow more powerful. They have dark reddish grey skin, horns, and wings.

KOBOLDS

Kobold Bandit

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
2	3	1	4	1	4	3	3	0	3

Law: Melee Pack
Attack: Dagger (ATK Melee) and Dagger (ATK-1 Melee)
Powers: ***Dual Weapon*** *- The Monster can attack twice (see Attack).*
Description: - Kobolds are small dog faced humanoids. They live together in caves or abandoned villages, although small raiding parties have been known to hook up with other races temporarily. As a rule all Kobolds are sneaky and nasty but Kobold Bandits seem to be the nastiest of the bunch. They train hard to use two daggers in combat and often overwhelm enemies with their two handed attacks.

Kobold Slinger

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
2	3	1	4	1	4	3	3	2	4

Law: Ranged Pack
Attack: Sling (ATK at range 4)
Powers: *None*.
Description: - Kobold Slingers have little slingshots which they are very proficient at using. Just as Kobold Bandits are really nasty, Kobold Slingers are really sneaky and will throw a few shots at any target who is already engaged. Slingers like to get close and personal but still keep at range to concentrate their fire.

Kobold Sorcerer

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
2	3	5	4	1	4	3	5	5	5

Law: Special Pack
Attack: Roll on the chart and move towards the target for Melee attacks and away from the target for ranged attacks

1-4 Spell Trip,(MAG at range 4 opposed by RES). A success will cause the target to lose one action next turn,
5-6 White Skull (MAG Melee)

Powers: *None*.
Description: - Kobold Sorcerers tend to be a little more mature than their warrior brothers but they are still sneaky and will attack any target who is already engaged. They are notorious for using the Trip spell which apart from annoying the target, also makes them look a little stupid.

CREATURES

Gargoyle

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
6	7	2	6	1	5	3	4	0	6

Law: Melee Pack
Attack: Slam (ATK Melee)
Powers: ***Flying –*** *the Gargoyle is able to pass through, but not occupy, squares already occupied by other Characters, objects or obstacles.*

Stone Form *- when encountered, the Gargoyle is in stone form and receives a +2 bonus to DEF until it takes its first Action.*

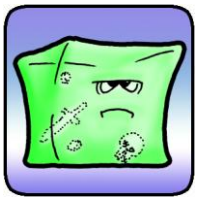
Surprise Attack *- If it attacks on the same turn it leaves stone form, the Gargoyle gains a +1 bonus to ATK.*

Description: - Gargoyles are winged stone statues that have been animated. They are extremely common and can surprise their targets by pretending to be an ordinary statue. Gargoyles are often found in Umbra armies where they feel they fit in with the Daemons who they sometimes resemble.

Minotaur

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
9	8	1	3	1	6	4	3	10	7

Law: Melee Nearest
Attack: Gore (ATK Melee)
Powers: *None*.
Description: - Minotaurs are large bull faced humanoids that make excellent hired thugs. They are extremely powerful for their size, although not very smart. They are nomadic and wonder the land in large groups. When with a herd they tend to be docile unless provoked, however when they are away they are extremely violent and grumpy.



Jelly Cube

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
6	7	1	2	1	4	3	2	20	5

Law: Melee Pack
Attack: Gloop (ATK Melee)
Powers: ***Slime -*** *If the Monster negates any ATK Successes then the Hero loses one action next turn.*
Description: - Jelly Cubes are slow creatures that are nearly transparent. They wonder around absorbing plants, trash and carrion, the garbage collection service of the world. They can pick up inorganic materials which can only be retrieved when the Jelly Cube is slain. Jelly Cubes can live peaceably with other races but they are not very smart and will attack any race it is unfamiliar with.

Ogre

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
7	7	1	3	1	6	4	2	8	6

Law: Wait/Melee Revenge
Attack: Club (ATK Melee)
Powers: *None*.
Description: - Ogres are large Humanoids that are extremely harsh and aggressive. They live in family groups but occasionally the young males will leave and hang out with any races that will accept them, usually acting as Thugs. Ogres are inherently lazy and do not make very good guards

Werewolf

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
10	7	4	4	1	6	5	4	0	8

Law: Melee Pack
Attack: Bite (ATK Melee)
Powers: ***Silver Bane*** *- when attacked with Silver -2 DEF*
Description: - Werewolves live among humans and try to hide their ability to shape change when doing so. They have no features that mark them from others when in human form. Werewolves can change when they are threatened or angered. Werewolves will also change on the night of the full moon where they must also feed in wolf form. If they are discovered they will be killed, which is why so many werewolves end up with the darker races.

ELEMENTALS

Air Elemental

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
4	4	2	6	1	5	4	4	0	5

Law: Melee Pack
Attack: Blast (ATK Melee)
Powers: ***Ethereal*** *- the creature is able to pass through but not occupy squares already occupied by other Characters, objects, or that are normally impassable for some other reason.*
Description: - Air Elementals are magical beings animated from air by a magic user. If their summoner is killed or they manage to escape then they will attach themselves to another being and try to do their will.

Water Elemental

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
4	4	2	3	1	6	1	4	1	4

Law: Melee Pack
Attack: Drown (ATK Melee opposed by RES).
Powers: ***Fire Bane*** *- when attacked with Fire -2 DEF*
Description: - Water Elementals are magical beings animated from the water in the air by a magic user. If their summoner is killed or they manage to escape then they will find a nice hollow to rest in. Stepping into a water elemental is not pleasant. Not only do you end up with wet socks, they often retaliate violently

Fire Elemental

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
3	1	2	6	1	5	1	1	0	3

Law: Melee Frenzy
Attack: Inferno (ATK Melee opposed by DEX).
Powers: ***Water Bane*** *- when attacked with Water/Ice -2 DEF*
Insubstantial - All attacks against the creature are at only one die.
Description: - Fire Elementals are magical beings summoned by a magic user from spell fire, torches or any other fiery form. . If their summoner is killed or they manage to escape then they roam around causing damage until they are destroyed.

Earth Elemental

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
6	6	2	3	1	6	2	1	30	5

Law: Melee Nearest
Attack: Avalanche (ATK Melee)
Powers: *None*.
Description: - Earth Elementals are magical beings summoned from the earth by a magic user. They are only vaguely humanoid and if their summoner is killed or they manage to escape then they tend to attach themselves to the next being that comes along, following them like a pet and coming to their defense.

DRAGONS

Red Dragon

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
13	13	6	6	2	8	6	6	50	12

Law: Special Revenge

Attack: Roll on the chart and move towards the target for Melee attacks and away from the target for ranged attacks

1-2 Bite (ATK Melee)
3 Flame Breath (ATK at range 4)
4 Tail Swipe (ATK Melee).
5 Wing Beat (ATK at range 2)
6 MAG (ATK at range 8), Target uses RES instead of DEF. A success will cause the target to lose all actions next turn,

Powers: ***Flying*** *- The Monster is able to pass through but not occupy squares already occupied by other Characters, objects, or that are normally impassable for some other reason.*
Double Attack *- Roll twice on the Attack chart and apply both results.*

Description: - Dragons are large reptilian Monsters with wings and a breath attack. Red dragons are the most arrogant and cruel of their race. Their breath attack is fire and they will not hesitate to cook their prey before eating. They are loners although there arrogance will allow other races to worship them and bring offerings.'

Laws Summary

Role:

Melee – move closer to its preferred target until it can make a melee attack; monsters under this Law will always Follow Up when scoring a Pushback. This is the standard behavior of most monsters.

Ranged – move away to the farthest square possible, where it is still in attack range of its preferred target.

Special– Monsters will react to their surroundings. Details will be provided in the Attack Description to determine how they move and under what conditions.

Wait – does not act until provoked, targeted or damaged, which will change its Law to a different one.

Preferred Target:

Nearest – this is standard for most monsters;

Determined – it will always attack the same target it attacked last time. The first target is usually the nearest.

Lured by (stat or concept) – targets nearest hero with high/lowest stat (Low Life, High MAG, Low DEF) or concept (elf, Light magic School, etc);

Pack – attacks a Hero already adjacent to another Monster. Some monsters specify if it must be another monster of the same race (i.e. pack of wolves) or any monsters;

Frenzy – chooses a random target it can reach;

Dumb – the players may decide which Hero the monster targets;

Revenge – targets the last hero who hit the monster;

Relentless – the monster will leave its tile and follow the closest Hero throughout the entire dungeon, no matter how many tiles apart they are, unless blocked by a door.

A

Air Elemental 11
ANIMALS **3**

C

CREATURES **9**

D

Demon 8
DRAGONS.....**12**

E

Earth Elemental 11
ELEMENTALS.....**11**

F

Fire Elemental.....11
Flame Skull.....5

G

Gargoyle.....9
Ghoblin Dagger 4
Ghoblin Snitch 4
Ghoblin Spear 4
Ghost 6
GREENSKINS.....**4**
Gremlin 8

I

Imp.....8

J

Jelly Cube 10

K

Kobold Bandit 9
Kobold Slinger.....9
Kobold Sorcerer 9
KOBOLDS.....**9**

L

Lich.....7

M

Minotaur.....10
Mummy 6

O

Ogre 10
Orc 5

R

Rats 3
Red Dragon 12

S

Skeleton 6
Snake 4
Spider.....3

T

Troll.....5

U

UMBRA **7**
Umbra Spear.....7
Umbra Warrior 7
UNDEAD.....**5**

V

Vampire 6

W

Water Elemental.....11
Werewolf 10
Wolf 3

Z

Zombie 5