Hellhound

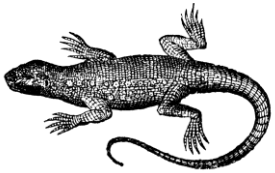
CS melee d6-1

#1. OOOOO OOOOO OO #5. OOOOO OOOOO OO
#2. OOOOO OOOOO OO #6. OOOOO OOOOO OO
#3. OOOOO OOOOO OO #7. OOOOO OOOOO OO
#4. OOOOO OOOOO OO #8. OOOOO OOOOO OO

Abilities

breath attack : once per encounter, may forego normal attacks on their combat action and instead make 1 ranged Attack Action with *Focus* which explodes. The target may make a tough agility task to take half damage (round down) after it's been reduced by a Defense Action.

fast : this monster may reroll initiative and take the best result.



Lizard, Giant

CS melee d6-1

#1. OOOOO OOOO #5. OOOOO OOOO
#2. OOOOO OOOO #6. OOOOO OOOO
#3. OOOOO OOOO #7. OOOOO OOOO
#4. OOOOO OOOO #8. OOOOO OOOO

Abilities

fast : this monster may reroll initiative and take the best result.

Rat, Giant

CS melee d6-3

#1. O #5. O #9. O #13. O #17. O #21. O #25. O
#2. O #6. O #10. O #14. O #18. O #22. O #26. O
#3. O #7. O #11. O #15. O #19. O #23. O #27. O
#4. O #8. O #12. O #16. O #20. O #24. O #28. O

Abilities

disease : if the monster deals damage, roll a d6 for each damaged character, at the end of the encounter, on a 1 the inflicted PC gets no rerolls until healed by at least 1 point of Holy Light or other magical means.

Scorpion, Giant

CS melee d6-2

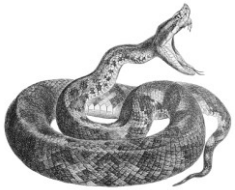
#1. OOOOO OOOOO OO
#2. OOOOO OOOOO OO
#3. OOOOO OOOOO OO
#4. OOOOO OOOOO OO

Abilities

armored : takes one less damage after its Defense Action has *blocked damage*.

fast : this monster may reroll initiative and take the best result.

poison : each time this monster's Attack Action does at least 1 damage to a target, that target must make a tough strength task roll. Failure means the target is poisoned and takes 1 damage at the start of the next combat rounds, until healed by Holy Light or any other healing magical source. These sources heal hp *and* remove poison, not one or the other. Once poisoned, further poisoned results are ignored.



Snake, Giant

(Roll d6, 1-3 Constrict,4-6 Poison)

CS melee d6-2

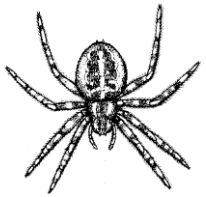
#1. OOOOO OOOO
#2. OOOOO OOOO
#3. OOOOO OOOO
#4. OOOOO OOOO

Abilities

constrict : upon any damage, target may be constricted. Each combat round, as an Attack Action, the victim may make a tough strength roll to free themselves. Failure results in 2 hp damage on the constricting monster's combat action. Any damage to the constricting monster, releases the constricted target.

fast : this monster may reroll initiative and take the best result.

poison : each time this monster's Attack Action does at least 1 damage to a target, that target must make a tough strength task roll. Failure means the target is poisoned and takes 1 damage at the start of the next combat rounds, until healed by Holy Light or any other healing magical source. These sources heal hp *and* remove poison, not one or the other. Once poisoned, further poisoned results are ignored.



Spider, Giant

CS melee d6-3

#1. OOOOO #5. OOOOO #9. OOOOO
#2. OOOOO #6. OOOOO #10. OOOOO
#3. OOOOO #7. OOOOO #11. OOOOO
#4. OOOOO #8. OOOOO #12. OOOOO

Abilities

fast : this monster may reroll initiative and take the best result.

poison : each time this monster's Attack Action does at least 1 damage to a target, that target must make a tough strength task roll. Failure means the target is poisoned and takes 1 damage at the start of the next combat rounds, until healed by Holy Light or any other healing magical source. These sources heal hp *and* remove poison, not one or the other. Once poisoned, further poisoned results are ignored.

Wolf

CS melee d6-2

#1. OOOOO #5. OOOOO #9. OOOOO
#2. OOOOO #6. OOOOO #10. OOOOO
#3. OOOOO #7. OOOOO #11. OOOOO
#4. OOOOO #8. OOOOO #12. OOOOO

Abilities

fast : this monster may reroll initiative and take the best result.