Werewolf

CS melee d6

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#2. OOOOO OOOOO
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Abilities

fast : this monster may reroll initiative and take the best result.
mundane immunity : non-magical weapons do zero damage to this monster.
strong : does 1 *extra* point of *damage* to Attack Action totals.
weakness : non-magical silver weapons, CS rolls against this monster that are a natural 6 may explode.

Wyvern

CS melee d6
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Abilities

fast : this monster may reroll initiative and take the best result.
flight : may fly long distances. Gets to reroll all ranged Defense Actions while in flight, taking the best result.
large : this monster is much larger in size than a normal man.
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.
strong : does 1 *extra* point of *damage* to Attack Action totals.

Troll

CS melee d6

#1. OOOOO OOOOO
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Abilities

large : this monster is much larger in size than a normal man.
regenerate : heal 1 hp on their action each combat round. Will regenerate d6 combat rounds after being reduced to 0 hp unless fire damage is used with the killing blow or the body is set on fire by the Rain of Fire spell, oil or another large fire source. After regenerating up to 1hp, the monster is able to act, continuing to regenerate hp.
strong : does 1 *extra* point of *damage* to Attack Action totals.
weakness : fire, CS rolls against this monster that are a natural 6 may explode.

Lich

CS melee d6

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Abilities

bones : gets to reroll Defense Actions vs. sharp or piercing weapons and take the best result.
dark magic : may cast an endless amount of spells from the Magic List, chosen from Arcane Armor, Dark Bolt, Confusion or Rain of Fire.
fast : this monster may reroll initiative and take the best result.
mundane immunity : non-magical weapons do zero damage to this monster.
strong : does 1 *extra* point of *damage* to Attack Action totals.
undead : Immune to the Confusion spell and drowning.

Vampire

CS melee d6
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Abilities

energy drain : doesn't do damage on attack but instead lowers the CS of its target by -1 with each touch, until the target is at CS d6-5.

A further successful attack will kill the target instantly. The victim heals 1 CS level per 1 hp of healing by Holy Light or other magical means. May choose to do normal damage.
fast : this monster may reroll initiative and take the best result.
flight : may fly long distances. Gets to reroll all ranged Defense Actions while in flight, taking the best result.
mundane immunity : non-magical weapons do zero damage to this monster.
strong : does 1 *extra* point of *damage* to Attack Action totals.
undead : Immune to the Confusion spell and drowning.
weakness : garlic, sunlight, wooden stakes, rushing water, CS rolls against this monster that are a natural 6 may explode.