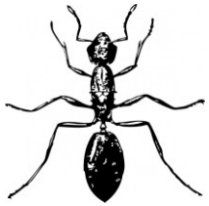


Ant Queen, Giant
(Boss)

CS melee d6

OOOOO OOOOO

OOOOO OOO

Ant, Giant

CS melee d6-1

Abilities

large : this monster is much larger in size than a normal man.

strong : does 1 *extra* point of *damage* to Attack Action totals.

#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

Bat, Giant

CS melee d6-2

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.

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

Bear

CS melee d6-1

Abilities

strong : does 1 *extra* point of *damage* to Attack Action totals.

#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

Centipede, Giant

CS melee d6-3

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

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.

Cockatrice

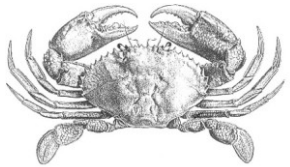
CS melee d6-2

Abilities

flight : may fly long distances. Gets to reroll all ranged Defense Actions while in flight, taking the best result.

petrify : on damage, target must make a tough task roll, failure results in the target turning to stone (killed or cursed, PM discretion).

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



Crab, Giant

CS melee d6-2

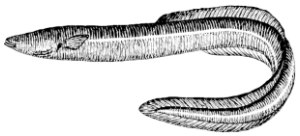
Abilities

aquatic : may swim, breathe and live underwater.

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

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

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



Eel, Giant

CS melee d6-2

Abilities

aquatic : may swim, breathe and live underwater.

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

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.

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

Gelatinous Cube

CS melee d6-1

Abilities

large : this monster is much larger in size than a normal man.

paralysis : on damage, target must make a tough task roll, failure results in the target being stunned (no movement or CS actions) for d6-2 combat rounds, minimum of 1 round.

slow : attacks last after all other participants have acted in each combat round.

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

Harpy

CS melee d6-2

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

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.

paralysis : hearing, when first encountered, target must make a tough task roll, failure results in the target being stunned (no movement or CS actions) for d6-2 combat rounds, minimum of 1 round.