Ogre

CS melee d6

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

Abilities

hulking : does 2 *extra* points of *damage* to Attack Action totals, and may explode.
large : this monster is much larger in size than a normal man.

Chimera

CS melee d6x2

x2 = 2 attacks a round

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OOOOO OOOOO

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

Dragon

CS melee d6x2

x2 = 2 attacks a round

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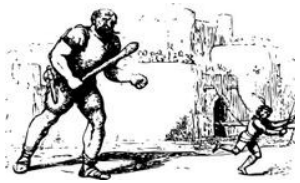
Abilities

armored : takes one less damage after its Defense Action has *blocked damage*.
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.
flight : may fly long distances. Gets to reroll all ranged Defense Actions while in flight, taking the best result.
hulking : does 2 *extra* points of *damage* to Attack Action totals, and may explode.
large : this monster is much larger in size than a normal man.



Giant

CS melee / ranged d6

#1. OOOOO OOOOO OOOOO OOOOO OOOO
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Abilities

hulking : does 2 *extra* points of *damage* to Attack Action totals, and may explode.
large : this monster is much larger in size than a normal man.

Griffon

CS melee d6

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#4. OOOOO OOOOO OOOOO OOOOO

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.

Manticore

CS melee / ranged d6

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

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.

Medusa

CS melee / ranged d6

OOOOO OOOOO OO

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.
petrify : (on character attack-negate by no use of heroic rerolls during encounter) target must make a tough task roll, failure results in the target turning to stone (killed or cursed, PM discretion).
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.

Minotaur

CS melee d6

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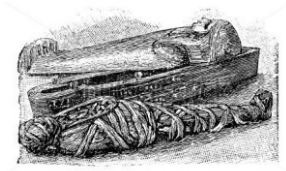
Abilities

large : this monster is much larger in size than a normal man.
strong : does 1 *extra* point of *damage* to Attack Action totals.



Mummy

CS melee d6

#1. OOOOO OOOOO OOOOO
#2. OOOOO OOOOO OOOOO

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.
mundane immunity : non-magical weapons do zero damage to this monster.
slow : attacks last after all other participants have acted in each combat round.
undead : once-living creatures which are now animated by dark magic, powerful entities or artifacts. Immune to the Confusion spell and drowning.