

# Endless Adventures

## MONSTER APENDUM v1

This apendum contains the listed monsters known in the lands of Endless Adventures. The monster weapons are listed in order of preference. Some creatures are tribal (**T**), some are social (**S**) and some are loners (**L**). This will be indicated by a bold letter next to the name of the creature.

If they are tribal they have limited technology and speech. They run in packs and enjoy the company of their own kind. They will have small villages and never a set place in which they reside.

A social class of monster will be more advanced in speech and technology. They might have knowledge of armoring and weapon smithing or other skills. Social monsters will probably have a monetary system and trade for goods with humans, elves and so on. Social monsters may live in a set position with a bustling village. They normally will choose caves or deep forest for good protection from hunters and loners.

A loner will be the most dangerous of all monsters. A loner can't be bargained with or paid off. The loner will wonder an area they consider their territory. They have limited speech and technology. Their tempers will be hot and their lust to kill will be greater. Most undeads are loners.

# Humanoids

## Goblins - T

**HP** : 5

**Abilities** : Hording and Swarming

**Weapons** : Short Sword, dagger and 1 handed weapons only, excluding long sword.

**Armor** : Light only. 10 pt. Max.

**Mannerisms** : Suggestive and stupid. Poop can be collected to make alchemists fire.

## Orcs - T

**HP** : 12

**Abilities** : None

**Weapons** : All.

**Armor** : All, 20 Pt. Max.

**Mannerisms** : Dumb, they love jacks and shiny things.

## Hobgoblins - T

**HP** : 10

**Abilities** : None

**Weapons** : All.

**Armor** : All.

**Mannerisms** : Smart as Humans.

## Ogres - T

**HP** : 25

**Abilities** : Damage Bonus +2.

**Weapons** : Carry 2 handed only and rocks. May pick up and use 1 handed weapons.

**Armor** : Heavy only. 10 pt max.

**Mannerisms** : Clumsy, hot tempered, easily confused and stupid.

## **Trolls - T**

**HP :** 35

**Abilities :** Heals 3 hp every 10 minutes.

**Weapons :** Claw and Bite. May pick up and use weapons at +5 damage bonus.

**Armor :** None

**Mannerisms :** Trolls can speak fluently to trolls. Common is limited to 1 to 2 words.

## **Lizard Men - T**

**HP :** 13

**Abilities :** None

**Weapons :** Pole arms, spears, staffs and javelins.

**Armor :** Hide only and shields.

**Mannerisms :** Dumb and rare. Found in tropical areas & swamps. Fight unorganized. Use snares and ambushes. Savage. LOVE FOOD!

## **Kobolds - T**

**HP :** 2

**Abilities :** None

**Weapons :** Bows, short swords, spears, clubs, 1 handed axe and javeline.

**Armor :** Light only, 2 pt max. Small wood shields.

**Mannerisms :** Average intelligence, cowardly and sadistic. Hate humans, especially Gnomes.

## **Bugbear - T**

**HP :** 20

**Abilities :** None

**Weapons :** Throwing weapons and 1 handed only.

**Armor :** All

**Mannerisms :** Will always flee before death. Extremely greedy. Dumb to average intelligence. Subterranean. Prefer ambushes.

## **Gnoll** - L

**HP** : 12

**Abilities** : May disarm once per battle.

**Weapons** : Pole arms, 2 handed axes, swords, bows and throwing stars.

**Armor** : All but no metal.

**Mannerisms** : Dumb. Active at night.

## **Minotaur** - L

**HP** : 45

**Abilities** : Headbutt - 15dmg (only works on people 6ft or taller). +4 damage bonus with weapon. Ball whips people.

**Weapons** : All but throwing.

**Armor** : All but no metal.

**Mannerisms** : Stupid, aggressive, excellent senses, no fear and always runs before death.

Lycanthropes Stage transfers are controlled by AL unless S1 reaches half HP then stage transfer is automatic. Stage 3 actions are controlled by AL. Lycanthropes represent the animal by wearing a real pelt. Infecting is controlled by AL.

## **True Lycanthrope** (Stages 1, 2 and 3) - S

**HP** : S1 - Class limited. S2 - Double of S1. S3 - 30.

**Abilities** : S1 - Human, all abilities are limited by class. S2 - (Half-creature) Caused by anger (half of HP gone) or full moon, all abilities are class limited. May infect non-lycanthrope (AL controlled). S3 - (Animal form) May transform to S3 at will. May infect non-lycanthrope (AL Controlled). Only silver, +1 or better weapons or magic can harm S3. When returning to S1 from any stage, half of lost damage is recovered.

**Weapons** : S1 - Class limited. No silver. S2 - Class limited, claw and bite. No silver. S3 - Claw and Bite. No silver.

**Armor** : S1 and S2 - Class limited. S3 - none.

**Mannerisms** : S1 - Normal. S2 - Super smart. S3 - Super smart animal.

## **Infected Lycanthrope** (Stages 1, 2 and 3) - S

**HP :** S1 - Class limited. S2 - Double of S1. S3 - 30.

**Abilities :** S1 - Humanoid, all abilities are class limited. S2 - (Half-creature) Caused by full moon or anger (half of HP gone). +3 damage bonus. S3 - (Animal form) May transform to S3 at will. When returning to S1 from any stage, half of lost damage is recovered.

**Weapons :** S1 - Class limited. S2 - Class limited, claw and bite. S3 - claw and bite.

**Armor :** S1 and S2 - Class limited. S3 - None.

**Mannerisms :** S1 - normal. S2 - Super smart, wants to hunt and kill everything around it. Uncontrollable rage. S3 - Super smart animal. When returning to S1 from S2 memories haunt humanoid of performing bad things.

**Cure :** Eat Beladonna 1/2 hr before infection. Remove curse on a full moon.

## **Drow** - S

**HP :** Class limited

**Abilities :** Night vision.

**Weapons :** Class limited

**Armor :** Class limited

**Mannerisms :** Greedy, smelly and very smart. Live in caves and hate everything.

# Undeads

Use of Raise Dead on any undead will automatically destroy the monster. If monster is only harmed by +1 or better weapons this also includes any damage bonus. I.E. : If a PC has DB +2 and a normal weapon then they may harm the undead.

## **Skeletons** - L

**HP** : 5

**Abilities** : Immune to sleep, charm, hold, death and fear. Bladed weapons do half damage.

**Weapons** : All

**Armor** : All (very rare)

**Mannerisms** : Mindless killers.

## **Zombies** - L

**HP** : 15

**Abilities** : Immune to sleep, charm, hold, poison and death

**Weapons** : Bite, claw or whatever they pick up off the ground.

**Armor** : Light only.

**Mannerisms** : Slow as slugs. Don't attack till hit. Retarded.

## **Mummies** - L

**HP** : 50

**Abilities** : Immune to sleep, charm, hold, poison, paralysis and death. Touch causes disease. Causes terror on site. Can only be harmed by magic or +1 or better weapons. If PC is killed by mummy and it is their 5th death the body begins to rot immediately. If Raise Dead and Remove Disease are cast within the first hour of death the body is saved. PC's character is turned to dust (dead forever) if this cannot be performed. +2 damage bonus.

**Weapons** : Claw

**Armor** : None

**Mannerisms** : Attacks without mercy.

## **Lich - S**

**HP : 80**

**Abilities :** Immune to charm, sleep, polymorph, death. Causes terror on site to PC's lvl 5 and below. Touch causes 3 dmg and paralysis until dispelled. Only harmed by +1 or better weapons and magic. If lvl 6 or higher +1 weapons are not needed to harm lich. Body must be annihilated and Phylactery must be found and destroyed for lich to be killed.

**Weapons :** Class Limited

**Armor :** Class Limited

**Mannerisms :** Super Genius.

## **Wraith - S**

**HP : 40**

**Abilities :** Immune to normal weapons, sleep, charm, hold, poison, paralysis and death. Silver does half damage. Only magical weapons and spells to full damage. If a PC suffers their 5th death by a wraith the PC becomes it's servant for eternity.

**Weapons :** Touch causes 1 dmg. Touch drains 1 level permanently

**Armor :** None

**Mannerisms :** Very Smart.

## **Spectre - L**

**HP : 60**

**Abilities :** Immune to sleep, charm, hold, poison and paralysis. Any PC drained of all levels becomes the Spectre's slave. Only +1 weapons or magic can harm Spectre.

**Weapons :** Touch causes 2 dmg. Touch drains 2 levels permanently.

**Armor :** None

**Mannerisms :** Highly Intelligent.

## **Ghoul - L**

**HP : 15**

**Abilities :** Immune to sleep, charm, poison and paralysis. Any PC killed by ghoul for their 5th death becomes a ghoul unless prayer is cast. Touch causes Humans, Dwarves, Halflings, Half-Elves and Gnomes to be paralyzed for one minute ( If female, only paralysis).

**Weapons :** Claw and Bite

**Armor :** Light or Medium

**Mannerisms :** Dumb

## **Vampire - S**

**HP : 70**

**Abilities :** Immune to sleep, charm, hold, poison and paralysis. Charms with direct eye contact. +3 damage bonus. May drain 2 lvls permanently by touch. If PC is fully drained of levels they become a Vampire. +1 weapons or better to harm vamp. Heals 3 hp every 10 minutes. Turns to mist at 0 HP. Turns to mist at will. Turns to bat at will. Killed by sunlight (UV rays). Being immersed in running water destroys vamp. Steak to the heart and head cut off kills vamp.

**Weapons :** Class Limited

**Armor :** Class Limited

**Mannerisms :** Exceptionally Smart

# **Animals**

## **Bear - L**

**HP :** 25

**Abilities :** bearhug for 10 damage.

**Weapons :** Claw and Bite

**Armor :** None

**Mannerisms :** It's a bear it roars a lot.