

HOW TO USE THE MONSTER CARDS

Monster cards are condensed and simplified Character Sheets

The small space in the top right is a handy place to number the creature to help keep track of it during combat..

The numbers listed are for basic creatures. Add or subtract as you wish to increase the potency of the creature to suit your particular needs.

Giant Brown Spider		100			
(trapper hunter animal)					
Physical	6	M. ATK	14	Conceal	9
Mind	7	M. DEF	10	Stealth	9
Skill	11	Throw		Set Snare	10
Charm	3	Evade	12	Hidden Atk	P
Mystery	3	Vs Death	3	Sneak Atk	P
Assassin	Shadowy				
Eagle Eye	Keen Hearing				
Elvenvision	Poison (muscles D16/+2)				
Init +2	Bulk -1	Move	30/90		
		A	D	DAM	C
Bite	14	10	1d6+4	7	
Armor	4	5	2	2	
Carapace			19	9	WP
			LF		
			L	M	H
			1	7	14

TOP SECTION

The top section of the card gives the creature's stats and lists the skills a typical creature of that type may have. This also indicates what to add to **Action Rolls** during combat, etc.

The Spider on this card has a Mind of 7. For actions that are primarily mental in nature (e.g. Alertness), 7 is added to d20 rolls.

If an action uses 2 of the rows, then either choose 1 of the rows or average the 2 numbers. If the spider were to make an Athletics roll, the referee may choose to use Physical (6), Skill (11) or average the two (9) as he sees fit.

Commonly used skills are also listed.

If an item has "P" listed, it is a Proficiency.

CENTER SECTION

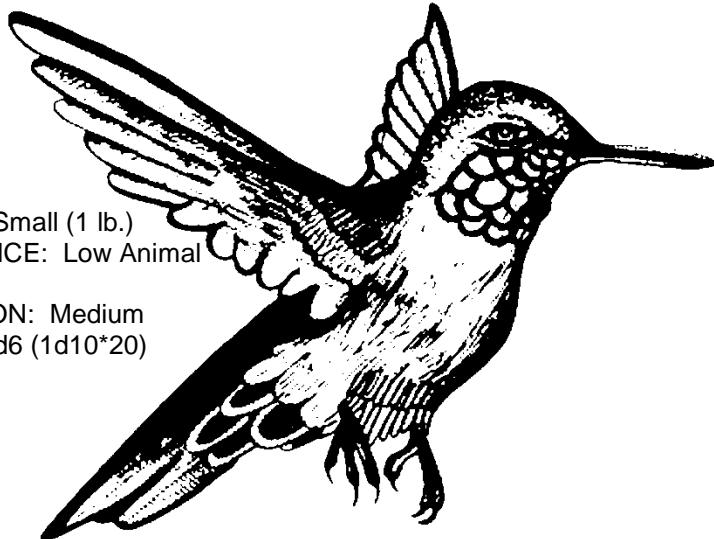
The center section lists Perks, Penalties and other special information about the creature.

BOTTOM SECTION

The bottom section is a mini-battle sheet. This works exactly like normal character information.

Archaic Realm

Blood Bird		100			
(wild animal)					
Physical	4	M. ATK	11	Stealth	10
Mind	3	M. DEF	10	Neg. Armor	15
Skill	10	Throw		Sneak Atk	P
Charm	3	Evade	16		
Mystery	3	Vs Death	3		
Darksight		Bleeding Attacks*			
Elvenvision					
Init +3	Bulk -9	Move	5/15/F120		
		A	D	DAM	C
Bite		11	10	1d6	0
Armor				3	3
				LF	WP
				L	M
				H	
				0	1
					3



SIZE: Very Small (1 lb.)
 INTELLIGENCE: Low Animal
 TECH: Low
 AGGRESSION: Medium
 NUMBER: 3d6 (1d10*20)

DESCRIPTION

The blood bird looks very much like a huge hummingbird.

Their bodies are black with a crimson breast and fluffy crest on their heads. The eyes are completely red, including the pupils.

The wings are black with bright crimson edges and bright crimson along the bone structure supporting their wings. The wings flap faster than the eye can see, surrounding the bird with a crimson nimbus as it flies.

Because of its size, the blood bird makes an audible hum as it flies. Fortunately, the hum is very soothing to most animals and still allows the blood bird to perform **Sneak Attacks**.

In place of the nectar tube of a normal hummingbird, the blood bird has a razor-sharp proboscis (tube) which has barbs to help keep the tube within the wound. Its saliva contains a mild anti-coagulant that helps keep blood flowing.

HABITAT

Blood birds Live in almost any climate. They are largely nocturnal, but can also be seen often in the dusk and dawn hours. They retreat to their nests to sleep during the day.

They prefer wooded areas or cliff faces with niches in which to build their nests. A typical colony of blood birds will be from 20-200, depending on food supply.

ATTACKING

The favorite attack mode of the blood bird is to fly up behind its prey and strike with **Stealth**. It then inserts its proboscis and immediately begins feeding. It will feed for 1d3 rounds and then detach to digest its meal.

While attached to its victim, the blood bird is not allowed a d20 roll for defense and must use its base **Evade**.

BLEEDING ATTACK

Any successful attack automatically causes 1d6+1 points of **Blood Loss** per round while the blood bird is attached. This bleeding will continue for 1 round even after the blood bird detaches.

REMOVING ATTACHED BIRDS

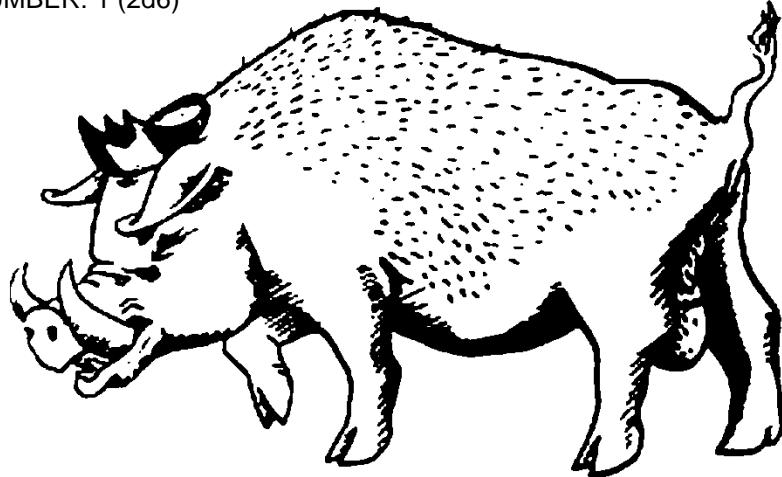
Attacks other than carefully pulling or prying of the bird with a weapon force the victim to roll **Fortune** (difficulty 16) or receive damage equal to what the bird suffered.

Removing the blood bird requires a successful attack dealing 3 points of **FIST** damage. Tearing the bird free as such causes 1d6+3 damage to the victim and extends blood loss from 1 round to 5 rounds.

A successful **Surgery** roll (difficulty 11) can remove a live or dead bird without causing the extra damage.

Faery Boar Prince (Fantastic Monster)				100	
Physical	10	M. ATK	11	Conceal	
Mind	12	M. DEF	10	Stealth	
Skill	10	Throw		Finding	
Charm	10	Evade	6	Sing	
Mystery	10	Vs Death	6	Detect Snare	
Aware		Lucky (20 points)			
Birth Magic		Lucky x2* (20 pts. ea.)			
Healer		Sane			
Init +2	Bulk 3	Move 40/150			
			A D DAM C		
	Tusk	15	10	2d6+3	5
	Charge	13	7	4d6+3	8
Armor	8	6	9	10	
Fur, Magical Toughness				36 LF WP	
				L M H	
				3 15 31	

SIZE: Large (300-350 lb.)
INTELLIGENCE: Genius
TECH: Low-Medium
AGGRESSION: Low-Medium
NUMBER: 1 (2d6)



DESCRIPTION

Faery boar princes are royal members of the faery court. They resemble wild boars, but will be of the most perfect sort: fine golden hair, bright eyes, hooves, etc.

They are extremely intelligent and can speak with any sentient being.

HABITAT

They usually inhabit the realm of faery, a thin sliver of semi-reality between the Physical and Spiritual realms.

Ocassionally, they will venture forth into the Physical realm for purposes only they can know. It is suggested they do this to find truffles, promising mates or perhaps just for thrill-seeking. None of this has been verified.

2 boar princes have never been spotted together in the Physical realm.

MAGIC USERS

Being of faery, boar princes all have birth magic. Their **Aware** perk is extremely strong and they can often identify spells and items (75%).

LUCKY and LUCKIER

The shovelnose has 2 picks in **Lucky** and may decide to use 1 or 2 dice to adjust rolls. Keep track of the Luck Pools separately.

Their magical nature also gives them great immunity to mind or emotion altering spells. A spell successfully identified will not affect the prince.

Even if the identification fails, the prince still gets **Tough**, etc.

ATTACKING

On the 1st round of physical combat, a prince will rush in with a charging attack.

If the attack succeeds, the prince may perform a 2nd attack with tusks on the same opponent. This double attack may only be attempted once per combat.

SINGING

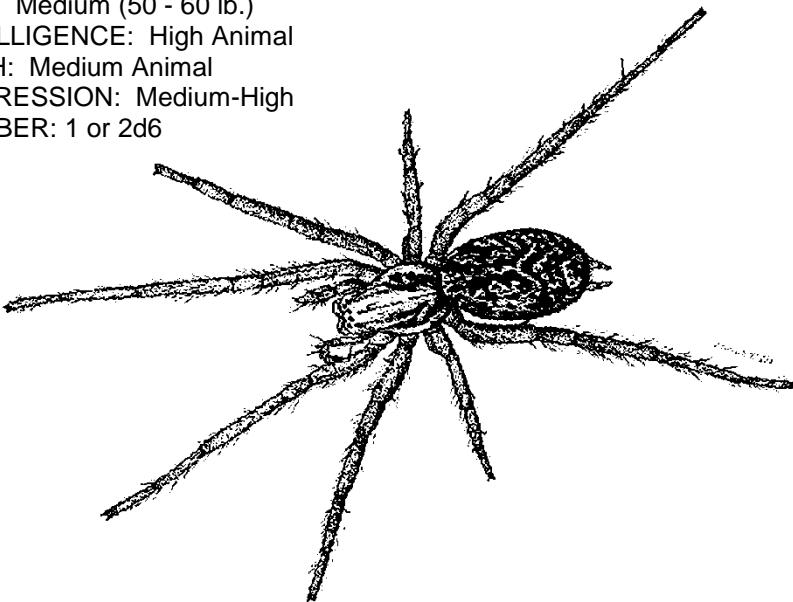
Faery boar princes are excellent singers; all members of the court are expected to sing or play instruments.

Their song is entrancing and pleasing to all sentient races and beasts alike.

Archaic Realm

Giant Brown Spider		100			
(trapper hunter animal)					
Physical	6	M. ATK	14	Conceal	9
Mind	7	M. DEF	10	Stealth	9
Skill	11	Throw		Set Snare	10
Charm	3	Evade	12	Hidden Atk	P
Mystery	3	Vs Death	3	Sneak Atk	P
Assassin			Shadowy		
Eagle Eye			Keen Hearing		
Elvenvision			Poison (muscles D16/+2)		
Init +2	Bulk -1	Move	30/90		
		A	D	DAM	C
Bite	14	10	1d6+4	7	
Armor	4	5	2	2	19 LF 9 WP
					L M H
					1 7 14

SIZE: Medium (50 - 60 lb.)
INTELLIGENCE: High Animal
TECH: Medium Animal
AGGRESSION: Medium-High
NUMBER: 1 or 2d6



DESCRIPTION

The brown spider resembles a giant version of the Brown House Spider or Hobo Spider. It is covered with coarse body hairs which help it sense prey or danger.

HABITAT

Brown Spiders are web weavers and prefer areas like forests and caves where they can place webs to catch unsuspecting prey. They will either be solitary or live in small colonies as food supply allows. They become cannibalistic if food runs out.

KEEN SENSES

The spider's heightened senses makes it very aware of its surroundings at all times, allowing it an Alertness roll for any Concealed or Stealthy creatures.

WEB

The webbing seems randomly set and disorganized (like a sparse cobweb), but can be difficult to detect (Set Snare). The web burns freely, but generating little heat.

Creatures running into the web are trapped, ending movement. Creatures of **Bulk +3** or more are immune.

On a Critical result, creatures may not roll d20 for any physical actions and must use the base score.

Each round, trapped creatures may roll **2-Hand FIST** damage to break free; a roll of 3 or more indicates the creature may use arms or legs. Damage of 6 or more breaks the web and allows free movement.

The web acts as an alarm system. If the spider is within 30' of a creature touching the web, it will be alerted.

VENOM

If a victim suffers Will Power damage while under the effects of the venom, it must roll Stun, difficulty is total Will-Power damage +21.

Shaking off the Stun effects are at +21 difficulty rather than the standard +11.

e.g. A poisoned creature is down 8 points of Will-Power, it must roll Stun vs 29.

Victims who are reduced to less than 0 Will-Power do not die, but are parylized. Will-Power damage heals at only 1 point per day unless cured.

The spider wraps parylized victims in webbing to use as food for later. The feeding causes 1d3+1 of Will-Power damage, keeping the victim in the parylized state. A victim can be kept alive for several days in this state. On occasion, the spider will lay eggs in the victim's parylized body. The eggs hatch in 1d3+12 days, killing the host 3 days later.

SPECIAL DEFENSES

Brown Spiders are difficult to hit with thrown or missile weapons (much of their body is thin legs) and receive a +5 bonus to Evade for these weapons.

DESCRIPTION

Giant centipedes are enormous versions of regular centipedes that might have been mutated through magic or extreme environments.

Their segmented carapace is extremely durable, giving the centipede tough armor.

Its mouth has 2 large pincers that tear apart stubborn corpses and can be used for fighting. The pincers are also used for nest building.

HABITAT

Giant centipedes can live nearly everywhere, except very cold climates. Since they are scavengers, they will favor damp areas that promote rot.

While they are not negatively affected by sunlight, they prefer dark or shaded areas since these offer some cover and again, promote rotting. Their lair is typically a burrow in earth or in caves.

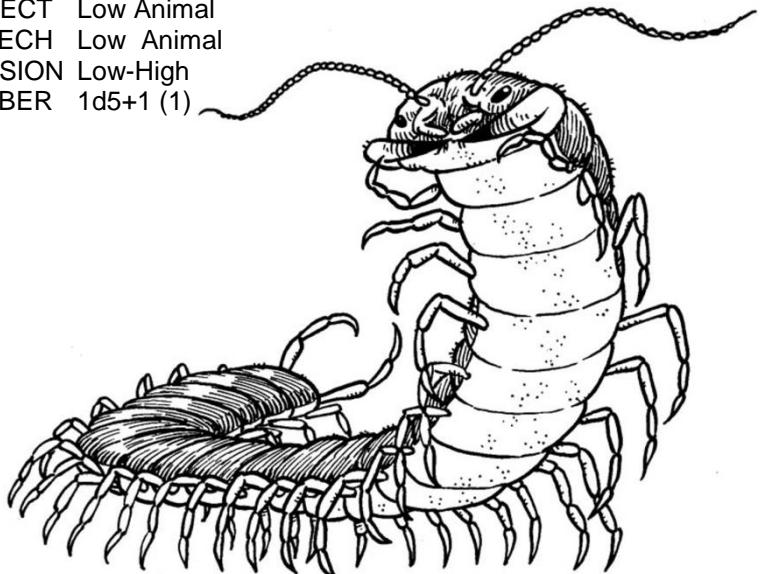
They hunt alone, but centipedes are communal diners and it is common to see 2-6 of them eating from the same carcass or garbage pile.

Once a year, females lay 10-20 eggs, they will protect the nest, never travelling more than a few hundred feet away. Hatchlings eat each other and the surviving centipede leaves the lair to find a new one.

CLIMBERS

CEMBERS
Their feet have hooks which allow them to climb nearly any surface, even ceilings, at normal movement.

SIZE	Large (600-700 lb.)
INTELLECT	Low Animal
TECH	Low Animal
AGGRESSION	Low-High
NUMBER	1d5+1 (1)



KEEN HEARING

The centipede “hears” by sensing vibrations through its many sensitive feet. This means they are always allowed a **VS Ambush** roll to detect **Concealment, Stealth**, etc.

ATTACKS

The centipede prefers to stay out of combat, unless hungry or threatened. If it has a nest of eggs nearby, it will attack all intruders that come within 100'.

CORROSIVE SALIVA

While the bite of the giant centipede is painful, the real horror is its highly corrosive saliva, which drips constantly from its mouth.

The saliva has an enzyme that quickly corrodes all organic material (cloth, leather). Any attack result of **FULL** causes 3d6 hits to the victim's armor.

The saliva can slowly weaken rock giving the centipede the ability to burrow through stone at a rate of about 1' per hour. This ability is mostly used to create their nest.

EFFEFFECTS OF SALIVA ON VICTIMS

In addition to being corrosive the saliva is a powerful nerve agent.

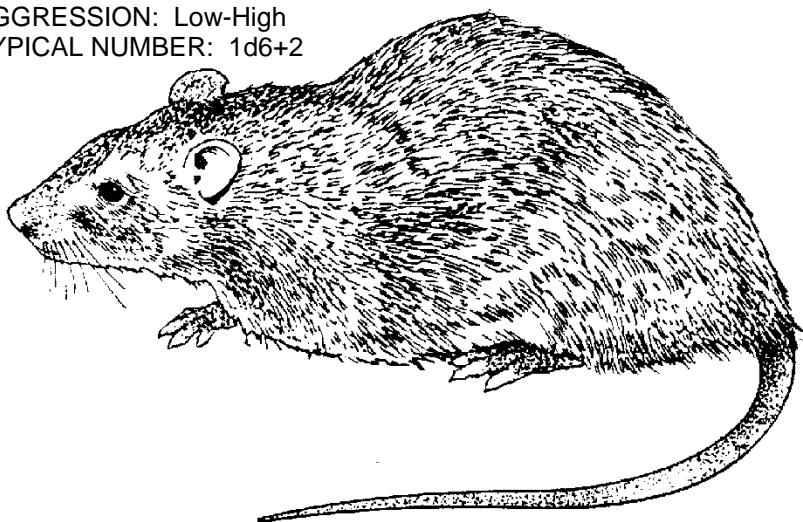
On any **Critical** result, the victim suffers additional 2d6 extra damage (ignores armor). Also, the victim must roll **STUN**. Use the character's total wound level for the difficulty.

e.g. A centipede scores **Critical A** on an attack. The attack only causes a **Light Wound**, but the victim had prior injuries. The victim's total damage exceeds his **Heavy Wounds**. He must roll **VS Death** against a difficulty of 31.

Archaic Realm

Giant Rat		100			
(scavenger animal)					
Physical	5	M. ATK	8	Conceal	7
Mind	5	M. DEF	8	Neg. Armor	3
Skill	9	Throw		Stealth	5
Charm	3	Evade	8	Intimidate*	5
Mystery	3	Vs Death	8	Close Order	P
Darksight		Disease*			
Intuitive		Swarm*			
Shadowy					
Init+2	Bulk-1	Move	30/60		
		A	D	DAM	C
Claw		11	10	1d6+3	5
Bite		9	6	2d6	5
Armor	2	0	2	2	
Fur				19	9
				LF	WP
		L	M	H	
		1	7	14	

SIZE: Medium (50-60 lb.)
 INTELLIGENCE: High Animal
 TECH: Medium Animal
 AGGRESSION: Low-High
 TYPICAL NUMBER: 1d6+2



DESCRIPTION

Giant rats are dark grey with pinkish abdomens, hands and snouts.

Giant rats are highly intelligent and are good problem solvers. They also have some ability to recognize abstract dangers such as missile weapons and traps.

HABITAT

Giant rats live in every climate except arctic. They live in communal burrows. If the burrow gets too crowded or the rats run low on food about 1/3 of them will leave to seek a new place to live. Vast areas may end up with rat communes that expand in rings around a central one.

This expansion can quickly overrun an area if left unchecked by predators. Eventually, the rats in the central areas run low on food and then must travel far to avoid existing communes. These rats are often desperate and will attack larger animals such as humans.

They are filthy by nature, smell bad and are likely to carry disease. A rat commune can cause nausea to any entering – roll **VS Death**, difficulty 16.

ATTACKS

Giant rats may attack with 1 claw or 1 bite.

SWARMING ATTACK

Giant rats will often swarm larger opponents. Instead of rolling separately for each rat, add +2 to **Attack** and +3 damage for each additional rat on one opponent.

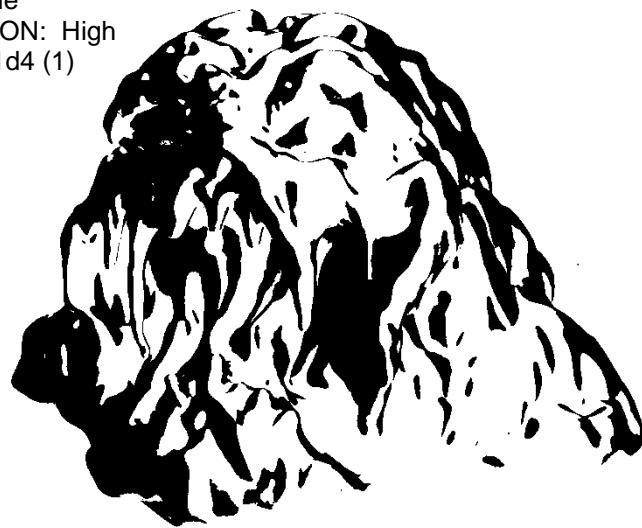
E.g. If 3 rats attack one target, add +4 to **Attack** and +6 to damage on successful hits.

DISEASE

A successful bite may 25% carry rabies. Victim must roll **VS Death** (difficulty 21) or be infected.

Grey Goo		100
(fungus)		
Physical	3	M. ATK 11
Mind	-	M. DEF 0
Skill	9	Conceal 15
Charm	-	Stealth 15
Mystery	-	Hidden Atk P
		Vs Death -
Keen Touch	20' Reach*	
Shadowy	Mindless*	
Corrosive Touch*	Multiple Attacks*	
Init -2	Bulk+5	Move 20/60
	A D DAM C	
Psuedopod	15 10	1d6+3 0
Engulf	- 10	3d6+3 0
Armor	4 8 15 10	60 LF 0 WP
		L M H 3 15 30
Goo		

SIZE: Large (250-400 lb.)
 INTELLIGENCE: Mindless
 TECH: None
 AGGRESSION: High
 NUMBER: 1d4 (1)



DESCRIPTION

Grey goo is a gelatinous substance about the consistency of a gelatin dessert. They are actually a collective of single-cell organisms.

While naturally translucent, it will pick up bits of dirt, leaves, pebbles, etc. All organic material is eventually absorbed and inorganic material is expelled.

To move, the goo flows along itself or projects pseudopods and then flows back into them.

HABITAT

Grey Goo hate sunlight and will tend to live either underground or in dark forests. They are excellent climbers and will often attach themselves to an overhead surface (e.g. ceiling) and wait for prey to approach.

Most of the time, goo are sedentary and do not move about much. Sometimes, however, the goo become animated and move about briskly (running movement). No one is sure why this happens. It is rumored the goo is stocking up on food for reproduction.

CORROSIVE TOUCH

The goo's touch eats living flesh. Armor type **EL** resists this damage.

Non-conjured magical armor such as **Body Armor** is ineffective against goo attacks.

ELEMENTAL DEFENSES

Electrical attacks on goo have a 2 in 6 chance of stunning the goo for 1 full round.

Goo are immune to chemical attacks such as poison, corrosion or adhesives.

MINDLESS

Goo have no intelligence or any real animal instincts, but are merely drawn to living flesh, most likely by the heat it gives off.

They do not have any concept of fear or self-preservation and do not roll d20 for any defensive skill.

Goos are not affected by any **Intellect** skills or spells.

ATTACKS

The goo attacks with pseudopods (false legs). For each full 10 points of **Life Force**, the goo gets one attack. Pseudo Pods can attack up to 20 feet in any direction.

E.g. A goo with 60 **Life Force** is allowed 6 attacks. If an injured goo is reduced to 41, it only receives 4.

Goos attack multiple opponents randomly (roll **Fortune** for each attack). If some targets are much closer than the others, it will focus attacks on them.

ENGULFING

If a victim is struck with 3 attacks of **Full** or better in 1 round, the victim is engulfed. Engulfed victims suffer 3d6+3 damage each round thereafter until they escape or the goo is killed.

One victim may be engulfed per round.

The goo still is allowed its normal attacks regardless of the number of engulfed victims.

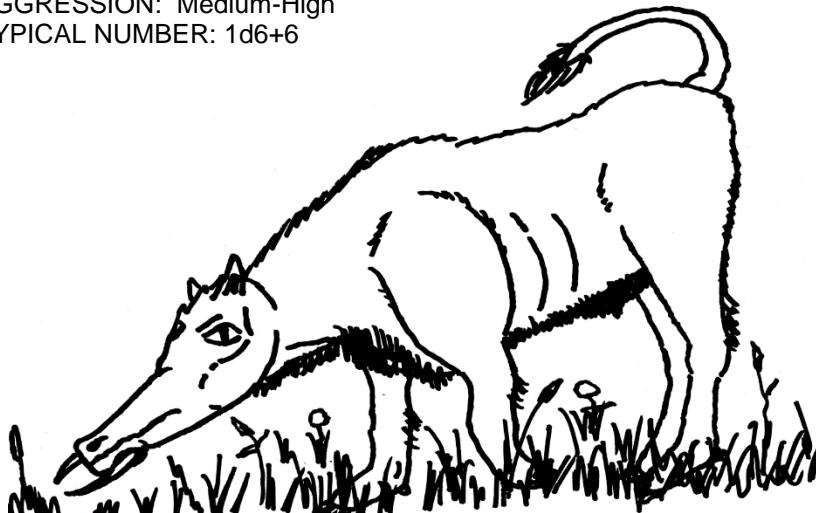
Victims may attempt escape each round by rolling **EVADE**, difficulty 21.

If the goo is damaged while engulfing, engulfed victims must roll **Fortune** or suffer the same damage as the goo.

Archaic Realm

Leaper		100				
(stalker hunter animal)						
Physical	8	M. ATK	8	Evaluate	10	
Mind	6	M. DEF	8	Stealth	6	
Skill	9	Throw		Targetting	10	
Charm	3	Evade	9	Tracking	15	
Mystery	5	Vs Death	7	Sneak Atk	P	
Assassin		Organized				
Eagle Eye		First Strike*				
Mugger		Multiple Attacks*				
Init +1	Bulk 0	Move 30/180				
		A	D	DAM	C	
Claw		8	8	2d6+3	5	
Bite		8	8	3d6+3	5	
First Strike		12	6	5d6+5	10	
Armor		3	2	2	4	
Fur, Natural Toughness				28	12	
				LF	WP	
				L	M	H
				2	10	20

SIZE: Medium (200-250 lb.)
 INTELLIGENCE: Medium Animal
 TECH: Low Animal
 AGGRESSION: Medium-High
 TYPICAL NUMBER: 1d6+6



DESCRIPTION

The leaper's body resembles a lion with exaggerated rear hips and legs. Its head is has a long snout with large, pointy teeth. The round eyes are large and set forward. The dense fur of the leaper is dark brown with lighter brown stripes starting just behind the head and flowing to the rear of the body.

The leaper has incredible jumping ability and may jump up to 30' horizontally and 15' vertically.

HABITAT

Leapers live in most temperate climates, preferring overgrown or wooded areas. They live in packs, led by an alpha-female who leads hunts and selects their den. Dens are often burrows or caves where the pack lives communally.

When the den becomes too crowded or some members fall from favor, members will be expelled from the den to fend for themselves. These expelled members will seek out other leapers to group with.

STALKING

Leapers prefer to stalk prey at a distance (40-120') until they feel the time is right to attack.

They blend in easily and characters must roll **Fortune** to even be allowed a chance to detect the presence of a leaper at distances over 60'.

ATTACKS

Leapers will stalk prey, waiting for an opportunity to strike from surprise or to run down likely prey.

Leapers often attack in small packs of 2-4. Expelled members will hunt alone.

The leaper has 2 attack modes: First Strike and Normal.

FIRST STRIKE

This devastating attack may only be performed on the first round of combat. The leaper will attempt to surprise the victim by charging up and leaping through the air to pounce. Victims are allowed **Alertness** rolls as usual.

Any critical success forces victims to roll **Balance** or be pinned to the ground. For Difficulty, use the Stun Table (e.g. if victim takes a medium wound, difficulty for the Balance roll is 21).

If the first strike attack fails, the leaper will often run from combat to stalk the victim later. Roll Thought (Charm row); a successful roll indicates the leaper runs off.

NORMAL ATTACK

The leaper attacks with 2 claws or 1 bite each round. Normal attacks may not be performed during first strike.

Goblin (humanoid monster)				100
Physical	5	M. ATK	5	Conceal 7
Mind	6	M. DEF	5	Stealth 7
Skill	7	Throw	7	Missile 8
Charm	0	Evade	6	Hidden Atk P
Mystery	4	Vs Death	3	
Darksight				
Init +2	Bulk 0	Move	17/51	
		A	D	DAM
Fist	4	0	1d4+1	3
Short Sword	7	6	2d6+3	6
Shield, Medium	3	7	2d6	3
Bow, Medium	9	-	3d6	6
Armor	5	4	4	3
Woven, Studded Soft Leather			19	10
			LF	WP
		L	M	H
		2	7	14

(more cards in Appendix 1)

DESCRIPTION

Goblins are squat humanoids with leathery skin ranging from green-gray to bluish gray. Their heads are a bit big for their bodies with large pale eyes suited for seeing in dim light. They are omnivores, but prefer meat.

While goblins are commonly viewed as wild or even insane, they are actually intelligent – in a weird goblin sort of way.

HABITAT

Goblins live anywhere they can eke out an existence. Their dwellings may be above or below ground, but will always be in dim or dark places as they are hampered by bright light.

Goblins are known to sometimes build large structures and elaborate cities if their leader has enough control to keep discipline.

SOCIETY

Goblins live in clans, usually headed off by an elected leader. The leader is normally older and very intelligent.

Goblins breed quickly and can easily overrun the local resources (food, etc.), putting pressure on both themselves and surrounding races. When resources run thin, they will often send a portion of their population off to find a new site, creating a new clan.

Goblin clans are highly competitive and will often clash. A new clan entering the domain of an established clan will fight for dominance. These wars can spill out and affect the villages of other races, causing trouble for the entire region.

SIZE: Large (300-400 lb.)
INTELLIGENCE: Low-High
TECH: Low-High
AGGRESSION: Medium-High
TYPICAL NUMBER: 1d6+3



INTERACTIONS WITH OTHER RACES

Usually, goblins will dwell isolated from other races, but will occasionally attempt to live in peace with neighboring races, including humans, etc. If at peace, they will trade goods or offer services including, scouting, mining or act as mercenaries.

These treaties are hard to maintain, since goblins are warlike and eventually tend towards pillage. Even if only a small portion of goblins participate in these activities, the entire clan often reaps the blame.

Since the natural habitat of goblins is in caverns and dark forests, dwarves and elves have developed a distrust to hatred of them.

SKILLS

All Perks, Skills, etc. are available to Goblins. Magic use is uncommon, but only because most lack the discipline to use it.

CLEVER MINDS, BUT...

Goblins are oddly intelligent. Some are capable of designing machines and structures that rival the other races. They are capable of crafts and commerce.

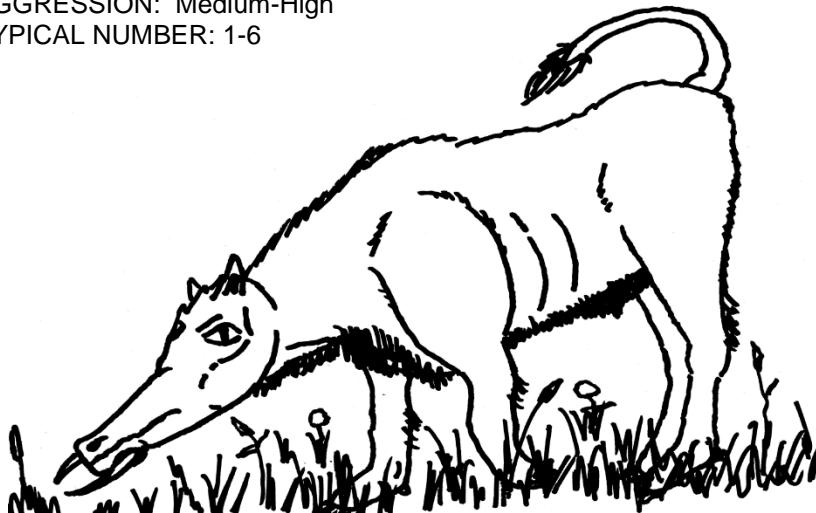
However, that intelligence is short-circuited. Most of their creations are **Tinkered** and have a tendency to be distorted, overly complicated or downright dangerous to the user. Think of Rube Goldberg machines.

A goblin may come up with a repeating crossbow that can fire, say, twice a round, but it will be prone to breakage or even exploding during use (they may be using explosive magic to operate it).

Archaic Realm

Shovelnose		100
(ambush hunter animal)		
Physical	10	M. ATK 11
Mind	3	M. DEF 10
Skill	7	Throw
Charm	3	EvaDe
Mystery	6	Hidden Atk P
		Sneak Atk P
Assassin	Shadowy	
Elvenvision	Multiple Attacks*	
Keen Hearing	Rolling Attack*	
Init +1	Bulk +1	Move 50/150
		A D DAM C
Claw	11 10	2d6+3 7
Bite	9 6	3d6+3 6
Ambush Attack	5 2	2d6+3 6
Armor	6 3 4 5	33 LF 13 WP
Fur, Natural Toughness		L M H 2 11 23

SIZE: Large (300-400 lb.)
 INTELLIGENCE: High Animal
 TECH: Low Animal
 AGGRESSION: Medium-High
 TYPICAL NUMBER: 1-6



DESCRIPTION

The shovelnose is a warm-blooded carnivore that resembles a large, stretched-out hyena with an elongated head and large cat eyes. Its fur is dark brown with tinges of dark green. Most of the muscle is in the front body. They are primarily nocturnal, but do occasionally move about and hunt by day.

The jaws of the shovelnose are double hinged so that it may bite either vertically or horizontally. It may only bite once per round. It also has 2 bony hooks on each side of its head to help immobilize prey.

Their favorite food is Halfling (and to a lesser extent, Gnome), but will attack most anything they think they can easily kill.

HABITAT

Shovelnoses prefer high-grass or wooded areas, but have been seen in most environments where they can burrow and/or find cover. They have been reported to use snow banks as ambush burrows.

They live either alone or in single-family lairs when raising pups. The lairs are often loosely clustered (about 100' apart) with 4-12 lairs depending on food supply. They will often hunt in packs.

ATTACKS

The shovelnose has 2 attack modes: **ambush** and **normal**.

AMBUSH ATTACK

The shovelnose is an ambush hunter and prefers surprising victims using **Concealment** or **Stealth**. Damage is 3d6.

If the attack results in a **Critical Hit**, creatures weighing 1/3 or less than the shovelnose must roll **Balance** (DIFF = original attack roll). Roll is adjusted by **BULK**.

If failed, victim suffers additional **Falling** damage (3 dice). The shovelnose continues running at full speed, using its horizontal bite and hooks to roll the victim in front of it as it goes. Rolling causes additional **Falling** damage each following round (2dice).

Each round after the first, the shovelnose rolls ATK to keep victims rolling. Victims may try to break free by rolling Evade (-5 penalty). Any critical results are used to force **stun rolls** on the victim.

This rolling attack continues until the victim is unconscious and the shovelnose feels safe or the victim breaks free. The shovelnose will then use its powerful vertical bite and claws to eat the victim.

NORMAL ATTACK

The shovelnose may attack with both claws and its bite each round. Normal attacks may not be performed during the same round as an **ambush attack**.