

Creature	Family	Section	Str Roll	Str Avg	Con Roll	Con Avg	Siz Roll	Siz Avg	Int Roll	Int Avg	Pow Roll	Pow Avg	Dex Roll	Dex Avg	App Roll	App Avg	Hit Points	Str Plus Siz	Damage Bonus	Armor	80% Skills	60% Skills	50% Skills	40% Skills	30% Skills	Weapons	Powers	Description	
Gargoyle	human-like	monster	2d6+15	22	2d6+15	22	2d6+15	22	2d6+2	9	2d6+6	13	2d6+6	13	2d6+3	10	22	44	+2d6	1d10+5 skin						bite 50% 1d6+1/2db, claw 50% 1d6+db	2 attacks, magic defence Pow+10, fly, dark vision, immune to poison	winged humanoid with stony flesh	
Troglodyte	human-like	monster	2d6+16	23	2d6+9	16	2d6+16	23	2d4+3	8	2d6+6	13	2d6+3	10	2d6+1	8	19.5	46	+2d6	1d10+1 scales and skin						stone club 50% 1d8+3	magic defence Pow+5, dark vision	reptilian humanoid with stony flesh	
Minotaur	human-like	monster	2d6+14	21	2d6+9	16	2d6+14	21	2d6+2	9	2d6+6	13	2d6+6	13	2d6+3	10	18.5	42	+2d6	1d6+1 fur and skin						axe 50% 1d8+3+db	magic defence Pow+5, night vision	bull headed humanoid	
Triton	human-like	monster	2d6+16	23	2d6+9	16	2d6+16	23	2d6+6	13	2d6+6	13	2d6+3	10	2d6+3	10	19.5	46	+2d6	1d6+1 scales and skin	swim					trident 50% 1d10+2+db	adapted to water, magic defence Pow+10	large scaly merman	
Monopod	human-like	monster	2d6+6	13	3d6	10.5	2d6+8	15	2d6+3	10	2d6+12	19	2d6+1	8	2d6+2	9	12.75	28	+1d4	-		jump				trample 40% 1d10+db		single gigantic footed human-like monster	
Molemen	human-like	monster	3d6	10.5	2d6+6	13	2d4+4	9	2d6+3	10	3d6	10.5	2d6+3	10	2d6+1	8	11	19.5	-	1d6 skin						claws 40% 1d6+db	dark vision, dig, adapted to tunnels	scaly reptilian humanoid	
Formousi, warrior	human-like	monster	2d6+12	19	2d6+9	16	2d6+8	15	2d4+3	8	3d6	10.5	2d6+2	9	2d6	7	15.5	34	+1d6	1d10+1 chitin						mandibles 50% 1d10+db	smell, dig	ant-like humanoid	
Formousi, worker	human-like	monster	2d6+6	13	3d6	10.5	2d4+5	10	2d4+3	8	3d6	10.5	2d6+2	9	2d6	7	10.25	23	-	1d6+1 chitin						mandibles 30% 1d8+db	smell, dig	ant-like humanoid	
Formousi, drone	human-like	monster	2d6+9	16	2d6+6	13	2d6+8	15	2d4+4	9	2d6+6	13	2d6+2	9	2d6	7	14	31	+1d4	1d6 chitin						claws 50% 1d6+db	smell, dig, magic defence Pow+5	ant-like humanoid	
Formousi, queen	human-like	monster	2d6+21	28	2d6+12	19	2d6+38	45	2d4+4	9	2d6+12	19	2d4	5	2d6	7	32	73	+4d6	1d6 chitin						claws 30% 1d6+db	smell, dig, magic defence Pow+20	queen-ant-like humanoid	
Killer Gorilla	human-like	monster	2d6+27	34	2d6+9	16	2d6+22	29	2d4+5	10	2d6+6	13	2d6+11	18	2d6+2	9	22.5	63	+3d6	1d6 fur		jump, climb		hide, move quietly	sense, track	bite 50% 1d6+1/2db, claw 50% 1d6+db	adapted to jungle, magic defence Pow+10, night vision	gigantic intelligent gorilla	
Yeti	human-like	monster	2d6+18	25	2d6+6	13	2d6+16	23	2d4+3	8	3d6	10.5	2d6+2	9	2d6+1	8	18	48	+2d6	1d6 fur					track	hide, sense	bite 50% 1d6+1/2db, claw 50% 1d6+db	adapted to cold, magic defence Pow+5	fur covered humanoid
Mushroom People	human-like	monster	3d6	10.5	3d6	10.5	2d4+3	8	2d6+6	13	3d6	10.5	3d6	10.5	2d6+2	9	9.25	18.5	-	-						hide	bite 30% 1d3+1/2db	adapted to mushrooms, dark vision	humanoid creature that resembles mushrooms
Muck Men	human-like	monster	2d6+5	12	3d6	10.5	2d6+5	12	2d4+3	8	3d6	10.5	2d6+3	10	2d6	7	11.25	24	-	-		hide	sense			touch 40% 2d6+db	adapted to muck, smell, invulnerable to bladed weapons, touch turns flesh to muck	humanoid creature composed of muck	
Eye Creature	human-like	monster	2d6+7	14	3d6	10.5	2d6+7	14	2d6+6	13	2d6+7	14	2d6+1	8	2d6	7	12.25	28	+1d4	-						claws 40% 1d4+db	explodes in sunlight, magic defence Pow+10, night vision	bulbous humanoid covered in eyes	