

KEN ST. ANDRE'S

MONSTERS! MONSTERS!

GM SCREEN



TAKE A WALK ON THE WILD SIDE!

HERE THERE BE MONSTERS!

AND YOU ARE
ONE OF THEM...



MONSTERS!
MONSTERS!
TAKE A WALK ON THE WILD SIDE!

TOUGHEST DUNGEON IN THE WORLD!



ABANDON ALL HOPE
YE WHO ENTER HERE

MONSTERS!

MONSTERS!
TAKE A WALK ON THE WILD SIDE!

MONSTER BASICS

ROLL UP A MONSTER

You need three 6-sided dice (3d6). Roll the 3 dice. Now write that total down on a separate piece of paper. Do that 8 times. The 8 numbers you have rolled will be your character's attributes. (Note that if you roll triples, you roll again and add the totals of those two rolls together - This is called the **TARO** rule. Triples Add and Roll Over).

ATTRIBUTES

Monsters! Monsters! characters have 8 attributes:

4 Physical attributes: Strength (STR), Constitution (CON), Dexterity (DEX), and Speed (SPD);

4 Mental attributes: Intelligence (IQ), Luck (LK), Wizardry (WIZ), and Charisma (CHR).

It is best to assign the higher rolls to STR, LK, DEX, and SPD if one is going to focus on physical combat.

LEVELS

The highest attribute number your character has divided by 10, determines your level. Any of your 8 attributes - whichever is highest. So if your highest attribute is a STR of 21, your character is 2nd level. If your highest attribute is a SPD 39, you are 3rd level and so on.

ADVENTURE POINTS A.P.

Adventure Points (A.P.) can be used to raise a character's attributes. Raising an attribute by one point costs 10 times the current value of the attribute in A.P. If a character's given attribute is 20, it will take 200 adventure points to raise that attribute by 1 point. This is a permanent increase and becomes the new base value for that attribute.

SPITE DAMAGE

Spite damage gives monsters of any size a chance to do damage to an opponent, even if they lost a combat round. For every one (1) rolled on the combat dice, an enemy takes 1 point of damage. (Straight to MR or CON, armor doesn't protect against spite damage).

MISSILE COMBAT

Monsters or characters using monster or mankind ratings (MR) always hit any target larger than small - i.e. bigger than a bread box and do their damage. Monsters with attributes are good shots, but must always make a level 2 saving roll on DEX to hit a moving target, and a level 1 saving roll on DEX to hit a stationary one. They will always hit any target at point blank range, and always miss any target at long range or greater. The GM determines the range. (Most melee combat is short range.)

SAVING ROLLS

Level of Saving Roll	Target (2d6)
0	15
1	20
2	25
3	30
4	35
5, 6 etc...	+5 for each level

DARO = On Saving Rolls, Doubles Add and Roll Over.

CHAOS FACTOR

Optional Rule: Non-magic using monsters have a chaos factor equal to their level. This chaos factor allows them to change the total of any dice roll by that number of points either up or down. They can do this every time the GM calls for one or more players (or NPCs) to roll dice, but only once per turn. This can work for either combat rolls or saving rolls, but not both on the same turn. 1 monster gets 1 effect per turn.

MAGIC IQ & DEX REQUIREMENTS

SPELL LEVEL	IQ REQ.	DEX REQ.
1	10	10
2	12	12
3	14	14
4	16	16
5	18	18
6	20	20



STUNTING

The player explains what they would like to do. The GM evaluates the likelihood of the character being able to actually perform that action under the circumstances and assigns a saving roll based on an attribute or combination of attributes. The difficulty of the saving roll is based upon the GM assessment of how difficult the action would really be.

MONSTER CHARACTER MODIFIER TABLE

Roll 3d6 for each character stat and then multiply that stat by the number listed below to create the kind of monster you want. In some cases the stat will increase, in others it will go down. A "1" means that, whatever the total of the 3 dice rolled is the stat for your monster. Note for CHR column: ☠ = means terror; ! = some fear; ? = indicates surprise or disgust. ♥ = awe or liking; (These are reactions that regular humanoid kindred would have to the monster.)

HUMANOID MONSTERS

See monster descriptions beginning on page 22 of M!M! Rulebook

Monster	STR	CON	DEX	SPD	CHR	IQ	LK	WIZ	Wt.	Ht.	Special Power
1 Balrukh	×20	×20	×1	×1	×5 ☠	×1	×1	×3	×5	×4	<i>flammable</i>
2 Bat Troll	×2	×1	×4	×1	×.50 !	×.25	×1	×.50	×1	×1.10	<i>self healing</i>
3 Centaur	×3	×3	×1	×2	×1	×1	×1	×1	×3	×1.50	<i>archery</i>
4 Demon	×4	×4	×1.50	×1.25	×3 ☠	×2	×.25	×2	×2	×1.50	<i>curses</i>
5 Dhesiri (Lizardmen)	×1.75	×1.75	×1	×1.10	×.75 ?	×.75	×1	×1	×1	×1	<i>armored skin</i>
6 Field Fiend	×1.50	×1	×1.50	×1	×1 ?	×.50	×.50	×2	×.75	×1.25	<i>sleep/drain power</i>
7 Ghargh (Gargoyle)	×1.50	×7	×1	×.75	×.75 !	×1	×1	×1	×1	×1	<i>flight/armor</i>
8 Goblin	×.75	×.75	×1.50	×1	×.50 ?	×1	×1	×1	×.75	×.75	<i>underwater</i>
9 Gorgon	×1	×1.25	×1.50	×1	×1 ☠	×1	×.75	×2	×1	×1.25	<i>stone gaze</i>
10 Gremlin	×.50	×.50	×1	×1	×.50 ?	×1	×1.50	×1	×.33	×.33	<i>bad luck</i>
11 Harpy	×1.50	×1.50	×.25	×.90	×.25 !	×.66	×1	×.50	×.50	×1	<i>flight</i>
12 Hrogr	×2	×2	×1	×1	×2 !	×.75	×1	×.50	×1.25	×1.50	<i>likeable</i>
13 Human	×1	×1	×1	×1	×1	×1	×1	×1	×1	×1	<i>2d chance SR</i>
14 Lamia	×2.50	×2	×1	×1.50	×2 !	×1	×.50	×1.50	×1.50	×1	<i>hypnosis</i>
15 Living Skeleton	×1	×1	×1	×1	×1.50 ?	×1	×.90	×1	×1	×1	<i>transparent skin</i>
16 Living Statue	×2	×10	×.33	×.75	×1	×1	×1	×.33	×10	×1	<i>stone skin</i>
17 Mallardorian	×.75	×1.10	×1	×1	×1	×1	×1.25	×1	×.66	×.66	<i>fly/water float</i>
18 Merperson	×1.50	×1	×1.50	×1	×1	×1.25	×1	×1	×1	×1	<i>underwater</i>
19 Minotaur	×2.50	×2.50	×.75	×1.25	×2 !	×.75	×1	×.75	×1.50	×1.25	<i>weapon talent</i>
20 Mummy	×2	×3	×.33	×.66	×.50 !	×3	×.50	×1	×1	×1	<i>undead</i>
21 Oozeekin	×1	×2	×.50	×1	×.50 !	×1	×1	×1	×.80	×1	<i>acid damage</i>
22 Ratling	×.75	×.75	×1	×1	×2 !	×.75	×1.25	×.50	×.75	×.75	<i>sense of smell</i>
23 Troll - Flesh	×3	×3	×1	×1	×3 !	×1	×1	×.33	×4	×2	<i>self healing</i>
24 Troll - Stone	×3	×3	×1	×1	×3 ☠	×1	×1	×.33	×4	×2	<i>self healing</i>
25 Uruk	×1.15	×1.15	×1	×1	×1 ?	×1	×1	×.75	×1.25	×1.15	<i>fire resistance</i>
26 Vampire	×2.50	×1	×1	×1.25	×2 ?	×1.25	×1.25	×3	×1	×1	<i>immortality</i>
27 Yeti	×4	×4	×1	×1	×2 !	×.25	×2	×1	×2	×1.50	<i>invisibility</i>
28 Zombie	×1	×2.50	×1	×1	×1 !	×.50	×.50	×1	×1	×1	<i>regenerate</i>
29 Dragon	×25	×50	×3	×.75	×10 ☠	×5	×.50	×5	×50	×7-15	<i>flame breath</i>
30 Griffin	×10	×10	×.25	×1.20	×2.50 ♥	×1	×1	×.50	×9	×1.50	<i>flight</i>
31 Sphinx	×4	×2	×.75	×1	×3 ?	×1.50	×.66	×1.50	×1.50	×1	<i>riddles</i>

WEAPONS

LIST OF MAGIC SPELLS

Additional Spells can be found in the dT&T rulebook or Ken St Andre's Kindred Spellbooks.

LEVEL 1 SPELLS

Curse Weapon with Fire
Detect Magic
Light up!
Smoke 'em of you got 'em
Take that you fool
Lock Dat!
Open Dat!
Oh Dere it is
Git Outta Here
Turtle Feet

LEVEL TWO SPELLS

Boom Bomb
Dark Eyes
Shade Ma Eyes
Oh Dread
That'll Teach Ya
Whack a Hobb
Double-Trouble
Hide us all
Poor Baby
Magic Fangs
Omnipotent Eye

LEVEL THREE SPELLS

Triple Strike!
Double-DASH
I Fly!
They Fly!
Take me away!
Sleep it off
Raven's View
Protective Pentagram
Curses foiled
Obey Me!
Need For Steed
Heals 'em
Dem bones

LEVEL FOUR SPELLS

Hands of Fire (and Doom)
Too-bad Toxin
Slush-Yuck
Smoke Imp

LEVEL FIVE SPELLS

Giagantify
Shrinkify
Sux to be you
Glass that!
Mind pox



KEN'S ULTIMATE RULE

"The Game Master is God in Tunnels & Trolls and in Monsters! Monsters! The book might say A, but the Game Master says B while running the game. Who's right? Ken St. Andre who wrote the book/rule or the GM running the game? It's the GM! It's his/her game. - Ken St. Andre

WEAPONS & EQUIPMENT

Note: The equipment listed here is all likely to be second-hand. That is, if a player asks how much something would cost, tell them the price from the list below. If they ask for something not on the list, wing it, using the prices below as a guide. Magic items should be at least triple the normal price, depending on the power of the magic in the item.

WEAPONS LIST

Weapon Item	Details	Damage	Cost
Dagger	8 inches	2d6	9 gp
Large Dagger	11 inches	2d6 + 4	20 gp
Whip	7 feet long	3d6 + 3	35 gp
Short Sword	30 inches	3d6	35 gp
Longsword	42 inches	5d6	65 gp
Dwarven Battleaxe	5 lb head	5d6 + 3	73 gp
Morningstar	36 inches.	5D6	70 gp
Light Flail	30 inches	3D6 + 4	50 gp
Club or Cudgel	42 inches	3d6	5 gp
Warhammer	38 inches	6d6	70 gp
Javelin	3 ft long	2D6	5 gp
Spear	6 ft long	4d6	45 gp
Light Bow	+ 24 arrows	3d6	40 gp
Heavy Bow	+ 24 arrows	5d6	75 gp
Light Crossbow	+ 24 bolts	4D6	85 gp
Heavy Crossbow	+ 24 bolts	6D6 + 3	200gp
Throwing Stars (3)	3 stars per set	1D6 + 3	75 gp
Quarterstaff	6 ft long.	2D6	10 gp
Troll-sized club	10 feet	8d6	50 gp
Blunderbuss	+ 50 balls & powder	8D6 + 15	500gp
Flintlock Pistol	+ 50 balls & powder	5D6 + 15	325gp
Magic Wand (Magic-users)		0	70 gp
Magic Staff (Magic-users)		2d6	80 gp

Note: Extremely light weapons are best used with poison.

ARMOR LIST

Armor Item	Details	Hits	Cost
Metal Gauntlets	Pair	2	20 gp
Arm Bracers	One arm	2	30 gp
Leather Boots	Both feet	2	40 gp
Buckler	2 ft across	3	10 gp
Target Shield	4 ft across	6	20 gp
Steel cap	top of head	1	10 gp
Roman Helmet	open face	3	25 gp
Chainmail Shirt	covers torso	4	140gp
Studded Leather	full suit	5	100gp

GENERAL SUPPLIES

Adventuring Item	Cost
Leather Knapsack	3 gp
1 day's provisions (food, drink, "matches")	6 gp
5 ordinary torches (each lasts ten turns)	1 gp
Small hammer & iron spikes	15 gp
20 feet of heavy twine (rope)	2 gp
Monster Exploring Pack	
Includes chalk, cloth sacks, 3 torches	
5 matches, 20 feet of rope & waterskin	9 gp
Keg of Beer (a Troll, Uruk & Hrogr favorite!)	11 gp