

Delves Update 1

New Creatures

Dark Lacerater (79 pts)

A hulking beast of death and destruction.

Monster 5D, **Str** 7D, **Def** 5D, **Tough** 7D, **Init** 10

Mv: 7, **HP:** 15, **Primary ATT & DAM:** Claws 7D/8D

Alignment: E **Size:** L

Attributes & Powers: Armor +2/+1, Dark vision, Deadly, Hideous
Strength+2D, Lacerate, Large Target, Melee Attack +2D/+1D, 3" Reach,
Sharp Senses.

Drive: Protection

Reward Level: +3D

Ghoul (49 pts)

A foul creature of death and decay.

Undead 4D, **Str** 4D, **Def** 4D, **Tough** 5D, **Init** 8

Mv: 6, **HP:** 6, **Primary ATT & DAM:** Claws 6D/5D

Alignment: E **Size:** M

Attributes & Powers: Dark vision, Disease minor, Melee Attack +2/+1.

Drive: Thrall

Reward Level: +1D

Gribbly-Quill Horde (55 pts.)

Deadly, burrowing spine-throwing armored worms.

Greater Monsters 3D, **Str** 3D, **Def** 5D, **Tough** 4D, **Init** 6

Mv: 6" **HP:** 5 Beasts **Primary ATT & DAM:** Quills 3D/4D

Alignment: N **Size:** M

Attributes & Powers: Armor (Medium), Burrowing, Melee Attack (Bite,
+1D/+1D), Ranged Attack (Quills, 15", 4D), Evasion +1D

Drive: Feed

Reward Level: +1D



Mer-Man (42 pts.)

Scaly, humanoid sea-hunters who lurk in dark depths and rise up to plague the surface world.

Monster 4D, **Str** 4D, **Def** 5D (6D), **Tough** 4D (5D), **Init** 10

Mv: 8" **HP:** 6 **Primary ATT & DAM:** Spear 5D/4D

Alignment: N **Size:** M

Attributes & Powers: Armor (Rubbery Skin) +1D, Evasion +1D, Initiative +2, Sharp Senses

Equipment: Spear

Drive: Protection

Reward Level: +1D

New Creature Powers

Lacerate

Type: Attack

Effects: Once per turn the creature can use a free action to attempt a rend against grabbed foes. The creature rolls its prime trait against the target's class or prime trait. If successful the creature Lacerates its target, making a Strength roll vs $\frac{1}{2}$ the target's toughness (armor bonus included) rounded up. If the creature wins this opposed roll its margin of victory equals the number of HP inflicted on the target. This power adds +1 to the creature's Reward Level.

Cost: 10 pts.

* Created by Tenz.

Disease (minor)

Type: Attack

Effects: If hit by the attack (Specified on monster) characters are infected with a disease. Characters must then make a toughness vs monster class trait or suffer from the affliction. Afflicted characters suffer -1D to all stats and -1" movement. The effect wears off at the end of the encounter

Cost: 5 pts.

* Created by Tenz.