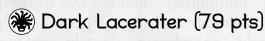
Delves Update 1

New Creatures



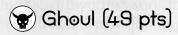
A hulking beast of death and destruction.

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



A foul creature of death and decay.

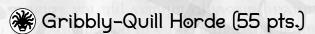
Undead 4D, Str 4D, Def 4D, Tough 5D, Init 8

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



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



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, Initia-

tive +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 ½ 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 in-

fected 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.