Monsters, Traps, and Diseases/Poisons

Monster Name: _____ Class: _____

ST: _____ HP: _____ Speed: _____

DX: _____ Will: _____ Move: _____

IQ: _____ Per: _____

HT: _____ FP: _____ SM: _____

Dodge: _____ Parry: _____ DR: _____

Attack: _____

Attack: _____

Attack: _____

Attack: _____

Traits: _____

_____

_____

Skills: _____

Notes (Weapons, Armor, etc.): _____

_____

To make it easy to keep track of frequently used monsters and traps, record their stats in "index card" format (3" × 5" cards work well). It's handy to have a box full of danger ready for impromptu encounters!

For creature ideas, see *Creating Monsters* (p. 61). For details on making traps, see ***Exploits,*** pp. 70-71; for diseases, ***Exploits,*** pp. 66-67; for poisons, ***Exploits,*** pp. 69-70.

Trap Name: _____

Detect: _____

Disarm: _____

Avoid: _____

Save: _____

Effects: _____

_____

Shots: _____

Rearm: _____

Steal: _____

Location Requirements: _____

Notes: _____

_____

_____

Disease/Poison Name: _____

Exposure/Delivery: _____

Resistance Roll: _____ Special Bonuses: _____

Schedule: _____

_____

Effects: _____

_____

HP/FP Threshold: _____ Symptom: _____

HP/FP Threshold: _____ Symptom: _____

Recovery: _____

_____

Treatment: _____

_____

Notes (on detection, use by delvers, etc.): _____

_____

_____

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