

# MONSTRUM

HIC SUNT DRACONES

INTERACTIVE PAGE ↗

Replace MONSTER DRAWING and COAT OF ARMS images using Adobe Acrobat

## MYTHOPOEIA

### MONSTER DRAWING

*Drawing of the monster from those who've last seen it.*

*Advantage*

*Neutral*

*Threat*

### COMPLICATIONS

*Monster runs away. Innocent caught in between. Monster preparing to fully heal unless stopped.*

*Closing in. Structure collapsing. Another monster appears. Imagine your own...*

NAME: \_\_\_\_\_

FORM: \_\_\_\_\_ ANATOMY: \_\_\_\_\_

ARSENAL: \_\_\_\_\_ NATURE: \_\_\_\_\_

### DESCRIPTION

HP

WEAPON CLASS & QUALITY

DMG

CONDITION



NAME: \_\_\_\_\_ SLAYER: \_\_\_\_\_

DESCRIPTION: \_\_\_\_\_

DRIVE: \_\_\_\_\_ MAGIC: \_\_\_\_\_

PROFICIENCY



SPECIAL SKILL

KNOWN TONGUE

*Anthropoids*

*Elementals*

*Beasts*

*Can speak with...*

*Unliving*

*Wraiths*

*Eldritch*

CONDITION

*If affected by a condition, pick the lowest die result in an action roll. \*These conditions cause 1HP damage per turn.*

ACTIONS

STRIKE

*Attack, hit, force, pry, kick, fight.*

Roll **1d6** for action.

Add **1d6** for each if:

- ◆ *Advantage* encounter.
  - ◆ Better weapon *Class*.
  - ◆ *Proficient* in weapon.
- Or, better weapon *Quality*.
- ◆ Someone *assists*.

MOVE

*Run, flee, skulk, sneak, spy, climb.*

Roll **1d6** for action.

Add **1d6** for each if:

- ◆ *Advantage* encounter.
- ◆ Bag is half full.
- ◆ Have max health of up to 4HP.
- ◆ Someone *assists*.

SPEAK

*Persuade, yell, plead, deceive, cast.*

Roll **1d6** for action.

Add **1d6** for each if:

- ◆ *Advantage* encounter.
- ◆ Can speak the tongue.
- ◆ Is not wearing armor that offers +HP, no weapon.
- ◆ Someone *assists*.

POTION / ITEM BUFF

*Add a maximum of +1 to the final dice result for a **Buff**. If the encounter is a **Threat**, -1 from the final dice result.*

POTION / ITEM BUFF

POTION / ITEM BUFF

ITEMS

G

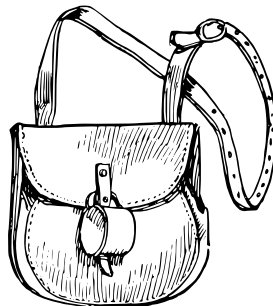
IN HAND

*2-Handed & Ranged need both slots.*

WEARING

SLAYER'S BAG

*Swapping weapons in combat: If you decide to use a weapon from your bag, pick the lowest die result in the action roll. Then replace with in hand item.*



SLAYER'S JOURNAL

*This is your journal. Draw on it, write down your most memorable moments, and keep a memento of your travels.*

TITLES AND HONORIFICS

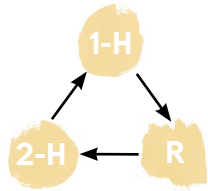
*... the Slayer*

TROPHIES

# QUICK SHEET

## I. WEAPONS

*Two is better than One, but Range ruins the fun.*



### 2-HANDED 2HP DAMAGE

Axe  
Spear  
Claymore  
Staff



### 1-HANDED 1HP DAMAGE

Dagger  
Sword  
Club  
Flail



### RANGED 1HP DAMAGE

Sling  
Bow  
Crossbow  
Wand



### NAMED WEAPON +1HP DAMAGE

These weapons do extra damage to the enemy.

## MAGICAL STAFF & WAND

Magical slayers proficient in these weapons. They can do double damage using the *Apprentice Robes*.

## QUALITY BEST TO WORST

Named  
Mastercraft  
Trusty  
Worn

## SACRIFICE WEAPON SAFE FOR 1 QUALITY

If you're going to die, you may sacrifice your weapon instead. Lose 1 quality instead of damage.

## DUAL-WIELD 1-HANDED WEAPONS

- ◆ Have two 1-Handed weapons, or shield.
- ◆ On a success, re-roll failed dice for a second Strike.
- ◆ If your second roll fails, suffer the consequence.
- ◆ The first success still counts.

## II. CONSUMABLES

### POTIONS USE BEFORE ACTION

*Health Elixir*  
Heals to Full HP.

*Ward Tonic*  
Cure a Condition.

*Polyglot Potion*  
+1d6 "Can Speak Tongue"

*Daught of Might*  
+1 Buff for **STRIKE**

*Swift Brew*  
+1 Buff for **MOVE**.

*Vial of Panacea*  
Cure Condition + Full HP.

*Tincture of Fate*  
Re-roll next Action Roll.

*Phoenix Ash*  
Use **MOVE** to revive.

### FOOD & DISHES 1HP VS FULL HP

- ◆ Food gives 1HP.
- ◆ Dishes give Full HP. Some dishes can be shared.
- ◆ Alcoholic beverages can heal for Full HP, but the slayer will become **Drunk**.

## III. ENCOUNTERS

### LINK THE BEATS WITH IMAGINATION

Individual rolls are their own beats to a story, but how do they fit in the overall combat?

Link rolls with your own flare. A **complication** can be that you hit the beast, but it runs away.

The next slayer can now link to this and **MOVE** to give chase.

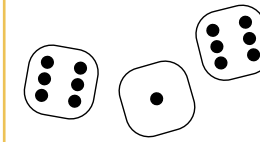
### MORE DESCRIPTION MORE LINKS

Giving lots of **detail** to the surroundings, how the monster moves, etc. gives lots of opportunity for other slayers to link their actions and build a consistent story.

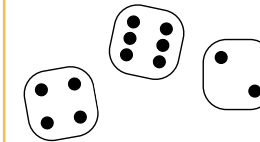
### ENCOUNTER STATE THREAT OF FAILURE

- ◆ **Absolute Failure** moves the encounter state to a Thread, while **Critical Failure** makes it go down by 1.
- ◆ **MOVE** to a better position to move it up.

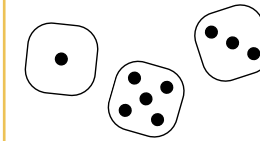
## IV. DICE ROLLS



**CRITICAL SUCCESS**  
**DOUBLE SIX.** Your actions go above and beyond. *Enemy suffers from xHP for each 6 if struck.*



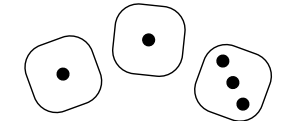
**SUCCESS!**  
**SIX.** Your decided action goes flawlessly. *Enemy suffers xHP if struck.*



**COMPLICATION...**  
**FIVE.** You succeed, but a complication arises. *Enemy suffers xHP if struck.*

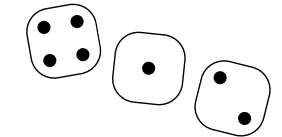
### ABSOLUTE FAILURE

**SNAKE EYES IS PRESENT.**  
The end is nigh...  
*Slayer suffers Condition + xHP for each 1 if using strike.*



### CRITICAL FAILURE

**1 IS PRESENT IN FAILURE.**  
Things gets much worse...  
*Slayer suffers Condition + xHP if using strike.*



### FAILURE

**FOUR OR LESS.** Things get worse...  
*Slayer suffers xHP if using strike.*

