

THE BATTLESAUCE

MONSTER HORDE

VOLUME ONE



 **BATTLE
SAUCE** 

CREATED BY MICHAEL STARTZMAN



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THE HORDE

Select a monster from the list below or for a completely random encounter, roll 1D20 and fight the monster with the corresponding number.

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DEMON PUNCHER



The Demon Puncher is a minor demon who materializes directly from the Lowest Realm.

Should this demon defeat a player, the player is cast into the first of the Lowest Realms. Only by rolling a six on a six sided die can the player return. The player may role once each turn. However, every failed roll sends the player down to the next Lowest Realm. There are nine Low Realms in total (the player has nine chances).

Should the player reach the Lowest Realm, they will be returned to the Middle Realm...as a demonic version of themselves sent to hunt down other players. Treat this as a curse. If there are no other players, the cursed character simply dies.

GRIT: 50

WEAPON

Dimensional Punch: 5+1D20



WRAPPER



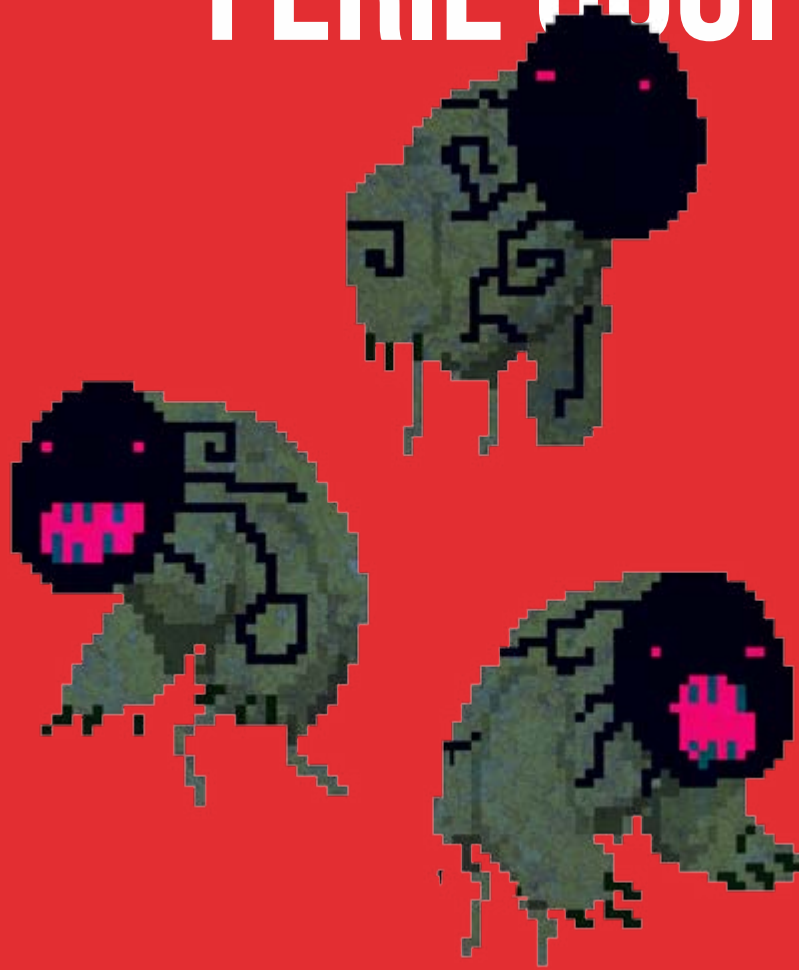
With no internal organs what-so-ever, The Wrapper feels no pain and will only stop fighting when it is destroyed.

GRIT: 70
STING: +1

WEAPON
Double Short Swords: 2D20



FERIE GOGI



The Ferie Gogi (fer • ee go • gee) are territorial forest dwellers. They are seldom seen during the day and travel in packs of three at night.

Their tough bodies are stone-like to the touch and provide a natural armor. When confronted, the Ferie Gogi begin to “bleed” a darkness into their bodies allowing them to blend seamlessly into the surrounding night.

ABILITIES

After five combat rounds, the ‘Gogi will become near invisible in the darkness providing a -2 to any attacking player.

GRIT: 35

WEAPON

Punch: 1D20 +3

Spew: Slows the attacker by crystalizing them. Four successful “spews” completely crystalizes the attacker.



ALGAE EATER



Despite its seemingly innocuous appearance, the Algae Eater is quite strong. The 'Eater will attempt to overpower players with its strength and then consume them.

Should the Algae Eater devour a player the player will re-emerge two rounds later in a zombie-like state: only able to move two spaces at a time. Treat this as a curse.

GRIT: 200
STING: +1

WEAPON
Strength: 4+2D6



BONE GOBLIN



Yuck. Comprised of green skin and exposed bone and flesh, the Bone Goblin is hideous to behold.

Because of its gruesome display, players lose all attack modifiers when fighting a Bone Goblin.

GRIT: 50

WEAPON

Bone Claws: 5+2D6



HOWLING



Howlings are wolf-like monsters hungry to devour their prey. You see how that can be scary, right?

Players can also be inflicted with a Howling curse: Friend Howlings (another player turned into a Howling) hunt other players. Defeat a “friend” howling to lift curse. If no other players, the cursed player only changes when a 3 card (any suit) is drawn. Players assume Howling attributes (below) for each change. Drawing a 7 (any suit) reverts player to previous form and status. Howling players do not collect treasures or experience points. The curse can also be lifted by normal means.

Defeating a player curses that player into a Howling.

GRIT: 60
STING: +1

WEAPON
Teeth & claws 7+2D6



UNDRAD



Undrad (UN•DRAD) are flying, insect-like monsters which range from 4-5ft in height.

When the undrad Grit drops to 5 or lower, they will “glitch” and create an identical undrad with fresh, new grit points of 35.

GRIT: 35
FLOAT: +1

WEAPON

Fists: 2D6

Glitching can be avoided by ensuring your attack kills the monster before the Grit reaches 5 or less.



STONE GOLEM



What you see is what you get with the Stone Golem.

The Golem's hard hitting fists are comprised entirely of stone landing solid blows with every hit. Defeating the Stone Golem returns the creature into a pile of stones and does not yield any treasures.

GRIT: 65

WEAPON

Fisticuffs: 12



SKULL MUNCHER



Skull Munchers are brittle by nature and their armor is solely a remainder from their past life.

However, their light frame and lack of full armor makes them a fast and formidable foe.

GRIT: 15

STING: +2

FLOAT: +1

WEAPON

Battle Axe: 5+1D20 or other similar
melee weapon



THREE-HEADED VAMPIRE MOTH



It's as gross as it sounds. All 3 heads of the Three-Headed Vampire Moth will attack an opponent if they all feel like it.

GM should roll 1D6 to see to see how many heads attack. If the outcome of the roll is an odd number, all three heads attack and the attack modifier is +3 and the damage is 3D6. If the roll outcome is an even number, only one head feels like attacking (the other two are arguing and not attacking) with no attack modifiers and damage of 1D6.

On each attack/round, the GM should roll to see how many heads attack.

Each of the 25pts of health reflect one of the heads. If two heads die (health is below 50) the 'Moth will retreat.

GRIT: 75
STING: +3
(ON ODD ROLL)

WEAPON
Vampiric Bite: 3D6



GATOR GOBLIN



What it lacks in size, the Gator Goblin makes up in speed.

A successful attack from the 'Goblin has a double whammy of both the trident and jaws damage.

When the 'Goblin is at half heath, it no longer attacks with its jaws but widely stabs at it's opponent: losing both its jaws attack and the attack modifier.

GRIT: 60
STING: +1

WEAPON
Trident: 4+2D6
Jaws: 2D6



EMPEROR HAS NO CLOTHES PENGUIN



The Emperor Has No Clothes Penguin is not much of a fighter. It is however, quite a detriment to encounter.

The 'Penguin will only attack once. With a successful attack, the 'Penguin will swipe all of your armor and clothes, leaving the player with nothing on but a grin.

GRIT: 65

WEAPON

The attack of the 'Penguin is quick and painless. It does not stay to fight: leaving immediately wether or not it is successful in its attack.

DEATH TO THE EMPEROR

Any character that kills the penguin with a single attack can upgrade their armor adding 2D20 to their armor.



SPIDER TROLL



Spider Trolls are pretty intimidating. After two successful hits, the Spider Troll will attempt to web its prey - requires a (third) successful attack.

Male Spider Trolls almost always attack first. If all players are webbed the male retreats and the female Spider Troll appears. The female bites & drains grit at -1D6 per round.

GRIT: 55
STING: +2

WEAPON

Nail Clubs: 15+1D20

Webbing: 1D6 (difficulty) to break webbing



MUD RAKE



The Mud Rake is not a powerful fighter but it doesn't really need to be.

With its multiple tentacles, the 'Rake can fight several opponents at once making group attacks ineffective.

GRIT: 30

WEAPON

Mud tentacles: 2D6 to each player.
If there's only one, 4D6



BRIMSTONE BAT



You'll smell brimstone, hear their beating wings - like striking matches - and see flames just before you encounter these monsters.

Brimstone Bats travel in great numbers and that's where their strength lies. Roll 1D20 to determine the number of the attacking bats.

GRIT: 15

WEAPON

Searing teeth & claws: 2D6



HAROX



Harox (HAR•OX) are tall, 8-10ft monsters with two heads stacked on a squat, crab-like body.

Each head is able to rotate 360° making them very difficult to sneak-up on. These monsters are often found over rocky terrain and often use rocks as projectiles towards their enemies.

GRIT: 45

WEAPON

Fists: 2D6

Claw: 1D20 + 1D6



OKELA



These spirit like creatures appear out of nowhere and with a wide, smiling grin which they use to lure their victims into a false sense of ease.

Then they blast them with their laser eyes. Yep, you read that right.

GRIT: 45

WEAPON

Grin: difficulty number - first encounter:

10 - following encounters: 7

Laser Eyes: 1D20 + 2D6



SPATIAL ANEMONE



The Spatial Anemone is slow, if it even moves at all. Rather, it clings to walls, ceilings, floors and waits for its victims.

Appearing in a variety of colors, the anemone's bright colors lull any who see it into a false sense of calm, rendering any attack modifiers useless on the first round. The Spatial Anemone will then try to pull victim's into it's writhing, spine ridden tentacles.

Should the 'Anemone defeat a character, the creature will ingest the body of the defeated characte and spatially move the character to another spot on the map. Roll 1D20 to determine how many spaces the character will travel. Characters may only move backward. If a character is unable to travel the designated number of squares, the character gets returned to the beginning of the map.

GRIT: 30
STING: +3

WEAPON

Tentacles with razor spines: 5+2D6



KNUCKLEHED



KnuckleHeads are plain and cliff dwelling creatures with nearly impenetrable skulls.

They use their characteristically large, thin horns for ramming and stunning their prey. Once stunned, the KnuckleHead will attempt to knock their prey unconscious with their oversized, heavy hands.

These seemingly insatiable carnivours will attack nearly any animal it sees for food.

GRIT: 50

WEAPON

Horns: two successful hits renders character stunned = no modifiers + 1 free punch
Oversized Punch: 6+2D6



MOLDER



Molders are disgusting clouds of dust, mold and who knows what else.

While not very difficult to dispel, they can cause a great deal of discomfort with a single successful attack.

Additionally, after a successful attack, the Molder will simply disperse into a cloud of dust. Restore the player to health by removing the curse.

GRIT: 25

WEAPON

A successful attack causes the defender to have the curse of itchy, watery eyes, sneezing and a hard time catching their breath. This curse results in the player losing any positive attack/defense modifiers. If the player has no attack/defense modifiers, the curse affects movement by -1.



BOSS

MONSTER

Boss monsters are bigger, meaner, and harder to beat than monsters. They usually have better rewards too.



THE PLIZKIN



The horrible Plizkin is a sightless, underground dwelling, two-headed monster. Did I mention it was horrible? Because it is.

The Plizkin is rarely encountered and nearly never survived when it is. This heinous creature has a heightened sense of hearing and motion detection. It lives in burrows underground and prefers to attack its prey from below.

The Plizkin is responsible for sinking the castle Resos and the death of everyone within. The castle was home to the Vault of Untouched Treasures which adventurerers still quest for.

GRIT: 325

FLOAT: +2

WEAPON

Electric Death Venom Bite: 2D20 x 2 / Sting +5

Four Fingred Lightning Claws: 3D6 + 15 / Sting +2

Dark Death Punishing Tail: 20 / Sting +2



THE END

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