

BRUTAL

Big Bad Ball Busting Bloody Battles

OGRES & HUMANOIDS RELEASE 2.0

BRUTAL is a Hack-and-Slash
Fantasy Horror Game
Created and freely distributed by
DAVID J. STANLEY

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ILLUSTRATORS

Originally this game had little to no images. However, thanks to the many suggestions and to the amazing talent of numerous artists, this second release looks much, much better.

David Wong, "Primary Illustrator" Original character races, and many of the initial monsters
Zac Henderson Additional drawings of the newly created character races
James Bolinger Lot's and lot's of Catlings
Andy Hopp Many more, amazing monsters to fill our pages
Larry Elmore The creator and owner of the Zeetvah character race
Eric Barnett Awesome clipart and horrific images of a fearful sort

EDITORS

Special thanks to everyone else involved, especially the editors. If you find any errors, typing mistakes, etc. PLEASE visit www.BrutalRPG.com and submit feedback to David J. Stanley.

Kristina Stanley Daughter of David, and best damn proof-reader in the world
Catherine Stanley" Wife of David, beautiful lady, very supportive

BRUTAL

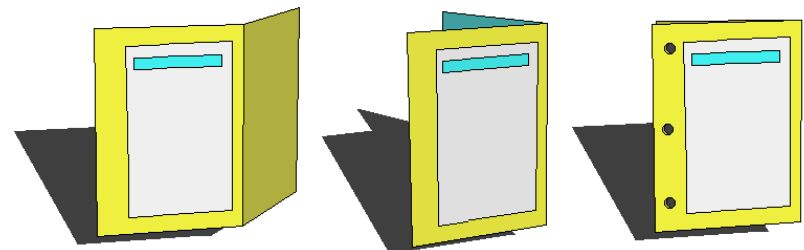
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ZEETVAH

ZEETVAH is a trademark of Larry Elmore. A special thanks goes out to Larry Elmore for allowing me (David J. Stanley) to include them in this game. Larry Elmore still owns exclusive © copyright to the Zeetvah race, All Rights Reserved. To learn more about Zeetvahs, visit the adventures of "Snarf Quest" on-line at <http://www.larryelmore.com/zGallery/AGSnarf/AGSnarf.html>

FOLDING INSTRUCTIONS

This is a FREE PRESS document, and you are responsible for any and all printing, folding, and binding of this document that you choose to implement. It is expected that you will fold each page as shown below and punch holes to add to your binder (half-sized 5.5 x 8.5). Another alternative is to fold each page as shown below and have a printer shop such as Kinko's® or OfficeMax® bind it using either comb binding or spiral binding. If you opt for the comb or spiral binding, it is highly recommended that you have them add a clear cover to the front, and a solid black cover to the back.





CROTE

Say: (KROTE)

MIND ABILITIES

Willpower	3
Intellect	8
Nature	3
Corruption	1

BODY ABILITIES

Strength	2
Movement	1
Coordination	1
Combat	8

FIXED ATTRIBUTES

Life Force	6
Size	4
Speed	3"
Dark Vision	0"

NATURAL ATTACK & DEFENSE

Very thick skin	3
Vicious Bite	7

WANDERING

Lone explorers of great wisdom and gentle kindness, yet consumed with an endless eagerness to always learn more. They have their own language, but almost always speak 6 to 7 others as well and will gladly take the time to stop and speak with some characters who approach them casually. When attacked, however, these mild creatures unleash surprising power.

SPECIAL ABILITIES

All crote have enjoy learning about magic above all else. Each crote will have a Magic rating between 7d and 12d, and carry with them 1 to 6 random enchanted items that may or may not have Glyph Spells on them. If they do have glyph spells on them, then roll to determine if the crote has identified them (See Magic rules).

During combat, a crote will use all of the magic at their disposal, but they may also attack with their long neck and very deadly fangs. Their neck can reach out and attack creatures up to 10 feet away (or 3 inches on the table top).

ON THE BATTLE FIELD

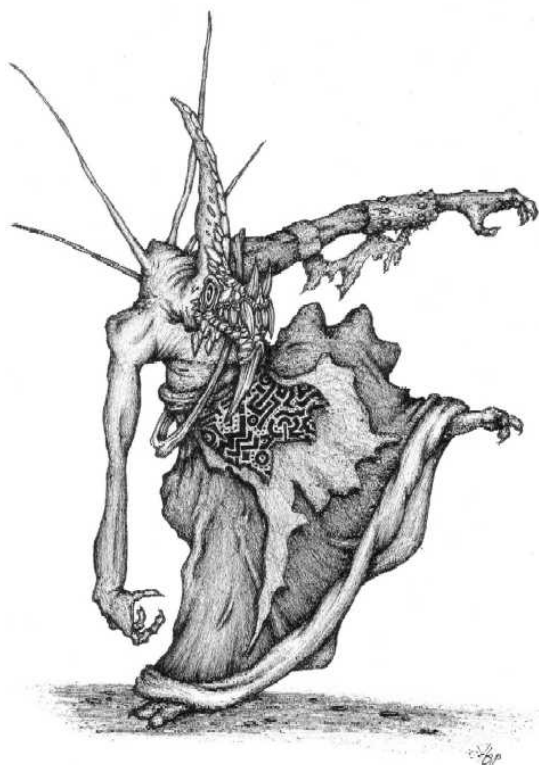
These creatures will never join an army, but they might fight a single battle if they can be convinced that they will learn something from the battle, GM discretion.

HOMES

They don't have homes, families, nest, tribes, villages, etc. But they live many long years and gather once every 10 years for a mating festival where knowledge is exchanged, stories are told, and babies are made.

EXPERIENCE POINTS

A wandering crote is worth 9 experience points.



EPTUSIS

Say: (ep-TU-shish)

MIND ABILITIES

Willpower	4
Intellect	2
Nature	2
Corruption	1

BODY ABILITIES

Strength	6
Movement	6
Coordination	4
Combat	8

FIXED ATTRIBUTES

Life Force	8
Size	5
Speed	9"
Dark Vision	0"

NATURAL ATTACK & DEFENSE

Thick Skin	6
Claws and Bite	6

WANDERING

They are typically found doing what they love to do more than anything else, ...dancing and chanting with odd jerky movements, over a small fire burning a thick green smoke. This dance is believed by them to keep predators away and summon food to be eaten, so by your character's untimely arrival, they immediately think of the characters as food.

They keep dancing though, with a lot of waving of out-stretched arms, high goofy leg kicks, and oh yes, ...a lot of jingle sounds made by the many beads and bells that they wear. They keep dancing and breathing in the green smoke until a character comes within 40 feet (or 12 inches on the table). They then attack by moving 30 feet (9 inches) in a single leap like movement, then attempt to Sprint the remaining 10 feet (or 3 inches).

While maintaining a safe distance, the characters may speak with the creature without being considered food, and the creature is then quiet friendly, and will prove to be very knowledgeable about the local area where they have been encountered.

Typically only 1 is ever found dancing, but there is a 1 in 6 chance that 3 to 4 of them will be all dancing together.

SPECIAL ABILITIES

Eptusis are large bony creatures with very sharp claws and lizard like heads. They also have a large hump on the back (the bigger the sexier in their eyes) and from this hump grows long, stiff, things that can only be described as flesh covered horns that have a slight amount of flexibility to them. For lack of a proper term, we call these things "Pricks".

After killing an eptusis, their pricks can be removed and used as magic wands. Each prick will cast only one random spell, and may only be use 3 to 18 times before the prick withers and dries up.

ON THE BATTLE FIELD

These creatures never join armies.

HOMES

Eptusis live like hermits, ...they have homes but live alone. When found dancing, they are usually somewhere near their home. If 3 or 4 eptusis are found dancing together, then they all live in individual homes in close proximity to one another.

Their homes will be small caves or large burrows filled with junk, which for them includes anything that doesn't burn green or make jingle bell sounds when shaken. This means that lost, somewhere within the cave will be the treasure items of their previous meals.

The rooms are small and can be searched by 1 character in 4 hours, or 2 characters in 2 hours, or 4 characters in 1 hour. The search will result in 20 to 70 gold coins, 20 to 70 gold worth of precious gems and jewelry, 1 to 6 sets of armor, 1 to 6 weapons, and 1 or 2 random enchanted items.

EXPERIENCE POINTS

A dancing eptusis is worth 9 experience points.



GIANT

Say: (GY-ant)

MIND ABILITIES

Willpower	4
Intellect	1
Nature	1
Corruption	1

BODY ABILITIES

Strength	9
Movement	4
Coordination	1
Combat	8

FIXED ATTRIBUTES

Life Force	9
Size	8
Speed	6"
Dark Vision	0"

NATURAL ATTACK & DEFENSE

Thick Skin	6
Huge Clubs	6
Thrown Rocks	5
Big Fist	4

WANDERING

Quick to smell food, but lousy to find it, Giants roam about with loud foot stompings while chanting silly rimes and searching for food. They easily push down trees or uproot them to use as clubs, and when tired they sit and sometimes crush large buildings and small hillsides. When hungry enough, they will eat a raw cow or a pile of dry hay, but they'd much rather cook their food by making very large fires.

After eating, a giant hopefully falls asleep (3 in 6 chance). A sleeping giant will snore very slowly but steady and prefer to nap for 2 to 7 consecutive hours. However, they are easily awakened by the slightest touched, and as such become very angry.

SPECIAL ABILITIES

When giants can't catch and smash their food, they will stop running and start throwing things at it. Regardless of what (or who) the giant picks up and throws, treat it as a 5d range weapon (9", 21", 33").

ON THE BATTLE FIELD

To add a giant to your army cost 50 experience points. Though they are awesome on a battlefield, each time they kill something there is a 1 in 6 chance that they eat it, and if they do eat it, then there is a 3 in 6 chance they fall asleep in the middle of the battle! Of course they wake up as soon as something touches them, but a giant who keeps falling asleep in battle is quite hilarious. Imagine a giant who lays down to sleep. Some poor fool sneaks up and attacks with a spear. "Owww!" screams the giant, "Me not play no more!" he yells as he smashes the fool into the ground, or swats him away with a might backhand swing. Eventually, the other army will stop attacking the sleeping giant, and when your troops try to wake him up, they get dealt the same angry lesson.

HOMES

Most giants don't have homes. They are too stupid, and too hungry to do anything else but wander about aimlessly in search of their next meal.

When found in their homes, they are typically much smarter (Willpower and Intellect of 6d). Their homes will be found at the top of mountains, on floating clouds, or in the center of an abandoned keep, castle, or other walled off stronghold.

There are two types of giant dwellings. One is the "bachelor pad" where there will be 2 to 12 giants and 2 to 7 ogre servants for cooking, cleaning, and guarding the place. These forts will be filled with treasure and may perhaps even have some livestock fences or cages set up.

Rarely, there will be a very smart female giant with 1 to 6 stupid husbands. In such a case each husband has a 3 in 6 chance of being chased out of the home (not there at the moment) because the wife was angry at them, or she sent him on an errand. In these homes the one wife is the boss, but she does all the cooking, cleaning, and nagging. The men hunt for food, drink and party, and make a lot of noise and large messes.

EXPERIENCE POINTS

A wandering giant is worth 6 experience points.



KNOGHTYM

Say: (NOK-tee-OK-tum)

MIND ABILITIES

Willpower	2
Intellect	1
Nature	2
Corruption	1

BODY ABILITIES

Strength	2
Movement	2
Coordination	2
Combat	7

FIXED ATTRIBUTES

Life Force	3
Size	3
Speed	3"
Dark Vision	18"

NATURAL ATTACK & DEFENSE

Thick Skin	3
Staff	2

WANDERING

Found only underground, in groups of 2 to 7, these strange friendly creatures live according to many strange ancient rules and customs which are mostly silly and superstitious. Before speaking for example, they must tap the base of their staff on the ground two times then turn around one time in a clockwise direction. Regardless of how nice your characters are, they will eventually encounter a silly rule that requires a civilized yet deadly duel to the death. At this point the options are (1) everyone run away (2) everyone attack (3) or accept the challenge and have the one character selected fight one of the Knoghtym to the death using nothing but a staff.

Often, the rules by which they live seem to change or conflict with previous rules that the characters have tried to learn. But the most basic rule is to never challenge any rule, therefore anyone who makes up a rule will not be challenged. As such, they have been known to adopt new rules from characters they have met who made up new rules.

One final rule, after winning a one-on-one battle with the staff, the character must perform a twirling pirouette, and bow, else offend another Knoghtym and have to fight again.

SPECIAL ABILITIES

Knoghtym have excellent sight in the dark, but can not see at all in the day light.

Knoghtym are very adept in wielding a staff and gain a +3d modifier to attacking and defending when fighting one-on-one with another opponent who also wields a staff.

Knoghtym can determine direction at will and can even determine the direction and will gladly point towards large amounts of gold, gems, underground sources of water, and large numbers of living creatures.

ON THE BATTLE FIELD

These creatures never join armies.

HOMES

Knoghtym roam in small clans and belong to larger tribes who gather once each year to elect new leaders.

EXPERIENCE POINTS

A wandering Knoghtym is worth 1 experience point. Fighting one to the death with the staff and winning is worth 3 experience points (earned immediately) to the one who did the fighting.



OGRE

Say: (OH-ger)

MIND ABILITIES

Willpower	6
Intellect	2
Nature	3
Corruption	1

BODY ABILITIES

Strength	8
Movement	6
Coordination	1
Combat	8

FIXED ATTRIBUTES

Life Force	5
Size	6
Speed	3"
Dark Vision	0"

NATURAL ATTACK & DEFENSE

Thick skin and furs	3
Large spiked clubs	4

WANDERING

Ogres are stubborn, baby snatching, baby in their belly, beasts of burden. Typically they wander about in groups of 2 or 3, run through town snatching babies, then run away just as quickly. Surprisingly they react quite quickly and aren't easily frightened off.

SPECIAL ABILITIES

There is a 1 in 6 chance that each ogre is magical (See magic rules). Magical ogres will have a Magic rating of 6d and innately know how to cast 3 random spells. Use the random tables for creating random enchanted items to determine which three spells they know.

Magical ogres can also become invisible twice per day, but only for 3 rounds, and 1 a week they may magically pass through a door, wall or gate.

ON THE BATTLE FIELD

To add an ogre to your army cost 35 experience points. Ogres are an excellent addition to any army. Through discipline and training, their natural stubbornness (i.e., Willpower) can help them hold formations and follow instructions more diligently. The only thing difficult about an Ogre is their pay. They want fresh young babies once a month or they'll turn and attack very aggressively.

HOMES

Most ogres don't have homes. Surprisingly they prefer the live of an evil adventurer. They love to sneak into homes, kill guarding parent, gather family treasures, and eat their young babies.

Wandering ogres will have 20 to 70 gold coins worth of gems and jewelry, a large sack with 3 to 18 gold coins, and a 1 in 6 chance of carrying an random enchanted item.

EXPERIENCE POINTS

A wandering ogre is worth 4 experience points.



ORC

Say: (ORK)

MIND ABILITIES

Willpower	2
Intellect	2
Nature	2
Corruption	3

BODY ABILITIES

Strength	2
Movement	3
Coordination	2
Combat	8

FIXED ATTRIBUTES

Life Force	3
Size	3
Speed	3"
Dark Vision	0"

NATURAL ATTACK & DEFENSE

Chain shirt with shield	3
Small sword or ax	2

WANDERING

Orcs are the most common of all the humanoid monsters. Some legends would have you believe that they descended from Elves, but there is no proof to support such a claim. On thing however is for certain, and that is that they are all from birth, bent on the conquest of the entire world, and seek nothing more then to make war with everyone they meet.

SPECIAL ABILITIES

Some Orcs have higher ability ratings then others. Their training varies from tribe to tribe, and from warlord master to warlord master. There are countless tribes across the realm and you may feel free to make up a tribe of your own. The most famous of all tribes are the "Legions of Froth Nose". These Orcs all have a Movement = 6d, and a Combat = 10d. Additionally, general Froth Nose has the ability to bark out special commands that cause them to spread out and "Rage" (see magic rules) using two "All Out Attacks" madly as they blitz across the battle field and slaughter everyone the meet. Oddly enough, a raging Orcs never attacks other Orcs.

ON THE BATTLE FIELD

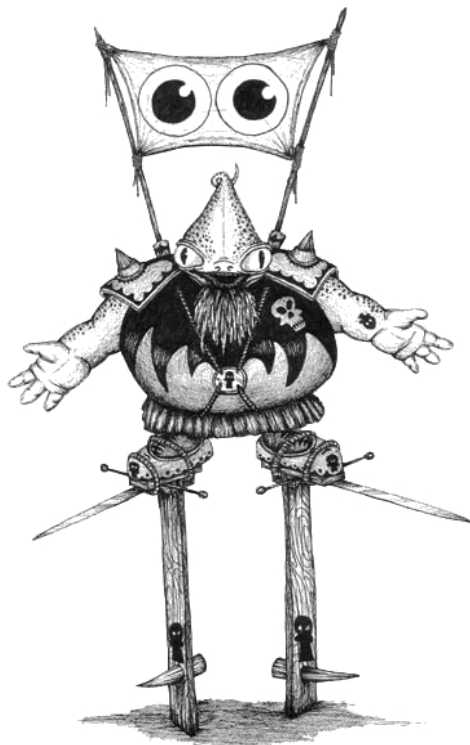
To add an Orc to your army cost 25 experience points. All Orcs can be caused to spread out and "Rage" if the Orc language is known and the proper (highly secret) commands are known.

HOMES

Most orcs live in tribal villages, similar to barbaric humans. Some orcs live in castles, dungeons etc. when lead my evil masters. A very small few try to live peacefully among humans and other character races.

EXPERIENCE POINTS

A wandering orc is worth 1 experience points.



SQUIZZIQQ

Say: (skwiz-EEKS)

MIND ABILITIES

Willpower	3
Intellect	1
Nature	6
Corruption	6

BODY ABILITIES

Strength	1
Movement	6
Coordination	6
Combat	7

FIXED ATTRIBUTES

Life Force	2
Size	1
Speed	6"
Dark Vision	18"

NATURAL ATTACK & DEFENSE

Leather Armor	1
Fist	0

WANDERING

Squizziqqi are amusing at first with practical jokes being played by 2 or 3 of them who come out of hiding to roll with laughter. But beware, for these little devils travel in much larger groups (3 to 18 more are still hiding) and only serve to befriend the characters so they might deceive them. They will try to get the characters to follow them to their secret village, and sacrifice the characters to one or more of their strange (fictitious) gods who often resemble tall humanoids with animal heads and large over-sized eyes.

SPECIAL ABILITIES

Sharp pointy traps, are their specialty. They set these traps all over their homes, villages, streets, and even on their own bodies. To survive, they have gained an amazing knack for "Spotting" traps with a +5d modifier to Spot traps, and 5 in 6 chance of spotting traps when not even looking for them.

Typical traps include:

- (1) Many long thin blades that are difficult to see, so creatures walk into them for 1d of damage, or run into them for 2d of damage. These are especially fun for them. They get a party of adventures to chase them then slip pass the trap and look back and giggle as the poor fools run head long into the blades.
- (2) Small holes in the ground that have no damage to step in, but will cause 2d of damage to step out of, unless the individual stops and removes the trap, which takes time, during which they suffer a -2d defense modifier and can not move.
- (3) Somehow (almost magically) get a long thin blade (2 feet long perhaps) to fit inside a very small container (only a couple of inches big). When opened, the blade shoots out as a surprise attack. Surprise rating = 5d and an Attack rating = 8d. If the surprise vs. NT is successful, then the attack gets a +2d modifier and all damage (if any) is doubled.
- (4) The dreaded pit with plenty of sharp pointy blades on the bottom. Typically only 10 feet deep, so the fall causes no damage, but the fool who falls in lands on 1 to 6 blades that each do 1 to 6 points of damage.
- (5) The spinning blade involves a small blade (1 foot long perhaps) that is sharp on both ends. The trap releases the blade to spin like a Frisbee as it attacks with a 10d rating.
- (6) The spike on a stick is made by placing a point spike on the end of a long flexible wooden board, then bending it back so when the trap is sprung it spans the target in the ass but with the pointy spike as well. The result is a 9d attack

Squizziqqi can set a trap in two actions (or a single round), and all of their traps will have a 5d or 6d Hidden rating, and there is no chance to avoid there traps, if you don't stop and look for them.

ON THE BATTLE FIELD

These creatures never join armies.

HOMES

Nothing is known about there homes, for no one has ever been to one and lived to tell about it. However, it is believed that there home are underground and resemble small yet very crowded amusement parks with a low ceiling, a lot of colors, a tone of things spinning and moving about in all directions. But then again, this only a theory

EXPERIENCE POINTS

An entire group of wandering quizziqqi is worth 10 experience points total.



VELP

Say: (VELP)

MIND ABILITIES

Willpower	1
Intellect	0
Nature	1
Corruption	1

BODY ABILITIES

Strength	1
Movement	1
Coordination	1
Combat	5

FIXED ATTRIBUTES

Life Force	2
Size	1
Speed	3"
Dark Vision	18"

NATURAL ATTACK & DEFENSE

Thick wet skin	5
	0

WANDERING

Velp are primitive creatures fascinated with fire. They usually sloth along in groups of 2 to 12 and attack immediately when spotting fire. Giving them the fire will usually distract them long enough for a clean get away.

SPECIAL ABILITIES

Velp are not stupid, but their minds are not nearly as advanced as a human's. They communicate with each other by a series of strange high pitched sounds which also allow them to see perfectly in the day as well as in the dark.

There are five special sounds they make when communicating with other Velps.

- (1) What do you see? What is the other thing or things?
- (2) The other thing or things are very close (with 12 inches).
- (3) The other thing or things is big and scary.
- (4) The other thing or things is small and might be good to eat.
- (5) Stay away, this thing or these things are mine.
- (6) The other thing or things is magical, hot, or perhaps even fire!
- (7) The other thing or things is dead, rotten or no good.

Though primitive in many ways, Velp have adapted to combat by developing a thick wet skin for natural protection, and the ability to construct primitive weapons out of sharp stones, broken metal shields, etc. They always use an "All Out Attack" and their weapons will have a 2d or 3d weapon rating.

ON THE BATTLE FIELD

These creatures never join armies.

HOMES

It is believed that they live and travel in family groups. Each group will have 1 to 6 males and 1 to 6 females, though scholars admit they really can't tell them apart. They enjoy multiple sex partners where a male and female enjoy a long patient kissing session, then two weeks later the female digs up a hole, spits out 2 to 12 small neon green eggs with yellow and black specs, then covers them up gently with soft dirt. The eggs are left to hatch alone and fend for themselves.

These buried eggs are very difficult to find (Hidden rating = 9), but when a group of Velp is encountered, there is a 1 in 6 chance that some buried eggs are nearby. When found and eaten, each egg raw (shell included) they serve as a potion of healing curing 2d points of damage, not to exceed hour character's maximum Hit Points.

EXPERIENCE POINTS

An entire group of wandering Velps is worth 6 experience points total.