

DELVER'S QUEST

Rules for Fantastic Miniature Boardgames Based on
Dungeon Exploration and Conquest

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Creature Codex

Version 0.2

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Monsters by Level

Level 1

Bandits/Guardsmen
(Warrior -3)
Giant Lizard (Vermin -2)
Giant Rats (Vermin -3)
Goblins/Orcs (Marauder -3)
Hobgoblins (Marauder -2)
Skeleton (Undead -2)
Wolf (Canine -1)
Zombie (Undead -1)

Level 4

Djinn (Elemental -2)*
Evil Champion (Warrior +2)
Giant Eagle (Winged -2)
Giant, Hill (Giant -2)
Giant, Stone (Giant -1)
Golem, Flesh (Golem -1)
Griffon (Winged -1)
Hellhound (Canine +2)
Necromancer (Warrior -3)*
Ogre (Marauder)
Shadow (Spirit -1)
Stone Guardian (Golem -2)
Troll (Marauder +1)
Werebear (Werebeast +1)
Werewolf (Werebeast)
Wight (Undead +2)
Wraith (Spirit)

Level 7+

Demon, Greater (Spirit +4)*
Demon, Lesser (Spirit +3)*
Ancient Dragon (Dragon +2)*
Giant, Storm (Giant +2)*
Golem, Iron (Golem +2)
Hydra (Guardian +1)
Titan (Giant +3)*

Level 2

Brigands/Soldiers
(Warrior -2)
Bugbear (Marauder -1)
Evil Swordsman (Warrior -1)
Ghouls (Undead)
Giant Spider (Vermin -1)
Worg (Canine)

Level 5

Young Dragon (Dragon -1)
Efreeti (Elemental -1)*
Giant, Frost (Giant)
Golem, Clay (Golem)
Manticore (Winged)
Mummy (Undead +3)
Naga (Guardian -2)
Purple Worm (Dragon -1)
Spectre (Spirit +1)
Vampire (Undead +4)*
Witch (Warrior -2)*
Wyvern (Dragon -2)

Level 3

Dire Wolf (Canine +1)
Evil Warrior (Warrior)
Gargoyle (Golem -3)
Giant Snake (Vermin)
Harpy (Winged -3)
Wererat (Werebeast -1)

Level 6

Basilisk (Guardian -1)
Dragon (Dragon)
Great Dragon (Dragon +1)*
Elemental, All (Elemental)
Evil Wizard (Warrior -1)*
Ghost (Spirit +2)
Giant, Fire (Giant +1)
Golem, Stone (Golem +1)
Roc (Winged +1)
Treant (Guardian)

* Denotes the Monster has Magic Abilities

Monsters by Category

Canines

Wolf (Canine -1)
Worg (Canine)
Dire Wolf (Canine +1)
Hellhound (Canine +2)

Dragons

Wyvern (Dragon -2)
Young Dragon (Dragon -1)
Purple Worm (Dragon -1)
Dragon (Dragon)
Great Dragon (Dragon +1)*
Ancient Dragon (Dragon +2)*

Elementals

Djinn (Elemental -2)*
Efreeti (Elemental -1)*
Elemental, All (Elemental)

Giants

Giant, Hill (Giant -2)
Giant, Stone (Giant -1)
Giant, Frost (Giant)
Giant, Fire (Giant +1)
Giant, Storm (Giant +2)*
Titan (Giant +3)*

Golems

Gargoyle (Golem -3)
Stone Guardian (Golem -2)
Golem, Flesh (Golem -1)
Golem, Clay (Golem)
Golem, Stone (Golem +1)
Golem, Iron (Golem +2)

Guardians

Naga (Guardian -2)
Basilisk (Guardian -1)
Treant (Guardian)
Hydra (Guardian +1)

Marauders

Goblins/Orcs (Marauder -3)
Hobgoblins (Marauder -2)
Bugbear (Marauder -1)
Ogre (Marauder)
Troll (Marauder +1)

Spirits

Shadow (Spirit -1)
Wraith (Spirit)
Spectre (Spirit +1)
Ghost (Spirit +2)
Demon, Lesser (Spirit +3)*
Demon, Greater (Spirit +4)*

Undead

Skeleton (Undead -2)
Zombie (Undead -1)
Ghouls (Undead)
Wight (Undead +2)
Mummy (Undead +3)
Vampire (Undead +4)*

Vermin

Giant Rats (Vermin -3)
Giant Lizard (Vermin -2)
Giant Spider (Vermin -1)
Giant Snake (Vermin)

Warriors

Bandits/Guardsmen (Warrior -3)
Necromancer (Warrior -3)*
Brigands/Soldiers (Warrior -2)
Witch (Warrior -2)*
Evil Swordsman (Warrior -1)
Evil Wizard (Warrior -1)*
Evil Warrior (Warrior)
Evil Champion (Warrior +2)

Werebeasts

Wererat (Werebeast -1)
Werewolf (Werebeast)
Werebear (Werebeast +1)

Winged

Harpy (Winged -3)
Giant Eagle (Winged -2)
Griffon (Winged -1)
Manticore (Winged)
Roc (Winged +1)

Monster	Category	Modifier	Attack/ Defense vs Warrior	Level
Ancient Dragon (Dragon +2)*	Dragon	+2	3/14	7
Bandits/Guardsmen (Warrior -3)	Warrior	-3	10/4	1
Basilisk (Guardian -1)	Guardian	-1	5/11	6
Brigands/Soldiers (Warrior -2)	Warrior	-2	9/5	2
Bugbear (Marauder -1)	Marauder	-1	9/8	2
Demon, Greater (Spirit +4)*	Spirit	+4	4/15	7
Demon, Lesser (Spirit +3)*	Spirit	+3	5/14	7
Dire Wolf (Canine +1)	Canine	+1	8/7	3
Djinn (Elemental -2)*	Elemental	-2	6/8	4
Dragon (Dragon)	Dragon	0	5/12	6
Efreeti (Elemental -1)*	Elemental	-1	5/9	5
Elemental, All (Elemental)	Elemental	0	4/10	6
Evil Champion (Warrior +2)	Warrior	+2	5/9	4
Evil Swordsman (Warrior -1)	Warrior	-1	8/6	2
Evil Warrior (Warrior)	Warrior	0	7/7	3
Evil Wizard (Warrior -1)*	Warrior	-1	8/6	6
Gargoyle (Golem -3)	Golem	-3	9/7	3
Ghost (Spirit +2)	Spirit	+2	6/13	6
Ghouls (Undead)	Undead	0	9/6	2
Giant Eagle (Winged -2)	Winged	-2	7/8	4
Giant Lizard (Vermin -2)	Vermin	-2	10/5	1
Giant Rats (Vermin -3)	Vermin	-3	11/4	1
Giant Snake (Vermin)	Vermin	0	8/7	3
Giant Spider (Vermin -1)	Vermin	-1	9/6	2
Giant, Fire (Giant +1)	Giant	+1	5/12	6

Monster	Category	Modifier	Attack/ Defense vs Warrior	Level
Giant, Frost (Giant)	Giant	0	6/11	5
Giant, Hill (Giant -2)	Giant	-2	8/9	4
Giant, Stone (Giant -1)	Giant	-1	7/10	4
Giant, Storm (Giant +2)*	Giant	+2	4/13	7
Goblins/Orcs (Marauder -3)	Marauder	-3	11/6	1
Golem, Clay (Golem)	Golem	0	6/10	5
Golem, Flesh (Golem -1)	Golem	-1	7/9	4
Golem, Iron (Golem +2)	Golem	+2	4/12	7
Golem, Stone (Golem +1)	Golem	+1	5/11	6
Great Dragon (Dragon +1)*	Dragon	+1	4/13	6
Griffon (Winged -1)	Winged	-1	6/9	4
Harpy (Winged -3)	Winged	-3	8/7	3
Hellhound (Canine +2)	Canine	+2	7/8	4
Hobgoblins (Marauder -2)	Marauder	-2	10/7	1
Hydra (Guardian +1)	Guardian	+1	3/13	7
Manticore (Winged)	Winged	0	5/10	5
Mummy (Undead +3)	Undead	+3	6/9	5
Naga (Guardian -2)	Guardian	-2	6/10	5
Necromancer (Warrior -3)*	Warrior	-3	10/4	4
Ogre (Marauder)	Marauder	0	8/9	4
Purple Worm (Dragon -1)	Dragon	-1	6/11	5
Roc (Winged +1)	Winged	+1	4/11	6
Shadow (Spirit -1)	Spirit	-1	9/10	4
Skeleton (Undead -2)	Undead	-2	11/4	1
Spectre (Spirit +1)	Spirit	+1	7/12	5

Monster	Category	Modifier	Attack/ Defense vs Warrior	Level
Stone Guardian (Golem -2)	Golem	-2	8/8	4
Titan (Giant +3)*	Giant	+3	3/14	7
Treant (Guardian)	Guardian	0	4/12	6
Troll (Marauder +1)	Marauder	+1	7/10	4
Vampire (Undead +4)*	Undead	+4	5/10	5
Werebear (Werebeast +1)	Werebeast	+1	6/9	4
Wererat (Werebeast -1)	Werebeast	-1	8/7	3
Werewolf (Werebeast)	Werebeast	0	7/8	4
Wight (Undead +2)	Undead	+2	7/8	4
Witch (Warrior -2)*	Warrior	-2	9/5	5
Wolf (Canine -1)	Canine	-1	10/5	1
Worg (Canine)	Canine	0	9/6	2
Wraith (Spirit)	Spirit	0	8/11	4
Wyvern (Dragon -2)	Dragon	-2	7/10	5
Young Dragon (Dragon -1)	Dragon	-1	6/11	5
Zombie (Undead -1)	Undead	-1	10/5	1

Monsters with Magic

Monsters listed in the previous pages with an * have magically abilities. This does not mean that they are required to use them but they are listed here as an option for scenario designers.

Great Dragon - Function as Wizards but only have 5 points to spend and are not able to select 4 or 5 point spells. [That is they are unable to cast Charm Monster, Wizard's Eye, Teleport or Conjure Elemental].

Ancient Dragon - Function as Wizards but have 10 points to spend and are not able to select 5 point spells. [That is they are unable to cast Teleport and Conjure Elemental].

Djinn - Djinn are able to cast the following spells as needed Light, Shield, Lightning Bolt, and Teleport. Up to 12 points of spells may be cast until needing to rest.

Efreeti - Efreeti are able to cast the following spells as needed Light, Shield, Fireball, and Teleport. Up to 12 points of spells may be cast until needing to rest.

Storm Giant - Storm Giants are able to cast Light and Lightning Bolt spells as needed. Up to 12 points worth of spells may be cast until needing to rest.

Titan - Titans are able to cast Light, Protection from Evil and Lightning Bolt spells as needed. Up to 15 points worth of spells may be cast until needing to rest.

Lesser Demon - Function as Wizards but only have 5 points worth of spells and can only choose 1 or 2 point spells.

Greater Demon Function as Wizards but only have 10 points worth of spells and can only choose 1, 2, or 3 point spells

Vampire - Vampires can cast the following spells Charm Person, Summon Giant Rat [2 points], Summon Worg [4 points], and Fly. They may cast up to 15 points worth of spells may be cast until needing to rest.

Necromancer - Function as Wizards but only have 10 points to spend and are not able to select 4 or 5 point spells. [That is they are unable to cast Charm Monster, Wizard's Eye, Teleport or Conjure Elemental].

Witch/Warlock - Function as Wizards but only have 20 points to spend and are not able to select 5 point spells. [That is they are unable to cast Teleport and Conjure Elemental].

Evil Wizard - Function as the Wizard Character. With access to 30 points worth of spells.