

Alpha Set

Creatures (The fighters)

Mallet Friend - Creature

A fun filled friend that likes to hop. He also has a mallet!

Hat Magician - Creature

A magician that pulls things out of his hat based on dice rolls!

1: A syringe with super duper chicken pox! (5 seconds to live)

2: A machine that eats hands!

3: A venomous spider that bites hands! (1 minute to live)

4: A live grenade with sticky glue on it! (roll of 90 or better to get off. takes 8 seconds to explode)

5: A scarf (Great for choking!)

6: A hat the can be throw like a boomerang

7: Sharpened Wand

8: Killer Bunny

9: Explosive Pie

10: Shotgun

Acrobatic Axe Holder - Creature

A flexible person with an axe

Lion Tamer - Creature

Spawns a lion! Chance it might not be spawned tame

Cannon Fodder Fodder - Creature

A person who comes with a cannon! Fires himself out of it to hit people!

Strongman 1 - Creature

Very, Very strong! +10 to all strength based rolls! Can't fight strongman 2

Strongman 2 - Creature

Same as strongman 1. Can't fight him though

Grenade Juggler - Creature

Has 4 grenades. Random number between 1 and 10 decided for how many seconds it takes till they explode.

Zenurion, the firebreather - Creature

Breaths fire. Nuff said

Acid Clown - Creature

A creature that squirts acid from a flower!

Tricky Elephant - Creature

An elephant that stole a magic hat! He can make things disappear with his feet!

Three armed larry - Creature

Part of the freak show! He has three arms and ain't afraid to use them.

Three legged Ted - Creature

Larries archnemesi! He has three legs, and is great at soccer!

Happy the clown - Creature

Happy go lucky and full of fun! Likes to wrap floaty balloons around necks!

Makeup artist

Puts makeup on clowns! Can disguise as them too!

Tightrope molotov thrower

Likes to throw molotovs from tight ropes! Has 2!

Blank Firer

Likes to be in plays! He also like to shoot blanks! 1/6 chance it will be a live bullet instead of a blank!

The Shadow

The right hand man of toady. Very stealthy.

Cultist

If he kills someone, you may say in your strategy that you want him to say a death prayer, which gives the cultist +8 to dice rolls.

Churchgoer

May spend 10 seconds, praying to get +8 to their dice rolls

Bay Watcher

A ruthless, blood demanding warrior.

Items (Non-living, death-aiding stuff)

Acid Ballon

A balloon filled with acid!

Red button

Roll a d5 when pressed

1:The creature who pressed explodes, as well as everyone around him

2:the creature becomes a 1d6

1: Monkey

2: Landwhale

3: Elephent

4: Explosive Pie with legs

5: A Colorful bird that can breathe fire

6: An orangutan

3: Creature gets 1d6 power

1: Summon pies

2: Breathe Fire

3: Can summon a tamed animal

4: Becomes very acrobatic

4: A d100 is spawned that jumps around when ever a dice roll is required

Chainsaw

Makes a scary clown!

Mallet

Makes a stereotypical clown!

Toady's Scepter

A scepter that gains energy from blood! Plus +x on rolls to equipped creature.

Where x= The amount of kills the creature has gotten.

Zenurions Sword

A Sword enchanted with fire!

Sigil of the nightman

The holder gets filled with the spirit of the nightman.

Sigil of the dayman

The holder gets filled with the spirit of the dayman

Sigil of philadelphia

The holder gets filled with a drunken rage